

How_to_enable_empty_strings_in_query_dialogs

By default query dialogs will show the OK softkey only if you enter some text in to the edit control(s). This behaviour can be changed by overriding the *UpdateLeftSoftKeyL()* function. All other functions for queries work as they would normally, for example **RunLD()** or **ExecuteLD()**.

In the case of multiline queries, note the following:

- Use the *ControlByLayoutOrNull()* function with a control id of *EMultiDataFirstEdwin* or *EMultiDataSecondEdwin*.
- You must call *SetDataL()* in the case of multiline data query controls.

Below is an implmentation of the class; no RSS is provided as the standard resource works just fine.

```
class CAllowsEmptyStringsDialog : public CAknTextQueryDialog
{
public:

    static CAllowsEmptyStringsDialog* NewL(
        TDes& aText, TTone aTone = ENoTone);

protected:

    CAllowsEmptyStringsDialog(TDes& aText, const TTone& aTone);

protected: // from CAknTextQueryDialog

    void UpdateLeftSoftKeyL();
};

CAllowsEmptyStringsDialog* CAllowsEmptyStringsDialog::NewL(
    TDes& aText, TTone aTone)
{
    CAllowsEmptyStringsDialog* self =
        new (ELeave) CAllowsEmptyStringsDialog(aText, aTone);
    return self;
}

CAllowsEmptyStringsDialog::CAllowsEmptyStringsDialog(
    TDes& aText, const TTone& aTone)
    : CAknTextQueryDialog(aText, aTone)
{
    // No implementation required
}

void CAllowsEmptyStringsDialog::UpdateLeftSoftKeyL()
{
    MakeLeftSoftkeyVisible(ETrue);
}

// Use as::
{
    CAllowsEmptyStringsDialog* dialog = CAllowsEmptyStringsDialog::NewL(name);
    dialog->ExecuteLD(R_ALLOWSEMPYSTRING_PROMPT_QUERY);
}
```

Links

[Querying Strings](#)