

How_to_use_CEikTextButton??

Class CEikTextButton provides functionality to create button on S60 3rd Edition phones. This is a simple control like CEikEdwin and CEikLabel and you can implement it in your container as follows.

Header Required:

```
#include <eikcmbut.h>
```

Library needed:

```
LIBRARY avkon.lib eikcoctl.lib
```

Required capabilities:

None

Change in header file.

```
//Derive your container/View class from MCoeControlObserver.  
//override following functions.  
protected:  
    TInt CountComponentControls  
    * ComponentControl(TInt aIndex) const;  
    TKeyEventResponse* OfferKeyEventL(const TKeyEventL& aKeyEvent, TEventCode aType);  
  
protected: // MCoeControlObserver  
void HandleControlEventL(CCoeControl* aControl, TCoeEvent aEventType);
```

Change in .cpp file.

```
void CHelloWorldAppView::ConstructL(const TRect& aRect)  
{  
    // Create a window for this application view  
    CreateWindowL  
    // iButtonControl is pointer of type CEikTextButton;  
    iButtonControl = new (ELeave) CEikTextButton;  
    iButtonControl->SetContainerWindowL(*this);  
    (KTextLIT("Testing Button"));  
    iButtonControl->SetTextL(KText);  
    iButtonControl->SetFocus(ETrue);  
    iButtonControl->SetObserver(this);  
    iButtonControl->SetRect(TRect(5, 5, 250, 50)); //or u can set it in your SizeChanged() method.  
    (SRERect);  
    ActivateL  
}  
  
TInt CHelloWorldAppView::CountComponentControls() const  
{  
    return 1;  
}  
  
CCoeControl* CHelloWorldAppView::ComponentControl(TInt aIndex) const  
{  
    switch(aIndex)  
    {  
        case 0:  
        {  
            return iButtonControl;  
            break;  
        }  
    }  
}
```

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```
    }
    default:
    {
        break;
    }
}

TKeyResponse CHelloWorldAppView::OfferKeyEventL(const TKeyEvent& aKeyEvent, TEventCode aType)
{
    TKeyResponse response = EKeyWasNotConsumed;

    if((iButtonControl) && (aKeyEvent.iScanCode==167))
    {
        response = EKeyWasConsumed;
        CEikButtonBase CEikButtonBase::ESet;
    }
    if(aType==EEventKeyDown)
    {
        response = CEikButtonBase::ESet;
    }
    else if(aType==EEventKeyUp)
    {
        response = CEikButtonBase::EClear;
    }
    if(response == EKeyWasConsumed)
    {
        response = CEikButtonBase::ESet;
        CEikButtonBase::ESet;
        CEikButtonBase::EClear;
    }
    if(response == EKeyWasNotConsumed)
    {
        response = CEikButtonBase::ESet;
    }
}

return response;
}

// MCoeControlObserver
void CHelloWorldAppView::HandleControlEventL(CCoeControl* aControl, TCoeEvent aEventType)
{
    if((aControl==iButtonControl) && (aEventType==EEventStateChanged))
    {
        CEikButtonBase iButtonControl->State();
    }
}
}
```

Source Code:

Full example: [Helloworldbasic\(CEikTextButton\).zip](#)

Note: the CEikTextButton seems not working well with touch operations, so I extended it a little bit to support both confirm key events and pointer events, see the new example: [Helloworldbasic\(MyTextButton\).zip](#)

Screenshots:

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