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<b>Platform</b>	S60 3rd Edition	<b>Devices</b>	
<b>Category</b>	Symbian C++	<b>Subcategory</b>	

**Keywords (APIs, classes, methods, functions):**

## Overview

Inserting text or an icon on the navi pane of an application

## Description

S60 applications can set custom icons or texts to be displayed on the navi pane while their application is in foreground.

## Solution

First, a reference to the status pane is retrieved. Next, the reference of the navi pane is obtained from the status pane. The application then has to create a text-based Navi decorator object using the CAknNavigationDecorator class. Finally, the decorator object needs to be pushed onto the navi pane so that it becomes visible.

```
//-----
CAknNavigationControlContainer* iNaviPane = 0;
CAknNavigationDecorator* iNaviDecorator = 0;
//Get the reference of the status pane
CEikStatusPane *statusPane = iEikonEnv->AppUiFactory()->StatusPane();
if ( statusPane )
{
    //Get the reference of the navi pane
iNaviPane=static_cast<CAknNavigationControlContainer*>(statusPane->ControlL(
    TUid::Uid(EEikStatusPaneUidNavi) ));
    //Create a Navi decorator object
iNaviDecorator= iNaviPane->CreateEditorIndicatorContainerL();
    //Get the reference of the indicator container inside the NaviDecorator
    CAknIndicatorContainer* indiContainer =
        static_cast<CAknIndicatorContainer*>(iNaviDecorator->DecoratedControl());
}
```

```

if ( indiContainer && CEikStatusPaneBase::Current() )
{
    TBuf<32> msgSize;
    msgSize.Append(_L("Test")); // Text to be displayed

    indiContainer->SetIndicatorValueL(
    TUid::Uid( EAknNaviPaneEditorIndicatorMessageLength ), msgSize );

    indiContainer->SetIndicatorState(
    TUid::Uid( EAknNaviPaneEditorIndicatorMessageLength ),
    EAknIndicatorStateOn);
}

//Push the object onto the navi pane.
iNaviPane->PushL( *iNaviDecorator );
}
//-----

```

Similarly, the code snippet to display an icon on the navi pane is as follows:

```

//-----
CFbsBitmap* bitmap = NULL;
CFbsBitmap* mask = NULL;
CEikStatusPane* statusPane = iEikonEnv->AppUiFactory()->StatusPane();
CAknNavigationControlContainer* naviPane =
    (CAknNavigationControlContainer*)statusPane->ControlL(
    TUid::Uid(EEikStatusPaneUidNavi));
// Create an icon
AknIconUtils::CreateIconLC (bitmap, mask, KIconFile,
    EMbmCarsvgCircle, EMbmCarsvgCircle_mask); //KIconFile is the .mif file

TSize size(30,30);
AknIconUtils::SetSize(bitmap, size); // Sets the size of the extracted image
//Create a Navi Decorator encapsulation for the image.
CAknNavigationDecorator* naviDecorator =
    naviPane->CreateNavigationImageL(bitmap, mask);
//Push the image onto the navi pane.
naviPane->PushL(*naviDecorator);
//-----

```

Required include files and libraries:

```

#include <aknavi.h>           // for CAknNavigationControlContainer
#include <eikspane.h>        // for CEikStatusPane
#include <aknnavide.h>       // for CAknNavigationDecorator
#include <akniconutils.h>    // for AknIconUtils
#include <aknindicatorcontainer.h> // for CAknIndicatorContainer
LIBRARY    aknicon.lib
LIBRARY    fbscli.lib
LIBRARY    avkon.lib

```

Note:

The icons or text stay on the navi pane as long as the application is in foreground but they do not affect the idle screen of the device.