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<b>Category</b>	Symbian C++	<b>Subcategory</b>	UI, UI components, Localization

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

## Overview

Retrieving text for softkey labels

## Description

The following code example demonstrates how to read label texts currently displayed in the control pane (CBA) for left, middle (if in use), and right softkeys.

A label (CEikLabel) for each softkey can be retrieved with CCoeControl::ComponentControl(). The label is the first control owned by the softkey.

## Solution

```

CEikButtonGroupContainer* cba = CEikButtonGroupContainer::Current();
if( cba )
{
    MEikButtonGroup* buttonGroup = cba->ButtonGroup();
    for( TInt pos = 0; pos < 3; pos++ )
    {
        TInt cmdId = buttonGroup->CommandId( pos );
        CCoeControl* button = buttonGroup->GroupControlById( cmdId );
        if( button && buttonGroup->IsCommandVisible( cmdId ) )
        {
            CEikLabel* label = static_cast<CEikLabel*>( button->ComponentControl(0) );
            const TDesC* txt = label->Text();
        }
    }
}

```

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### **Notes:**

- The above code always returns the full label text, even if a shortened version of the label is displayed on screen.
- The `CEikCommandButton` class provides a `Label()` function for this purpose. However, this class is not supported by the current implementation of CBA; `CEikButtonGroupContainer::CommandButtonOrNull()` always returns `NULL`.