

ID	TSS000712	Creation date	July 4, 2007
Platform	S60 1st Edition S60 2nd Edition S60 3rd Edition Series 80 2nd Edition	Devices	
Category	Symbian C++	Subcategory	UI

Keywords (APIs, classes, methods, functions):

Overview

Adding menu items dynamically

Description

Items can be added to the menu dynamically, without making any changes to the resource file.

Solution

First, use an ?empty? menu definition in the application resource file:

```
#include <eikon.rh>
#include <avkon.rh>
#include <avkon.rsg>
#include "MyApp.hrh"
RESOURCE RSS_SIGNATURE
{
}
RESOURCE TBUF r_default_document_name
{
  buf="";
}
RESOURCE EIK_APP_INFO
{
  menubar = r_myapp_menubar;
  cba = R_AVKON_SOFTKEYS_OPTIONS_EXIT;
}
```

TSS000712_-_Adding_menu_items_dynamically

```
RESOURCE MENU_BAR r_myapp_menubar
{
  titles =
  {
    MENU_TITLE
    {
      menu_pane = r_myapp_menu;
    }
  };
}
RESOURCE MENU_PANE r_myapp_menu
{
  items =
  {
    // Empty implementation of menu
  };
}
```

Then, override `MEikMenuObserver::DynInitMenuPaneL()` in the application UI class:

```
void CMyAppUi::DynInitMenuPaneL( TInt aResourceId, CEikMenuPane* aMenuPane )
{
  if( aResourceId == R_MYAPP_MENU )
  {
    CEikMenuPaneItem::SData itemData;
    itemData.iText = _L("New menu item"); // Label text for the menu item
    itemData.iCommandId = ECmdYourMenu; // Command ID for the menu item
    itemData.iFlags = 0;
    itemData.iCascadeId = 0;
    aMenuPane->AddMenuItemL( itemData );
  }
}
```

Note that there is no need to call `DynInitMenuPaneL()` directly as it will be called by the framework once the menu softkey is pressed.