

Update_dialog_cba

The following example shows how to update the CBA of a custom dialog depending upon a given condition. There are a lot of times when we want to bring up a dialog and then change the CBA depending upon certain conditions, i.e. text inputted in the dialog/state of the application etc.

Header file required:

```
#include <aknquerydialog.h>
```

No resource is provided as the standard resource for a query dialog would work fine.

Add following lines in .h file.

```
class CYourDialog : public CAknTextQueryDialog
{
public:

    static CYourDialog* NewL(
        TDes& aText, TTone aTone = ENoTone)
    {
        CYourDialog* self =
            new (ELeave) CYourDialog(aText, aTone);
        return self;
    }

protected:

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

protected: // from CAknTextQueryDialog

    void UpdateLeftSoftKeyL(); //This function would be called everytime something is entered
};
```

Add following lines in .cpp file.

```
// In your container/view class
TBuf<20> myText;
iYourDialog = CYourDialog::NewL(myText);
iYourDialog->PrepareLC(/*Resource def from rssi file*/);
iYourDialog->RunLD();

/**
 * Over-ridden function from CAknTextQueryDialog, allows us to change the
 * text of the LSK depending on some condition
 */
void CYourDialog::UpdateLeftSoftKeyL()
{
    CEikButtonGroupContainerButtonGroupContainer();
    SetCommandSetL(R_AVKON_SOFTKEYS_OK_CANCEL);
    TInt pos = PositionById(EAknSoftkeyOk);
    * this->Resource = NULL;

    MakeLeftSoftkeyVisible(); //Even if there is nothing, shows the LSK
    if(CheckIfEntryTextOk()) // in case something is entered
```

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```
{
if(/*Your Condition 1*/)
{
// My Condition 1 met, leme update
    = StringLoad(textResource/*Text resource from rss*/);
    SetCommandL(posOk, EAnSoftkeyOk, *textResource);
}
else if(/*Your Condition 2*/)
{
// My Condition 2 met, leme update
    = StringLoad(textResource/*Text resource from rss*/);
    SetCommandL(posOk, EAnSoftkeyOk, *textResource);
}
}
else
{
// No text is there, lets put something else
    = StringResource:LoadLC(/*Text resource from rss*/);
    SetCommandL(posOk, EAnSoftkeyOk, *textResource);
}
if(textResource != NULL)
{
    posOk += posOk + StringResource textResource );
    DrawNow(); cba.
}
}
```

Now with this code, your RSK would be changed to show something else depending on what you want instead of the simple Ok which could be confusing to the user on conditional states in your application.

Added by - Mayank on 12/05/2009