Archived:Adding items to listbox dynamically

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How to add an item to a CAknDoubleLargeStyleListBox

This article describes the process of adding an item to an Avkon listbox at runtime.

Two steps are necessary:

1. Create text item and add it to the text item array
2. Create the icon and add it to the icons array

Both the items should be assigned to the same index remember else you may landup with panic AVKON 0

1. Create text item and add it to the text item array

```
_LIT16(M,"0\tHello\tHi");
TBuf16<100> b;
CTextListBoxModel* model =iListBox->Model();
CDesCArray* itemArray = static_cast< CDesCArray* > ( model->ItemTextArray() );
itemArray->InsertL(0,M);
```

2. Create Icon and add it to the icons array - this is bit tricky

```
CGulIcon* YourClass::GetIconFromResource()
 {
 CGulIcon* icon;
 icon = LoadAndScaleIconL(
   KYourResourceFile, EMbmIconId, -1,
   NULL, EAspectRatioPreserved );
 return icon;

 }

CGulIcon* YourClass::LoadAndScaleIconL(
  const TDesC& aFileName,
  TInt aBitmapId,
  TInt aMaskId,
  TSize* aSize,
  TScaleMode aScaleMode )
 {
 CFbsBitmap* bitmap;
 CFbsBitmap* mask;
 AknIconUtils::CreateIconL( bitmap, mask, aFileName, aBitmapId, aMaskId );

 TSize size;
 if ( aSize == NULL )
  {
  // Use size from the image header.  In case of SVG,
  // we preserve the image data for a while longer, since ordinarily
  // it is disposed at the first GetContentDimensions() or SetSize() call.
  AknIconUtils::PreserveIconData( bitmap );
  AknIconUtils::GetContentDimensions( bitmap, size );
  }
 else
  {
  size = *aSize;
  }

 AknIconUtils::SetSize( bitmap, size, aScaleMode );
 AknIconUtils::SetSize( mask, size, aScaleMode );

 if ( aSize == NULL )
  {
  AknIconUtils::DestroyIconData( bitmap );
  }

 return CGulIcon::NewL( bitmap, mask );
 }
```

3. Add the created icon to the list box.

```
CArrayPtr<CGulIcon>* iconList=iListBox->ItemDrawer()->ColumnData()->IconArray();
iconList->InsertL(0,yourClass->GetIconFromResource());
```

4. Finally, you need to notify the listbox that new items have been added

```
iListBox->HandleItemAdditionL();
```


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Placing this code in appropriate class is your responsibility :) You may need to slightly change this code based on the location of your listbox.

Related Links:

- List box example in Symbian C++

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