Archived:Applying actions on list box items using Symbian C++

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Overview

Applying actions on list box items

Description

Below is a code snippet demonstrating how to apply actions on a list box item selected by the user.

The code to create a simple list box can be obtained from the link: How to create a simple listbox in Symbian C++. It is possible to apply any actions (e.g., displaying a popup or a dialog) by catching key events for a list box that currently has keyboard focus. This is done in the OfferKeyEventL() function of the container class that owns the list box.

Solution

```
TKeyResponse CMyExampleAppView::OfferKeyEventL(const TKeyEvent& aKeyEvent, TEventCode aType)
{
        if(aType != EEventKey)
            {
            return EKeyWasNotConsumed;
            }
        switch(aKeyEvent.iCode)
            {
            case EKeyUpArrow:
            case EKeyDownArrow:
                {
                // Forward up and down key press events to the list box
                return iListBox->OfferKeyEventL( aKeyEvent, aType );
                }
            case EKeyOK: // display an information note when item is selected
                {
                _LIT(KFormatMessage, "Selected item: %d");
                TInt idx = iListBox->CurrentItemIndex();
                TBuf<32> message;
                message.Format(KFormatMessage, idx);
                CAknInformationNote* Note = new (ELeave) CAknInformationNote;
                Note->ExecuteLD(message);
                return EKeyWasConsumed;
                }
            default:
                break;
            }
        return EKeyWasNotConsumed;
        }
```

Also make sure to add this line

```
AddToStackL( iAppView );
```

in AppUi's `ConstructL()` to add the view/container to the control stack and receive `OfferKeyEventL()` calls.

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