Available positioning modules

The following code snippet demonstrates how to obtain list of the available positioning modules using Symbian C++.

Headers:

```
#include <lbs.h>
```

Libraries:

```
LIBRARY       lbs.lib
LIBRARY       bafl.lib //for CDesCArrayFlat
```

```
// Position server
RPositionServer posServer;
User :: LeaveIfError( posServer.Connect() );
CleanupClosePushL( posServer );

// get default module UID
TPositionModuleId defModuleUid;
User :: LeaveIfError( posServer.GetDefaultModuleId( defModuleUid ) );

// get count of available modules
TUint numOfModules = 0;
User :: LeaveIfError( posServer.GetNumModules( numOfModules )  );
if( numOfModules )
{
   // array for storing
   CDesCArrayFlat* itemArray = new ( ELeave ) CDesCArrayFlat( numOfModules );
   CleanupStack :: PushL( itemArray );

   _LIT( KDefault, "* " ); // default module mark
   _LIT( KGeneral, "- " ); // general module mark
   const TInt KMaxModuleNameLen = 128;
   for( TUint i = 0; i < numOfModules; i++ )
   {
      // read current module info
      TPositionModuleInfo moduleinfo;
      posServer.GetModuleInfoByIndex ( i, moduleinfo );

      // read current module name
      TBuf< KMaxModuleNameLen > moduleName;
      moduleinfo.GetModuleName( moduleName );

      // insert marker "*" or "-"
      moduleName.Insert( 0, moduleinfo.ModuleId() == defModuleUid ?
                            KDefault : KGeneral );

      // append to array
      itemArray->AppendL( moduleName );
   }
   ShowListL( itemArray );
   CleanupStack :: PopAndDestroy(); // itemArray
}

CleanupStack :: PopAndDestroy(); // posServer
```

ShowListL function can be implemented as follows:

Headers:

```
#include <aknlists.h>
```

Libraries:

```
LIBRARY       avkon.lib
LIBRARY       eikcoctl.lib
LIBRARY       eikctl.lib
```

```
void YourClass :: ShowListL( CDesCArray* anArray )
{
   // create CEikTextListBox instance, list
   CEikTextListBox* list = new( ELeave ) CAknSinglePopupMenuStyleListBox;

   // push list'pointer to CleanupStack.
   CleanupStack::PushL( list );

   // create CAknPopupList instance, popupList
   CAknPopupList* popupList = CAknPopupList::NewL( list,
                                          R_AVKON_SOFTKEYS_OK_EMPTY,
                                                 AknPopupLayouts::EMenuWindow );
   // push popupList'pointer to CleanupStack.
   CleanupStack::PushL( popupList );

   // initialize listbox.
   list->ConstructL( popupList, CEikListBox::ELeftDownInViewRect );
   list->CreateScrollBarFrameL( ETrue );
   list->ScrollBarFrame()->SetScrollBarVisibilityL( CEikScrollBarFrame::EOff,
                                                    CEikScrollBarFrame::EAuto );

   // set listitems.
   CTextListBoxModel* model = list->Model();
   model->SetItemTextArray( anArray );
   model->SetOwnershipType( ELbmDoesNotOwnItemArray );
```


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```
    // show popup list and then show return value.
    popupList->ExecuteLD();

    // pop the popupList's pointer from CleanupStack
    CleanupStack::Pop();

    // pop and Destroy the list's pointer from CleanupStack
    CleanupStack::PopAndDestroy();
}
```


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