Catching menu events in Symbian Web Runtime

Overview

This code snippet demonstrates how to handle the `onShow` menu event. It shows the count of how many times a menu has been opened on-screen.

The snippet uses the WRT's `menu` object and the `menu.onShow` property to set the handler for menu events.

The property `MenuItem.onSelect` is used to set the handler for menu item selecting events.

Source file: Relevant HTML components

```
<p id="menuOpenCountPhrase">
The menu is opened <strong>0</strong> times.
</p>
<input id="menuOpenCount" type="hidden" value="0" />
```

Source file: JavaScript file

```
var menuItemReset = null;

var CMD_MENU_RESET = 11;
```

```
// Set menu's onShow event handler
window.menu.onShow = incrementCounter;
```

```
// Creates the main menu
function createMenu() {
    // ...

    // Create the "Reset" menu item
    menuItemReset = new MenuItem("Reset", CMD_MENU_RESET);
    menuItemReset.onSelect = onMenuItemSelected;
    window.menu.append(menuItemReset);

    window.menu.showSoftkeys();

    // Set menu's onShow event handler
    window.menu.onShow = incrementCounter;
}
```

```
// Gets called when a menu item is selected
function onMenuItemSelected(menuId) {
    switch (menuId) {
        case CMD_MENU_RESET:
            // Reset the counter of menu events
            try {
                document.getElementById("menuOpenCount").value = "0";
            } catch (e) {
                alert("Error: " + e);
            }

            // Reset the menu openings count phrase
            try {
                document.getElementById("menuOpenCountPhrase").innerHTML =
                        "The menu is opened <strong>0</strong> times.";
            } catch (e) {
                alert("Error: " + e);
            }

            break;
    }
}
```

```
/**
 * Increments counter of menu opening events.
 */
function incrementCounter() {
    // Get reference to counter value
    try {
        var counterLabel = document.getElementById("menuOpenCount");
    } catch (e) {
        alert("Error: " + e);
    }

    if (counterLabel == undefined) {
        alert("Error: Menu events counter object is undefined!");
    }

    // Get current count of menu opening events
    var menuOpenCount = Number(counterLabel.value);
    // Increment counter
    var menuOpenCountNew = menuOpenCount + 1;
    counterLabel.value = String(menuOpenCountNew);
    // Form the menu openings count phrase
    try {
        document.getElementById("menuOpenCountPhrase").innerHTML =
```


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```
            "The menu is opened <strong>" + menuOpenCountNew +
            "</strong> times.";
    } catch (e) {
        alert("Error: " + e);
    }
}
```

Postconditions

Every time the menu is opened the indicator on the screen will be updated.

Selecting the "Reset" menu item resets the counter value to "0".

Supplementary material

This code snippet is part of the stub concept, which means that it has been patched on top of a template application in order to be more useful to developers. The version of the WRT stub application used as a template in this snippet is v1.1.

- The patched, executable application that can be used to test the features described in this snippet is available for download at Media:Catching menu events in WRT.zip.
- You can view all the changes that are required to implement the above-mentioned features. The changes are provided in unified diff and colour-coded diff (HTML) formats in Media:CatchingMenuEvents.diff.zip.
- For general information on applying the patch, see Using Diffs.
- For unpatched stub applications, see Example app stubs with logging framework.

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