Archived:Adding menu items dynamically using Symbian C++

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Overview

Adding menu items dynamically

Description

Items can be added to the menu dynamically, without making any changes to the resource file.

Solution

First, use an 'empty' menu definition in the application resource file:

```
#include <eikon.rh>
#include <avkon.rh>
#include <avkon.rsg>
#include "MyApp.hrh"
RESOURCE RSS_SIGNATURE
   {
   }
RESOURCE TBUF r_default_document_name
   {
   buf="";
   }
RESOURCE EIK_APP_INFO
   {
   menubar = r_myapp_menubar;
   cba = R_AVKON_SOFTKEYS_OPTIONS_EXIT;
   }
RESOURCE MENU_BAR r_myapp_menubar
   {
   titles =
      {
      MENU_TITLE
         {
         menu_pane = r_myapp_menu;
         }
      };
   }
RESOURCE MENU_PANE r_myapp_menu
   {
   items =
      {
      // Empty implementation of menu
      };
   }
```

Then, override MEikMenuObserver::DynInitMenuPaneL() in the application UI class:

```
void CMyAppUi::DynInitMenuPaneL( TInt aResourceId, CEikMenuPane* aMenuPane )
   {
   if( aResourceId == R_MYAPP_MENU )
      {
      CEikMenuPaneItem::SData itemData;
      itemData.iText = _L("New menu item");  // Label text for the menu item
      itemData.iCommandId = ECmdYourMenu;    // Command ID for the menu item
      itemData.iFlags = 0;
      itemData.iCascadeId = 0;
      aMenuPane->AddMenuItemL( itemData );
      }
   }
```

Note that there is no need to call DynInitMenuPaneL() directly as it will be called by the framework once the menu softkey is pressed.

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