Carbide.c++ Tutorial 5 - Creating a Settings view - II

This Symbian C++ code example shows how to create a settings view using the Carbide.c++ UI Designer

Overview

In Tutorial - 4 we have seen how to design a simple settings view using UI designer. This next tutorial explains how to add a bit complex control that the TextEditor, the **EnumeratedTextPopup**. This tutorial will explain how to add the control to settings and how to add items to it. Going beyond it also shows how to read the selected text item.

The example has a view with one EnumeratedTextPopup control.

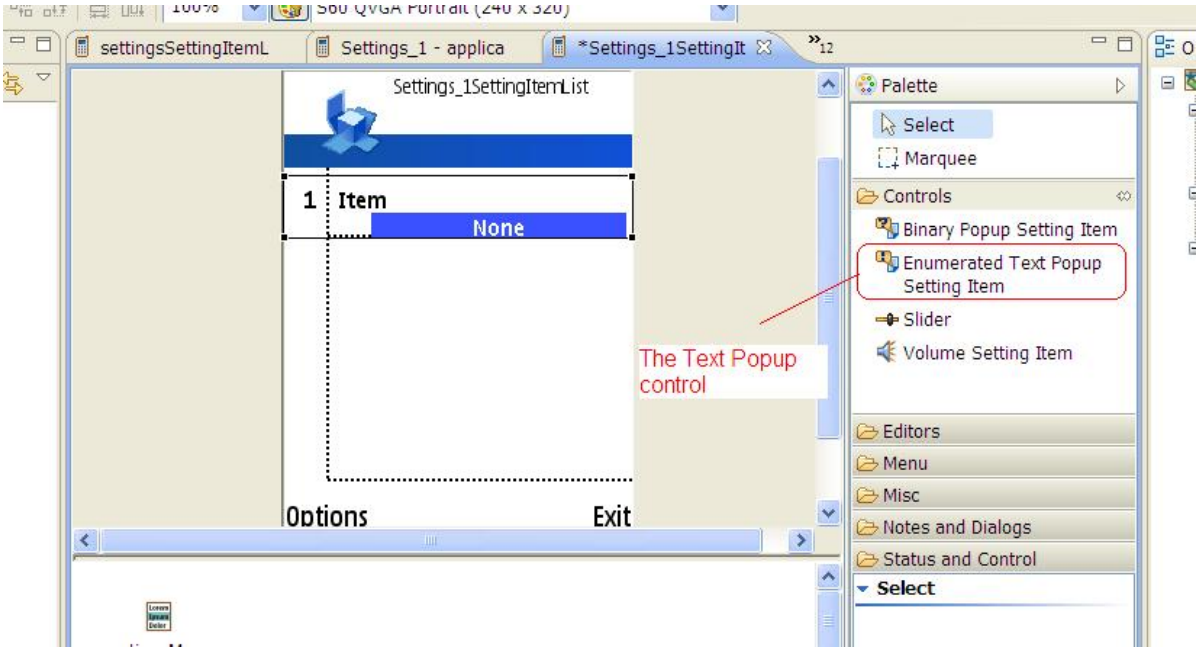
Preconditions

Follow Tutorial one in order to understand basics of creating and running an application: Carbide.c++ Tutorial 1 - Helloworld

And follow Carbide.c++ Tutorial 3 - Using List view to see how to create a view based application using UI designer.

Step 1 - Start a new project

Start with a new project using Carbide.c++ IDE, call it "settings_1" (or whatever you like). Once you are done with all basic steps you will see this window. In this step you will need to select the settings view type.



Step 2 - Add the EnumeratedTextPopup control

Next step is to add the EnumeratedTextPopup control from the control pallete of UI designer as shown below. You can drag the control to the view.

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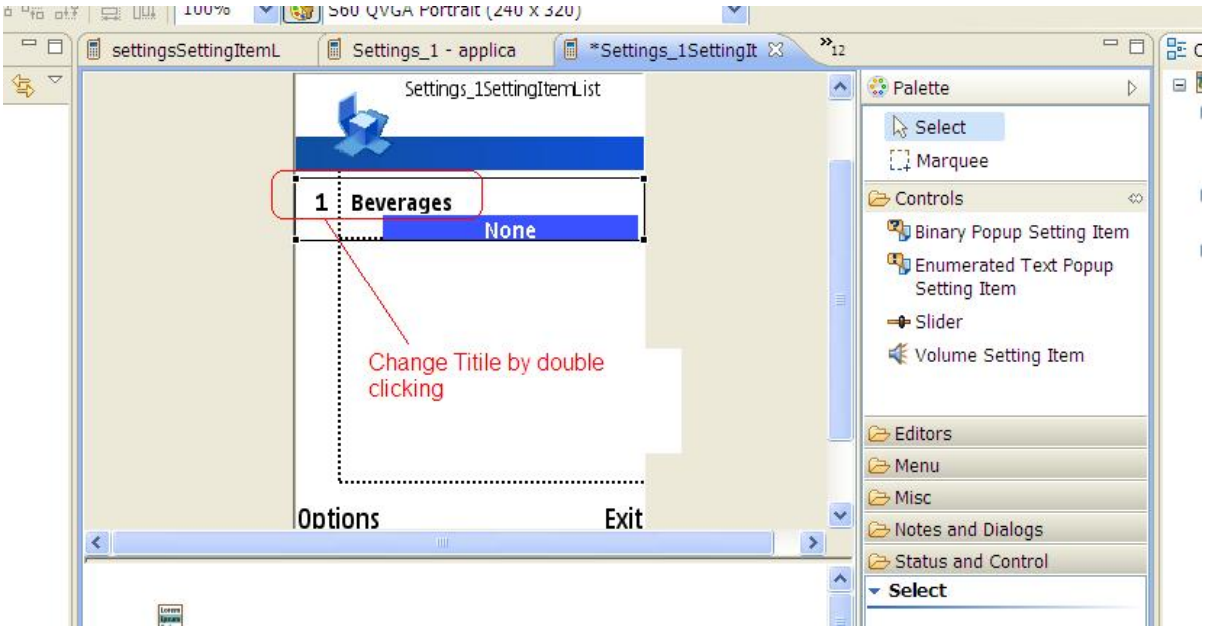
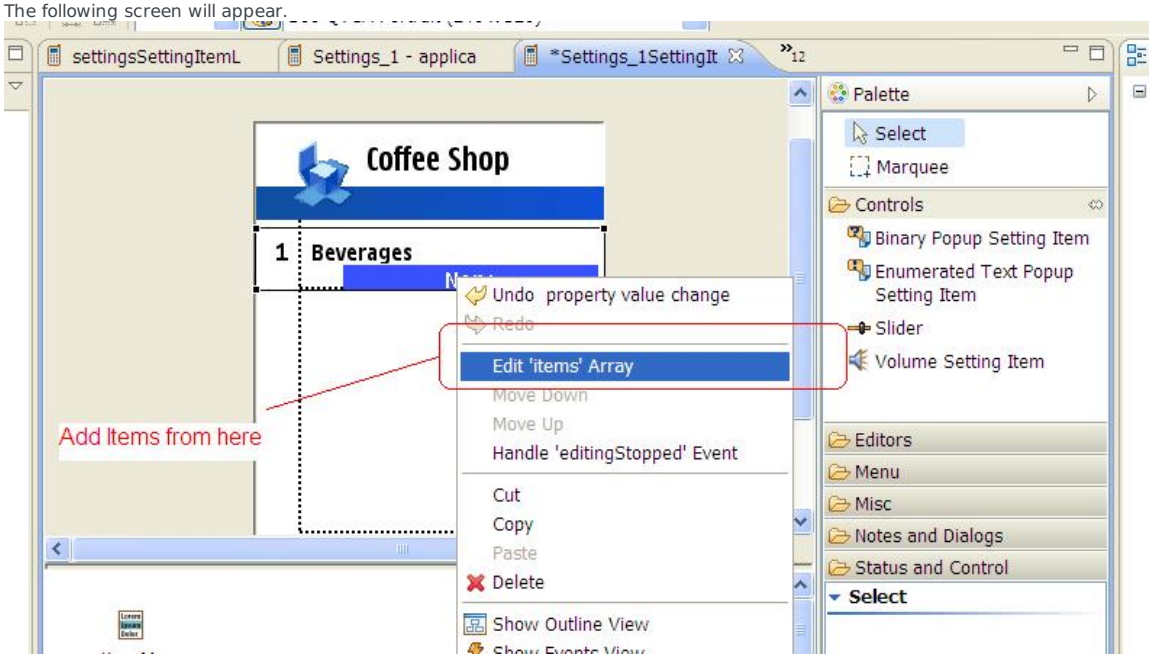


Step 3 - Add an item to the control

Next step is to add an item to the control. The EnumeratedTextPopup control consist of collection of text items. Items are numbered generally from 0 to n.

1. Right click on the control.
2. Select "Edit items array"
   The following screen will appear.



The screen will show you the properties of the array which stores the text items.

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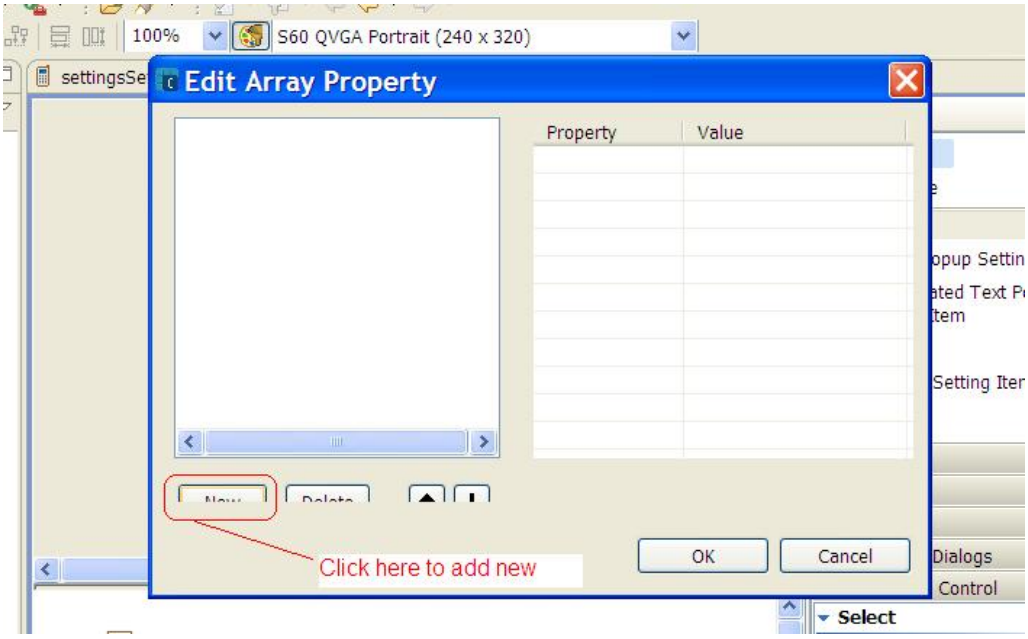
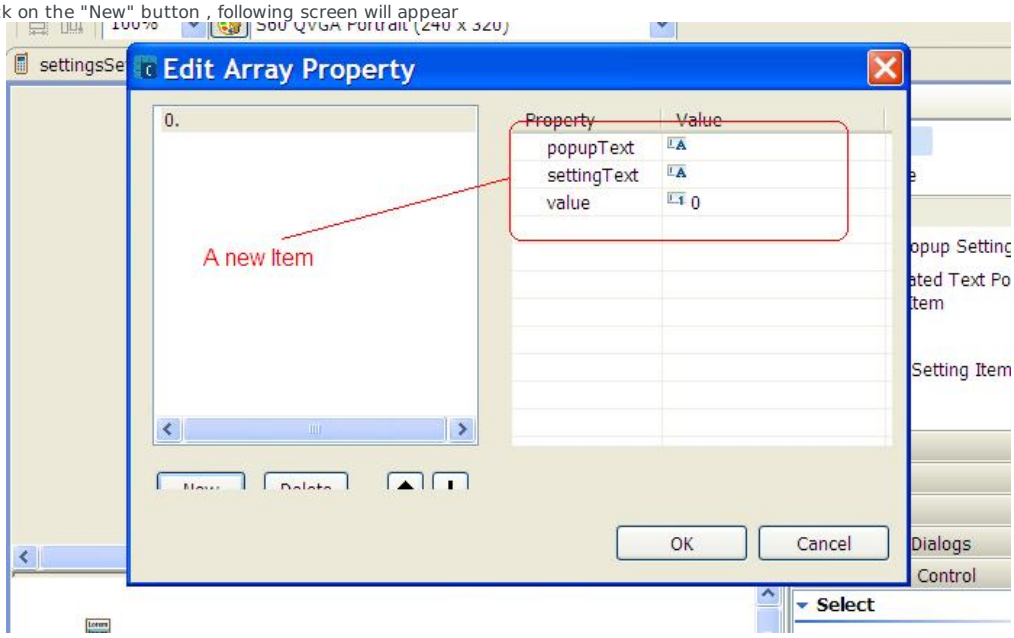
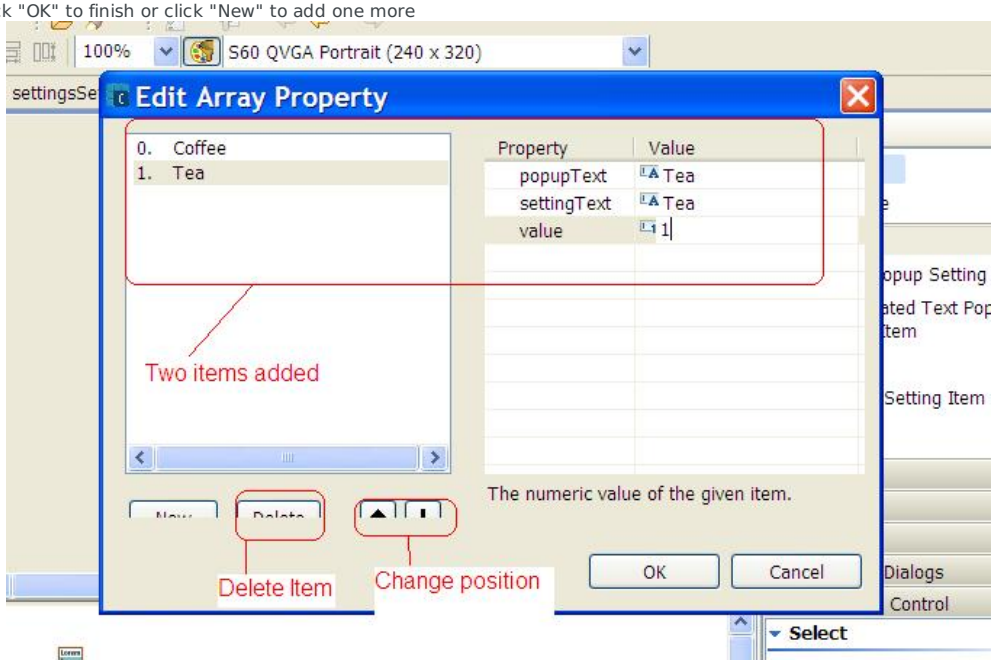


3. Click on the "New" button , following screen will appear



4. Enter the details in the fields. "Popup text" and "settings text" can be same, the value should be unique for each item.
5. Click "OK" to finish or click "New" to add one more



Step 4 - Adding menu to test the example

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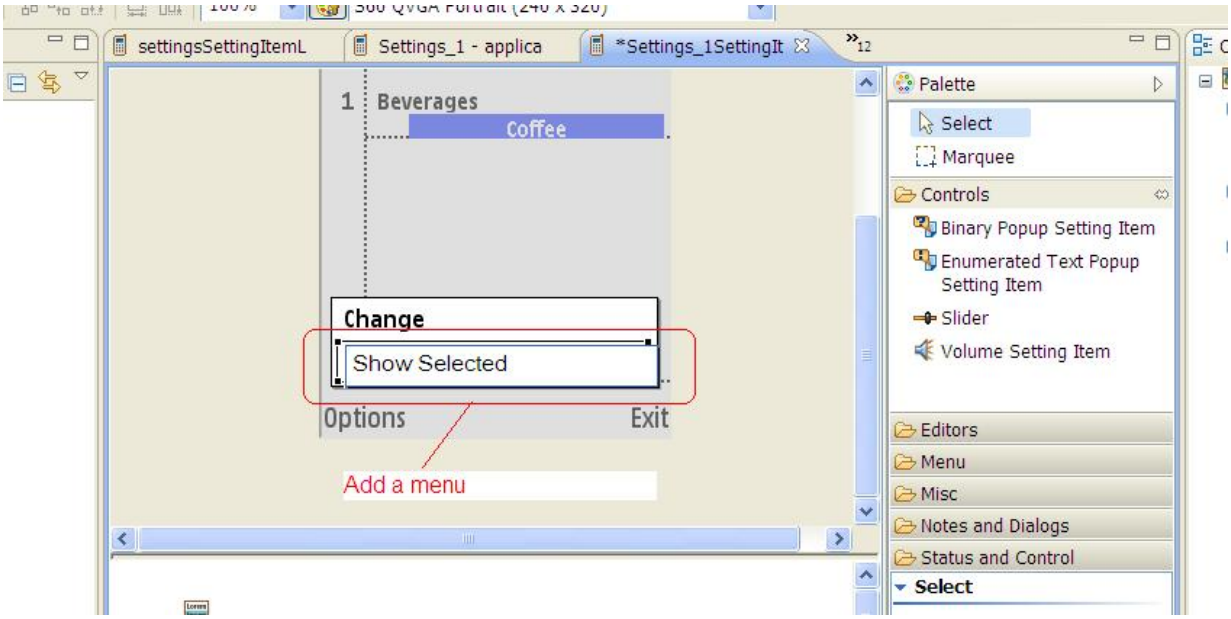
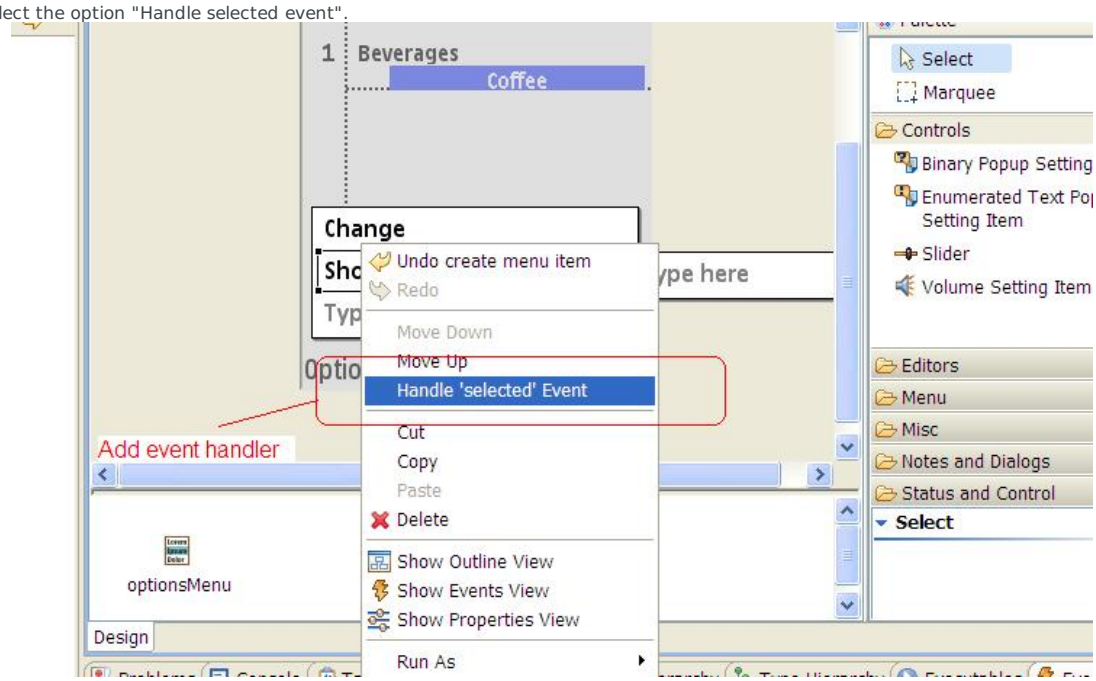
Next add a menu option to add the test code for newly designed settings view. Its easy as we have done it in previous tutorials too.



Step 5 - Adding event handler

Add the event handler for the menu.

1. Right click on menu item.
2. Select the option "Handle selected event".



3. Now add the code to the event handler

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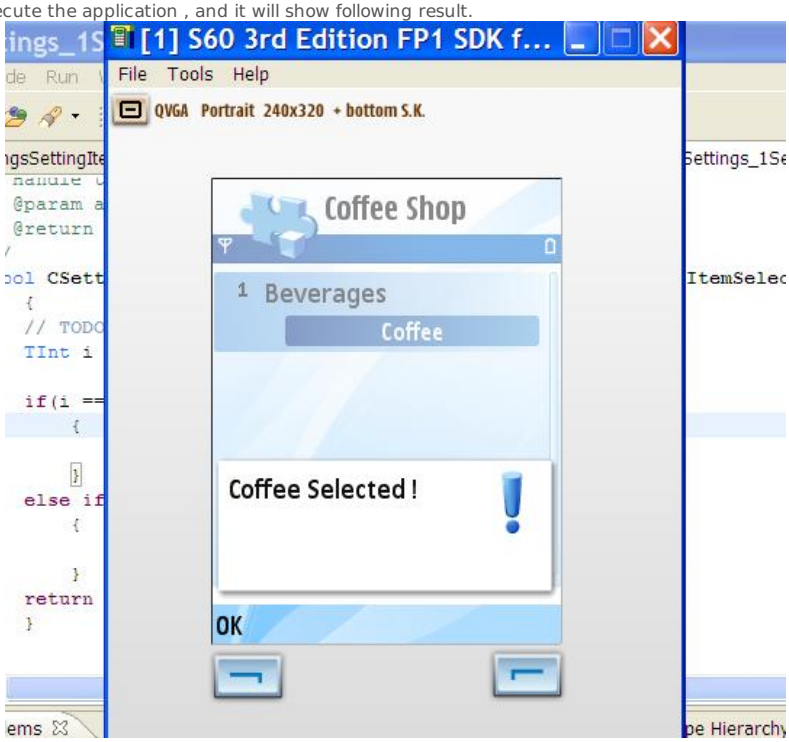
```
 * @param aCommand the command id invoked
 * @return ETrue if the command was handled, EFalse if not
 */
TBool CSettings_1SettingItemListView::HandleShow_SelectedMenuItemSelectedL( TInt aCor
    {
    // TODO: implement selected event handler
    TInt i = this->iSettings->EnumeratedTextPopup1();

    if(i == 0)
        {
            iEikonEnv->AlertWin(_L("Coffee Selected !"));
        }
    else if(i == 1)
        {
            iEikonEnv->AlertWin(_L("Tea Selected !"));
        }
    return ETrue;
    }
```

Step 6 - Run the application

- Execute the application , and it will show following result.



Conclusion

In above tutorial we have seen how the settings view can be enhanced by adding more controls. There are several controls available and they can be used in code in some what simillar way.

Source Code

File:Settings 1.zip

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