Changing softkeys dynamically and disabling them in Symbian

Overview

This article shows how to change and disable softkeys dynamically in Symbian C++.

Description

Softkeys can be changed dynamically in the following way:

Define a new CBA resource (or resources) in the .rss file

```
RESOURCE CBA r_custom_cba1
{
   buttons =
     {
      CBA_BUTTON { id = ECba1Button1; txt = "Button1"; },
      CBA_BUTTON { id = ECba1Button2; txt = "Button2"; }
   };
}
```

Add definitions for new command IDs to the .hrh file:

```
enum TMyMenuCmdIDs
{
ECba1Button1,
ECba1Button2
};
```

And call SetCommandSetL() from the code:

Headers required:

```
#include <eikbtgpc.h> // CEikButtonGroupContainer
```

Library required:

```
LIBRARY avkon.lib eikcoctl.lib //CEikButtonGroupContainer
```

Source file:

```
CEikButtonGroupContainer* cba = CEikButtonGroupContainer::Current();
cba->SetCommandSetL(R_CUSTOM_CBA1);
cba->DrawNow();
```

See also predefined resources in avkon.rsg. For example, to change CBA buttons to Options/Cancel:

```
cba->SetCommandSetL(R_AVKON_SOFTKEYS_OPTIONS_CANCEL);
```

To disable softkeys, use the predefined resource R_AVKON_SOFTKEYS_EMPTY.