Archived:Getting/setting the ringing tone in S60 3rd Edition FP1 using the Profile Engine Wrapper API

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Overview

Getting/setting the ringing tone in S60 3rd Edition, FP1 using the Profile Engine Wrapper API

Description

The Profile Engine Wrapper API allows you to get/set the ringing tone in your device.

Solution

Solution for retrieving the ringing tone:

The required library is ProfileEngine.lib The required header files are: mproengengine.h, proengfactory.h, mproengprofile.h, mproengtones.h

```
MProEngEngine* engine = ProEngFactory::NewEngineL();
CleanupReleasePushL(*engine);
MProEngProfile* activeProfile = engine->ActiveProfileL();
CleanupReleasePushL(*activeProfile);
MProEngTones& tones = activeProfile->ProfileTones();
// the ringing tone file name can be retrieved from calling tones.RingingTone1();
CleanupStack::PopAndDestroy(2);
```

Solution for changing the ringing tone: The required library is ProfileEngine.lib The required header files are: mproengengine.h, proengfactory.h, mproengprofile.h, mproengtones.h The required capability is WriteDeviceData

```
MProEngEngine* engine = ProEngFactory::NewEngineL();
CleanupReleasePushL(*engine);
MProEngProfile* activeProfile = engine->ActiveProfileL();
CleanupReleasePushL(*activeProfile);
MProEngTones& tones = activeProfile->ProfileTones();
_LIT( KToneName, "C:\\Data\\Sounds\\Digital\\Superman.mp3" );
TInt error = tones.SetRingingTone1L(KToneName);
activeProfile->CommitChangeL();
CleanupStack::PopAndDestroy(2);
```