

# 在触屏UI应用程序中给予触摸反馈

## ■ 详细描述

触摸反馈是在触摸屏幕交互成功后给予用户一种物理反馈（震动）。我们可以在注册时增加，修改或移除反馈区域。在注册时可以选择打开此功能，MTouchFeedback可以取得触摸反馈示例的指针。

下列代码自签名即可执行。

## MMP

需要下列链接库和能力：

```
CAPABILITY None  
  
LIBRARY touchfeedback.lib
```

## 头文件

需要包含两个头文件

```
#include <touchfeedback.h>  
#include <touchlogicalfeedback.h>  
  
class CImageConverterContainer : public CCoeControl,  
public MCoeControlObserver, public MAknLongTapDetectorCallBack  
{  
    ...  
private:  
    MTouchFeedback*     iTouchFeedBack;  
    ...  
}
```

## 源文件

```
// Create an instance of touch feedback  
void CImageConverterContainer::ConstructL(const TRect& /*aRect*/)  
{  
    ...  
    iTouchFeedBack = MTouchFeedback::Instance();  
    iTouchFeedBack->SetFeedbackEnabledForThisApp(ETrue);  
    ...  
}  
  
// Give some vibra to the user when a pointer down event occurs  
void CImageConverterContainer::HandlePointerEventL(const TPointerEvent& aPointerEvent)  
{  
    ...  
    if (aPointerEvent.iType == TPointerEvent::EButton1Down)  
    {  
        // Give feedback to user (vibration)  
        iTouchFeedBack->InstantFeedback(ETouchFeedbackBasic);  
    }  
}
```

}

...

}

## MTouchFeedback::InstantFeedback()的参数

- \* ETouchFeedbackNone - Use for disabling feedback for some areas of the window when using area registry.
- \*
- \*
- \* ETouchFeedbackBasic - Use as default feedback for pen down events.  
For example, pressing a button or tab.
- \*
- \*
- \* ETouchFeedbackSensitive - Sensitive feedback situations where the triggering action is not very important (e.g. change focus in list), or when there can be a large amount of feedback in a short time (e.g. text selection which gives feedback on every new selected character).  
Also used for scrolling and dragging.
- \*
- \*
- \*
- \*
- \*
- \*

## 后记

当使用触摸笔或手指划过按下屏幕时即可得到震动反馈。