扩展皮肤API

- 详细描述

这个API并非公开SDK的一部分，可以在这里找到SDK API Plug-in

- 用例

改变当前主题

收到主题内容，配置的改变通知

获得皮肤包信息

删除皮肤，复制拷贝皮肤

设置桌面

- 示例代码

头文件

```
#include <AknSSrvClient.h>
#include <AknsPkgID.h>
#include <AknsItemDef.h>
#include <AknsItemID.h>
#include <AknsSrvSkinInformationPkg.h>
#include <EIKENV.H>
#include <centralrepository.h>
#include <AknSkinsInternalCRKeys.h>
```

- 需要的库链接

```
aknskinsrv.lib centralrepository.lib
```

- 需要能的能力

```
CAPABILITY WriteDeviceData
```

先与skin服务连接

```
void CNotifyEngine::ConstructL()
{
//connect to skin server
User::LeaveIfError( iSkinSrvSession.Connect( this ) );
// to recieve notifications of skin change
iSkinSrvSession.EnableSkinChangeNotify();
}
```

虚函数

```
{
CEikonEnv::Static()->InfoWinL(_L("Skin Content Changed"),_L(""));
}
void CNotifyEngine::SkinConfigurationChanged(const
TAknsSkinStatusConfigurationChangeReason aReason )
{
```


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```
CEikonEnv::Static()->InfoWinL(_L("Skin Configuration Changed"),_L(""));
}
void CNotifyEngine::SkinPackageChanged(const TAknsSkinStatusPackageChangeReason aReason)
{
CEikonEnv::Static()->InfoWinL(_L("Skin Package Changed"),_L(""));
}
```

下列代码列出了当前主题：

```
void CNotifyEngine::SkinNameL()
{
TAknsPkgIDBuf cidBuf;
CRepository* repository = CRepository::NewLC( KCRUidPersonalisation );
TInt retVal = repository->Get( KPslnActiveSkinUid, cidBuf );
TAknsPkgID cpkgId;
cpkgId.SetFromDesL( cidBuf );
CleanupStack::PopAndDestroy(repository);
CArrayPtr< CAknsSrvSkinInformationPkg >* skinInfoArray =
iSkinSrvSession.EnumerateSkinPackagesL();
CleanupStack::PushL( skinInfoArray );
TInt retValue( KErrNone );
if ( skinInfoArray->Count() > 0 )
    {
    for (TInt i=0; i < skinInfoArray->Count(); i++ )
        {
        TAknsPkgID pkgId = skinInfoArray->At(i)->PID();
        if ( pkgId == cpkgId )
            {
            TBuf<128> lBuf = skinInfoArray->At(i)->Name();
            CEikonEnv::Static()->InfoWinL(_L("Skin Name"),lBuf);
            lBuf.Zero();
            lBuf = skinInfoArray->At(i)->FullName();
            CEikonEnv::Static()->InfoWinL(_L("Skin Path"),lBuf);
            lBuf.Zero();
            lBuf = skinInfoArray->At(i)->Directory();
            CEikonEnv::Static()->InfoWinL(_L("Skin Directory"),lBuf);
            lBuf.Zero();
            lBuf = skinInfoArray->At(i)->IniFileDirectory();
            CEikonEnv::Static()->InfoWinL(_L("Skin IniFile Directory"),lBuf);
            break;
            }
        }
    }
skinInfoArray->ResetAndDestroy();
CleanupStack::PopAndDestroy();
}The following code changes
```

下列代码改变了主题

```
void CNotifyEngine::ActivateSkinL()
{
StoreCurrentSkinIdL();
CArrayPtr< CAknsSrvSkinInformationPkg >* skinInfoArray =
iSkinSrvSession.EnumerateSkinPackagesL();
CleanupStack::PushL( skinInfoArray );
```


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```
TInt retValue( KErrNone );
if ( skinInfoArray->Count() > 0 )
    {
    for (TInt i=0; i < skinInfoArray->Count(); i++ )
        {
        TAknsPkgID pkgId = skinInfoArray->At(i)->PID();
        if ( pkgId != iOriginalSkinPid )
            {
            TBuf<100> lName = skinInfoArray->At(i)->Name();
            CEikonEnv::Static()->InfoWinL(_L("New Skin Name"),lName);
            //Activate a complete skin package at once.
            retValue = iSkinSrvSession.SetAllDefinitionSets( pkgId );
            if ( retValue == KErrNone )
                {
                SetNewSkinIdL( pkgId );
                }
            break;
            }
        }
    }
skinInfoArray->ResetAndDestroy();
CleanupStack::PopAndDestroy();
}
```

```
void CNotifyEngine::StoreCurrentSkinIdL()
{
TAknsPkgIDBuf pidBuf;
CRepository* repository = CRepository::NewLC( KCRUidPersonalisation );
TInt retVal = repository->Get( KPslnActiveSkinUid, pidBuf );
CleanupStack::PopAndDestroy(repository);
// iOriginalSkinPid is of type TAknsPkgID
iOriginalSkinPid.SetFromDesL( pidBuf );
}
```

```
void CNotifyEngine::SetNewSkinIdL( TAknsPkgID aPkgId )
{
TAknsPkgIDBuf pidBuf;
aPkgId.CopyToDes( pidBuf );
CRepository* repository = CRepository::NewLC( KCRUidPersonalisation );
TInt retVal = repository->Set( KPslnActiveSkinUid, pidBuf );
// KPslnActiveSkinLocation has to be changed also
// if new skin resides on mmc whereas old one resided in phone memory
CleanupStack::PopAndDestroy(repository);
}
```

- 示例程序

File:ExtSkins.zip

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