Archived:CellIds and songs in PySymbian

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Overview

This is a small code snippet that exhibits how powerful the location module is. Location-based applications are very attractive and very powerful. So this article presents an example that shows you how to play a song repeatedly when the cell id changes. Using songs is just an example of what could be done automatically when the current cell id changes.

Preconditions

Note: The location module requires capabilities ReadDeviceData, ReadUserData and Location starting with S60 3rd Edition.

Code Snippet

```
import location
import appuifw
import e32
import audio

class LocationInformerApp:
    def __init__(self):
        self.lock=e32.Ao_lock()
        self.exitflag = 0
        self.old_exit_key_handler=appuifw.app.exit_key_handler
        self.old_app_body=appuifw.app.body
        appuifw.app.exit_key_handler=self.set_exit
        appuifw.app.title = u'Wiki Code'

    def set_exit(self):
        appuifw.app.body = self.old_app_body
        self.exitflag=1



    def run(self):
        print u'*** Location Log ***'
        prevLoc = u''
        while not self.exitflag:
            if prevLoc <> location.gsm_location():
                print location.gsm_location()[3]
                p = audio.Sound.open("c:\\test.mp3")   #open the soundfile to play
                p.play()     # play the sound file for three times this is optional
            prevLoc = location.gsm_location()
            e32.ao_sleep(0.1)



appuifw.app.screen='normal'
```


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```
lapp=LocationInformerApp()
lapp.run()
```

Postconditions

- Initially, when the application starts it plays a song, and when the cellid changes the applications plays the song again right from the beginning.
- The code can be easily modified such that the device plays different songs in different region that have different cellid.

References

- Archived:How to get info on cell location in PySymbian
- Location Module
- Archived:How to play a tone sound using PySymbian
- Archived:How to switch profiles using PySymbian

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