Archived:Enabling and disabling defined key sound using CAknKeySoundSystem

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Overview

This code snippet shows how CAknKeySoundSystem is used to enable/disable a defined key sound. EStdKeyDevice3 (the selection key) is used as an example.

This snippet can be self-signed.

MMP file

The following libraries are required:

```
LIBRARY avkon.lib
LIBRARY eikcore.lib
LIBRARY eiksrv.lib
```

Resource file

```
#include <eikon.rh>
#include <avkon.rsg>
#include <avkon.rh>
#include <e32keys.h> //EStdKeyDevice3

//-----------------------------------------------------
//    key sound map to disable selection key sound
//-----------------------------------------------------
//
RESOURCE AVKON_SKEY_LIST r_silent_select_key_list
    {
    list=
        {
        AVKON_SKEY_INFO
            {
            key = EStdKeyDevice3;
            sid = EAvkonSIDNoSound;
            },
        AVKON_SKEY_INFO
            {
            key = EStdKeyDevice3;
            sid = EAvkonSIDNoSound;
            type = ESKeyTypeLong;
            },
        AVKON_SKEY_INFO
            {
            key = EStdKeyDevice3;
```

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```
            sid = EAvkonSIDNoSound;
            type = ESKeyTypeRepeat;
            }
        };
    }
```

Header file

```
 #ifndef __TESTERAPPVIEW_H__
 #define __TESTERAPPVIEW_H__

// INCLUDES
#include <coecntrl.h>

class CAknKeySoundSystem;

class CTesterAppView : public CCoeControl
    {
 //...
private:
    CAknKeySoundSystem* iSoundSystem;
    TBool iSilentSelection;
    };

#endif // __TESTERAPPVIEW_H__
```

Source file

```
#include <Tester_0xE0060BB5.RSG> //r_silent_select_key_list

#include <aknsoundsystem.h>  // CAknKeySoundSystem
#include <aknappui.h>

void CTesterAppView::ConstructL(const TRect& aRect)
    {
//...
    iSilentSelection = EFalse;
    iSoundSystem = static_cast<CAknAppUi*>(
    CEikonEnv::Static()->AppUi() )->KeySounds();

    if (!iSoundSystem)
        {
        //pointer to KeySound API object is null
        User::Leave(KErrGeneral);
        }
    }

CTesterAppView::~CTesterAppView()
    {
    iSoundSystem = NULL;
    }
```

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```
// ---------------------------------------------------------------------------
// Disable selection key sound
// ---------------------------------------------------------------------------
//
void CTesterAppView::DisableSelectionKeySoundL()
    {
    if ( iSoundSystem && !iSilentSelection )
        {
        //load key sound map from resources and push it to the context stack
        iSoundSystem->PushContextL( R_SILENT_SELECT_KEY_LIST );

        //tell server to use this context stack for processing sounds
        iSoundSystem->BringToForeground();

        //lock this context to the foreground, other BringToForeground() calls
        //will be ignored until ReleaseContext() is called
        iSoundSystem->LockContext();

        iSilentSelection = ETrue;
        }
    }

// ---------------------------------------------------------------------------
// Enable selection key sound
// ---------------------------------------------------------------------------
//
void CTesterAppView::EnableSelectionKeySound()
    {
    if ( iSoundSystem && iSilentSelection )
        {
        //release the locked context
        iSoundSystem->ReleaseContext();

        //pop the pushed context from the context stack
        iSoundSystem->PopContext();

        iSilentSelection = EFalse;
        }
    }
```

Postconditions

The selection key sound is enabled/disabled by calling methods `DisableSelectionKeySoundL()` and `EnableSelectionKeySound()`.

See also

Enabling and disabling all key sounds using CAknKeySoundSystem

Archived:Using customized key sounds with CAknKeySoundSystem

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