Archived:Getting a pointer to CAknViewAppUi or CAknView

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The article is believed to be still valid for the original topic scope.

Overview

These examples help you get a reference to the `CAknViewAppUi` and `CAknView` classes in the S60 Avkon view-switching architecture.

Source file

If your application has one application UI class that is derived from `CAknViewAppUi`, you can get a pointer to your view from that class as follows:

```
// Get a pointer to CAknView from CAknViewAppUi
// ESomeViewId is the view enumeration id value in your application .hrh file.
CSomeView* view = (CSomeView*)View(TUid::Uid(ESomeViewId));
```

If you have at least one view class that is derived from `CAknView`, you can get a pointer to the application UI class from that class as follows:

```
// Get a pointer to CAknViewAppUi from CAknView
CYourAppUi* appUi = (CYourAppUi*)AppUi();
```

You can get a pointer to a view from another view as follows:

```
// Get a pointer to CAknView from CAknView
CSomeView* view = (CSomeView*)AppUi()->View(TUid::Uid(ESomeViewId));
```

`CAknViewAppUi` lives as long as your application is running, so it is a good place to store the engine class (in its class member). You can get a pointer to your engine as follows:

```
// Get a pointer to your engine class from CAknView
CYourApplicationAppUi* appui = (CYourApplicationAppUi*)AppUi();
CYourAppEngine* engine = appui->Engine();
```

Note: You must implement the `CYourApplicationAppUi::Engine()` method in order to use the code above.

Getting pointers by iEikonEnv in CCoeControl class:

```
// Get the application UI from CEikonEnv
CYourApplicationAppUi* appui =
(static_cast<CYourApplicationAppUi*>(iEikonEnv->AppUi()));
// Get the view you want
CSomeView* view = (CSomeView*)appui->View(TUid::Uid(ESomeViewId));
```


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See also

- S60 application views
- How to work with views and view architecture

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