

Archived:Unintentional application switch to background when key blocking is disabled (Known Issue)



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Overview

After disabling the key blocking with `CAknAppUi::SetKeyBlockMode()`, certain key combinations cause the application to unintentionally switch to background.

Description

Most S60 games set the key-blocking mode off to allow multiple simultaneous key presses. This can be done in the application UI (CAknAppUi) implementation by calling

`SetKeyBlockMode(ENoKeyBlock);`

On S60 2nd Ed, FP2 or newer devices, the following combinations of keys pressed simultaneously are known to cause the application to switch to background when in non-blocking mode:

- '7' + '8' + '0' + '*'
- '9' + '0' + '#'

This problem exists also on a number of S60 3rd Edition (3.0) devices, but cannot be reproduced on devices compatible with S60 3rd Edition, Feature Pack 1 and onwards.

How to reproduce

(See detailed description)

Solution

No solution exists. Key mapping in games should be designed so that the player does not accidentally press the above combinations.

Note that this issue does not affect S60 3rd Edition, FP1 or FP2 devices.