# Drawing skins in container

The **CSkinnedContainer** implementation illustrates how to draw skins in a **CCoeControl** derived container in the S60 platform.

The **iBgContext** is the **CAknsBasicBackgroundControlContext** which is used to draw the skin on the control's background. To draw on a different screen area you could change **KAknsIIDQsnBgScreen** identify to the background you would like to use with your container.

Note that for the skins to work properly you need to enable skins first. Usually this is done in Application user interface class' *ConstructL()* method by calling the *ConstructL()* method with **CAknAppUi::EAknEnableSkin** parameter.

**Library required:**

```
//CAknsBasicBackgroundControlContext , MAknsSkinInstance
LIBRARY   aknskins.lib aknskinsrv.lib aknswallpaperutils.lib
```

## SkinnedContainer.cpp

```
CSkinnedContainer::~CSkinnedContainer()
{
 delete iBgContext;
 iBgContext = NULL;
}

CSkinnedContainer* CSkinnedContainer::NewL(void)
{
    CSkinnedContainer* self = new(ELeave)CSkinnedContainer();
    CleanupStack::PushL(self);
    self->ConstructL();
    CleanupStack::Pop(self);
    return self;
}

void CSkinnedContainer::ConstructL(void)
   {
    CreateWindowL();

 // make first with no size at all
 iBgContext = CAknsBasicBackgroundControlContext::NewL(
  KAknsIIDQsnBgScreen,TRect(0,0,1,1), ETrue);
 // Setting rect will cause SizeChanged to be called
 // and iBgContext size & position is updated accordingly.
 SetRect(CEikonEnv::Static()->EikAppUi()->ClientRect());

 ActivateL();
 DrawNow();
}

void CSkinnedContainer::SizeChanged()
{
 if ( iBgContext )
 {
  iBgContext->SetRect(Rect());

  if ( &Window() )
  {
```


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```
    iBgContext->SetParentPos( PositionRelativeToScreen() );
   }
  }
 }


void CSkinnedContainer::HandleResourceChange(TInt aType)
{
 TRect rect;

    if ( aType==KEikDynamicLayoutVariantSwitch )
    {
        AknLayoutUtils::LayoutMetricsRect(AknLayoutUtils::EMainPane, rect);
        SetRect(rect);
    }

 CCoeControl::HandleResourceChange(aType);
}


TTypeUid::Ptr CSkinnedContainer::MopSupplyObject(TTypeUid aId)
{
 if (iBgContext)
 {
  return MAknsControlContext::SupplyMopObject(aId, iBgContext );
 }

 return CCoeControl::MopSupplyObject(aId);
}


void CSkinnedContainer::Draw(const TRect& aRect) const
{
 CWindowGc& gc = SystemGc();

 // draw background skin first.
   MAknsSkinInstance* skin = AknsUtils::SkinInstance();
 AknsDrawUtils::Background( skin, iBgContext, this, gc, aRect );
}
```

## SkinnedContainer.h

```
#include <coecntrl.h>       // CCoeControl
#include <AknsBasicBackgroundControlContext.h>
#include <aknsdrawutils.h>
#include <aknscontrolcontext.h>
#include <AknsSkinInstance.h>
#include <aknutils.h>


class CSkinnedContainer : public CCoeControl
    {
public:
 static CSkinnedContainer* NewL(void);
 ~CSkinnedContainer();
```


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```
protected:
 TTypeUid::Ptr MopSupplyObject(TTypeUid aId); //
private:
 virtual void SizeChanged();
 virtual void HandleResourceChange(TInt aType);
 void ConstructL(void);
 void Draw(const TRect& aRect) const;
private:
 CAknsBasicBackgroundControlContext* iBgContext;
};
```


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