

Full-screen mode on touch UI

Overview

Devices built on S60 5th Edition Touch UI API don't have hardware CBA buttons, thus it is obvious that if we want to use full-screen mode we shouldn't hide the control pane. Otherwise the user is unable to access menu etc.

To calculate actual full-screen mode application rectangle (e.g. taking into consideration the rectangular control pane), we could utilize usage of the Avkon helper class AknLayoutUtils.

MMP file

```
LIBRARY avkon.lib
LIBRARY eikcore.lib
CAPABILITY could be self-signed
```

Header file

```
class CAknViewClass: public CAknView ...
{
...
public:
    void ConstructL();
    void SetFullRect();
private:
    void CalculateFullscreenRect();
private:
    TRect iFullRect;
...
};
```

```
class CAknAppUiClass: public CAknAppUi
{
...
protected:
void HandleResourceChangeL( TInt aType );

private:
    CAknViewClass* iViewInstance;
...
};
```

Source file

```
#include <AknUtils.h>
...
void CAknViewClass::Construct()
```

```
{  
    ...  
    // Calculate actual full-screen mode rect  
    CalculateFullscreenRect();  
    // Set view extent  
    SetRect(iFullRect);  
    ...  
}  
  
void CAknViewClass::SetFullRect()  
{  
    SetRect(iFullRect);  
}  
...  
void CAknViewClass::CalculateFullscreenRect()  
{  
    // Window that fills the entire screen  
    TRect temp_rect;  
    AknLayoutUtils::LayoutMetricsRect(AknLayoutUtils::EApplicationWindow, temp_rect);  
    iFullRect = temp_rect;  
  
    // Rect that occupied by control pane (i.e. CBA)  
    AknLayoutUtils::LayoutMetricsRect(AknLayoutUtils::EControlPane, temp_rect);  
  
    // Calculate final rect which depends on CBA location  
    AknLayoutUtils::TAKnCbaLocation cba_location = AknLayoutUtils::CbaLocation();  
  
    switch(cba_location) {  
        case AknLayoutUtils::EAknCbaLocationBottom:  
            iFullRect.iBr.iY -= temp_rect.Height();  
            break;  
  
        case AknLayoutUtils::EAknCbaLocationLeft:  
            iFullRect.iTl.iX += temp_rect.Width();  
            break;  
  
        case AknLayoutUtils::EAknCbaLocationRight:  
            iFullRect.iBr.iX -= temp_rect.Width();  
            break;  
  
        default:  
            break;  
    }  
}
```

```
CAknAppUiClass::HandleResourceChangeL( TInt aType )  
{  
    ...  
    iViewInstance->CalculateFullscreenRect();  
  
    iViewInstance->SetFullRect();  
    ...  
}
```

Postconditions

Full-screen mode could be enabled in applications with support for touch UI.

See also

[How to make a full-screen application using Symbian C++](#)