How to obtain and save current location

Class **CPositionReader** allows to obtain current location. The following code snippet demonstrates, how to obtain location and save it as landmark into default landmark database.

AppUi header:

```
class CYourAppUi : public CAknAppUi,
                   public MPositionReaderObserver
{
...
public: // from MPositionReaderObserver
    void ReadingComplete( TPositionInfoBase& aPosInfo );
    void ReadingError( TInt aErrorNo );
...
private:
    CPositionReader* iReader;
};
```

Initialization and deletion of iReader:

```
void CYourAppUi :: ConstructL()
{
   ...
   iReader = CPositionReader :: NewL( this ); // new reader
}

CYourAppUi :: ~CYourAppUi()
{
   ...
   delete iReader;
   iReader = NULL;
}
```

You need to activate request for obtaining current location.

```
iReader->ReadPosInfo();
```

You can save current location after finishing of the request:

```
void CYourAppUi :: ReadingComplete( TPositionInfoBase& aPosInfo )
{
   // reading current position info
   TPositionInfo& info = ( TPositionInfo& )aPosInfo;
   TPosition pos;
   info.GetPosition( pos );

   // open default landmark database
   CPosLandmarkDatabase* db = NULL;
   TRAPD( err, db = CPosLandmarkDatabase :: OpenL() );
   if( err == KErrNone )
   {
      // create new landmark
```


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```
      CPosLandmark* lm = NULL;
      TRAP( err, lm = CPosLandmark :: NewL() );
      if( err == KErrNone )
      {
         // save position info
         TRAP( err, lm->SetPositionL( pos ) );
         if( err == KErrNone )
         {
            // fill landmark data

            _LIT( KLmName, "Landmark Name" );
            lm->SetLandmarkNameL( KLmName );

            _LIT( KLmDescription, "Landmark Description" );
            lm->SetLandmarkDescriptionL( KLmDescription );

            _LIT( KLmCountry, "Landmark Country" );
            lm->SetPositionFieldL( EPositionFieldCountry, KLmCountry );

            _LIT( KLmCity, "Landmark City" );
            lm->SetPositionFieldL( EPositionFieldCity, KLmCity);

            _LIT( KLmStreet, "Landmark Street Name and Building Number" );
            lm->SetPositionFieldL( EPositionFieldStreet, KLmStreet );

            // save landmark
            db->AddLandmarkL( *lm );
         }
         delete lm;
      }
      delete db;
   }
}
```

Related Links:

- Landmarks/web client example using Carbide.c++ and UI designer
- How to use Landmarks API
- How to select and show a landmark
- How to compact local landmark databases
- How to export landmarks from database to file
- How to import landmarks from file to database
- Execution of landmark operations
- Retrieving location information
- How to manage landmark categories

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