Opening Symbian Video editor from Qt

Overview

Here in this article we will learn how to launch Video Editor in Symbian^3 Device. We will open the Default Video Editor with a specific video file. This solution will work if a Video editor is present in the device. Any Video editor that is registered as a service will work.You can give a image file instead of the video file and it will still open in the Video editor. If you change `KVideoType` to be **image/jpeg** it will open the image editor instead.

If you plan to release the application on some other platform, it is suggested to use **#ifdef Q_OS_SYMBIAN** .. **#endif** around the Symbian specific parts (but not in the **.pro** file).

.PRO file

First step is to include necessary libary in the **.pro** file's symbian{} section.

```
symbian {
    LIBS += -lservicehandler
}
```

Header file

In the header file of the class you plan to launch the request from:

```
#include <AiwServiceHandler.h>
```

Inside the class add this member variable:

```
     CAiwServiceHandler* iAiwServiceHandler;
```

Source file

In the constructor initialize the member variable and tell it that we will be interested in **KAiwCmdEdit-services**.

```
MyClass::MyClass()
{
// ...
//Your other code here
//

iAiwServiceHandler = CAiwServiceHandler::NewL();

RCriteriaArray interest;
CleanupClosePushL(interest);

//We are interested on all "KAiCmdEdit" types
_LIT8(KAllTypes, "*");
CAiwCriteriaItem* criteria = CAiwCriteriaItem::NewLC(KAiwCmdEdit, KAiwCmdEdit,
KAllTypes);

TUid base;
base.iUid = KAiwClassBase;
criteria->SetServiceClass(base);
```


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```
User::LeaveIfError(interest.Append(criteria));

iAiwServiceHandler->AttachL(interest);

CleanupStack::PopAndDestroy(criteria);
CleanupStack::PopAndDestroy(&interest);
}
```

And remember to reset and delete the variable in the destructor.

```
MyClass::~MyClass()
{
    if ( iAiwServiceHandler )
      {
      iAiwServiceHandler->Reset();
      delete iAiwServiceHandler;
      }
}
```

Then add a method to do the request.

```
void MyClass::openVideoEditorWithFile(QString file)
{
    CAiwGenericParamList& inputParams = iAiwServiceHandler->InParamListL();

    TFileName filename(file.utf16());

    TAiwGenericParam param(EGenericParamFile);
    param.Value().Set(filename);
    inputParams.AppendL(param);

    TAiwVariant param2Variant;
    _LIT( KVideoType, "video/*" );
    param2Variant.Set(KVideoType);
    TAiwGenericParam param2(EGenericParamMIMEType, param2Variant);
    inputParams.AppendL(param2);

    iAiwServiceHandler->ExecuteServiceCmdL(KAiwCmdEdit, inputParams, iAiwServiceHandler-
>OutParamListL());
}
```

Fixing the build error

You might get a build error concerning **AiwCommon.h** To fix it, do one change in it.

```
IMPORT_C TAiwVariant& TAiwVariant::operator=(const TAiwVariant& aValue);

to

IMPORT_C TAiwVariant& operator=(const TAiwVariant& aValue);
```

Download Source Code

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The full source code presented in this article is available here File:Launchvideoeditor.zip

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