Pointer capturing in Symbian C++ on touch-enabled devices

Overview

S60 5th Edition supports touch events. Pointer events are sent to the active UI application container control if the pointer/stylus is on the application.

The container control base class implementation ccoecontrol::HandlePointerEvent() redirects events to its child controls. Remember to implement event handling into every custom UI control in your application.

If you want one UI control to receive all pointer events, use ccoecontrol::SetPointerCapture().

MMP file

The following libraries are required:

```
LIBRARY cone.lib
```

Source file

```
void CMyContainer::EatAllEvents()
  {
    // This start eating all pointer events from other ui control in this application.
    SetPointerCapture(ETrue);
}
```

```
void CMyContainer::ReleaseEventCatching()
{
   // Disables pointer capturing
   SetPointerCapture(EFalse);
}
```

Postconditions

One UI control receives all touch events.

See also

S60 5th Edition: Solitaire Game Example &

S60 Platform: Image Converter Example &

Handling pointer events in Symbian C++

Enabling drag events in Symbian C++ on touch-enabled devices