Setting the profile tones in active profile using Profile Engine Wrapper API

Overview

The **Profiles Engine Wrapper API** allows applications to control profile-specific data.

Description

The Profiles Engine Wrapper API provides information such as different alert tones, vibrating alert, and warning tones of existing profiles in the device. Furthermore, it can be used to manipulate the settings of the profiles.
This code snippet shows how to get and set ringing type, keypad volume, ringing volume, vibrating alert, warning and game tones in the active profile using these APIs.

Header files

```
#include <MProEngEngine.h>
#include <ProEngFactory.h>
#include <MProEngProfile.h>
#include <MProEngToneSettings.h>
```

Library Files

```
LIBRARY ProfileEngine.lib
```

Capability

```
WriteDeviceData
```

Code Snippet

```
// Create an engine instance:
MProEngEngine* engine = ProEngFactory::NewEngineLC();
// Get the settings of the active profile:
MProEngProfile* activeProfile = engine->ActiveProfileLC();
MProEngToneSettings& ts = activeProfile->ToneSettings();

//Gets the state of vibrating alert setting
TBool ringingType( ts.VibratingAlert() );
if(ringingType)
  {
  CEikonEnv::Static()->InfoWinL(_L(""),_L("On"));
  }
else
  {
  CEikonEnv::Static()->InfoWinL(_L(""),_L("Off"));
  }

// Sets the state of vibrating alert setting as ON
TInt err = ts.SetVibratingAlert( ETrue);
```

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```
TBuf<20> ebuf;
ebuf.Num(err);
if(err)
  {
  CEikonEnv::Static()->InfoWinL(_L(""),ebuf);
  }
else
  {
  CEikonEnv::Static()->InfoWinL(_L(""),_L("Set");
  }

// Gets the ringing type
TProfileRingingType rType = ts.RingingType();

// Sets the ringing type to silent
ts.SetRingingType(EProfileRingingTypeSilent);

// Gets the keypad volume
TProfileKeypadVolume keyVolume = ts.KeypadVolume();

// Sets the keypad volume
ts.SetKeypadVolume(EProfileKeypadVolumeLevel2);

// Gets the ringing volume
TProfileRingingVolume ringVol = ts.RingingVolume();

// Sets the ringing volume
ts.SetRingingVolume(EProfileRingingVolumeLevel5);

// Gets the state of warning and game tones setting
TBool warnTone = ts.WarningAndGameTones();

// Sets the state of warning and game tones setting as ON
ts.SetWarningAndGameTones(ETrue);

// Commit the change in Profiles data
activeProfile->CommitChangeL();

// Release the resources used:
CleanupStack::PopAndDestroy(2); // activeProfile, engine
```

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