

CS000862

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S60 3rd Edition, MR

S60 3rd Edition, FP1

S60 3rd Edition, FP2 Beta

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????????CEikEdwin????????????????CEikBorderControl??????

- MMP??

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```
LIBRARY egul.lib  
LIBRARY eikcoctl.lib
```

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```
CEikEdwin* iEditor;
```

- ???

```
void CAppView::ConstructL(const TRect& aRect)  
{  
    // ...  
  
    // Set border type  
    iEditor->SetBorder(TGulBorder::ESingleDotted);  
  
    // ...  
}  
  
void CAppView::Draw(const TRect& aRect) const  
{  
    // Get the standard graphics context  
    CWindowGc& gc = SystemGc();  
  
    // Clear the screen  
    gc.Clear(aRect);  
  
    // Get the border  
    TGulBorder border = iEditor->Border();  
  
    // Draw the border so that it surrounds iEditor
```

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```
TRect editorRect = iEditor->Rect();  
border.Draw(gc, border.OuterRect(editorRect));  
}
```

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