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<b>Platform</b>	S60 3rd Edition, MR	<b>Tested on devices</b>	Nokia N95 8GB
<b>Category</b>	Symbian C++	<b>Subcategory</b>	Hardware

**Keywords (APIs, classes, methods, functions):** RAknKeyLock, RAknKeyLock::IsKeyLockEnabled(), RAknKeyLock::EnableKeyLock(), RAknKeyLock::EnableWithoutNote(), RAknKeyLock::DisableKeyLock(), RAknKeyLock::DisableWithoutNote(), RAknKeyLock::EnableAutoLockEmulation()

## Overview

This code snippet demonstrates the following use cases regarding enabling and disabling keypad lock:

1. Offering the user to enable the key lock.
2. Enabling the key lock and showing a notification ("Keypad locked" or similar).
3. Enabling the key lock without showing a notification.
4. Disabling the key lock and showing a notification ("Keypad unlocked" or similar).
5. Disabling the key lock without showing a notification.
6. Locking the device keys similarly to device lock (unlocking requires a lock code).

This snippet can be self-signed.

## MMP file

The following libraries are required:

```
LIBRARY avkon.lib
```

## Source file

```
#include <aknkeylock.h> // RAknKeyLock

RAknKeyLock keyLock;
```

## CS000932\_-\_Enabling\_and\_disabling\_keypad\_lock

```
// Connect to the notifier server so that key lock state notifications can be
// displayed
User::LeaveIfError(keyLock.Connect());

// USE CASE 1
// If the key lock is not enabled, ask the user whether it should be
if (!keyLock.IsKeyLockEnabled())
{
    keyLock.OfferKeyLock();
}

// USE CASE 2
// If the key lock is not enabled, enable it and show a notification
if (!keyLock.IsKeyLockEnabled())
{
    keyLock.EnableKeyLock();
}

// USE CASE 3
// If the key lock is not enabled, enable it without showing a notification
if (!keyLock.IsKeyLockEnabled())
{
    keyLock.EnableWithoutNote();
}

// USE CASE 4
// If the key lock is enabled, disable it and show a notification
if (keyLock.IsKeyLockEnabled())
{
    keyLock.DisableKeyLock();
}

// USE CASE 5
// If the key lock is enabled, disable it without showing a notification
if (keyLock.IsKeyLockEnabled())
{
    keyLock.DisableWithoutNote();
}

// USE CASE 6
// Lock the device keys similarly to device lock (unlocking requires a lock
// code)
keyLock.EnableAutoLockEmulation();

// Close the session with the notifier server
keyLock.Close();
```

## Supplementary material

- You can test the keypad lock features in action in a simple, executable application into which this code snippet has been patched. The application is available for download at:  
[Media:ExampleStub\\_CS000932.zip](#)

## CS000932\_-\_Enabling\_and\_disabling\_keypad\_lock

- You can examine all the changes that are required to implement keypad lock handling in an application. The changes are provided in unified diff and color-coded diff formats:  
[Media:CS000932 Enabling and disabling keypad lock.diff.zip](#)
- For general information on applying the patch, see [Using Diffs](#).
- For unpatched stub applications, see [Example stub](#).