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<b>Platform</b>	S60 5th Edition	<b>Tested on devices</b>	
<b>Category</b>	Symbian C++	<b>Subcategory</b>	

**Keywords (APIs, classes, methods, functions):** AknLayoutUtils::LayoutMetricsRect(), AknLayoutUtils::EApplicationWindow, AknLayoutUtils::EControlPane, AknLayoutUtils::CbaLocation(), AknLayoutUtils::TAknCbaLocation

## Overview

Devices built on S60 5th Edition Touch UI API don't have hardware CBA buttons, thus it is obvious that if we want to use full-screen mode we shouldn't hide the control pane. Otherwise the user is unable to access menu etc.

To calculate actual full-screen mode application rectangle (e.g. taking into consideration the rectangular control pane), we could utilize usage of the Avkon helper class AknLayoutUtils.

## MMP file

```
LIBRARY avkon.lib
LIBRARY eikcore.lib
CAPABILITY could be self-signed
```

## Header file

```
class CAknViewClass: public CAknView ...
{
...
public:
    void ConstructL();
    void SetFullRect();
private:
    void CalculateFullscreenRect();
private:
    TRect iFullRect;
...
};
```

## Full-screen\_mode\_on\_touch\_UI

```
class CAknAppUiClass: public CAknAppUi
{
...
protected:
void HandleResourceChangeL( TInt aType );

private:
    CAknViewClass* iViewInstance;
...
};
```

## Source file

```
#include <AknUtils.h>
...
void CAknViewClass::ConstructL()
{
...
    // Calculate actual full-screen mode rect
    CalculateFullscreenRect();
    // Set view extent
    SetRect(iFullRect);
...
}

void CAknViewClass:SetFullRect()
{
    SetRect(iFullRect);
}
...
void CAknViewClass::CalculateFullscreenRect()
{
    // Window that fills the entire screen
    TRect temp_rect;
    AknLayoutUtils::LayoutMetricsRect(AknLayoutUtils::EApplicationWindow, temp_rect);
    iFullRect = temp_rect;

    // Rect that occupied by control pane (i.e. CBA)
    AknLayoutUtils::LayoutMetricsRect(AknLayoutUtils::EControlPane, temp_rect);

    // Calculate final rect which depends on CBA location
    AknLayoutUtils::TAknCbaLocation cba_location = AknLayoutUtils::CbaLocation();

    switch(cba_location) {
        case AknLayoutUtils::EAknCbaLocationBottom:
            iFullRect.iBr.iY -= temp_rect.Height();
            break;

        case AknLayoutUtils::EAknCbaLocationLeft:
            iFullRect.iLl.iX += temp_rect.Width();
            break;

        case AknLayoutUtils::EAknCbaLocationRight:
            iFullRect.iRr.iX -= temp_rect.Width();
            break;

        default:
```

## Full-screen\_mode\_on\_touch\_UI

```
        break;
    }
}

CAknAppUiClass::HandleResourceChangeL( TInt aType )
{
    ...
    iViewInstance->CalculateFullscreenRect();

    iViewInstance->SetFullRect();
    ...
}
```

## Postconditions

Full-screen mode could be enabled in applications with support for touch UI.

## See also

[How to make a full-screen application using Symbian C++](#)