

How_to_obtain_and_save_current_location

Class **CPositionReader** allows to obtain current location. The following code snippet demonstrates, how to obtain location and save it as landmark into default landmark database.

Reviewer Approved



AppUi header:

```
class CYourAppUi : public CAknAppUi,
                  public MPositionReaderObserver
{
...
public: // from MPositionReaderObserver
    void ReadingComplete( TPositionInfoBase& aPosInfo );
    void ReadingError( TInt aErrorNo );
...
private:
    CPositionReader* iReader;
};
```

Initialization and deletion of iReader:

```
void CYourAppUi :: ConstructL()
{
...
    iReader = CPositionReader :: NewL( this ); // new reader
}

CYourAppUi :: ~CYourAppUi()
{
...
    delete iReader;
    iReader = NULL;
}
```

You need to activate request for obtaining current location.

```
iReader->ReadPosInfo();
```

You can save current location after finishing of the request:

```
void CYourAppUi :: ReadingComplete( TPositionInfoBase& aPosInfo )
{
    // reading current position info
    TPositionInfo& info = ( TPositionInfo& )aPosInfo;
    TPosition pos;
    info.GetPosition( pos );

    // open default landmark database
    CPosLandmarkDatabase* db = NULL;
    TRAPD( err, db = CPosLandmarkDatabase :: OpenL() );
    if( err == KErrNone )
    {
        // create new landmark
        CPosLandmark* lm = NULL;
        TRAP( err, lm = CPosLandmark :: NewL() );
        if( err == KErrNone )
        {
            // save position info
            TRAP( err, lm->SetPositionL( pos ) );
        }
    }
}
```

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```
if( err == KErrNone )
{
    // fill landmark data

    _LIT( KLnName, "Landmark Name" );
    lm->SetLandmarkNameL( KLnName );

    _LIT( KLnDescription, "Landmark Description" );
    lm->SetLandmarkDescriptionL( KLnDescription );

    _LIT( KLnCountry, "Landmark Country" );
    lm->SetPositionFieldL( EPositionFieldCountry, KLnCountry );

    _LIT( KLnCity, "Landmark City" );
    lm->SetPositionFieldL( EPositionFieldCity, KLnCity);

    _LIT( KLnStreet, "Landmark Street Name and Building Number" );
    lm->SetPositionFieldL( EPositionFieldStreet, KLnStreet );

    // save landmark
    db->AddLandmarkL( *lm );
}
delete lm;
}
delete db;
}
```

Related Links:

- [Landmarks/web client example using Carbide.c++ and UI designer](#)
- [How to use Landmarks API](#)
- [How to select and show a landmark](#)
- [How to compact local landmark databases](#)
- [How to export landmarks from database to file](#)
- [How to import landmarks from file to database](#)
- [Execution of landmark operations](#)
- [Retrieving location information](#)
- [How to manage landmark categories](#)