

## How\_to\_use\_custom\_background\_color\_for\_edwin\_in\_3rd

I used `CEikEdwin::SetBackgroundColorL()` to draw a custom Background color in 2nd and it works fine, but not draw in 3rd. For 3rd edition, you should use `CParaFormat` and `TextView`.

### CustomEdwin.cpp

```
void CMyEditorContainer::ConstructL(const TRect& aRect)
{
    ...
    iEdwin = new (ELeave) CEikGlobalTextEditor;
    iEdwin->SetContainerWindowL(*this);
    iEdwin->SetBackgroundColorL(KMyCustomColor);
    iEdwin->TextView()->SetBackgroundColor(KMyCustomColor);
    ...
}
```

Everytime after you change the text:

```
CParaFormat* pf = new (ELeave) CParaFormat();
CleanupStack::PushL(pf);
pf->iFillColor = KMyCustomColor;
TParaFormatMask mask;
mask.SetAttrib(EAttFillColor);
iEdwin->ApplyParaFormatL(pf, mask);
CleanupStack::PopAndDestroy();
```

### CustomEdwin.h

```
class CMyEditorContainer: public CCoeControl, MCoeControlObserver
{
    ...
private:
    CEikGlobalTextEditor* iEdwin;
    ...
}
```

### Links

[How to use custom background color for edwin in 2nd](#)

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