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Platform	S60 3rd Edition S60 5th Edition	Devices	All (S60)
Category	Symbian C++	Subcategory	Architecture/Design

Keywords (APIs, classes, methods, functions): n/a

Overview

The **Active Idle** framework uses an ECom plug-in-based solution to manage functionality and content visible on the device idle screen. However, there are heavy restrictions on developing such plug-ins.

Description

While the Active Idle framework supports loading custom plug-ins, there are restrictions that prevent 3rd parties from creating them; the APIs required for Active Idle plug-in development are not publicly available. In addition, the (ECom) plug-in DLL must always reside in ROM in order to be loaded by the framework. Therefore, a custom firmware package needs to be always created with Active Idle configuration updated with the new plug-in.

Solution

No solution available for the above reasons (without creating a custom build of the device firmware).

Note that 3rd party applications do have the possibility of managing application shortcuts displayed in the Active Idle, with the [ScShortcuts Engine Wrapper API](#). This API is available for S60 3rd Edition and S60 3rd Edition, Feature Pack 1 platforms, and included in the [SDK API Plug-in](#) packages.

See also

[KIS000920 - Shortcuts Engine API not available in S60 3rd Edition, Feature Pack 2](#)