Archived:Camera shutter key (EKeyCamera events) cannot be used in 3rd party applications (Known Issue)

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The camera shutter key cannot be used for capturing images, because it is reserved for the system camera application.

Description

The SDK header `eikon.hrh` lists the key code for the camera shutter key (EKeyCamera). However, key events from `EKeyCamera` are consumed and sent to the system camera application only, and cannot be captured by 3rd parties.

Solution

No solution available (for `EKeyCamera` events).

Devices with AutoFocus capability:

Devices that have a camera with AutoFocus capability use a different key code for the shutter key. Events from this key can be captured if the application has SwEvent capability.

```
#define EKeyCameraShutter 0xf883
#define EKeyCameraShutter2 0xf849 // S60 3rd Ed, FP2
```

Events from this key need to be explicitly requested from the window server:

```
// Capture events from the camera shutter key
// (SwEvent capability required)
iCameraKeyHandle =
iCoeEnv->RootWin().CaptureKey( EKeyCameraShutter, 0, 0 );
```

The return value `iCameraKeyHandle (TInt32)` is used for canceling the key capture request, typically when exiting the application:

```
if ( iCameraKeyHandle >= 0 )
    {
    iCoeEnv->RootWin().CancelCaptureKey(iCameraKeyHandle);
    }
```

Focus key events:

Pressing the shutter key halfway down generates separate key events. `EEventKeyDown` and `EEventKeyUp` events from this key can be detected with the following scan code:

```
#define EStdKeyCameraFocus 0xe2
#define EStdKeyCameraFocus2 0xeb // S60 3rd Ed, FP2
```


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