Lock application orientation in Symbian

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Overview

This example shows how to lock the application orientation to landscape.

Preconditions

- Symbian SDK is installed

Source

Option 1:

Lock the orientation when the UI is constructed in a CAknViewAppUi-derived class:

```
#include <aknViewAppUi.h>
#include <e32std.h>

class CMyAppUi : public CAknViewAppUi
{
    // ...
};

void CMyAppui::ConstructL()
{
    // Locks the orientation to landscape, similarly,
    // use EAppOrientationPortrait to lock the orientation to portrait.
    BaseConstructL(EAppOrientationLandscape);
}
```

Option 2:

The UI is already constructed and the orientation lock must be applied afterwards. This option works similarly as is done in Qt implementations.

```
#include <eikappui.h>
#include <aknenv.h>
#include <aknappui.h>

// Place this code to appropriate function / method
    CAknAppUi* appUi = dynamic_cast<CAknAppUi*> (CEikonEnv::Static()->AppUi());
    TRAPD(error,
    if (appUi) {
        // Lock application orientation into landscape,
        // similarly use CAknAppUi::EAppUiOrientationPortrait
        // to lock the orientation to portrait.
        appUi->SetOrientationL(CAknAppUi::EAppUiOrientationLandscape);
    }
    );
// ...
```

Postconditions

The application orientation is locked to landscape, and it does not change even if the device orientation is changed by the user.

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