Rotating images with Symbian AIW

Overview

This code snippet shows how to rotate an image 90/180/270 degrees with the AIW (Application Interworking Framework) handler.

This snippet can be self-signed.

Preconditions

Note: This API is not part of the public SDK. It can be found in the SDK API Plug-in.

MMP file

The following library is required:

```
LIBRARY servicehandler.lib
```

In the resource file

Add the following headers:

```
#include <AiwCommon.hrh>
#include <AiwCommon.rh>
```

Then define a submenu item as follows in the MENU_PANE resource:

```
MENU_ITEM
{
command=ERotateSub;
cascade=r_rotate_menu;
txt = "Rotate";
}
```

Then define the actual submenu item as follows:

```
RESOURCE MENU_PANE r_rotate_menu
    {
    items =
        {
 MENU_ITEM
               {
                command=EAIWPlaceHolder1;
                txt = "Rotate";
                }
        };
    }
```

After this, you can define the AIW menu interest item as follows:

```
RESOURCE AIW_INTEREST r_aiwmenutst_ROTATE
{
 items =
  {
   AIW_CRITERIA_ITEM
    {
     id = EAIWPlaceHolder1;
      serviceCmd = KAiwCmdRotate;   //from aiwcommon.hrh
       serviceClass = KAiwClassMenu;   //from aiwcommon.hrh
        contentType = "image/*";
    }
 };
}
```

Source file

Add the following header:

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```
#include <AiwServiceHandler.h>
```

Construct the `CAiwServiceHandler` and attach the menu:

```
iServiceHandler = CAiwServiceHandler::NewL();
iServiceHandler->AttachMenuL(R_ROTATE_MENU, R_AIWMENUTST_ROTATE);
```

Because the menu items for rotating were defined as submenus, you can handle adding the menu with the following code inside the `DynInitMenuPaneL` implementation:

```
if ( iServiceHandler->HandleSubmenuL( *aMenuPane ) )
 {
  return;
 }
if(iImageFileName.Length()
&& BaflUtils::Parse(iImageFileName) == KErrNone)
 {
        CAiwGenericParamList& paramList = iServiceHandler->InParamListL();

         TAiwVariant varFile(iImageFileName);
        TAiwGenericParam paramFile( EGenericParamFile, varFile );
        paramList.AppendL( paramFile );

        TAiwVariant varMime(_L("image/jpeg"));
        TAiwGenericParam paramMime( EGenericParamMIMEType, varMime );
        paramList.AppendL( paramMime );

         iServiceHandler->InitializeMenuPaneL(
         *aMenuPane,
         aResourceId,
         EAIWExampleCmdLast1,
         paramList);

}
else if(aResourceId == your Menu id goes here)
{
// Use aMenuPane->SetItemDimmed to dim out the menu item.
}
```

And when the user selects the menu item, you just need to forward the command to `CAiwServiceHandler` in your command handler's default block as follows:

```
CAiwGenericParamList* paramList = CAiwGenericParamList::NewLC();

TAiwGenericParam filePath( EGenericParamFile, iImageFileName );
paramList->AppendL( filePath );

TAiwVariant varMime(_L("image/jpeg"));
TAiwGenericParam paramMime( EGenericParamMIMEType, varMime );
paramList->AppendL( paramMime );

iServiceHandler->ExecuteMenuCmdL(
 aCommand,
    *paramList,
 NULL,
 0,
 this);

CleanupStack::PopAndDestroy(paramList);
```


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