# Title Pane Touch Observer API

## Overview

Title Pane Touch Observer API allows an application to observe the user tapping on the title pane. An example use for this API would be to restore a default application view when the user taps on the title pane. The key interface is MAknTitlePaneObserver with only one method HandleTitlePaneEventL(), which should be implemented in order to handle application title pane tapping.

## MMP file

```
CAPABILITY none
LIBRARY avkon.lib
```

## Header file

```
#include <akntitlepaneobserver.h>

class CSampleAppUi : public CAknAppUi, public MAknTitlePaneObserver
    {
    ...
    private:
    /**
    * From MAknTitlePaneObserver
    */
    void HandleTitlePaneEventL(TInt aEventID);
    ...
    };
```

## Source file

```
#include <eikspane.h>
#include <akntitle.h>

// AppUi second-phase constructor
void CSampleAppUi::ConstructL()
    {
    ...
    // Call CAknAppUi::StatusPane() which returns CEikStatusPane*
    CEikStatusPane* statusPane = StatusPane();
    if (statusPane)
    {
       // Title pane UID
       TUid titlePaneUid;
       titlePaneUid.iUid = EEikStatusPaneUidTitle;
       // Get pointer to CAknTitlePane object
       CAknTitlePane* titlePane = (CAknTitlePane*) statusPane->ControlL(titlePaneUid);
       // Set this AppUi object as the observer of the title pane
       titlePane->SetTitlePaneObserver(this);
    }
    ...
    }

// Implementation of the observer interface
void CSampleAppUi::HandleTitlePaneEventL(TInt  aEventID)
    {
    // Although at the moment EAknTitlePaneTapped
    // is the only one value in the TAknTitlePaneEvents enumeration,
    // we should consider that later that enumeration could be extended
    if (aEventID == EAknTitlePaneTapped)
    {
   // Custom action on title pane tapping event
    }
    else
    {
          // No implementation's required at the moment
    }
    }
```

## Postconditions

Actions on title pane are observed.


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