

How to get coordinate with c++ on motorola A1000

Suppose Application name is 'guGPS'

add these source code lines:

guGPS.mmp

```
LIBRARY LOCATIONAGENTSERVER.LIB LOCATIONAGENTWRAPPERDLL.LIB
```

guGPS.h

```
#include "LocationAgent.h"
```

```
class CguGPSAppUi: public CEikAppUi, PositionListener
{....
    void newPosition (AggregatePosition pos);
    ....
}
```

guGPSAppUI

```
#include "LocationAgent.h"
```

in the ConstrucL method: pos = PositionSource::NewL();

in the HandleCommandL method:

```
void CExampleAppUi::HandleCommandL(TInt aCommand)
    { _LIT(statusText," status Text ");
      switch (aCommand)
          {
              case EExampleItem0: //Correspond to connect agps command

                  pos->addPositionListener(*this);
                  pos->generatePositionL(500,4200000,420000);
                  //the parameter of previous method are: accuracy in meters, age of agps info in millisecond,timeout
                  //in searching satellite fix

                  status = pos->getStatus();
                  //see locationAgent.h for status code! 0 = POSITION_OK .. etc

                  buf.Delete(0,buf.Length());
                  buf.Append(statusText);
                  buf.AppendNum(status);

                  iEikonEnv->InfoMsg(buf); //the status of agps driver
                  break;
          }
    }
.....
```

implement virtual method in PositionListener

```
void CExampleAppUi::newPosition(AggregatePosition apos)
{
    TBuf<1024> buf2;
    _LIT(listenerMSG," lat:%d, lon:%d ");
    TInt lat = apos.getLatitude() * 0000.0166666667;
    TInt lon = apos.getLongitude() * 0000.0166666667;
    buf2.Format(listenerMSG,lat,lon);
    iEikonEnv->InfoMsg(buf2);
    iAppView->setMyBuffer(buf2); //method on AppView that assign buf2 to a private member
                                //(buffer) and call drawNow() method in order to draw buffer
                                //content on the screen
}
```

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send me an e-mail if you find this how-to useful.