Archived:Avkon.mbg IDs do not contain the scalable icons in S60 2nd Edition FP3 alpha (Known Issue)

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Overview

There are changes in Avkon.mbg when going from S60 2nd Edition, FP3 beta to S60 2nd Edition, FP3 alpha. The enumerations previously used for system scalable icons are now used for mbm bitmaps. There is no list of scalable icon IDs in S60 2nd Edition, FP3, and there is no Avkon.mif.

Description

The enum TmifAvkon
{
EMbmAvkonQgn_prop_signal_icon = 16384,
…
EmbmAvkonLastElement
};
defined the scalable Avkon (system) icons in S60 2nd Edition, FP3 beta. The beta enum would also work with the alpha SDK. This list is missing from the alpha SDK. Furthermore, some enumerations are there but with a different ID, which results in that most of the application is compiled, but a bitmap is shown instead of a scalable icon.

How to reproduce

Create an application that tries to use system scalable icons, using scalable icon IDs (16384-) and Avkon2.mif in the emulator.

Solution

Use the beta SDK's Avkon.mbg to compile code with scalable icons and use Avkon2.mif in the emulator; meanwhile use Avkon.mif in target to study them.

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