Archived:Compatibility problem with binary-encoded SVG images (Known Issue)

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SVG icons compiled with the S60 3rd Edition, FP1 SDK are not displayed correctly on S60 3rd Edition devices.

Description

When an application that uses SVG graphics is built with the S60 3rd Edition, FP1 SDK and then installed to an S60 3rd Edition device, the SVG icon(s) are not displayed correctly.
This issue is related to the binary-encoded .mif format that MIFCONV.EXE on S60 3rd Edition, FP1 uses by default. S60 3rd Edition devices are unable to read the compressed MIF files produced with tools of the S60 3rd Edition, FP1 SDK.

How to reproduce

This issue can easily be reproduced by compiling one of the example applications in the \S60Ex folder in the S60 3rd Edition, Feature Pack 1 SDK, and deploying it to an S60 3rd Edition device.

Solution

SVG compression can be disabled by using the /X option for MIFCONV.EXE. The resulting MIF files contain XML-format SVG files, which are backward compatible with S60 3rd Edition devices.

For example, edit the list of parameters passed to MIFCONV in the *Icons.mk* makefile as follows:

```
RESOURCE :
    mifconv $(ICONTARGETFILENAME) \
     /X /c32 $(ICONDIR)\qgn_menu_myapp.svg
```

Note that when using a parameter file (MIFCONV option /F), the /X option should be added for each entry (line) in the parameter file.

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