

BitmapSprite.mbg not found error when building for Symbian

Overview

BitmapSprite.mbg not found

Description

I was trying to build the example file (**Symbian\6.1\Series60\Epoc32Ex\Graphics\WS\BitmapSprite**), but was not able to find BitmapSprite.mbg. Where can I find this file?

The .mbg file is a header file generated automatically by bmconv, when /h switch is used. For example:

```
bmconv /hBitmapSprite.mbg Mil1mask.bmp Mil2mask.bmp Windml1a.bmp  
Windml1b.bmp Windml1c.bmp Windml1d.bmp Windml2a.bmp Windml2b.bmp  
Windml2c.bmp Windml2d.bmp
```

The command line generates both the EPOC multi-bitmap file and this header from the Windows bitmap format.

Note: If the path or environmental variable is not set correctly, this a bad command or filename error.

If you use the command tool chain:

```
bldmake bldfiles  
abld build wins urel
```

The .mbg header is automatically generated, when — like in this case — the MMP-file contains a BITMAP definition:

```
START BITMAP BitmapSprite.mbm  
header  
sourcepath .  
source 2 Windml1a.bmp Windml2a.bmp Windml1b.bmp Windml2b.bmp  
source 2 Windml1c.bmp Windml2c.bmp Windml1d.bmp Windml2d.bmp  
source 2 Mil1mask.bmp Mil2mask.bmp  
end
```

The content of this bitmap header is very simple:

```
// BitmapSprite.mbg  
// Generated by BitmapCompiler  
// Copyright (c) 1998-2000 Symbian Ltd. &nbsp;All rights  
// reserved.  
enum TMbmBitmapsprite  
{  
EMbmBitmapspriteMil2mask,  
EMbmBitmapspriteWindml1a,  
EMbmBitmapspriteWindml1b,  
EMbmBitmapspriteWindml1c,  
EMbmBitmapspriteWindml1d,  
EMbmBitmapspriteWindml2a,  
EMbmBitmapspriteWindml2b,  
EMbmBitmapspriteWindml2c,  
EMbmBitmapspriteWindml2d  
};
```

