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- ????

?????NAVI\_IMAGE????????????????????????????????

**bmpfile** ???mbm??

**bmpid** ??mbm????????index?

**bmpmask** ??????mbm????????index?

??????rss??????:

```
#include <avkon.mbg>
```

```
RESOURCE NAVI_IMAGE r_yourapplication_navi_image  
{
```

```
    bmpfile = "\\system\data\avkon.mbm"; // or KAvkonBitmapFile define in avkon.rh
```

```
    bmpid = EMbmAvkonQgn_stat_keyguard;
```

```
}
```

**bmpfile**????mbm????????????????????????

```
TUId naviPaneUid;
```

```
naviPaneUid.iUid = EEikStatusPaneUidNavi;
```

```
CEikStatusPane* statusPane = StatusPane();
```

```
CEikStatusPaneBase::TPaneCapabilities subPane = statusPane->PaneCapabilities(naviPaneUid);
```

```
// if we can access the navigation pane
```

```
if (subPane.IsPresent() && subPane.IsAppOwned())
```

```
{
```

```
    CAknNavigationControlContainer* navPane = (CAknNavigationControlContainer*)statusPane->ControlL
```

```
(naviPaneUid);
```

```
    // read the navigation pane image resource
```

```
    TResourceReader reader;
```

```
    iCoeEnv->CreateResourceReaderLC(reader, R_YOURAPPLICATION_NAVI_IMAGE);
```

```
    if (iNaviDecorator)
```

```
    {
```

```
        delete iNaviDecorator;
```

```
        iNaviDecorator = 0;
```

```
    }
```

```
    // set the navigation pane image
```

```
    iNaviDecorator = naviPane->CreateNavigationImageL(reader);
```

```
    // pushed by CreateResourceReaderLC
```

```
    CleanupStack::PopAndDestroy();
```

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```
naviPane->PushL(*iNaviDecorator);
```

```
}
```