?.2???MBM?????

????.mmp????
START BITMAP xxx.mbm
HEADER
TARGETPATH \system\apps\xxx
SOURCEPATH ..\gfx
SOURCE c12 qgn_xxx_demo_bmp1.bmp
SOURCE c12 qgn_xxx_demo_bmp2.bmp
SOURCE c12 qgn_xxx_demo_bmp3.bmp
SOURCE c12 qgn_xxx_demo_bmp1_mask.bmp
SOURCE c12 qgn_xxx_demo_bmp2_mask.bmp
SOURCE c12 qgn_xxx_demo_bmp3_mask.bmp
END
????????xxx.mbm???

?.3???MBM?????
????.mk????
TARGETDIR=$(ZDIR)\RESOURCE\APPS
ICONTARGETFILENAME=$(TARGETDIR)\xxx.mbm
mifconv $(ICONTARGETFILENAME) \
/c12,1 $(ICONDIR)\qgn_xxx_demo_bmp1.bmp /c12,1 $(ICONDIR)\qgn_xxx_demo_bmp2.bmp /c12,1
$(ICONDIR)\c12
qgn_xxx_demo_bmp3.bmp
??????????????????MASK?????xxx.mbm???

???????MBM????????????????????????????????MBM????????????????????????????????iEikonEnv->CreateBitmapL?
BITMAP???????3?????????MASK??????????????

????2?MBM?????????

0 qgn_xxx_demo_bmp1.bmp
1 qgn_xxx_demo_bmp2.bmp
2 qgn_xxx_demo_bmp3.bmp
3 qgn_xxx_demo_bmp1_mask.bmp
4 qgn_xxx_demo_bmp2_mask.bmp
5 qgn_xxx_demo_bmp3_mask.bmp

?3?MBM?????????
0 qgn_xxx_demo_bmp1.bmp
1 qgn_xxx_demo_bmp1_mask.bmp
2 qgn_xxx_demo_bmp2.bmp
3 qgn_xxx_demo_bmp2_mask.bmp
4 qgn_xxx_demo_bmp3.bmp
5 qgn_xxx_demo_bmp3_mask.bmp
?????MBM????mbmviewer.exe???????????

????????2??3?????????????.mmp?????????????2??3???????????