

## Application\_without\_loading\_resource\_File

In order to stop all attempts to load a resource file you have to do 2 things:

1. You need to replace the function `CEikApplication::ResourceFileName()` with one that returns an empty file name. Like this function does:

```
TFileName CMyApplication::ResourceFileName() const
{
return TFileName();
}
```

where `CMyApplication` is a subclass of `CEikApplication`.

2. You need to pass the `ENoAppResourceFile` flag when calling the function `CEikAppUi::BaseConstructL`. This is usually called in the `ConstructL` function of the subclass to `CEikAppUi`. As in the following example:

```
void CMyEmptyUi::ConstructL()
{
BaseConstructL(ENoAppResourceFile);
//Now construct the other parts of my application
...
}
```

where `CMyEmptyUi` is a subclass of `CEikAppUi`