

ID	CS001058	Creation date	July 1, 2008
Platform	S60 3rd Edition, MR	Tested on devices	Nokia N95
Category	Symbian C++	Subcategory	Graphics

Keywords (APIs, classes, methods, functions): AknIconUtils, SVG

Overview

The following example shows how to add an SVG image into an application and draw it.

You can use, for example, [Inkscape](#) which is a free SVG editor.

MMP file

The following capabilities and libraries are required:

```
CAPABILITY      NONE
LIBRARY         aknicon.lib
```

icons_aif_scalable.mk Icon make file

This is the icons makefile that generates the icons.mif file from your icon.svg SVG image.

```
ifeq (WINS,$(findstring WINS, $(PLATFORM)))
ZDIR=$(EPOCROOT)epoc32\release\$(PLATFORM)\$(CFG)\Z
else
ZDIR=$(EPOCROOT)epoc32\data\z
endif

TARGETDIR=$(ZDIR)\resource\apps
MY_ICONS=$(TARGETDIR)\icons.mif
HEADERDIR=$(EPOCROOT)epoc32\include
MY_ICONS_HEADER=$(HEADERDIR)\icons.mbg

ICONDIR=..\gfx

do_nothing :
    @rem do_nothing

MAKMAKE : do_nothing

BLD : do_nothing

CLEAN : do_nothing
```

Overview

```

LIB : do_nothing

CLEANLIB : do_nothing

RESOURCE :
    mif$(MY_ICONS) /h$(MY_ICONS_HEADER) \
/c32 $(ICONDIR)\icon.svg

FREEZE : do_nothing

SAVESPACE : do_nothing

RELEASABLES :
    (MY_ICONS)
    (MY_ICONS_HEADER)

FINAL : do_nothing

```

bld.inf file

Add the gnumakefile into your applicatin bld.inf:

```

PRJ_MMPFILES
gnumakefile icons_aif_scalable.mk

```

Header file

```

public:
void LoadIconL(TInt aIndex, CFbsBitmap*& aBitmap,
    CFbsBitmap*& aMask, TSize& aSize);
void Draw( const TRect& aRect ) const;
private:
    CFbsBitmap* aBitmap;
    CFbsBitmap* aMask;
    TSize iBitmapSize

```

Source file

```

void CYourControl::ConstructL()
{
    iBitmapSize = TSize(50,50);
    LoadIconL(EMbmIconsIcon, iBitmap, iMask, iBitmapSize);
}

void CYourControl::LoadIconL(TInt aIndex, CFbsBitmap*& aBitmap,
CFbsBitmap*& aMask, TSize& aSize)
{
    _LIT(KIconsFile, "\\resource\\apps\\icons.mif");
    // Create icon from SVG
    AknIconUtils::CreateIconL(aBitmap, aMask, KIconsFile, aIndex, aIndex + 1);
    // Give size
    AknIconUtils::SetSize(aBitmap, aSize);
}

```

CS001058_-_Using_SVG

```
void CMultiViewsContainer1::Draw( const TRect& aRect ) const
{
    CWindowGc& gc = SystemGc();
    // Draws icon bitmap from SVG into screen
    if (iBitmap)
    {
        TPoint pos(0,0);
        TRect rect(TPoint(0,0), iBitmapSize);
        gc.BitBltMasked(pos, iBitmap, rect, iMask, EFalse);
    }
}
```

pkg file

Add the following line into your .pkg file. It will install the .mif file (SVG icons).

```
;Files to install
"epoc32\data\Z\RESOURCE\apps\icons.mif" -"!:\resource\apps\icons.mif"
```

Postconditions

The SVG file has been created as an icon and drawn on the screen.

See also

[KIS000398 - SVG rendering problems caused by missing viewBox attribute](#)

[KIS000531 - Compatibility problem with binary-encoded SVG images](#)

[TSS000295 - How to compress SVG files](#)