

How_to_Display_an_Image_in_Navigation_Pane_Using_Resources

We can specify an image for the navigation pane in the resource file using the NAVI_IMAGE resource. This resource has three fields:

- bmpfile - Specifies a .mbm file to use.
- bmpid - Specifies an index of the bitmap to use within the .mbm file.
- bmpmask - Optionally specifies an index of the mask to use within the .mbm file.

The following is the code snippet for .rss file :

```
#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;
}
```

The bmpfile field specifies the .mbm file's location, and the specific bitmap to use from the file is specified by the bmpid field.

```
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* naviPane = (CAknNavigationControlContainer*)statusPane->ControlL(
        ENavigationControlTypeNaviPane);

    // read the navigation pane image resource
    TResourceReader reader;

    iCoeEnv->CreateResourceReaderLC(reader, R_YOURAPPLICATION_NAVI_IMAGE);

    if (iNaviDecorator)
    {
        delete iNaviDecorator;
        iNaviDecorator = NULL;
    }

    // set the navigation pane image
    iNaviDecorator = naviPane->CreateNavigationImageL(reader);
    // pushed by CreateResourceReaderLC
    CleanupStack::PopAndDestroy();
    naviPane->PushL(*iNaviDecorator);
}
```