



Contents

- [1 In the Bld.inf file](#)
- [2 In the My_Icon.mk file](#)
- [3 In the command line](#)
- [4 The output](#)

In the Bld.inf file

```
// ..

PRJ_MMPFILES

gnumakefile My_Icon.mk
MyProject.mmp

// ..
```

In the My_Icon.mk file

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

TARGETDIR=$(ZDIR)\resource\apps
ICONTARGETFILENAME=$(TARGETDIR)\My_Icon.mif

HEADERDIR=$(EPOCROOT)epoc32\include
HEADERFILENAME=$(HEADERDIR)\My_Icon.mbg

ICONDIR=..\gfx

do_nothing :
    @rem do_nothing

MAKMAKE : do_nothing

BLD : do_nothing

CLEAN : do_nothing

LIB : do_nothing

CLEANLIB : do_nothing

# In the below lines the c32,8 the 32 is for the image and
```

How_to_create_a_MIF_file

8 is for it's mask. See how the BMP file is mentioned
below the SVG's here.

```
RESOURCE :
    mifconv $(ICONTARGETFILENAME) /h$(HEADERFILENAME) \
        /c32,8 $(ICONDIR)\My_Icon1.svg\
        /c32,8 $(ICONDIR)\My_Icon2.svg\
        /c32,8 $(ICONDIR)\My_IconN.svg\
        /c24 $(ICONDIR)\My_BMPIcon1.bmp\
        /c8 $(ICONDIR)\My_BMPIcon1_Mask.bmp\
/c24 $(ICONDIR)\My_BMPIcon2.bmp\
    /c8 $(ICONDIR)\My_BMPIcon2_Mask.bmp\
/c24 $(ICONDIR)\My_BMPIconN.bmp\
    /c8 $(ICONDIR)\My_BMPIconN_Mask.bmp

FREEZE : do_nothing

SAVESPACE : do_nothing

RELEASABLES :
    @echo $(HEADERFILENAME)&& \
    @echo $(ICONTARGETFILENAME)

FINAL : do_nothing
```

In the command line

```
c:\MyProject\Group> bldmake bldfiles
c:\MyProject\Group> abld build gccce urel
```

The output

```
...
Checking: ..\gfx\My_Icon.svg
Choosing...
    1 file(s) copied.
Loading mif icons...
Loading file: \epoc32\wincsw\c\system\temp\s5bs.tmp\..\gfx_My_Icon.svgb
Writing mif: \epoc32\data\z\resource\apps\My_Icon.mif
Writing mbg...\epoc32\include\My_Icon.mbg
...
```
