Archived:Loading app image files under the \private folder may fail (Known Issue)

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Using `AknIconUtils` to load icons or graphics may fail on S60 3rd Edition if the image file is located under a protected folder.

Description

Trying to use the following method from `AknIconUtils` (akniconutils.h) will fail on S60 3rd Edition if the image file aFileName is in a protected folder, for example, under \private\appUID\:

```
void CreateIconL( CFbsBitmap *&aBitmap,
                  CFbsBitmap *&aMask,
                  const TDesC &aFileName,
                  TInt aBitmapId,
                  TInt aMaskId )
```

This happens because the Avkon icon server cannot access files located under protected folders.

How to reproduce

The `AknIconUtils::CreateIconL()` method does not leave in this situation; however, `aBitmap` and `aMask` parameters are not pointing to valid bitmaps. Any attempt to use the returned bitmaps will fail or cause a panic.

For example, trying to set the size of the bitmap with `AknIconUtils::SetSize()` will return error -46 (`KErrPermissionDenied`).

Solution

Instead of passing a filename to `CAknIconUtils`, applications should implement the mix-in class `MAknIconFileProvider` to provide an opened file handle that can be used by the Avkon icon server.

`CAknIconUtils` has overloaded variants of the `CreateIconL()` method that will accept a reference to the `MAknIconFileProvider` instance. For an example implementation of `MAknIconFileProvider` class, see *S60 Platform: Scalable Screen-Drawing Example*, available for download at http://www.developer.nokia.com/.

Note: An .mbm or .mif file that contains application icons (and is referred to in the LOCALISABLE_APP_INFO resource definition) should always be installed under \resource\apps\.

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