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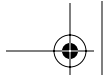
Creating Application Icons

One of the last things created for a BlackBerry application is the application's icon. Icons can be created using any graphical design tool; all that matters is that the icon file is saved in a format that's displayable on the BlackBerry smartphone. The BlackBerry platform supports Graphics Interchange Format (GIF) and Portable Network Graphic (PNG) icon file formats. The size of the icon varies, depending on the theme type and device for which the icon is targeted:

- **BlackBerry Storm series:** Icons on the home screen are 76x76 pixels and icons for the shortcut bar are 24x24 pixels.
- **BlackBerry Bold and Curve 8900 series:** Icons are 80x80 pixels.
- **BlackBerry Curve 8350i:** Icons are 52x52 pixels.
- **BlackBerry 8700, 8800, 8300 series:** If the icon is for the Icon theme, the icons are 53x48 pixels, for the Zen theme, they're 48x36 pixels.
- **BlackBerry Pearl Flip 8200 series:** Icons are 46x46 pixels.
- **BlackBerry 7100 and the BlackBerry Pearl 8100 series:** If the icon is for the Icon theme, the icons are 60x55 pixels; for the Zen theme, they're 48x36 pixels.

The icon can be a color or monochrome image. A monochrome device can display a color icon, although it may not look good after the device converts the image to a format that it can render. Icons can use transparency.



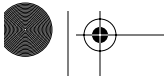


If you create a single icon for use across multiple devices, there could be side effects from the choices you make when creating it:

- If the icon will be used on BlackBerry Device Software prior to version 4.2, icons will be cropped if the resolution for the file is greater than expected on the device.
- For devices running BlackBerry Device Software versions 4.2 through 4.5, if the icon has a higher resolution than supported on the device theme, it will be scaled to match the maximum allowed resolution. If the icon is not square and the theme uses square icons, the scaled image might be distorted when scaled to match the requirements for the target theme.
- For BlackBerry Device Software 4.5 and earlier, if you opt to build the smallest icon that will be supported across multiple devices, the file will not be scaled up. On devices that support higher resolution icons, the icon will remain at its normal size and the remainder of the screen space allocated for the icon will be transparent.
- For BlackBerry Device Software 4.6 and later, larger icons are scaled to match the icon size for the current theme running on the device. Larger icons will be scaled down, and smaller icons will be scaled up to match the theme requirements, but only if the icon is 25 percent or smaller than expected. If the icon is less than 25 percent smaller than the expected icon size, it will be left at its standard resolution.



Figure B.1 shows an icon being designed in the Plazmic Composer. To create the icon, a new project was created and the canvas size set to 80x80 pixels (to match the icon size for the BlackBerry Bold smartphone). For your icons, make the image a little smaller than the available space to give newer BlackBerry smartphones room to create a highlight around the icon when it's selected.



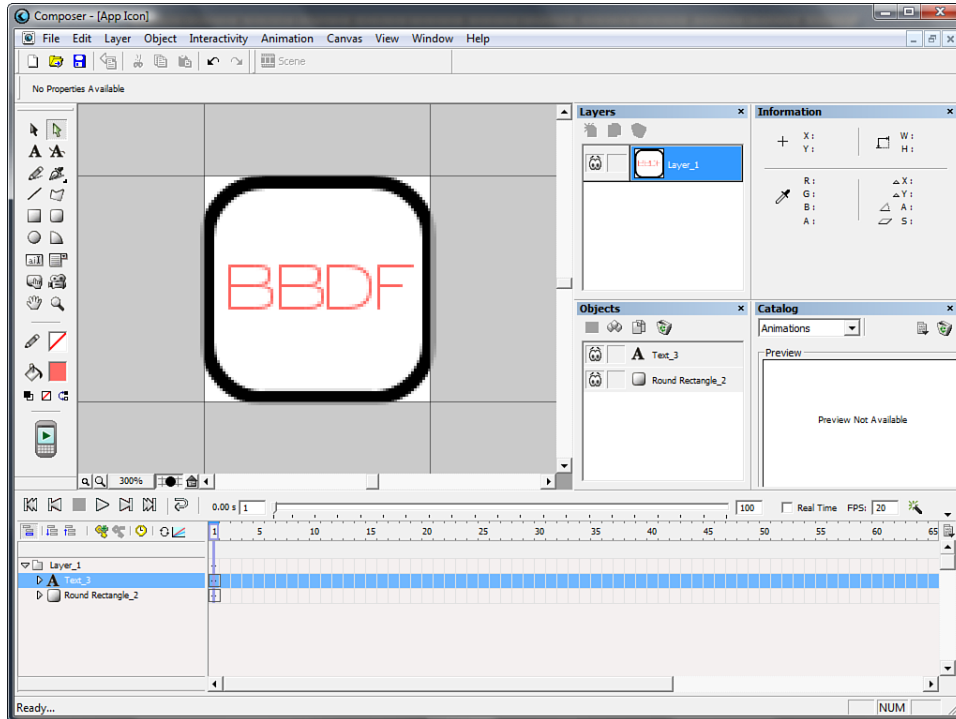
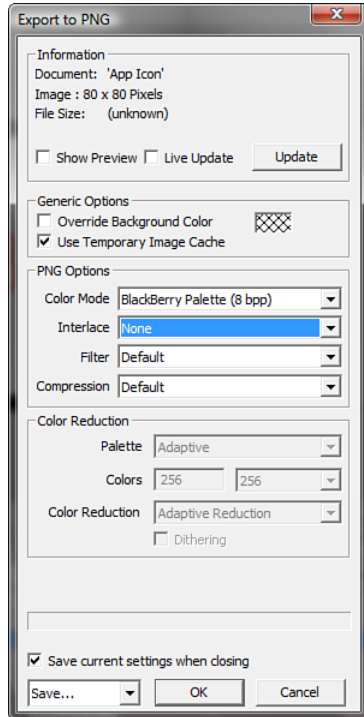


Figure B.1 Creating an application icon in the Plazmic Composer application

To save the icon to be used in your application, select File, Export. From the sub-menu that appears, select the option for .png file type. From the dialog that appears (shown in Figure B.2), leave the default options and just specify an output folder and filename for the icon. Click the OK button to save the file.

4 APPENDIX B CREATING APPLICATION ICONS**Figure B.2** Plazmic Composer PNG File Export Options

After the file is saved, it can be added to an existing Java application (described in Chapters 13 and 14), pushed to devices through Browser Channels (described in Chapter 6, “Pushing Data to Internal (BES) Users”), or added as a custom icon in a theme (described in Chapter 17, “Using Additional BlackBerry Application Technologies”).