
Subject: Re: Icons

Posted by [mirek](#) on Wed, 01 Mar 2006 09:05:34 GMT

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mentaltruckdriver wrote on Tue, 28 February 2006 20:16 Greetings:

I was wondering how I would make an icon for my application? I have the .ico file I wish to use however I'm not sure how to code it to change the standard application icon (when compiled) to my .ico icon. Could someone please help me?

Thanks.

Well, actually, this part is a little but tricky for U++, as this is the only use of .rc file (I believe we are speaking about Win32 here).

Put icon.ico to your package directory.

Add app.rc:

```
5555 ICON DISCARDABLE "icon.ico"
```

This will make icon appear in Windows filesystem.

Add

```
app.Icon(Image::Icon(5555, true), Image::Icon(5555, false));
```

into your GUI_APP_MAIN (app is your main app window; alternatively put Icon.... to its constructor)

Mirek