Aha! I found the problem!

When I implemented the code for the icon:

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

I removed the

new MyApp;

from the code or else when I ran it it would create two windows. when I put that line of code back in it didn't crash. Now I need to find a way to keep that line of code and work the app; part into it. Any help with this is appreciated.

Thanks.