
Subject: Re: Program icon

Posted by [mirek](#) on Thu, 26 Mar 2009 14:15:07 GMT

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epichorns wrote on Wed, 25 March 2009 17:03

Question for the wizards out there: it might seem trivial, but I have not had time to investigate this further:

How do I specify the program icon (i.e. how do we specify the executable file icon)?

Assuming we are speaking about Win32 file explorer icons...

Win32 uses the first icon that it finds in .exe resources. That means it is the only file we have to use .rc

Insert .iml file into your main package, if you do not have any there yet. Insert 16x16 or 48x48 image there, right click Image..., choose Export as .ico.

This is make icon designer to export the icon in .ico format, which is understood by .rc.

Then add single .rc file into package, and put

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

Into it. That is all - U++ build system will recognize and compile .rc, putting your exported icon into .exe. As this will be the only icon (and the only resource), windows file explorer will display it.

Note: For icons of program windows, use TopWindow::Icon....

Mirek
