
Subject: Re: Howto set the icon for the application/and or topwindow in the code?

Posted by [Zbych](#) on Fri, 11 Jun 2010 08:54:25 GMT

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You can use ImageDraw to draw image and Icon to show a new icon.

aqq2.lay:

```
LAYOUT(aqq2Layout, 200, 100)
ITEM(Button, Changelcon, SetLabel(t_("Icon")).LeftPosZ(52, 104).TopPosZ(44, 36))
END_LAYOUT
```

aqq2.h:

```
#ifndef _aqq2_aqq2_h
#define _aqq2_aqq2_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <aqq2/aqq2.lay>
#include <CtrlCore/lay.h>
```

```
class aqq2 : public Withaqq2Layout<TopWindow> {
    void SetIcon();
public:
    typedef aqq2 CLASSNAME;
    aqq2();
};
```

main.cpp:

```
#include "aqq2.h"

void aqq2::SetIcon()
{
    ImageDraw iw(16, 16);
    iw.DrawRect(4,4,8,8,Color(Random(),Random(), Random()));
    Icon(iw);
}
```

```
aqq2::aqq2()
{
    CtrlLayout(*this, "Window title");
    Changelcon.WhenPush = THISBACK(SetIcon);
}

GUI_APP_MAIN
{
    aqq2().Run();
}
```
