
Subject: How to add Topwindow icon?

Posted by [michael](#) on Thu, 17 May 2007 13:10:56 GMT

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I wanted to add a Icon to my Topwindow. I added a .iml to my package and this code to my main.cpp:

```
#define IMAGECLASS applmg  
#define IMAGEFILE "app.iml"
```

and this to my header-file:

```
#include <Draw/iml.h>
```

but got these error:

```
In file included from C:/Programme/UPP/uppsrc/Draw/iml.h:5,  
      from J:\Entwicklung\UPP\prohibisZA\prohibisZA.h:13,  
      from J:\Entwicklung\UPP\prohibisZA\mainmenu.cpp:7,  
      from C:/Programme/UPP/out/prohibisZA/MINGW.Blitz.Gui.Main\blitz.cpp:3:  
C:/Programme/UPP/uppsrc/Draw/iml_header.h:18:10: #include expects "FILENAME" or  
<FILENAME>
```

```
C:/Programme/UPP/uppsrc/Draw/iml_header.h:45:10: #include expects "FILENAME" or  
<FILENAME>
```

```
In file included from C:/Programme/UPP/uppsrc/Draw/iml.h:9,  
      from J:\Entwicklung\UPP\prohibisZA\prohibisZA.h:13,  
      from J:\Entwicklung\UPP\prohibisZA\mainmenu.cpp:7,  
      from C:/Programme/UPP/out/prohibisZA/MINGW.Blitz.Gui.Main\blitz.cpp:3:  
C:/Programme/UPP/uppsrc/Draw/iml_source.h:18:10: #include expects "FILENAME" or  
<FILENAME>
```

```
C:/Programme/UPP/uppsrc/Draw/iml_source.h:36:12: #include expects "FILENAME" or  
<FILENAME>
```

```
C:/Programme/UPP/uppsrc/Draw/iml_source.h:47:12: #include expects "FILENAME" or  
<FILENAME>
```

```
C:/Programme/UPP/uppsrc/Draw/iml_source.h:69:12: #include expects "FILENAME" or  
<FILENAME>
```

```
prohibisZA: 11 file(s) built in (0:05.89), 535 msec / file, duration = 5985 msec, parallelization 0%
```

There were errors. (0:07.64)

Any idea what the problem is?

Michael

Subject: Re: How to add Topwindow icon?

Posted by [mirek](#) on Thu, 17 May 2007 13:15:59 GMT

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```
#define IMAGEFILE <MyPackage/image.iml>
#define IMAGECLASS MyImg
#include <Draw/iml.h>
```

You are missing the "MyPackage" part...

Subject: Re: How to add Topwindow icon?

Posted by [michael](#) on Thu, 17 May 2007 16:26:51 GMT

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Thanks,

besides that, my mistake was the way i used include and define. Now i added this to my main.cpp and it works:

```
#include "main.h"
```

```
#define IMAGEFILE <packageName/main.iml>
#define IMAGECLASS MyImg
```

```
#include <Draw/iml.h>
```

Thanks, again.

Michael
