Subject: embedding an icon in the .exe (not the TopWindow)
Posted by obijohn on Fri, 18 May 2007 21:41:26 GMT
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I'm using 705-dev2. I've got a single icon in the .iml file, which I've successfully added to the TopWindow app (so the icon shows in the window and in the tray). However, the .exe file iteself doesn't have an icon. Can I use the icon that's in the .iml file as the icon for the .exe, or does this have to be done with a .rc file and a resource compiler? (this is a win32-only issue, I guess)

I tried adding a .rc file using an example I found somewhere, but when I compile in theIDE, there is an error that windres throws which is from spaces in my directory names. Surely there is a simpler way?

Thanks for any help...

Subject: Re: embedding an icon in the .exe (not the TopWindow)
Posted by mirek on Sat, 19 May 2007 09:14:42 GMT
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First of all, better do not put spaces into directory names

To make it work, you need to mark the icon as "export":

Right-click it, choose "Image.." and click "Export as ...".

Then the icon will be saved as icon.ico, therefore you can place it into .rc file.

Subject: Re: embedding an icon in the .exe (not the TopWindow)
Posted by obijohn on Sat, 19 May 2007 10:44:27 GMT
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ok, I changed the project path so that it doesn't contain spaces, and I re-installed upp in a root directory without spaces. Now windres doesn't complain.

In the .iml, I did as you said and selected "Export" and an icon.ico is created automatically.

Then, I created a .rc file with this one line:
Quote:app ICON icon.ico

And now theIDE builds everything automatically and the icon is in the .exe. YAY!

BTW, I really like Ultimate++ and theIDE. I plan on using them both for a very long time!

Subject: Re: embedding an icon in the .exe (not the TopWindow)
Posted by bonami on Tue, 03 Jul 2007 05:11:20 GMT
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you need an icon.ico
and add a line icon.rc to file section of you .cpp
then write .rc
APP ICON "icon.ico"

this works for me. studied from EyeCare example and post