Subject: Howto set the icon for the application/and or topwindow in the code?
Posted by abductee on Thu, 10 Jun 2010 22:02:26 GMT
View Forum Message <> Reply to Message

hi,
i'd like to give my Application an icon.
and i'd like to set that icon from within the code of the app, not using layouteditor or image/draw.

(the icon should change according to the state of the app and the icon gets renderd by my own functions)

so, how would i go about doing this?

thanks in advance,
abductee

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
View Forum Message <> Reply to Message

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

aqq2.lay:

```
LAYOUT(aqq2Layout, 200, 100)
 ITEM(Button, ChangeIcon, 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");
 ChangeIcon.WhenPush = THISBACK(SetIcon);
}

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