
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

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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 rendered 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

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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();  
}
```