
Subject: Version Tab in .exe properties
Posted by [pippo](#) on Thu, 21 Oct 2010 13:36:27 GMT
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How can I make a "version property" in my .exe file?

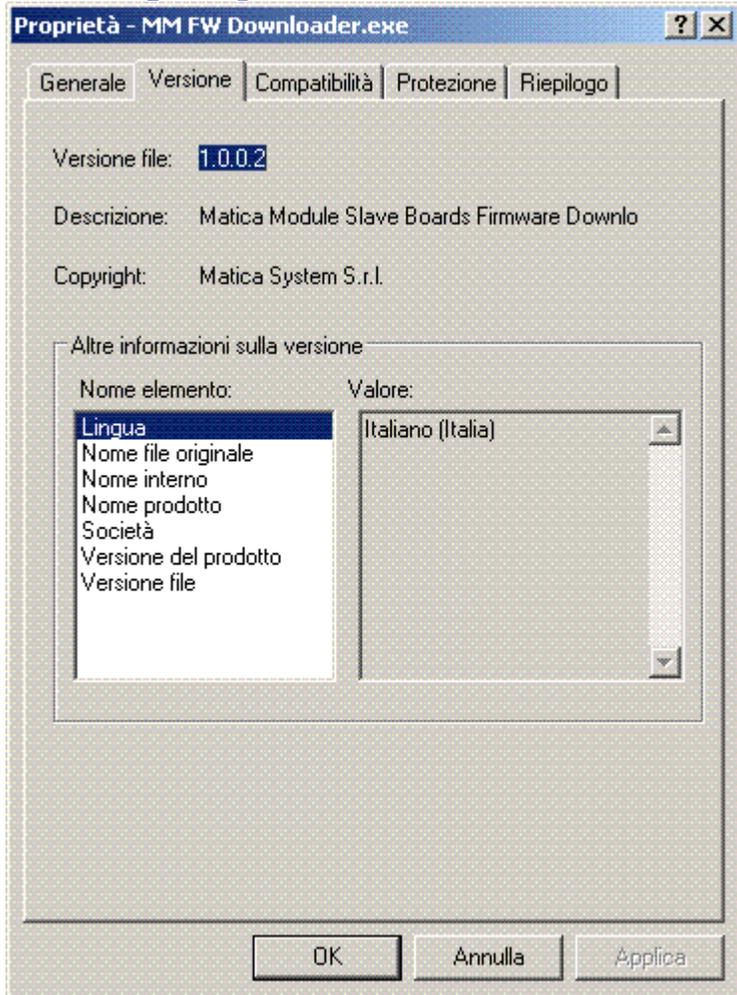
Like this (it's the property box of a VisualBasic6 application):

Can I make the same with U++?

Thanx,
Andrea

File Attachments

1) [PropertyBox.GIF](#), downloaded 747 times



Subject: Re: Version Tab in .exe properties
Posted by [pippo](#) on Fri, 22 Oct 2010 14:53:30 GMT
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I answer myself

I must include a .rc file in my project:

```
#include <WinVer.h>
IDI_ICON1 ICON "icon.ico"

#ifndef DEBUG
#define VER_DEBUG          0
#else
#define VER_DEBUG          1
#endif

VS_VERSION_INFO VERSIONINFO
FILEVERSION 0,3,3
FILEFLAGSMASK 0x3fL
FILEFLAGS VER_DEBUG
FILEOS 0x4L
FILETYPE 0x1L
FILESUBTYPE 0x0L
BEGIN
    BLOCK "StringFileInfo"
    BEGIN
        BLOCK "040904E4"
        BEGIN
            VALUE "CompanyName", "My company"
            VALUE "LegalCopyright", "Copyright (C) 2010"
            VALUE "OriginalFilename", "pippo.exe"
            VALUE "FileVersion", "0.3.3"
            VALUE "ProductVersion", "0.3.3"
        END
    END
END

    BLOCK "VarFileInfo"
    BEGIN
        VALUE "Translation", 0x410, 1200
    END
END
```
