

---

Subject: Version Tab in .exe properties  
Posted by [pippo](#) on Thu, 21 Oct 2010 13:36:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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 509 times

---

---

Subject: Re: Version Tab in .exe properties  
Posted by [pippo](#) on Fri, 22 Oct 2010 14:53:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

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

---