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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();
}
```

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