Subject: Icons
Posted by mentaltruckdriver on Wed, 01 Mar 2006 01:16:43 GMT
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Greetings:

I was wondering how I would make an icon for my application? I have the .ico file I wish to use however I'm not sure how to code it to change the standard application icon (when compiled) to my .ico icon. Could someone please help me?

Thanks.

Subject: Re: Icons
Posted by mirek on Wed, 01 Mar 2006 09:05:34 GMT
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mentaltruckdriver wrote on Tue, 28 February 2006 20:16Greetings:

I was wondering how I would make an icon for my application? I have the .ico file I wish to use however I'm not sure how to code it to change the standard application icon (when compiled) to my .ico icon. Could someone please help me?

Thanks.

Well, actually, this part is a little but tricky for U++, as this is the only use of .rc file (I believe we are speaking about Win32 here).

Put icon.ico to your package directory.

Add app.rc:

5555 ICON DISCARDABLE "icon.ico"

This will make icon appear in Windows filesystem.

Add

app.Icon(Image::Icon(5555, true), Image::Icon(5555, false));

into your GUI_APP_MAIN (app is your main app window; alternatively put Icon.... to its constructor)

Mirek

Subject: Re: Icons
Posted by mentaltruckdriver on Wed, 01 Mar 2006 21:14:29 GMT
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thanks!!

EDIT: see error messages below...

Subject: Re: Icons
Posted by mentaltruckdriver on Wed, 01 Mar 2006 21:31:48 GMT
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umm...when i compile it gives me this error:

C:\upp\mingw\bin/windres.exe: can't open icon file `icon.ico': No such file or directory
App.cpp
C:\App\AppLocation\App\App.cpp: In function `void GuiMainFn_()':
C:\App\AppLocation\App\App.cpp:445: error: `app' undeclared (first use this function)
C:\App\AppLocation\App\App:445: error: (Each undeclared identifier is reported only once for each func
 tion it appears in.)
2 file(s) compiled in (0:08.93) 4468 msec/file

There were errors. (0:09.25)

What did I do wrong??

Subject: Re: Icons
Posted by mirek on Wed, 01 Mar 2006 21:37:57 GMT
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mentaltruckdriver wrote on Wed, 01 March 2006 16:31umm...when i compile it gives me this error:

C:\upp\mingw\bin/windres.exe: can't open icon file `icon.ico': No such file or directory
App.cpp
C:\App\AppLocation\App\App.cpp: In function `void GuiMainFn_()':
C:\App\AppLocation\App\App.cpp:445: error: `app' undeclared (first use this function)
C:\App\AppLocation\App\App:445: error: (Each undeclared identifier is reported only once for each func
 tion it appears in.)

2 file(s) compiled in (0:08.93) 4468 msec/file

There were errors. (0:09.25)

What did I do wrong??

Hard to say. Looks like you do not have icon.ico file in your package directory and that you do not have app declared inside GUI_APP_MAIN....

Maybe I was not clear enough, in your code should be something like

struct MyApp : TopWindow {....

// or perhaps : WithMyLayout<TopWindow>

.....

```
GUI_APP_MAIN {
   MyApp app;
   app.Icon(Image::Icon(5555, true), Image::Icon(5555, false));
   app.Run();
}
```

Mirek

Subject: Re: Icons
Posted by mentaltruckdriver on Wed, 01 Mar 2006 21:56:02 GMT
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ah. thanks

Subject: Re: Icons
Posted by mentaltruckdriver on Wed, 01 Mar 2006 23:55:19 GMT
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OK it compiles correctly and the icon works however when I close the application it gives me the "This application has encountered a problem and needs to close..." - which never occured before I got the icon working. Here is a snippet of my code from the GUI_APP_MAIN line down:

GUI_APP_MAIN

```
{
    SetLanguage(LNG_ENGLISH);


    MyAppFs().Type("MyApp Documents", "*.wrd")
            .AllFilesType()
            .DefaultExt("wrd");
    PdfFs().Type("Portable Document Files", "*.pdf")
          .AllFilesType()
          .DefaultExt("pdf");


    LoadFromFile(callback(SerializeApp));

    MyApp app;
    app.Icon(Image::Icon(5555, true), Image::Icon(5555, false));

    Ctrl::EventLoop();

    StoreToFile(callback(SerializeApp));

}
```

What's happening???

Subject: Re: Icons
Posted by mirek on Thu, 02 Mar 2006 04:37:31 GMT
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Well, based on what you listed, LoadFromFile(callback....) feels strange. I would need to see more of your code (consider simply zipping the package and posting next time).

My bet is that something is wrong with SerializeApp.

Mirek

Subject: Re: Icons

Posted by mentaltruckdriver on Thu, 02 Mar 2006 22:29:21 GMT
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Aha! I found the problem!

When I implemented the code for the icon:

```
MyApp app;
app.Icon(Image::Icon(5555, true), Image::Icon(5555, false));
```

I removed the

new MyApp;

from the code or else when I ran it it would create two windows. when I put that line of code back in it didn't crash. Now I need to find a way to keep that line of code and work the app; part into it. Any help with this is appreciated.

Thanks.

Subject: Re: Icons
Posted by mirek on Thu, 02 Mar 2006 22:38:30 GMT
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mentaltruckdriver wrote on Thu, 02 March 2006 17:29Aha! I found the problem!

When I implemented the code for the icon:

```
MyApp app;
app.Icon(Image::Icon(5555, true), Image::Icon(5555, false));
```

I removed the

new MyApp;

from the code or else when I ran it it would create two windows. when I put that line of code back in it didn't crash. Now I need to find a way to keep that line of code and work the app; part into it. Any help with this is appreciated.

Thanks.

Hm, I am quite confused about your code now. Please, zip the whole package and post here...

Mirek

Subject: Re: Icons
Posted by mentaltruckdriver on Fri, 03 Mar 2006 01:10:38 GMT
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never mind I fixed it...