

Using ICO files

- Create ICO in VisualStudio
- Wiconpackager tool to build MSTN resource
- Add to list of sources
- Reference in resource definition file. (.r)

Using ICO files

use either Windows BMPs or ICOs from DLLs. There are 3 new ICONFORMAT_ specifiers they can put on an Icon, IconCmdSmall or IconCmdLarge resource definition:

ICONFORMAT_WINDOWSBMP

ICONFORMAT_WINDOWSICO

ICONFORMAT_WINDOWS (either a BMP or ICO, whichever it finds first - ICOs looked for first) E.g.

Using ICO files

```
#-----  
# Create the Windows resource file (.rc) with the BITMAPs  
#-----  
rscFile    = $(mslconDir)$(appName).rsc  
#-----  
# The list determines the order of the icos in the resource file  
# Grouping related icons together improves performance, so do  
# not just add icons are random places in the list. Do not  
# try to make the list alphabetical.  
#-----  
  
filelist + $(baseDir)Help.ico  
filelist + $(baseDir)PositionMappingAid.ico  
filelist + $(baseDir)ElementSelection.ico  
...  
$(rscFile) : $(filelist)  
> $(o)filelist.opt  
$(filelist)  
<  
wiconpackager -o$(rscFile) @$$(o)filelist.opt
```

Using ICO files

```
IconCmdSmallRsc ICONCMDID_PlaceLine =
```

```
{  
  23, 23, ICONFORMAT_WINDOWS BMP, BLACK_INDEX, "Place Line  
  Pnts", "PlaceLine_23x23"  
};
```

This example finds the Priority ICO.

```
IconRsc ICONID_Priority_15x15 =
```

```
{  
  15, 15, ICONFORMAT_WINDOWS, BLACK_INDEX, "", "Priority"  
};
```

Using ICO files

To search for a BMP or ICO, we use these two configuration variables:

```
MS_ICONPATH <
```

```
$(MSDIR)mdlapps/icons;$(MSDIR)icons
```

```
MS_ICONLIBRARYLIST <
```

```
$(MSDIR)mdlapps/icons/*.dll;$(MSDIR)icons/*.dll
```