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Advisor Answers

FoxPro 2.x for Windows and Visual FoxPro 3.0

Q: I'm creating a program for a client in FoxPro for Windows and I have the Distribution Kit. My problem is that I don't know how to embed my application icon into my .EXE after it's compiled. The problem isn't the icon that appears in the program group in Program Manager, but the one that appears when the client switches among applications or minimizes my application. I've used the Setup Wizard and ADDICON.APP.

–Mario Bueno, El Paso, Texas

A: This is one of those places where you have to do two different things to get what seems like a single result. FoxPro uses two different icons for an application.

It actually makes sense when you remember that any window in an application can be minimized. Different kinds of windows may use different icons. You can see this by opening several different windows in FoxPro (say a Browse and a program editing window) and minimizing them. You'll see that each has an icon that indicates its function.

What you're thinking of as the "application" is actually the main FoxPro window. It has an icon associated with it. By default, it's the fox head icon.

You change the icon for any window (in the versions that support icons, of course) with the MODIFY WINDOW command. MODIFY WINDOW SCREEN is a special form of the command that affects the main FoxPro (or Visual FoxPro) window. Use the ICON clause to set the window's icon. For example:

```
MODIFY WINDOW Screen ICON ;  
    "F:\VFP\SAMPLES\GRAPHICS\ICONS\ELEMENTS\FIRE.ICO"
```

uses the match icon that comes with Visual FoxPro.

In Visual FoxPro, there's a more object-oriented way to do the same thing. Instead of MODIFY WINDOW, you can simply set the main window's Icon property. The OOP-y equivalent of the command above is:

```
_SCREEN.Icon = ;  
    "F:\VFP\SAMPLES\GRAPHICS\ICONS\ELEMENTS\FIRE.ICO"
```

You can similarly assign icons to individual windows in your application.

As you noted, in FoxPro 2.x for Windows, the application ADDICON.APP lets you include a default icon for use in the Program Manager. You use it after you've built the executable. This process is easier in Visual FoxPro. With the Project Manager open, choose Project | Project Info from the menu. Check Add Icon to EXE and a dialog appears letting you choose an icon. You can change the icon at any time from the Project Info dialog (shown in Figure 2) by pressing the Icon button.

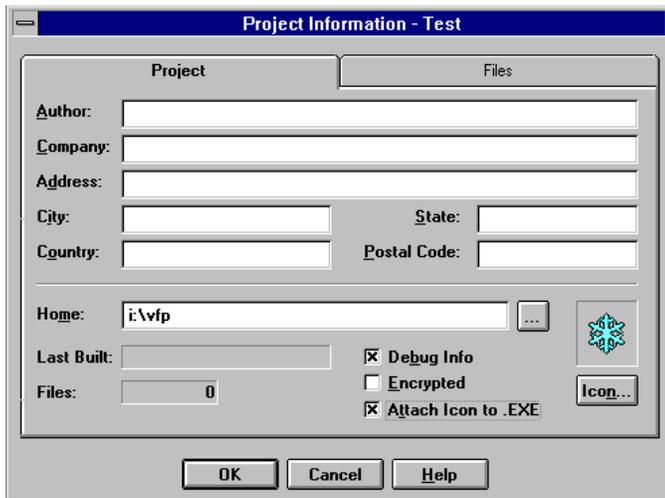


Figure 2 Project Information dialog - You can specify an icon for your application by checking the Attach Icon to .EXE checkbox.

Remember to distribute any icon files you use for windows in your application. If you add them to the project, they'll be built right into the .APP or .EXE, so you don't have to remember.

-Tamar