# **ICON**

# Applies to

Window

## Description

This property sets or returns the path to an icon file (.ICO).

### Usage

Get\_Property returns path to .ICO file.

Set\_Property creates a new icon for an object (value = .ICO file path).

#### Remarks

To display an icon stored as a resource in a .DLL or .EXE file, set the ICON property to the name of the file, a pound sign (#), and the resource ID. Resources can be referenced by name or by number; for example:

```
Set_Property(CtrlEntID, "ICON", "my.dll#MailBox")
Set_Property(CtrlEntID, "ICON", "my.exe#1")
```

Windows '95 displays icons differently than Windows 3.1. To work around this, use bitmap controls instead of icon controls. The BITMAP property supports .ICO files.