

How to change the icon for your Torque game executable

Author: Keith Sink

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This document explains how to create icons for your executable, link them, and compile with them. This is specifically for the Windows compilation of the Torque SDK Demo. Please send any comments or corrections to gamesforsale@attbi.com. Feel free to duplicate this document for any purpose you need.

Steps to setting an icon for your Compiled Executable

1. Open your project in Visual C++ 6.0.
2. Choose **File/New** from the menu.
3. Select a **Resource Script** object from the **File** tab.
4. Give it a file name like “demo.rc”. It should look like Figure 1 - File/New Dialog.

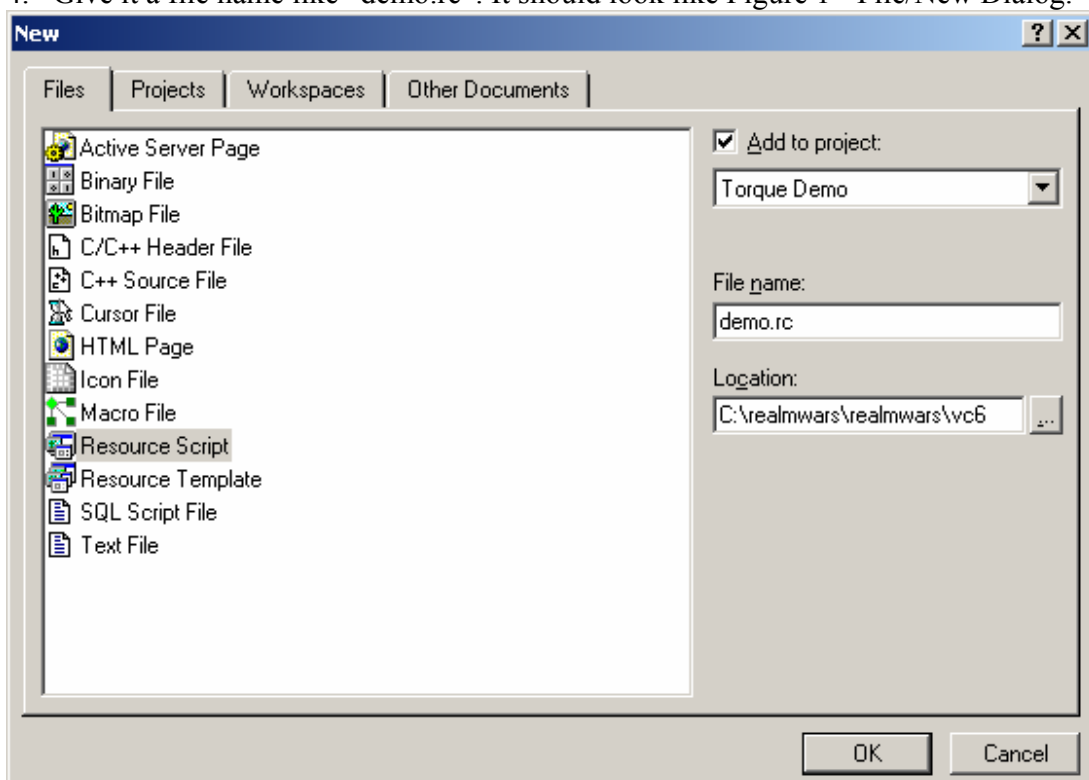


Figure 1 - File/New Dialog

5. Close the window that is now open. It will have a folder in it. Make sure not to close the whole program.
6. Go back to the **Resource** tab on the left.
7. Select the “demo resources” folder and right click on it. Choose **Insert...**

8. Select **Icon** as the resource type and choose **New**. You will now see a blank icon in the Icon Editor like in Figure 2 - Icon Editor.

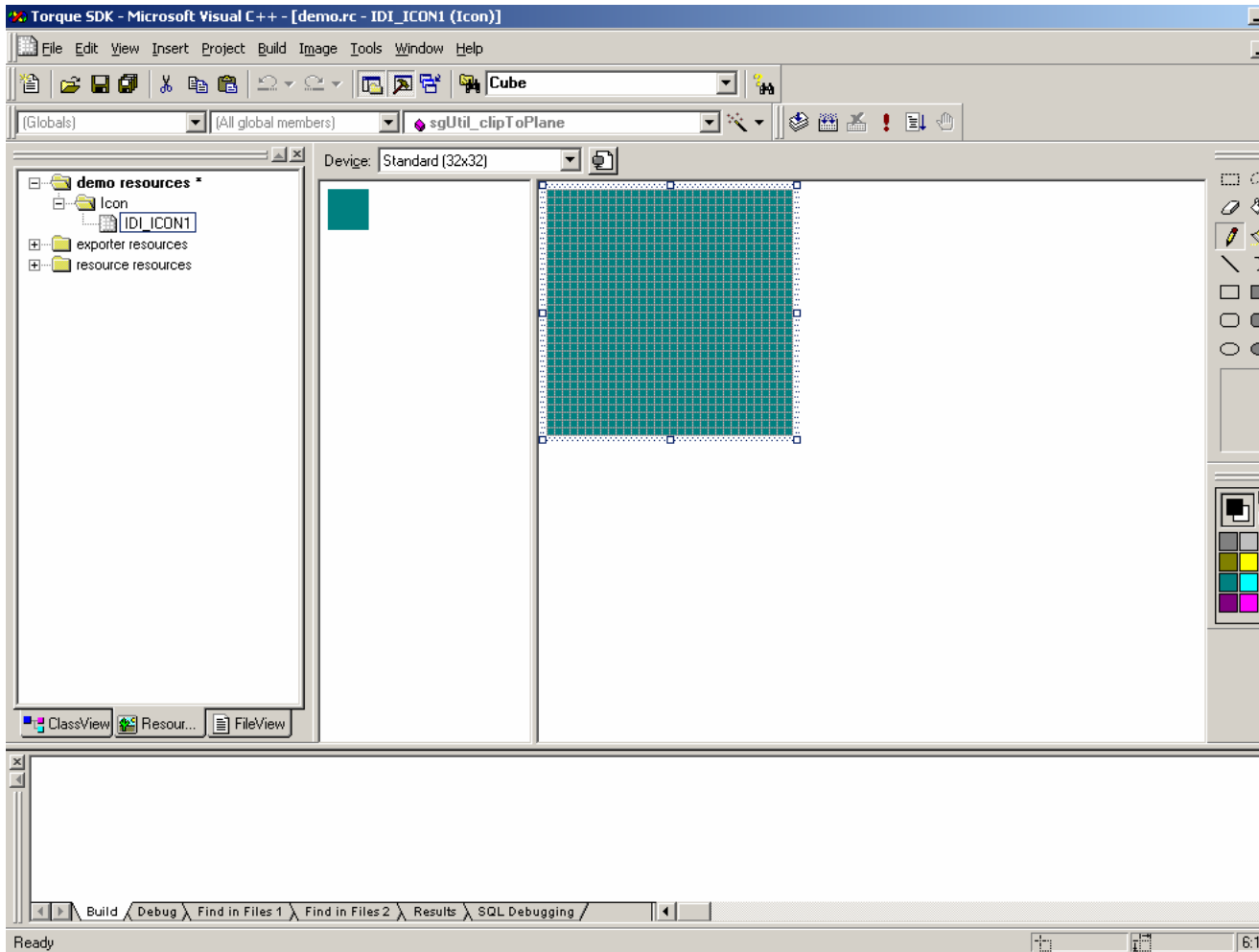



Figure 2 - Icon Editor

9. Draw your icon on the Icon Editor provided. This is the larger size icon. You must also create a smaller icon, for when someone looks at your icon in a different size in the Windows environment.
10. Select the **New Icon Image** button. It looks like this . See Figure 3 - New Icon Image dialog.

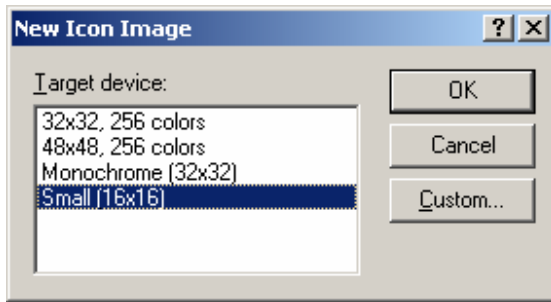


Figure 3 - New Icon Image dialog

11. Choose **Small(16x16)**. Then **OK**.
12. Draw the smaller icon.
13. **Save** your icon. The icon will have both the 16x16 and 32x32 image in one file.
14. Choose **Build** from the main menu.
15. Choose **Build torqueDemo_DEBUG.exe** from the sub menu.
16. You should now see an icon like Figure 4 - Icon in action.

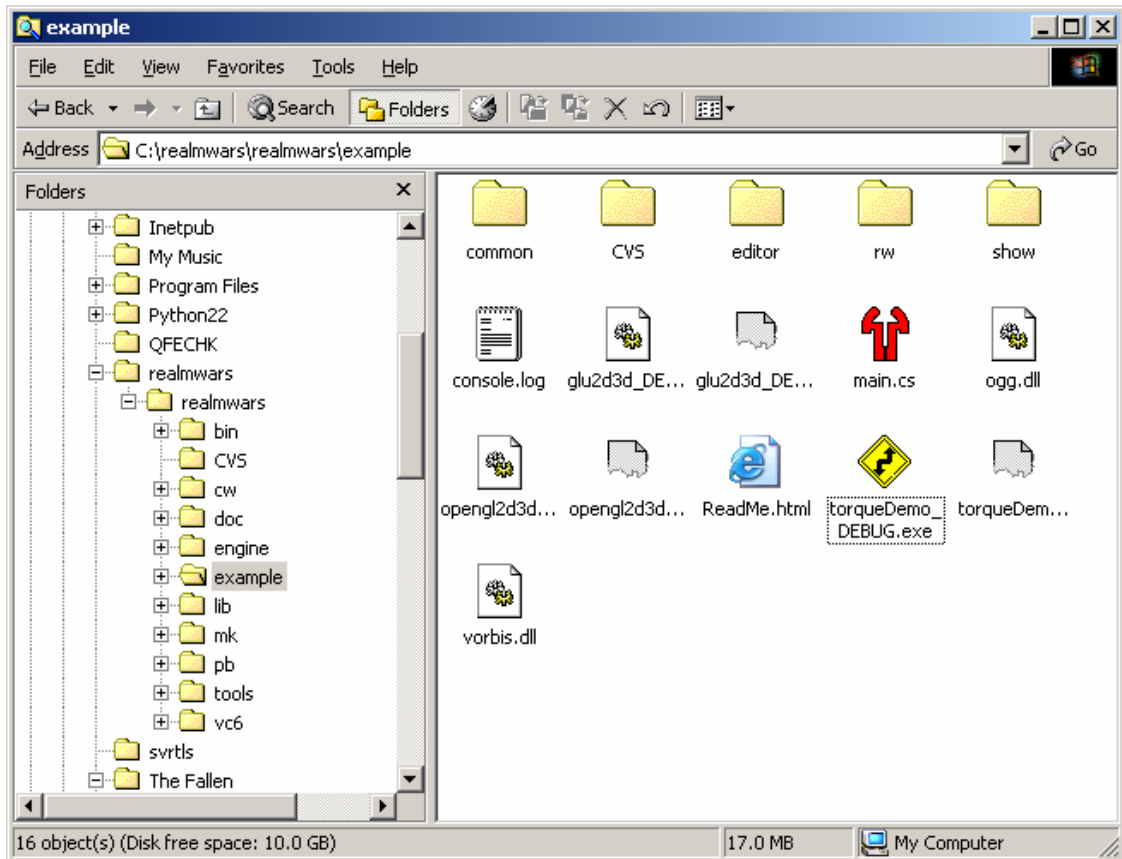


Figure 4 - Icon in action