

Re: Use icons in shell32.dll for buttons on form?

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-06/6629.html>

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Try this

```
[DllImport("Shell32.dll")]
public extern static int ExtractIconEx( string libName, int iconIndex,
IntPtr[] largeIcon, IntPtr[] smallIcon, int nIcons );
```

```
int numIcons = 10;//if you want 10 icons for example
```

```
IntPtr[] largeIcon = new IntPtr[numIcons ];
IntPtr[] smallIcon = new IntPtr[numIcons ];
```

usage –

```
ExtractIconEx( "shell32.dll", 0, largeIcon, smallIcon, numIcons );
```

```
//retrieve icon from array
Icon largeIco = Icon.FromHandle( largeIcon[0]);
Icon smallIco = Icon.FromHandle( smallIcon[0]);
```

The first parameter of ExtractIconEx can be use to get icons for exe or dll.

```
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Shak
(Houston)
"emde" <emde@na.com> wrote in message
news:#VqYzGVXEHA.1128@TK2MSFTNGP10.phx.gbl...
>
> Any tips on using the icons in shell32.dll as the image on a button in a
> form?
>
> Thanks.
>
>
```