

Why is my icon being drawn at the wrong size when I call DrawIcon?

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Some time ago I had a problem with icon drawing. When I tried to draw an icon with `DrawIcon` it ended up being drawn at the wrong size. A call to `GetIconInfo` confirmed that the icon was 48×48, but it drew at 32×32.

The answer is documented in a backwards sort of way in the `DrawIconEx` function, which says at the bottom,

To duplicate `DrawIcon` (`hDC`, `X`, `Y`, `hIcon`), call **`DrawIconEx`** as follows:

```
DrawIconEx (hDC, X, Y, hIcon, 0, 0, 0, NULL,  
            DI_NORMAL | DI_COMPAT | DI_DEFAULTSIZE);
```

Aha, if you use `DrawIcon`, then the icon size is ignored and it is drawn with `DI_DEFAULTSIZE`.

The fix, therefore, was to switch to the `DrawIconEx` function so I could remove the `DI_DEFAULTSIZE` flag, thereby permitting the icon to be drawn at its actual size.

```
- DrawIcon(hdc, pt.x, pt.y, hico);  
+ DrawIconEx(hdc, pt.x, pt.y, hico, 0, 0, 0, NULL, DI_NORMAL | DI_COMPAT);
```

A bonus quirk of the `DI_DEFAULTSIZE` flag (and therefore of the `DrawIcon` function) is that the drawing is done at the default *icon* size, even if you asked it to draw a *cursor*.

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