

How do I extract an icon at a nonstandard size if `IExtractIcon::Extract` tells me to go jump in a lake?

devblogs.microsoft.com/oldnewthing/20140501-00

May 1, 2014



Raymond Chen

Commenter Ivo notes that if you ask `IExtractIcon::Extract` to extract an icon at a particular size, the function can return `S_FALSE` which means “Go ~~jump in a lake~~ do it yourself.” But how can you do it yourself? The `ExtractIcon` and `ExtractIconEx` functions don’t let you specify a custom size, and `LoadImage` doesn’t work with icon indices (only resource IDs).

The `SHDefExtractIcon` function comes to the rescue. This takes all the parameters of `IExtractIcon::Extract` (plus a bonus flags parameter), and it will actually do an extraction.

Let’s extract an icon from Explorer at 48×48, just for illustration. As usual, start with our scratch program, then make these changes:

```
#include <shlobj.h>
void
PaintContent(HWND hwnd, PAINTSTRUCT *pps)
{
    HICON hico;
    if (SHDefExtractIcon(TEXT("C:\\Windows\\Explorer.exe"),
                        1, 0, &hico, NULL, 48) == S_OK) {
        DrawIconEx(pps->hdc, 0, 0, hico, 0, 0, 0, NULL, DI_NORMAL);
        DestroyIcon(hico);
    }
}
```

Run the program, and observe that it draws the second icon from Explorer (whatever it is) at a size of 48×48.

[Raymond Chen](#)

Follow

