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About

Command line tool to edit
resources of exe

windows

c-plus-plus

rcredit

 [Readme](#)

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 Code of conduct

 Activity

 Custom properties

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Releases 5

v2.0.0 **Latest**
on Nov 16, 2023

+ 4 releases

Packages

No packages published

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rcredit

Continuous Integration **passing**

Command line tool to edit resources of exe file on Windows.

Executables

Prebuilt binaries can be found in the [GitHub releases](#).

Building

To build you need CMake 3.15+ and Visual Studio 2015 or above.

1. Clone the repository
2. Create a build directory: `cmake -E make_directory build`
3. Change to the build directory: `cd build`
4. Make the CMake project: `cmake ..`
5. Build: `cmake --build .`

Docs

Show help:

```
$ rcredit -h
```



Set version string:

```
$ rcredit "path-to-exe-or-dll" --set-version-str: 
```



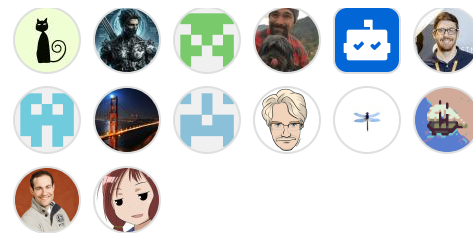
Use this option to change any supported properties, as described in the MSDN documentation [here](#)

Set file version:

```
$ rcredit "path-to-exe-or-dll" --set-file-version 
```




Set product version:



[+ 8 contributors](#)

Languages




```
$ rcedit "path-to-exe-or-dll" --set-product-ver: 
```


Set icon:

```
$ rcedit "path-to-exe-or-dll" --set-icon "path-to-icon" 
```

Set resource string:

```
$ rcedit "path-to-exe-or-dll" --set-resource-string "string" 
```

Set [requested execution level](#) (`asInvoker` | `highestAvailable` | `requireAdministrator`) in the manifest:

```
$ rcedit "path-to-exe-or-dll" --set-requested-execution-level "level" 
```


Set [application manifest](#):

```
$ rcedit "path-to-exe-or-dll" --application-manifest "manifest" 
```

And you can change multiple things in one command:


```
$ rcedit "path-to-exe-or-dll" --set-icon "path-to-icon" --set-product-version "version" 
```

Get version string:

```
$ rcedit "path-to-exe-or-dll" --get-version-string 
```

Use the same properties as `--set-version-string`. Use `"FileVersion"` to get the results of `--set-file-version` and `"ProductVersion"` to get the results of `--get-product-version`.

Get resource string:

```
$ rcedit "path-to-exe-or-dll" --get-resource-string "string" 
```

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