

NAME

windres – manipulate Windows resources.

SYNOPSIS

windres [options] [input-file] [output-file]

DESCRIPTION

windres reads resources from an input file and copies them into an output file. Either file may be in one of three formats:

rc A text format read by the Resource Compiler.

res

A binary format generated by the Resource Compiler.

coff

A COFF object or executable.

The exact description of these different formats is available in documentation from Microsoft.

When **windres** converts from the **rc** format to the **res** format, it is acting like the Windows Resource Compiler. When **windres** converts from the **res** format to the **coff** format, it is acting like the Windows CVTRES program.

When **windres** generates an **rc** file, the output is similar but not identical to the format expected for the input. When an input **rc** file refers to an external filename, an output **rc** file will instead include the file contents.

If the input or output format is not specified, **windres** will guess based on the file name, or, for the input file, the file contents. A file with an extension of **.rc** will be treated as an **rc** file, a file with an extension of **.res** will be treated as a **res** file, and a file with an extension of **.o** or **.exe** will be treated as a **coff** file.

If no output file is specified, **windres** will print the resources in **rc** format to standard output.

The normal use is for you to write an **rc** file, use **windres** to convert it to a COFF object file, and then link the COFF file into your application. This will make the resources described in the **rc** file available to Windows.

OPTIONS

-i filename

--input filename

The name of the input file. If this option is not used, then **windres** will use the first non-option argument as the input file name. If there are no non-option arguments, then **windres** will read from standard input. **windres** can not read a COFF file from standard input.

-o filename

--output filename

The name of the output file. If this option is not used, then **windres** will use the first non-option argument, after any used for the input file name, as the output file name. If there is no non-option argument, then **windres** will write to standard output. **windres** can not write a COFF file to standard output. Note, for compatibility with **rc** the option **-fo** is also accepted, but its use is not recommended.

-J format

--input-format format

The input format to read. *format* may be **res**, **rc**, or **coff**. If no input format is specified, **windres** will guess, as described above.

-O format

--output-format format

The output format to generate. *format* may be **res**, **rc**, or **coff**. If no output format is specified, **windres** will guess, as described above.

-F *target*

--target *target*

Specify the BFD format to use for a COFF file as input or output. This is a BFD target name; you can use the **--help** option to see a list of supported targets. Normally **windres** will use the default format, which is the first one listed by the **--help** option.

--preprocessor *program*

When **windres** reads an rc file, it runs it through the C preprocessor first. This option may be used to specify the preprocessor to use, including any leading arguments. The default preprocessor argument is `gcc -E -xc-header -DRC_INVOKED`.

-I *directory*

--include-dir *directory*

Specify an include directory to use when reading an rc file. **windres** will pass this to the preprocessor as an **-I** option. **windres** will also search this directory when looking for files named in the rc file. If the argument passed to this command matches any of the supported *formats* (as described in the **-J** option), it will issue a deprecation warning, and behave just like the **-J** option. New programs should not use this behaviour. If a directory happens to match a *format*, simple prefix it with *./* to disable the backward compatibility.

-D *target*

--define *sym[=val]*

Specify a **-D** option to pass to the preprocessor when reading an rc file.

-U *target*

--undefine *sym*

Specify a **-U** option to pass to the preprocessor when reading an rc file.

-r Ignored for compatibility with rc.

-v Enable verbose mode. This tells you what the preprocessor is if you didn't specify one.

-l *val*

--language *val*

Specify the default language to use when reading an rc file. *val* should be a hexadecimal language code. The low eight bits are the language, and the high eight bits are the sublanguage.

--use-temp-file

Use a temporary file to instead of using popen to read the output of the preprocessor. Use this option if the popen implementation is buggy on the host (eg., certain non-English language versions of Windows 95 and Windows 98 are known to have buggy popen where the output will instead go the console).

--no-use-temp-file

Use popen, not a temporary file, to read the output of the preprocessor. This is the default behaviour.

-h

--help

Prints a usage summary.

-V

--version

Prints the version number for **windres**.

--yydebug

If **windres** is compiled with YYDEBUG defined as 1, this will turn on parser debugging.

SEE ALSO

the Info entries for *binutils*.

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