

// Listing 21.4 the modified OnInitDlg() member function

```
BOOL CQue1Dlg::OnInitDialog()
{
    CDialog::OnInitDialog();

    // Set the icon for this dialog. The framework does this automatically
    // when the application's main window is not a dialog
    SetIcon(m_hIcon, TRUE); // Set big icon
    SetIcon(m_hIcon, FALSE); // Set small icon

    m_spin1.SetRange(0, 100);
    m_spin1.SetBase(10);
    m_spin1.SetPos(1);

    return TRUE; // return TRUE unless you set the focus to a control
}
```