
Subject: Re: Restoring TrayIcon control
Posted by [lucpolak](#) on Fri, 22 Apr 2011 07:56:03 GMT
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Up up

I found on the web that restoring the TrayIcon can be made by catching the WM_TASKBARCREATED message.

It can be done by declaring this in the WindowProc fct :

```
// Somewhere in the code or header ....  
UINT WM_TASKBARCREATED = 0 ;  
  
// In the WindowProc  
if (message == WM_CREATE)  
    WM_TASKBARCREATED = RegisterWindowMessageA("TaskbarCreated");  
  
if (message == WM_TASKBARCREATED)  
{  
    // Restore the icon ... how can i do it ?  
}
```

I've tried de call TrayIcon::Show() method but it crash with a Shell_NotifyIcon Exception because in the Notify Fonction (TrayIconWin32.cpp) we have this line :

```
if(visible) {  
nid.flags = NIF_ICON|NIF_MESSAGE|NIF_TIP;  
if(nid.icon)  
    DestroyIcon(nid.icon);  
nid.icon = IconWin32(icon);  
String stip = ToSystemCharset(tip);  
int len = min(stip.GetLength(), 125);  
memcpy(nid.tip, stip, len);  
nid.tip[len] = 0;  
VERIFY(Shell_NotifyIcon(msg, (NOTIFYICONDATA *)&nid));
```

I change this to :

```
if(visible) {  
nid.flags = NIF_ICON|NIF_MESSAGE|NIF_TIP;  
if(nid.icon)  
    DestroyIcon(nid.icon);  
nid.icon = IconWin32(icon);  
String stip = ToSystemCharset(tip);  
int len = min(stip.GetLength(), 125);  
memcpy(nid.tip, stip, len);  
nid.tip[len] = 0;
```

```
while (Shell_NotifyIcon(msg, (NOTIFYICONDATA *)&nid) == FALSE)
{
    Sleep(100);
}
```

but it change nothing ...

Helps please
