
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
