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Subject: Re: Restoring TrayIcon control  
Posted by [lucpolak](#) on Tue, 26 Apr 2011 14:25:19 GMT  
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Hello,

nobody can helps me ?

I'm trying to understand the mechanism of UPP windows and it's not easy .

I'm find in the Win32Wnd.cpp the main WndProc witch enables me to initialize correctly my WM\_TASKBARCREATED variable. This piece of code works fine and catch correctly the explorer.exe crashes :

```
LRESULT CALLBACK Ctrl::WndProc(HWND hWnd, UINT message, WPARAM wParam,
LPARAM lParam)
{
if (message == WM_CREATE)
{
    WM_TASKBARCREATED = RegisterWindowMessageA("TaskbarCreated");
    ELOG("Ctrl::TASKBARCREATED = <<WM_TASKBARCREATED");
}

if (message == WM_TASKBARCREATED)
{
    ELOG("Ctrl::TASKBARCREATED");
    // How can i translate and recreate order to the TrayIcon class ?
}
[...]
```

But how can I recreate tray icon when the message WM\_TASKBARCREATED is received ????  
How can i Translate this message to the TrayIcon::WindowProc ?????

HElps Helps helps ....

Lucas

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