
Subject: Re: Restoring TrayIcon control [SOLVED]
Posted by [lucpolak](#) on Tue, 26 Apr 2011 16:15:23 GMT
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I have another patch to do about the Shell_NotifyIcon function.

There are some problems with this function like discussed here :

[http://msdn.microsoft.com/en-us/library/bb762159\(v=vs.85\).aspx](http://msdn.microsoft.com/en-us/library/bb762159(v=vs.85).aspx)

or here :

http://issuetracker.delphi-jedi.org/bug_view_advanced_page.php?bug_id=3747

A solution can be to modify the TrayIcon::Notify function like this :

```
void TrayIcon::Notify(dword msg)
{
    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;
        BOOL Status = Shell_NotifyIcon(msg, (NOTIFYICONDATA *)&nid);

        // To prevent from Shell_NotifyIcon bugs...
        // discussed here : http://msdn.microsoft.com/en-us/library/bb762159\(v=vs.85\).aspx
        // and here : http://issuetracker.delphi-jedi.org/bug\_view\_advanced\_page.php?bug\_id=3747
        if (Status == FALSE)
        {
            // The status of Shell_NotifyIcon is FALSE, in the case of NIM_ADD, we will try to Modify
            // If the modify is OK then we can consider that the add was worked.
            // Same, case with delete, we can try modify and if KO then we can consider that is icon
            // was deleted correctly. In other cases, we will retry after 100ms
            DWORD ErrorCode = GetLastError();
            if ( (ErrorCode == ERROR_SUCCESS) || (ErrorCode == ERROR_TIMEOUT) )
            {
                int retryCount = 0;
                BOOL retryResult;
                do
                {
                    Sleep(100);
                    if (msg == NIM_ADD) retryResult = Shell_NotifyIcon(NIM_MODIFY, (NOTIFYICONDATA *)&nid);
                    else if (msg == NIM_DELETE) retryResult = !Shell_NotifyIcon(NIM_MODIFY, (NOTIFYICONDATA *)&nid);
                } while (!retryResult);
            }
        }
    }
}
```

```
    retryCount++;  
}while( (!retryResult) && (retryCount<50) );  
}  
}  
}  
}
```

Thanks for patching.

Lucas
