
Subject: Ctrl::Quit() and system shutdown

Posted by [jjacksonRIAB](#) on Wed, 29 Feb 2012 10:06:51 GMT

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How do I override a system shutdown to prompt a user, for example, to save their files?

Quit() does not seem to be called when I do a system shutdown, log off, or reboot on either Windows or Linux.

Just using modified example code:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define IMAGECLASS Tray
#define IMAGEFILE <TrayIcon/tray.iml>
#include <Draw/iml.h>

struct App : TrayIcon {
    virtual void LeftDouble() {
        Icon(Tray::Icon1());
        PromptOK("TrayIcon launched this prompt!");
        Icon(Tray::Icon());
    }

    virtual void Quit() {
        PromptOK("Quitting...");
        Break();
    }

    virtual void LeftDown() {
        Info("TrayIcon", "You have clicked the TrayIcon!\n\"TrayIcon is U++ reference example.\")");
    }

    virtual void Menu(Bar& bar) {
        bar.Add("Info..", THISBACK(LeftDouble));
        bar.Separator();
        bar.Add("Exit", THISBACK(Quit));
    }
}

typedef App CLASSNAME;

App() {
    Icon(Tray::Icon());
    Tip("This is U++ TrayIcon");
}
```

```
};

GUI_APP_MAIN
{
    App().Run();
}
```

If I shutdown, the PromptOK window never shows, but it does show when I select Exit...
