
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...
