
Subject: Traylcon is driving me insane

Posted by [germax](#) on Sat, 01 Apr 2017 03:23:29 GMT

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Hi

I'm really going MAD with that fricking Traylcon the last couple of days...

I have a TopWindow that gets hidden;
and that Traylcon pops up no problem..

BUT no matter what I do, I cannot get that Traylcon to bubble up an event back to show the TopWindow again.

I cannot pass my TopWindow as a reference to the Tray either to use that
(or say I'm too unexperienced in c++ to know how)

So please anyone,
please a simple Example on how to get my TopWindow back with a menu-click (or LeftDouble or whatever) would be very much appreciated.

Just assume some class MyAppThingy
calling the struct Traylcon (as found in the -too shallow to be usefull- example ;))

```
struct App : Traylcon {
    virtual void LeftDouble() {
        Icon(Tray::Icon1());
        PromptOK("Traylcon launched this prompt!");
        Icon(Tray::Icon());
// I'd like to re-show TopWindow from here instead of just a useless Prompt.
    }

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

    typedef App CLASSNAME;

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

And I don't seem to get anywhere..

A simple IDOK is all I need really a way to reference the existing MyAppThingy Window
(passing it to "App" on creation or something)

I know that if you are (UNLIKE ME) someone with some c++ experience, this is just a no brainer most likely;
but your help is very much appreciated!

Thanks a ton

Alex

PS I don't have a codesample really.. since it doesn't work it's been removed in anger and rage ;)

[EDIT]

Hi,
fresh day, relaxed mind....
and I stumbled across the EyeCare example;
which frankly did exactly what I needed!

So I just copied that order of operation and now I'm a happy camper

See you in my next breakdown :lol:
