Subject: Traylcon is driving me insane Posted by germax on Sat, 01 Apr 2017 03:23:29 GMT View Forum Message <> Reply to Message

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::lcon1());
        PromptOK("Traylcon launched this prompt!");
        Icon(Tray::lcon());
```

// 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;

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:

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