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Subject: Re: tray icon & balloon notification

Posted by [unodgs](#) on Thu, 02 Feb 2006 07:51:13 GMT

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I have modified a TaskbarButton class posted by Tom to work with my Ultimate Player (it was not compatible with newest upp). It is not finished, but you can use it

This is how I use it:

```
struct MyApp : TopWindow
{
    TaskbarButton tray;
}
```

main...

```
MyApp app;

app.Open()
app.tray.Icon(MyIcon()).Label("MyApp");
app.tray.Init(app.GetHWND());
app.Run();
```

Use WhenDouble and WhenBar callbacks to add action for double click and popup menu.

Here it is the question to Mirek. As you can see I have to open application first to get the HWND for tray. It isn't the upp way . I saw that Tom was using (overloading) CrateInit(HWND hwnd) method which is not supported now and which was called when hwnd was known (I suppose so). This was very useful and made code much cleaner. Is it possible to get this method back?

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#### File Attachments

1) [TaskbarButton.zip](#), downloaded 1529 times

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