Yes, I know, but to make the condition reason == OPEN true I need call Add in main application constructor:

```
App()
{
   Add(tray);
}
```

I don't want to do that, because tray control is not a layout control and the final result is a red box (in debug mode) displayed in the left-upper corner (it is ok as I did not set position and tray dosn't have a Paint method).

Could you add another value for reason - WINDOW? In this state GetHWND() should return a proper handle.