
Subject: Re: tray icon & balloon notification
Posted by mirek **on Fri, 03 Feb 2006 10:42:27 GMT**
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Well, I guess the confusion here is that HWND used for tray icon is quite unrelated to TopWindow. You would need to override TopWindow::WindowProc to handle it correctly.

I have tried different solution- tray icon with separate HWND and it seems to work fine - per popular demand, TrayIcon is now the part of U++.

Example:

```
struct App : TrayIcon {
    void Info() {
        PromptOK("TrayIcon launched this prompt!");
    }

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

    typedef App CLASSNAME;

    App() {
        WhenBar = THISBACK(Menu);
        WhenLeftDouble = THISBACK(Info);
        Icon(CtrlImg::File());
        Tip("This is U++ tray icon");
    }
};

GUI_APP_MAIN
{
    App().Run();
}
```
