
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();  
}
```