
Subject: Re: runtime tray icon? Draw a number?
Posted by [DrGary](#) on Thu, 22 Feb 2007 06:01:58 GMT
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Hey, that was pretty easy. It looks like a mask is necessary. Without the line that includes 'img.Alpha().DrawText()', only a black square appears. Is this correct?

--Gary

The code below is a modification of the TrayIcon sample.

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct App : TrayIcon {
    Image icon1;

    void drawImage(String str) {
        ImageDraw img(16, 16);
        img.Alpha().DrawText(0, 0, str, Arial(14), GrayColor(255));
        img.DrawText(0, 0, str, Arial(14), Blue());
        Icon(img);
    }

    void Info() {
        drawImage("11");
        PromptOK("TrayIcon launched this prompt!");
        drawImage("ab");
    }

    virtual 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);
        Tip("This is U++ tray icon");
        drawImage("56");
    }
};
```

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