
Subject: trayicon and shutdown

Posted by [atmks](#) on Wed, 04 Oct 2006 06:40:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

hi

i have small problem with trayicon example,
when trayicon (or eyecare) is running and i want shutdown
a computer, windows shows a window with message:

```
|End program - trayicon.exe
|-----
|
| progress bar
| #####
|
| If you choose to end program.....
|
|         -----
|         | End now |
|         -----
|
```

and 2nd message in same window

This program not responding

how can i resolv this?

bye
atmks

Subject: Re: trayicon and shutdown

Posted by [mirek](#) on Wed, 04 Oct 2006 08:19:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

atmks wrote on Wed, 04 October 2006 02:40hi
i have small problem with trayicon example,
when trayicon (or eyecare) is running and i want shutdown
a computer, windows shows a window with message:

```
|End program - trayicon.exe
|-----
|
```

```
| progress bar
| #####
|
| If you choose to end program.....
|           -----
|           | End now |
|           -----
|_____
```

and 2nd message in same window

This program not responding

how can i resolv this?

bye
atmks

Actually, recently I have encountered similiar problem with TheIDE as well. Maybe something is broken with shutdown/exit code (and it is not TrayIcon related).

Just to explain, shutdown/exit code is monstrous U++ implementation feature that forces regular exit of U++ application through GUI_APP_MAIN in case of system shutdown. The problem is that Win32 simply posts a message to application, but then quits it immediately, which is a little bit problematic as you are in the WindowProc at the moment - rest of GUI_APP_MAIN is not performed in that case.

U++ therefore starts "overwatch thread" at the start of Win32 GUI app. This thread opens single off-screen window and its purpose is to keep U++ application "alive" until GUI_APP_MAIN finishes.

This extremely fragile code starts at line 82 of CtrlCore/Win32Wnd.cpp. I will look into it ASAP, but maybe you will notice some problem there too....

Mirek

Subject: Re: trayicon and shutdown
Posted by [atmks](#) on Wed, 11 Oct 2006 05:59:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

thx Mirek,
but how can i determine system shutdown in
WindowProc, it is possible?

bye

atmks

Subject: Re: trayicon and shutdown

Posted by [mirek](#) on Wed, 11 Oct 2006 06:06:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Actually, I do not think you should fix it in your client code. This must be fixed in U++ (because the code is already there).

If you want to try some hacking, it is still the code starting at line 82 of CtrlCore/Win32Wnd.cpp - that is the most probable cause of broken behaviour.

Mirek

Subject: Re: trayicon and shutdown

Posted by [mirek](#) on Thu, 12 Oct 2006 03:30:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK, I think I have hunted this bug down (pretty messy bussines, I had to shutdown the computer 20 times to get all needed info .

I think the problem should be fixed by adding two lines at the beginning of GuiSleep routine (Win32Wnd.cpp around line 670):

```
void Ctrl::GuiSleep(int ms)
{
    if(EndSession())
        return;
    ....
}
```

Please check whether this helps.

Mirek

Subject: Re: trayicon and shutdown

Posted by [atmks](#) on Thu, 12 Oct 2006 08:58:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

hi,

thx ,

i will try it and i hope this will helps me

bye
atmks

Subject: Re: trayicon and shutdown
Posted by [mirek](#) on Thu, 12 Oct 2006 09:20:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Please do and make a post about results. I want to have this resolved.

Mirek

Subject: Re: trayicon and shutdown
Posted by [atmks](#) on Sun, 15 Oct 2006 10:26:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi,
it doesn't work
sometime i get window about error

bye
atmks

Subject: Re: trayicon and shutdown
Posted by [mirek](#) on Sun, 15 Oct 2006 10:29:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

atmks wrote on Sun, 15 October 2006 06:26hi,
it doesn't work
sometime i get window about error

bye
atmks

Please, be more specific. Error or that window about application not closing when shutting down Windows?

Subject: Re: trayicon and shutdown
Posted by [atmks](#) on Sun, 15 Oct 2006 14:00:25 GMT

Quote:

Please, be more specific. Error or that window about application not closing when shutting down Windows?

hi

sorry, i mean a window about application not closing

bye

atmks

Subject: Re: trayicon and shutdown

Posted by [mirek](#) on Sun, 15 Oct 2006 15:56:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

atmks wrote on Sun, 15 October 2006 10:00Quote:

Please, be more specific. Error or that window about application not closing when shutting down Windows?

hi

sorry, i mean a window about application not closing

bye

atmks

OK, another try:

```
void Ctrl::ExitWin32()
{
    sFinished = true;
    for(int i = 0; i < Windows().GetCount(); i++) {
        HWND hwnd = Windows().GetKey(i);
        if(hwnd)
            ::DestroyWindow(hwnd);
    }
    MSG msg;
    while(PeekMessage(&msg, NULL, 0, 0, PM_REMOVE))
```

```
if(msg.message != WM_QUIT)
::PostQuitMessage(0);
#ifdef flagDLL
#ifdef PLATFORM_WINCE
OverwatchEndSession.Set();
PostMessage(OverwatchHWND, WM_USER, 0, 0);
LLOG("Waiting for overwatch thread to finish...");
WaitForSingleObject(OverwatchThread, INFINITE);
LLOG("...overwatch thread finished");
#endif
#endif
}
```

Seems to work OK for me now, but unfortunately, the problem is too erratic to judge anything... (otoh, the bug in the code seems to be quite obvious and inline with behaviour).

Please check it ASAP.

Mirek

Subject: Re: trayicon and shutdown
Posted by [atmks](#) on Tue, 17 Oct 2006 12:55:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi

its seems ok

thx

Subject: Re: trayicon and shutdown
Posted by [mirek](#) on Tue, 17 Oct 2006 14:08:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

atmks wrote on Tue, 17 October 2006 08:55hi

its seems ok

thx

Excellent! Thanks to verify.

Mirek
