
Subject: [Solved][TrayIcon for Linux] Help needed to merge two eventloops

Posted by [3togo](#) on Thu, 05 Oct 2006 05:51:35 GMT

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// codes extracted from src/main.cpp

```
GUI_APP_MAIN
```

```
{
```

```
    TrayIcon traywindow;
```

```
    App app;
```

```
    traywindow.Run();
```

```
    //Ctrl::EventLoop();
```

```
}
```

If traywindow.Run() is used, all the events from traywindow could be processed but all the events from app was ignored.

If Ctrl::EventLoop() is used, app events is now be processed but not traywindow.

I have attached the source codes and below is the procedures to "make" the codes:

```
tar jxvf trayicon20061005.tar.bz2
```

```
cd trayicon
```

```
make
```

```
./traytest
```

File Attachments

1) [trayicon20061005.tar.bz2](#), downloaded 2138 times

Subject: Re: [TrayIcon for Linux] Help needed to merge two eventloops

Posted by [mirek](#) on Thu, 05 Oct 2006 20:43:43 GMT

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Window must be open to process messages.

Subject: Re: [Solved][TrayIcon for Linux] Help needed to merge two eventloops

Posted by [3togo](#) on Thu, 05 Oct 2006 21:11:16 GMT

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If I open a window using `OpenMain /Open`, it will end up create a new window. I need a way to link my newly created "Tray Window" to windows created by `TopWindow`.

I am now still puzzling on how to cast my own version of "Tray Window" to become a real `TopWindow`. I need something like

`GtkEventBox`

`GtkEventBox` — A widget used to catch events for widgets which do not have their own window

luzr wrote on Fri, 06 October 2006 04:43Window must be open to process messages.

Subject: Re: [Solved][TrayIcon for Linux] Help needed to merge two eventloops
Posted by [mirek](#) on Sat, 07 Oct 2006 06:41:13 GMT

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I think you should follow basically the same path as `TopWindow` - derive from `Ctrl` and use X11 specific stuff to bring the widget to the system.

It is quite possible that in the process you will need to fix `X11Wnd.cpp`, perhaps adding some `Create` parameters. I think for low-level stuff like this it is OK.
