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 2201 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

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

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.
