Subject: runtime tray icon? Draw a number?
Posted by DrGary on Tue, 20 Feb 2007 03:20:18 GMT
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How can you create a tray icon at runtime? I would like to write/draw a number in the tray icon location. There was an example in the forum, but it is a year old and no longer works with the current version.

Would someone post a simple example program?

Thanks,
Gary

Subject: Re: runtime tray icon? Draw a number?
Posted by mirek on Tue, 20 Feb 2007 23:37:37 GMT
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Icon in the tray is normal Image. You can use ImageDraw to paint it.

See

http://www.ultimatepp.org/srcdoc$Draw$DrawTutorial$en-us.htm l

section 5.

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();
}
```

Subject: Re: runtime tray icon? Draw a number?
Posted by mirek on Thu, 22 Feb 2007 13:42:45 GMT
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DrGary wrote on Thu, 22 February 2007 01:01Hey, that was pretty easy.

Thanks. That is what we want U++ to be

Quote:
 It looks like a mask is necessary. Without the line that includes 'img.Alpha().DrawText()', only a black square appears. Is this correct?

Yes, because initial pixels are all set to Color(0, 0, 0).

You can clear them to white (using DrawRect).

Note that until you use Alpha(), Image is Opaque. First call to Alpha makes it 100% transparent.

Mirek
