
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](http://www.ultimatepp.org/srcdoc$Draw$DrawTutorial$en-us.htm) I

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
