
Subject: TrayIcon::Icon problems

Posted by [hojtsy](#) on Thu, 09 Feb 2006 14:04:05 GMT

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I am trying to use runtime generated images for tray icon. I modified the TrayIcon reference example to try it:

```
struct App : TrayIcon {
void Info() {
    //Icon(Tray::Icon1());
    Image img(16, 16);
    img.Set(White);
        ImageDraw w(img);
        w.DrawRect(0, 0, 8, 8, Black);
    Icon(img);
    PromptOK("TrayIcon launched this prompt!");
    Icon(Tray::Icon());
}
```

```
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);
    Icon(Tray::Icon());
    Tip("This is U++ tray icon");
}
```

};The tray icon set from the generated Image is just empty, transparent. What is the problem?

Subject: Re: TrayIcon::Icon problems

Posted by [mirek](#) on Thu, 09 Feb 2006 20:04:10 GMT

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Missing mask and ImageDraw not finished

```
void Info() {
    Image img(16, 16);
    img.Set(White);
    {
        ImageDraw w(img);
        w.DrawRect(0, 0, 8, 8, Black);
    }
}
```

```
        ImageMaskDraw ww(img);  
        ww.DrawRect(0, 0, 16, 16, Black);  
    }  
    Icon(img);
```

Note that there will be huge changes (including the interface) in relatively near future of all Image related stuff...

Mirek

Subject: Re: TrayIcon::Icon problems
Posted by [hojtsy](#) on Fri, 10 Feb 2006 09:17:45 GMT
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Thanks. So images are completely transparent by default. Wouldn't it be more logical if the "Image"-s would be opaque by default? Seems to me as a more typical need. And even if they were transparent, there could be an Image::MakeOpaque() method to make them opaque in a cleaner way. For example I wouldn't need to memorize which color (Black) marks opaque on the mask.

Subject: Re: TrayIcon::Icon problems
Posted by [mirek](#) on Fri, 10 Feb 2006 09:36:48 GMT
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I agree. Expect many such improvements after Draw is completely refactored...

Mirek
