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**Subject:** Restoring TrayIcon control

**Posted by** [lucpolak](#) **on** Wed, 20 Apr 2011 07:53:35 GMT

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Hello, i have another problem with the tray icon.

When the explorer.exe crashes (oh yes it's happens ), the trayicon is not correctly restored.

For example, here is my TrayIcon :

I kill explorer.exe (sorry for ms ) and restart it and my trayicon is missing

So the question is : Can I handle this ? Can i detect an explorer crash and restore the TrayIcon Ctrl ?

Thanks a lot

Lucas

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**File Attachments**

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- 1) [tray1.png](#), downloaded 905 times
  - 2) [tray2.png](#), downloaded 1106 times
- 

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**Subject:** Re: Restoring TrayIcon control

**Posted by** [lucpolak](#) **on** Fri, 22 Apr 2011 07:56:03 GMT

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Up up

I found on the web that restoring the TrayIcon can be made by catching the WM\_TASKBARCREATED message.

It can be done by declaring this in the WindowProc fct :

```
// Somewhere in the code or header ....  
UINT WM_TASKBARCREATED = 0 ;  
  
// In the WindowProc  
if (message == WM_CREATE)  
    WM_TASKBARCREATED = RegisterWindowMessageA("TaskbarCreated");  
  
if (message == WM_TASKBARCREATED)  
{  
    // Restore the icon ... how can i do it ?  
}
```

I've tried to call TrayIcon::Show() method but it crashes with a Shell\_NotifyIcon Exception because in the Notify Function (TrayIconWin32.cpp) we have this line :

```
if(visible) {
    nid.flags = NIF_ICON|NIF_MESSAGE|NIF_TIP;
    if(nid.icon)
        DestroyIcon(nid.icon);
    nid.icon = IconWin32(icon);
    String stip = ToSystemCharset(tip);
    int len = min(stip.GetLength(), 125);
    memcpy(nid.tip, stip, len);
    nid.tip[len] = 0;
    VERIFY(Shell_NotifyIcon(msg, (NOTIFYICONDATA *)&nid));
```

I change this to :

```
if(visible) {
    nid.flags = NIF_ICON|NIF_MESSAGE|NIF_TIP;
    if(nid.icon)
        DestroyIcon(nid.icon);
    nid.icon = IconWin32(icon);
    String stip = ToSystemCharset(tip);
    int len = min(stip.GetLength(), 125);
    memcpy(nid.tip, stip, len);
    nid.tip[len] = 0;
    while (Shell_NotifyIcon(msg, (NOTIFYICONDATA *)&nid) == FALSE)
    {
        Sleep(100);
    }
```

but it changes nothing ...

Helps please

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Subject: Re: Restoring TrayIcon control  
Posted by [lucpolak](#) on Tue, 26 Apr 2011 14:25:19 GMT  
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Hello,

nobody can help me ?

I'm trying to understand the mechanism of UPP windows and it's not easy .

I'm finding in the Win32Wnd.cpp the main WndProc which enables me to initialize correctly my WM\_TASKBARCREATED variable. This piece of code works fine and catches correctly the

explorer.exe crashes :

```
LRESULT CALLBACK Ctrl::WndProc(HWND hWnd, UINT message, WPARAM wParam,
LPARAM lParam)
{
if (message == WM_CREATE)
{
    WM_TASKBARCREATED = RegisterWindowMessageA("TaskbarCreated") ;
    ELOG("Ctrl::TASKBARCREATED = <<WM_TASKBARCREATED);
}
if (message == WM_TASKBARCREATED)
{
    ELOG("Ctrl::TASKBARCREATED");
    // How can i translate and recreate order to the TrayIcon class ?
}
[...]
```

But how can I recreate tray icon when the message WM\_TASKBARCREATED is received ????  
How can i Translate this message to the TrayIcon::WindowProc ????

HElps Helps helps ....

Lucas

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Subject: Re: Restoring TrayIcon control [SOLVED]  
Posted by [lucpolak](#) on Tue, 26 Apr 2011 15:20:21 GMT  
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After a long time, i've found the solution :

In CtrlCore, add a static variable to the class Ctrl to store the value of Windows Message TaskbarCreated :

```
[...]
#ifndef PLATFORM_WIN32
static UINT WM_TASKBARCREATED;
#endif
```

```
static LRESULT CALLBACK WndProc(HWND hWnd, UINT message, WPARAM wParam,
LPARAM lParam);
```

In Win32Wnd.cpp, initialize this static variable :

```
static bool sFinished;  
  
UINT Ctrl::WM_TASKBARCREATED = 0;  
[...]
```

And in the WndProc function, Register the TaskbarCreated Message :

```
if (message == WM_CREATE)  
{  
    WM_TASKBARCREATED = RegisterWindowMessageA("TaskbarCreated") ;  
    ELOG("Ctrl::TASKBARCREATED = "<}
```

Finally, in the TrayIconWin32.cpp, restore the icon if needed :

```
LRESULT TrayIcon::WindowProc(UINT message, WPARAM wParam, LPARAM lParam)  
{  
    if (message == WM_TASKBARCREATED)  
    {  
        RLOG("TrayIcon::WM_TASKBARCREATED");  
        visible = false;  
        Show();  
    }  
    else if(message == UM_TASKBAR_)  
    [...]
```

So, can you integrate it in the next revision of Upp ?

Thanks,

Lucas

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Subject: Re: Restoring TrayIcon control [SOLVED]  
Posted by [lucpolak](#) on Tue, 26 Apr 2011 16:15:23 GMT  
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I have another patch to do about the Shell\_NotifyIcon function.

There are some problems with this function like discussed here :

[http://msdn.microsoft.com/en-us/library/bb762159\(v=vs.85\).aspx](http://msdn.microsoft.com/en-us/library/bb762159(v=vs.85).aspx)

or here :

[http://issuetracker.delphi-jedi.org/bug\\_view\\_advanced\\_page.php?bug\\_id=3747](http://issuetracker.delphi-jedi.org/bug_view_advanced_page.php?bug_id=3747)

A solution can be to modify the TrayIcon::Notify function like this :

```
void TrayIcon::Notify(dword msg)
{
if(visible) {
    nid.flags = NIF_ICON|NIF_MESSAGE|NIF_TIP;
    if(nid.icon)
        DestroyIcon(nid.icon);
    nid.icon = IconWin32(icon);
    String stip = ToSystemCharset(tip);
    int len = min(stip.GetLength(), 125);
    memcpy(nid.tip, stip, len);
    nid.tip[len] = 0;
    BOOL Status = Shell_NotifyIcon(msg, (NOTIFYICONDATA *)&nid);

    // To prevent from Shell_NotifyIcon bugs...
    // discussed here : http://msdn.microsoft.com/en-us/library/bb762159(v=vs.85).aspx
    // and here : http://issuetracker.delphi-jedi.org/bug_view_advanced_page.php?bug_id=3747
    if (Status == FALSE)
    {
        // The status of Shell_NotifyIcon is FALSE, in the case of NIM_ADD, we will try to Modify
        // If the modify is OK then we can consider that the add was worked.
        // Same, case with delete, we can try modify and if KO then we can consider that the icon
        // was deleted correctly. In other cases, we will retry after 100ms
        DWORD ErrorCode = GetLastError();
        if ( (ErrorCode == ERROR_SUCCESS) || (ErrorCode == ERROR_TIMEOUT) )
        {
            int retryCount = 0;
            BOOL retryResult;
            do
            {
                Sleep(100);
                if (msg == NIM_ADD) retryResult = Shell_NotifyIcon(NIM_MODIFY, (NOTIFYICONDATA *)&nid);
                else if (msg == NIM_DELETE) retryResult = !Shell_NotifyIcon(NIM_MODIFY,
(NOTIFYICONDATA *)&nid);
                retryCount++;
            }while( (!retryResult) && (retryCount<50) );
        }
    }
}
}
```

Thanks for patching.

Lucas

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Subject: Re: Restoring TrayIcon control [SOLVED]  
Posted by [mirek](#) on Wed, 27 Apr 2011 04:57:38 GMT  
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lucpolak wrote on Tue, 26 April 2011 11:20  
So, can you integrate it in the next revision of Upp ?

Thanks,

Lucas

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Yes! And sorry for delay. Good find.

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Subject: Re: Restoring TrayIcon control [SOLVED]  
Posted by [mirek](#) on Wed, 27 Apr 2011 05:14:29 GMT  
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lucpolak wrote on Tue, 26 April 2011 12:15I have another patch to do about the Shell\_NotifyIcon function.

There are some problems with this function like discussed here :

[http://msdn.microsoft.com/en-us/library/bb762159\(v=vs.85\).aspx](http://msdn.microsoft.com/en-us/library/bb762159(v=vs.85).aspx)  
or here :

[http://issuetracker.delphi-jedi.org/bug\\_view\\_advanced\\_page.php?bug\\_id=3747](http://issuetracker.delphi-jedi.org/bug_view_advanced_page.php?bug_id=3747)

Applied in altered form (what if notify is NIM\_MODIFY?)

Mirek

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Subject: Re: Restoring TrayIcon control [SOLVED]  
Posted by [lucpolak](#) on Thu, 28 Apr 2011 06:59:49 GMT  
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mirek wrote on Wed, 27 April 2011 07:14

Applied in altered form (what if notify is NIM\_MODIFY?)

Mirek

It's right

Thanks a lot for patching. ^^

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