
Subject: Balloon notifications and Callbacks...

Posted by [spidertp](#) on Mon, 15 Oct 2007 08:36:24 GMT

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Hello,

I put into TrayIcon32.cpp file some new lines regards ballon tips callbacks in Win32.

I don't know if informations I inserted are in other file, so sorry if I'm doing something second time.

So, the changes are:

1)in enum:

```
enum {  
    UM_TASKBAR = WM_USER + 1024,  
};
```

I added:

```
enum {  
    UM_TASKBAR = WM_USER + 1024,  
    NIN_BALLOONSHOW = (WM_USER + 2),  
    NIN_BALLOONHIDE = (WM_USER + 3),  
    NIN_BALLOONTIMEOUT = (WM_USER + 4),  
    NIN_BALLOONUSERCLICK = (WM_USER + 5),  
};
```

2) Added some callbacks:

```
void TrayIcon::BalloonLeftDown()  
{  
    WhenBalloonLeftDown();  
}  
void TrayIcon::BalloonShow()  
{  
    WhenBalloonShow();  
}  
void TrayIcon::BalloonHide()  
{  
    WhenBalloonHide();  
}  
void TrayIcon::BalloonTimeout()  
{  
    WhenBalloonTimeout;  
}
```

3) In WndProc:

I added below mentioned lines:

```
case NIN_BALLOONSHOW:
    BalloonShow();
    return TRUE;
case NIN_BALLOONHIDE:
    BalloonHide();
    return TRUE;
case NIN_BALLOONTIMEOUT:
    BalloonTimeout();
    return TRUE;
case NIN_BALLOONUSERCLICK:
    BalloonLeftDown();
    return TRUE;
```

4) In CtrlUtil.h (section for Win32)

I added:

```
virtual void BalloonLeftDown();
virtual void BalloonShow();
virtual void BalloonHide();
virtual void BalloonTimeout();
```

and

```
Callback    WhenBalloonLeftDown;
Callback    WhenBalloonShow;
Callback    WhenBalloonHide;
Callback    WhenBalloonTimeout;
```

So, what do you think about including it to UPPsrc?

Best regards,
Tomek
