

tray% : class?  
superclass: object%

Tray icon for Microsoft windows system only.

(new tray%  
[[label *label*]  
[icon *icon*]  
[callback *callback*]]) -> (is-a?/c tray%)

*label* : label-string? = ""

*icon* : icon-desk (see **make-icon**) or sym: 'app, 'err, 'quest, 'warning, 'inform,  
'winlogo(win2000 only), 'blank = 'inform

*callback* : ((tray%) (mouse-event%) -> any) = (lambda (rec ev) '())

#### Methods:

(send a-tray show show?) -> (void)

show? – any/c

Show or hides of tray icon.

(send a-tray is-shown?) -> boolean

Indicates whether the tray icon is currently shown or not.

(send a-tray get-icon) -> integer or sym

Return icon-desk (see **make-icon**) or icon symbol (*app*, 'err, 'quest, 'warning, 'inform,  
'winlogo(win2000 only), 'blank = 'inform).

(send a-tray set-icon *icon*) -> (void)

*icon* - icon-desk (see **make-icon**) or icon symbol (*app*, 'err, 'quest, 'warning, 'inform,  
'winlogo(win2000 only), 'blank = 'inform).

Set icon of tray.

(send a-tray new-callback *callback*) -> (void)

Callback – new callback function ((tray%) (mouse-event%) -> any).

Set new callback function of tray.

Mouse-event% sets key only:

[event-type (always 'enter)]

[left-down left-down?]

[middle-down middle-down?]

[right-down right-down?]

[x x]

[y y)].

Adding function:

(make-icon *path*) -> *icon-desk*

*path*- string (use only ASCII code for name) to path \*.ico file for mask.

*icon-desk* – integer. Number of icon win-resource.

Loaded \*.ico file into win-resource.

Example:

```
#lang scheme/gui
```

```
(require tray)
```

```
(define (mouse-callback rec ev)
```

```
  (when (send ev get-left-down) (write (string-append "Left button on " (send rec get-label) " "))))
```

```
  (when (send ev get-right-down) (write "Right button ")))
```

```
  (when (send ev get-middle-down) (send rec show #f)))
```

```
(define tray (new tray%
```

```
  [label "First tray icon"]
```

```
  [icon (make-icon "icons.ico")];
```

```
  [callback (lambda (rec ev)
```

```
    (write "Ops... ")
```

```
    (mouse-callback rec ev)))))
```

```
(define tray2 (new tray%
```

```
  [label "Hello Tray"]
```

```
  [icon 'warning]
```

```
  [callback mouse-callback]))
```

```
(send tray show #t)
```

```
(send tray2 show #t)
```

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Best regards.