
Subject: SysInfo - some bug fixes

Posted by [luoganda](#) on Fri, 02 Dec 2016 13:02:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Both is for windows version - v10502:

1)For all 3 this kind'a functions:

```
void Window_Top(int64 windowId){
    SetWindowPos(reinterpret_cast<HWND>(windowId), HWND_TOP, 0, 0, 0, 0, SWP_NOMOVE ||
SWP_NOSIZE || SWP_SHOWWINDOW);
}
```

from || into | -> thats SWP_NOMOVE | SWP_NOSIZE ...

Note: Window_Top will not set foreground window properly(at least not on windows xp) - to reproduce this

fully maximize some window(eg TheIDE) and use Window_Top/Window_TopMost on some background window - it won't work.

For one who want's properly set-foreground-window, try this link(scroll down to SwitchToWindow)

[https:// groups.google.com/forum/#!topic/comp.os.ms-windows.programme r.win32/loryh6U6KFg](https://groups.google.com/forum/#!topic/comp.os.ms-windows.programme.r.win32/loryh6U6KFg)

Note for code in link: SwitchToThisWindow seems that it doesnt need to be loaded by LoadLibrary - can be used directly.

On windows xp sp3/4 it works as expected.

2)Window_SaveCapture - gdi mem leak and incorrect results for lets say 16 bit screen depth:
end:

```
SelectObject(hDC, oldBM); into -> SelectObject(memDC, oldBM);
```

returned Image does not return proper 'bitmap', because requesting dib is not set:

-setting requested dib to 24bit(because generally 32bit seems to not work correctly?)

-convert to Image format, that's from requested 24bit-pixels to Image 32bit-pixels

Should do the trick.

The optimized way would be to copy pixels directly from ScreenDC(GetDC(0)) to 32Bit Image format.
