
Subject: Re: Window without title bar

Posted by [Werner](#) on Wed, 13 Feb 2008 15:41:56 GMT

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Some time ago I wrote a UPT ("StandardApplication") which also creates a splash screen. You

Application). The UPT creates, among other files, 2 files named "...Splash.hpp" and "...Splash.cpp". Maybe a closer look at these 2 files might help you.

Furthermore you might want to have a look at the following code which deals with a popup window. But beware, it's very simple. Just a proof of concept for another U++ feature (Single).

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class PopUpWin : public LineEdit
```

```
{
private:
    bool poppedUp_;
```

```
    void RightDown(Point p, dword keyFlags)
    {
        Close();
        poppedUp_ = false;
    }
```

```
public:
```

```
    PopUpWin() : poppedUp_(false) { }
    void SetPoppedUp(bool yesNo) { poppedUp_ = yesNo; }
    bool IsPoppedUp() const { return poppedUp_; }
};
```

```
class MainWin : public TopWindow
```

```
{
private:
    void LeftDown(Point p, dword keyFlags)
    {
        if (Single<PopUpWin>().IsPoppedUp())
            return;
        Single<PopUpWin>().SetPoppedUp(true);
        Single<PopUpWin>().LeftPos(300, 200).TopPos(300, 150);
        Single<PopUpWin>().SetColor(TextCtrl::PAPER_NORMAL, Blue);
        Single<PopUpWin>().SetColor(TextCtrl::INK_NORMAL, White);
        Single<PopUpWin>().PopUp
        (
            this, // Ctrl* owner = NULL
            true, // bool savebits = true
```

```
    true, // bool activate = true
    true, // bool dropshadow = false
    false // bool topmost = false
);
}
```

```
GUI_APP_MAIN
```

```
{
    MainWin mainWin;
    mainWin.SetRect(0, 0, 800, 600);
    mainWin.Run();
}
```

```
Werner
```