
Subject: Re: Toggling between FullScreen and not
Posted by [mirek](#) on Fri, 15 Feb 2008 15:20:35 GMT
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Tom1 wrote on Fri, 15 February 2008 08:41Hi,

I do not seem to be able to toggle the TopWindow between FullScreen and normal size.
FullScreen works OK from the constructor of the TopWindow derived class, but not after that.
Help, anybody?

// Tom

I am afraid you will have to close it and open again after changing the flag.

E.g.:

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

```
using namespace Upp;
```

```
struct App : TopWindow {  
    bool fullscreen;  
  
    virtual void LeftDown(Point, dword) {  
        Close();  
        DUMP(IsOpen());  
        FullScreen(fullscreen = !fullscreen);  
        SetRect(100, 100, 400, 400);  
        OpenMain();  
    }  
}
```

```
App() { fullscreen = false; }  
};
```

```
GUI_APP_MAIN  
{  
    App app;  
    app.OpenMain();  
    Ctrl::EventLoop();  
}
```

Mirek
