Subject: Just one instance of application running (SingleApp)
Posted by Sc0rch on Mon, 25 Jan 2010 13:42:03 GMT
View Forum Message <> Reply to Message

Header:

```
#ifndef SINGLE_APP_H
#define SINGLE_APP_H

#include <CtrlLib/CtrlLib.h>
using namespace Upp;

class UniqueWindow : public TopWindow
{
public:
 typedef UniqueWindow CLASSNAME;
 UniqueWindow(){}
};

inline bool CreateSingleApp(String name, String unique, bool message = true)
{
#ifdef PLATFORM_WIN32
 name << unique;
 if(::FindWindow(NULL, name))
 {
  if (message)
   Exclamation("Another instance of application already exists!");
  return false;
 }
 Single<UniqueWindow>().SetRect(-1, -1, 1, 1);
 Single<UniqueWindow>().Hide();
 Single<UniqueWindow>().Title(name);
 Single<UniqueWindow>().Open();
#endif
 return true;
}

#endif // SINGLE_APP_H
```

Using:

```
GUI_APP_MAIN
{
 if (!CreateSingleApp("SingleApp Test", "##SingleApp##1.0"))
  return;

 MainWindow().Run();
```

```
}
```

File Attachments

1) SingleApp.rar, downloaded 527 times