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Subject: Re: Just one instance of application running (SingleApp)

Posted by Sc0rch on Tue, 26 Jan 2010 04:41:44 GMT

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You said:

koldo wrote on Tue, 26 January 2010 03:52

Hello Sc0rch

GetWindowIdFromCaption(name, true) tries to find a window with title == name.

GetWindowIdFromCaption(name, false) will get the window handle of the window with a title that just contains name.

If it does not work could you give me more details ?.

Best regards

Koldo

I've tested both variants, works well for direct use, like:

```
TopWindow wnd;
wnd.Title("Test");
wnd.Open();
```

```
DUMP(GetWindowIdFromCaption("Test"));
```

But, not working in this code:

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

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

inline bool CreateSingleApp(const String& unique, const String& message)
{
    if (GetWindowIdFromCaption(unique, false) >= 0)
    {
        if (!message.IsEmpty())
            Exclamation(message);
        return false;
    }
}
```

```
Single<UniqueWindow>().Title(unique).SetRect(-1, -1, 1, 1);
Single<UniqueWindow>().Hide();
Single<UniqueWindow>().Open();
return true;
}

GUI_APP_MAIN
{
if (!CreateSingleApp("SingleApp Test##SingleApp##1.0", "Another instance of application "
"already exists!"))
{
    return;
}

TopWindow wnd;
wnd.SetRect(Size(200, 100));
wnd.Run();
}
```

Test, and say, please, maybe it not works only for me.

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