
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.
