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

Posted by [koldo](#) on Tue, 26 Jan 2010 08:37:11 GMT

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Hello Sc0rch

I have compiled your original version and final version and none of them work for me

I have changed them a little and now they work for me:

First version (Windows only):

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

class UniqueWindow : public TopWindow
{
public:
    typedef UniqueWindow CLASSNAME;
    UniqueWindow() {
        Title("SingleApp Test");
    }
    bool IsSingleApp() {
        if(::FindWindow(NULL, GetTitle().ToString()))
            return false;
        return true;
    }
};
```

GUI_APP_MAIN

```
{
    if (!UniqueWindow().IsSingleApp()) {
        Exclamation("Another instance of application already exists!");
        return;
    }
    UniqueWindow().Run();
}
```

Second version (Windows and Linux):

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

class UniqueWindow : public TopWindow
{
public:
```

```

typedef UniqueWindow CLASSNAME;
UniqueWindow() {
    Title("SingleApp Test");
}
bool IsSingleApp() {
    if(GetWindowIdFromCaption(GetTitle().ToString()) > 0)
        return false;
    return true;
}
};

GUI_APP_MAIN
{
    if (!UniqueWindow().IsSingleApp()) {
        Exclamation("Another instance of application already exists!");
        return;
    }
    UniqueWindow().Run();
}

```

Only change is to add `#include <SysInfo/SysInfo.h>` and instead of `FindWindow()` I have used `GetWindowIdFromCaption()`.

Best regards
Koldo
