
Subject: Re: Open file in already opened app instead of launching a second copy

Posted by [koldo](#) on Mon, 22 Mar 2010 19:49:41 GMT

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koldo wrote on Mon, 22 March 2010 19:36mdelfede wrote on Mon, 22 March 2010 17:39I wonder how that can be done...

I have a multi-document application; when it's already running I'd like, if double clicking on another document, to have the app loading the second document instead of launching a new app instance.

On Linux I did (some time ago) with my Bazaar Signals package, to tell opened app instance to load the new file before exiting.

On Windows I've no hints about....

Ciao

Max

Hello Massimo

From this post.

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). It requires SysInfo:

```
#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()`.

This could be improved using `GetWindowsList()`, so it is possible to compare our program file name and caption with all running processes.
