
Subject: Re: [FEATURE] Setting TopWindow to urgent/flashing state

Posted by [dolik.rce](#) on Thu, 27 Jan 2011 21:16:16 GMT

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Tested on windows Vista and it works fine

Only problem is when compiling with Mingw, there is probably some bug in mingw headers, causing FLASHWINFO to be undeclared. So to fix it, following must be added at the top of

TopWin32.cpp: #ifdef COMPILER_MINGW

```
extern "C" {
    struct FLASHWINFO {
        UINT cbSize;
        HWND hwnd;
        DWORD dwFlags;
        UINT uCount;
        DWORD dwTimeout;
    };
    WINUSERAPI BOOL WINAPI FlashWindowEx(FLASHWINFO*);
}
#define FLASHW_STOP 0
#define FLASHW_CAPTION 0x00000001
#define FLASHW_TRAY 0x00000002
#define FLASHW_ALL (FLASHW_CAPTION | FLASHW_TRAY)
#define FLASHW_TIMER 0x00000004
#define FLASHW_TIMERNOFG 0x0000000C
#endif
```

Honza
