
Subject: Re: always on top

Posted by [Lance](#) on Sun, 03 Apr 2016 12:03:48 GMT

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nlnelson wrote on Sat, 02 April 2016 22:29 Here are the first lines of my app:

```
NefbG2() {
    ver = " v2.1"; // snd Sleep time line 1895
// time_t tEnd = 1500e6; // 1 for ~11.6 days;
    time_t tEnd = 1480e6; // 1 for ~11.6 days;
    CtrlLayout(*this, "NefbG2 © " + ver);
    TopMost(true, true).MinimizeBox();
    NoCenter();
// FrameLess(true);
    AddFrame(menu); // To make a menu bar you must add the frame before setting the callback
    menu.Set(THISBACK(MainMenu)); // Set the menu callback

    P1 <<= THISBACK(Point1Action);
    P2 <<= THISBACK(Point2Action);

    fnum = 1;
    IO = true; ioX = false;
    slocX = false;
    cfgfile = "nefbg2.cfg";
    reset();
}
```

Is NefbG2 a TopWindow derivative?

```
TopMost(true, true).MinimizeBox();
```

Move this line (you might do without moving it, just in case) to the end of the NefbG2 constructor, and insert a call to Open() before it. End result is something like this:

```
NefbG2() {
    ver = " v2.1"; // snd Sleep time line 1895
// time_t tEnd = 1500e6; // 1 for ~11.6 days;
    time_t tEnd = 1480e6; // 1 for ~11.6 days;
    CtrlLayout(*this, "NefbG2 © " + ver);
    NoCenter();
// FrameLess(true);
    AddFrame(menu); // To make a menu bar you must add the frame before setting the callback
    menu.Set(THISBACK(MainMenu)); // Set the menu callback

    P1 <<= THISBACK(Point1Action);
}
```

```
P2 <=<= THISBACK(Point2Action);
```

```
fnum = 1;
```

```
IO = true; ioX = false;
```

```
slocX = false;
```

```
    cfgfile = "nefbg2.cfg";
```

```
reset();
```

```
    Open();    //<-----Added
```

```
TopMost(true, true).MinimizeBox(); //<---- Moved
```