

Hi,

I'm sorry to disagree and I'm going to demonstrate that it works using SetForegroundWindow.  
In the case of the question of this open topic I will state the situation:

I have a compiled application (in U++) that is only used to load another application in java (jar file), since java does not generate an executable.

So I have App U++:

```
pkBack :: pkBack ()
{

    / * int64 n = GetWindowIdFromCaption ("Backup", true); // Backup is the title of the main window
    if (n> 0) {
        Window_Top (n);
    } else { * /
        CtrlLayout (* this, "Window title");
    Icon (PkBackImg :: icon ());

    String dir = AppendFileName (GetCurrentDirectory (), "");
    String jre = AppendFileName (GetCurrentDirectory (), "\\ jre \\ bin \\ java.exe");
    const String fjar = "BackJPW.jar";

    bool c = FileExists (jre);
    if (c) {
    } else
    {
        PromptOK ("jre is not present!" + Jre);
    }

    c = FileExists (fjar);
    if (c) {
        Upp :: LaunchMy (jre, "- jar" + fjar, dir, 0);
    } else
    {
        PromptOK ("jar is not present!" + Fjar);
    }
    //}

    Upp :: Exit ();
```

```

}

GUI_APP_MAIN
{
pkBack (). Run ();

}

```

what is commented above is because it doesn't work !!!

The above application loaded in java, checks if it is unique and if it is already loaded, trigger an action so that the window is in front of the others (This is exactly the objective with U ++ ie to evaluate before calling the java application)

below the java code that works perfectly and involves exactly calling the function SetForegroundWindow (java libraries User32 WinDef ):

```

private static boolean focusApp () {
    // Set focus to App
    WinDef.HWND hwnd = User32.INSTANCE.FindWindow (null, "Backup"); // window title
    boolean ret = false;
    if (hwnd == null) {
    } else {
        User32.INSTANCE.ShowWindow (hwnd, 9); // SW_RESTORE
        User32.INSTANCE.SetForegroundWindow (hwnd); // bring to front
        ret = true;
    }
    return ret;
}

```

```

public static void main (String [] args) throws ClassNotFoundException,
AlreadyLockedException {

```

```

    String appld = "appBackid";
    boolean alreadyRunning;
    try {
        JUnique.acquireLock (appld);
        alreadyRunning = false;
    } catch (AlreadyLockedException e) {
        alreadyRunning = true;
    }
    if (! alreadyRunning) {

```

```
fBack form_ = new fBack ();  
form_.setVisible (true);  
form_.setLocationRelativeTo (null); // centralize form  
} else {  
    focusApp ();  
}  
  
}
```

so my intention is to transfer the code from java to U ++, precisely because the initial load is done in U ++ !!

as I'm a newbie, I still don't have the ability to write the code and transport it to U ++. It is very similar to what was done to produce Window\_Top, but I don't know how to do it.  
In U ++ I know they are defined in winuser.h / winapifamily.h but in separate groups.

thankful