
Subject: Splash Screen

Posted by [andrei-catalin](#) on Fri, 19 May 2006 12:03:50 GMT

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How to make a splash screen that appears while main window is loading?

Thanks.

Subject: Re: Splash Screen

Posted by [mirek](#) on Fri, 19 May 2006 21:30:38 GMT

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andrei-catalin wrote on Fri, 19 May 2006 08:03: How to make a splash screen that appears while main window is loading?

Thanks.

Using PopUp...

Well, the simple way to learn it is to study TheIDE code... (ide/Help.cpp around line 90)

Mirek

Subject: Re: Splash Screen

Posted by [fudadmin](#) on Fri, 19 May 2006 22:08:38 GMT

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This icon is when you think it's a bug...

Subject: Re: Splash Screen

Posted by [andrei-catalin](#) on Sat, 20 May 2006 08:35:46 GMT

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Thank for suggestion.

I have found the (complex) solution from IDE code and I have simplified it.
The key to show a splash screen is "Ctrl::ProcessEvent();".

This is the code which works:

```
GUI_APP_MAIN
```

```
{
```

```
HelloWorld hw;//Examples: AnimatedHello
hw.PopUp(NULL,false,false,true,true);
```

```
Ctrl::ProcessEvent();
```

```
MyAppWindow app;
```

```
Ctrl::EventLoop(); //to run animation
```

```
app.Run();
}
```

Subject: Re: Splash Screen
Posted by [forlano](#) on Sat, 20 May 2006 11:29:10 GMT
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Hello Andrei,

thank you for the code snippet. I needed it too. I've modified it slightly to see it in action

```
GUI_APP_MAIN
{ TopWindow app;
```

```
    HelloWorld hw;//Examples: AnimatedHello
    hw.PopUp(NULL,false,false,true,true);
    hw.Title("Hello world example");
    hw.Text(Nvl(Join(CommandLine(), " "), "Hello world !"));
```

```
    Ctrl::ProcessEvent();
    Ctrl::EventLoop(); //to run animation
    app.Run();
}
```

where this block should substitute the one in AnimatedHello package.

Now next problem is to let appear some static image for a given amount of time. Have you another code snippet with the solution?

Luigi

Subject: Re: Splash Screen
Posted by [andrei-catalin](#) on Sat, 20 May 2006 13:51:02 GMT
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Hello, Luigi!

In my computer the "freezing" is indistinguishable.
However, between `hw.PopUp()` and `Ctrl::EventLoop()` lines is no animation.
Changing the order of lines should attenuate this undesirable effect.
Using a static image is more safe (although this is less spectacular).

```
GUI_APP_MAIN
{
  TopWindow app;
  HelloWorld hw;
  //hw.Title("Hello world example");//not necessary
  hw.Text(Nvl(Join(CommandLine(), " "), "Hello world !"));
  hw.PopUp(NULL,false,false,true,true);
  //Ctrl::ProcessEvent();//not necessary
  Ctrl::EventLoop();//to run animation

  app.Run();
}
```
