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

Posted by [mdelfede](#) on Mon, 22 Mar 2010 16:39:48 GMT

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I 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

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

Posted by [koldo](#) on Mon, 22 Mar 2010 18:36:28 GMT

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

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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!");
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}

```

}

Only change is to add `#include <SysInfo/SysInfo.h>` and instead of `FindWindow()` I have used `GetWindowIdFromCaption()`.

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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...

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GUI\_APP\_MAIN

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```

GUI_APP_MAIN
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}
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.

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

Posted by [mdelfede](#) on Mon, 22 Mar 2010 22:25:53 GMT

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Thank you, Koldo

But now the problem is that second application should "send" to first one it's command line, so if I doubleclick a file it'll open on the first running instance.

Example, file a.myapp and b.myapp

I doubleclick on a.myapp, the application opens and loads a.myapp file

then I doubleclick on b.myapp, the app start, discovers that another instance is running, "sends" its command line to the running instance and leave, so running instance can open the second file. I can do on Linux, but I'd like a portable way....

Ciao

Max

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

Posted by [koldo](#) on Tue, 23 Mar 2010 20:58:04 GMT

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mdelfede wrote on Mon, 22 March 2010 23:25 Thank you, Koldo

But now the problem is that second application should "send" to first one it's command line, so if I doubleclick a file it'll open on the first running instance.

Example, file a.myapp and b.myapp

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Ciao

Max

Well, at least you can know which is the application you have to communicate with

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

Posted by [mdelfede](#) on Tue, 23 Mar 2010 22:16:32 GMT

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koldo wrote on Tue, 23 March 2010 21:58

Well, at least you can know which is the application you have to communicate with

Eheheh.. right.

I found 2 solutions, one for windows and one for linux, but they've quite different approaches and requires some low-level CtrlCore stuffs.

IMHO the end solution would be to have a call to PostCallback() with the command line of second instance fired on first instance.

That would allow any handling without disturbing the app in the middle of some operations.

Ciao

Max

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Subject: Re: Open file in already opened app instead of launching a second copy  
Posted by [dollik.rce](#) on Tue, 23 Mar 2010 22:34:45 GMT

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Hi Max,

Simple IPC class I wrote some time ago could solve your problem. There were some problems I don't have time to fix right now... But most of them are in the both way version and your problem can be solved in simple client-server mode. If you are adventurous enough, have a look in this thread

Regards,  
Honza

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Subject: Re: Open file in already opened app instead of launching a second copy  
Posted by [mdelfede](#) on Wed, 24 Mar 2010 12:02:32 GMT

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dollik.rce wrote on Tue, 23 March 2010 23:34Hi Max,

Simple IPC class I wrote some time ago could solve your problem. There were some problems I don't have time to fix right now... But most of them are in the both way version and your problem can be solved in simple client-server mode. If you are adventurous enough, have a look in this thread

Regards,

Honza

Thank you, honza

Maybe I'll take a look today and try to implement a bazaar class for it.

Ciao

Max

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