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Subject: always on top SOLVED  
Posted by [nlneilson](#) on Fri, 01 Apr 2016 05:19:47 GMT  
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I have an app compiled may 2014 that is always on top.

I just updated M\$VS to 2015 for the compiler and upp #9628

The code has this line:

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

When compiled and run now it is not always on top.

Has the upp code for always on top changed? If so what is used now?

Neil

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Subject: Re: always on top  
Posted by [Lance](#) on Fri, 01 Apr 2016 19:02:36 GMT  
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Hi nlneilson:

After some digging into the code, I find that the failure is because this line doesn't behave as it's expected or it used to behave:

in Win32Ctrl.h

```
HWND GetHWND() const {  
    return parent ? NULL : top ? top->hwnd : NULL;  
}
```

The reason of the failure is because when this function is called before you call Run() on the TopWindow derivative, parent is NULL, which is expected, and top is NULL too (this might have been changed either by UPP developers or is due to changes in Windows SDK). the top will only get a meanful value after Run() is called.

See the following code for an effect:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct MyApp: public TopWindow  
{
```

```

MyApp()
{
    Add(b.SetLabel("Set TopMost").SizePos());
    b<<=THISBACK(Clicked);
}

```

Button b;

```

void Clicked()
{
    this->TopMost();
}

```

```

typedef MyApp CLASSNAME;
};

```

```

GUI_APP_MAIN
{
    MyApp().TopMost().Run();
}

```

Notice the MyApp mainwindow is a normal window contrast to our will, but after click on the button, it becomes TopMost as requested. The only thing changed would be [b]top[/top]'s proper assignment after show.

I don't know how to fix the library code, but he's a quick workaround.

In you top window's construct, add one line:

```

this->SetTimeCallback(0,THISBACK(SetTopMost));

```

And add a member function to your MyApp equivalent:

```

void SetTopMost(){ TopMost(); }

```

for a reference:

```

#include <CtrlLib/CtrlLib.h>

```

```

using namespace Upp;

```

```

struct MyApp: public TopWindow
{
    MyApp()

```

```
{
    SetTimeCallback(0,THISBACK(SetTopMost));
}
```

```
void SetTopMost(){ this->TopMost(); }
```

```
typedef MyApp CLASSNAME;
};
```

```
GUI_APP_MAIN
{
    MyApp().Run();
}
```

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Subject: Re: always on top  
Posted by [nneilson](#) on Sat, 02 Apr 2016 17:59:10 GMT  
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Hi Lance     Thanks for finding the cause of the problem

I have not been able to get my app changes as you suggested to get it to work for me.

doing a search for topmost I found this thread re the eye care example.

[http://www.ultimatepp.org/forums/index.php?t=msg&goto=44\\_093&&srch=TopMost#msg\\_44093](http://www.ultimatepp.org/forums/index.php?t=msg&goto=44_093&&srch=TopMost#msg_44093)

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Subject: Re: always on top  
Posted by [Lance](#) on Sat, 02 Apr 2016 21:43:37 GMT  
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It surprised me that it didn't work for you. The linked post is actually irrelevant to our situation.

If you can create a minimized sample, I can try and determine what goes wrong.

Before that, try the following

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
{
```

```
TopWindow a;  
a.Open();  
a.TopMost().Run();  
}
```

Replace TopWindow with your TopWindow derivative. This is neater way to guarantee the TopWindow(derivative)'s top->hwnd is initialized, ie, call Open() before call TopMost().

If above won't work, then your problem is a little different, e.g., your ctrl might have a parent (which will result in GetHWND() returning NULL).

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Subject: Re: always on top  
Posted by [nneilson](#) on Sun, 03 Apr 2016 01:53:35 GMT  
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attached is test 2 which was a very early example I tinkered with.

I am not used to how the FUDforum is setup, it makes my head hurt until I get used to it.

#### File Attachments

1) [Test2.zip](#), downloaded 268 times

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Subject: Re: always on top  
Posted by [nneilson](#) on Sun, 03 Apr 2016 02:29:12 GMT  
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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();
```

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Subject: Re: always on top  
Posted by [Lance](#) on Sun, 03 Apr 2016 11:54:25 GMT  
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Test2 doesn't compile.

```
String AddNum2 ( int a, int b ) {
    if ( a > b )
        // t1<="2 OK";
        Set_t1("2 OK");
}
```

Set\_t1 is not defined. And the function should return something. Anyway, after comment the Set\_t1 thing and return an empty String, and change your GUI\_MAIN to something like

```
GUI_APP_MAIN {
    H1 h;
    h.Open();
    h.TopMost().Run();
}
```

It works like a charm.

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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
```

Subject: Re: always on top

Posted by [nneilson](#) on Mon, 04 Apr 2016 11:06:20 GMT

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Hi Lance Thanks for the suggestions.

I have other problems with the code, a zip file or whatever.

I will try your suggestions when I get my computer straightened out, I had to wipe my hard drive and re-install Win 7 a while back because of problems installing Ubuntu, I think.

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Subject: Re: always on top

Posted by [nneilson](#) on Fri, 08 Apr 2016 01:56:27 GMT

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I searched my old threads/posts to see where I started from in January 2010 and a 'minimalistic' example or test case is still in the tutorial: Gui07

How can that be made as 'top window/ always on top' ???

Neil

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Subject: Re: always on top

Posted by [Lance](#) on Fri, 08 Apr 2016 13:10:49 GMT

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change the gui\_app\_main from

```
GUI_APP_MAIN
{
    MyAppWindow app;
    app.Run();
}
```

to

```
GUI_APP_MAIN
{
    MyAppWindow app;
    app.Open();
    app.TopMost().Run();
}
```

---

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Subject: Re: always on top SOLVED

Posted by [nlneilson](#) on Fri, 08 Apr 2016 18:45:02 GMT

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Thanks Lance, that works good.

The app I am working on doesn't really do anything alone but controls a 3D globe app that is in java (NASA WWJ}

It has to stay on top.

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