
Subject: Just one instance of application running (SingleApp)

Posted by [Sc0rch](#) on Mon, 25 Jan 2010 13:42:03 GMT

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Header:

```
#ifndef SINGLE_APP_H
#define SINGLE_APP_H

#include <CtrlLib/CtrlLib.h>
using namespace Upp;

class UniqueWindow : public TopWindow
{
public:
    typedef UniqueWindow CLASSNAME;
    UniqueWindow(){}
};

inline bool CreateSingleApp(String name, String unique, bool message = true)
{
#ifdef PLATFORM_WIN32
    name << unique;
    if(::FindWindow(NULL, name))
    {
        if (message)
            Exclamation("Another instance of application already exists!");
        return false;
    }
    Single<UniqueWindow>().SetRect(-1, -1, 1, 1);
    Single<UniqueWindow>().Hide();
    Single<UniqueWindow>().Title(name);
    Single<UniqueWindow>().Open();
#endif
    return true;
}

#endif // SINGLE_APP_H
```

Using:

```
GUI_APP_MAIN
{
    if (!CreateSingleApp("SingleApp Test", "##SingleApp##1.0"))
        return;

    MainWindow().Run();
}
```

}

File Attachments

1) [SingleApp.rar](#), downloaded 468 times

Subject: Re: Just one instance of application running (SingleApp)

Posted by [koldo](#) on Mon, 25 Jan 2010 15:11:36 GMT

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Sc0rch wrote on Mon, 25 January 2010 14:42Header:

```
#ifndef SINGLE_APP_H
#define SINGLE_APP_H

#include <CtrlLib/CtrlLib.h>
using namespace Upp;

class UniqueWindow : public TopWindow
{
public:
    typedef UniqueWindow CLASSNAME;
    UniqueWindow(){}
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inline bool CreateSingleApp(String name, String unique, bool message = true)
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#ifdef PLATFORM_WIN32
    name << unique;
    if(::FindWindow(NULL, name))
    {
        if (message)
            Exclamation("Another instance of application already exists!");
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    Single<UniqueWindow>().SetRect(-1, -1, 1, 1);
    Single<UniqueWindow>().Hide();
    Single<UniqueWindow>().Title(name);
    Single<UniqueWindow>().Open();
#endif
    return true;
}

#endif // SINGLE_APP_H
```

Using:

```
GUI_APP_MAIN
{
if (!CreateSingleApp("SingleApp Test", "##SingleApp##1.0"))
return;

MainWindow().Run();
}
```

Hello ScOrch

If you use `GetWindowIdFromCaption()` (SysInfo package) instead of `FindWindow`, this code will serve you for Linux too.

Sorry for the propaganda

Best regards
Koldo

Subject: Re: Just one instance of application running (SingleApp)
Posted by [ScOrch](#) on Mon, 25 Jan 2010 17:09:31 GMT
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koldo wrote on Mon, 25 January 2010 21:11
Hello ScOrch

If you use `GetWindowIdFromCaption()` (SysInfo package) instead of `FindWindow`, this code will serve you for Linux too.

Sorry for the propaganda

Best regards
Koldo

Hmm, function not work, what I'm doing wrong?

```
if (GetWindowIdFromCaption(name, true) >= 0)
{
if (message)
Exclamation("Another instance of application already exists!");
return false;
}
```

Subject: Re: Just one instance of application running (SingleApp)

Posted by [koldo](#) on Mon, 25 Jan 2010 21:52:23 GMT

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Sc0rch wrote on Mon, 25 January 2010 18:09koldo wrote on Mon, 25 January 2010 21:11

Hello Sc0rch

If you use `GetWindowIdFromCaption()` (SysInfo package) instead of `FindWindow`, this code will serve you for Linux too.

Sorry for the propaganda

Best regards

Koldo

Hmm, function not work, what I'm doing wrong?

```
if (GetWindowIdFromCaption(name, true) >= 0)
{
    if (message)
        Exclamation("Another instance of application already exists!");
    return false;
}
```

Hello Sc0rch

`GetWindowIdFromCaption(name, true)` tries to find a window with title == name.

`GetWindowIdFromCaption(name, false)` will get the window handle of the window with a title that just contains name.

If it does not work could you give me more details ?.

Best regards

Koldo

Subject: Re: Just one instance of application running (SingleApp)

Posted by [Sc0rch](#) on Tue, 26 Jan 2010 04:41:44 GMT

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You said:

koldo wrote on Tue, 26 January 2010 03:52

Hello Sc0rch

GetWindowIdFromCaption(name, true) tries to find a window with title == name.

GetWindowIdFromCaption(name, false) will get the window handle of the window with a title that just contains name.

If it does not work could you give me more details ?.

Best regards

Koldo

I've tested both variants, works well for direct use, like:

```
TopWindow wnd;  
wnd.Title("Test");  
wnd.Open();
```

```
DUMP(GetWindowIdFromCaption("Test"));
```

But, not working in this code:

```
#include <CtrlLib/CtrlLib.h>  
#include <SysInfo/SysInfo.h>  
using namespace Upp;
```

```
class UniqueWindow : public TopWindow  
{  
public:  
    UniqueWindow() {}  
};
```

```
inline bool CreateSingleApp(const String& unique, const String& message)  
{  
    if (GetWindowIdFromCaption(unique, false) >= 0)  
    {  
        if (!message.IsEmpty())  
            Exclamation(message);  
        return false;  
    }  
}
```

```
Single<UniqueWindow>().Title(unique).SetRect(-1, -1, 1, 1);  
Single<UniqueWindow>().Hide();  
Single<UniqueWindow>().Open();  
return true;  
}
```

```

GUI_APP_MAIN
{
if (!CreateSingleApp("SingleApp Test##SingleApp##1.0", "Another instance of application "
"already exists!"))
{
return;
}

TopWindow wnd;
wnd.SetRect(Size(200, 100));
wnd.Run();
}

```

Test, and say, please, maybe it not works only for me.

Subject: Re: Just one instance of application running (SingleApp)
Posted by [koldo](#) on Tue, 26 Jan 2010 08:37:11 GMT
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Hello Sc0rch

I have compiled your original version and final version and none of them work for me

I have changed them a little and now they work for me:

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):

```
#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!");
        return;
    }
    UniqueWindow().Run();
}
```

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

Best regards
Koldo

Subject: Re: Just one instance of application running (SingleApp)
Posted by [Sc0rch](#) on Tue, 26 Jan 2010 10:11:16 GMT
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Eurika, Koldo! Function GetWindowIdFromCaption works only for visible windows! So your variant is better, thanks!

Code is clear, but I think this:

```
bool IsSingleApp() {  
    return GetWindowIdFromCaption(GetTitle().ToString()) <= 0;  
}
```

looks a little bit better than:

```
bool IsSingleApp() {  
    if(GetWindowIdFromCaption(GetTitle().ToString()) > 0)  
        return false;  
    return true;  
}
```

or not?

Best regards,
Anton

Subject: Re: Just one instance of application running (SingleApp)

Posted by [koldo](#) on Tue, 26 Jan 2010 10:17:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sc0rch wrote on Tue, 26 January 2010 11:11Eurika, Koldo! Function GetWindowIdFromCaption works only for visible windows! So your variant is better, thanks!

Code is clear, but I think this:

```
bool IsSingleApp() {  
    return GetWindowIdFromCaption(GetTitle().ToString()) <= 0;  
}
```

looks a little bit better than:

```
bool IsSingleApp() {  
    if(GetWindowIdFromCaption(GetTitle().ToString()) > 0)  
        return false;  
    return true;  
}
```

or not?

Best regards,
Anton

Of course your is better
