

Re: File Associations – Multiple Instances

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Since the CF enforces singleton behavior before you get an opportunity to intervene, you have to hack around it. The typical way I go is to hack the window name to prevent multiple instances and use IPC to send the new path to the existing instance as you suggest. Yes, it changed how it works in CF 2, but the principal remains the same. You can use the Environment class to determine which you're running under when you launch.

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"Martin" <sousoux@xxxxxxxxxxxxxx> wrote in message
news:526659AC-A6F7-468F-8B15-C58E567FDE58@xxxxxxxxxxxxxxxxxxxx

Hi

I have a CF.Net small application which is set up with a file association.
I
click on a file of a certain type and my program loads fine and the
filename
is passed as an argument.

If I click on another file the previous window redisplay and the new file
is not loaded. This is the CF.Net single instance restriction at work.

Is there an accepted way to be able to pass or retrieve the new arguments
in
the old instance of the application? I've looked for documentation on this
but I haven't found any.

The ways of "hacking" multiple instances seem to have changed in CE 5.0

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since the window class is now #NETCF_AGL_PARK_+pathtoapp and the window title blank. The old trick of changing the window title doesn't work. If that did work I'd use a named event + WM_COPYDATA but it seems that route is closed. I don't really want to have two *.exe's.

Thanks in advance for any suggestions.