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## make a minimized windows form blink

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### Question

hello all

i have a simple chat application with one-to-one chat among users.This is a windows form application in VS2005.  
 I want that when one users sends message to some other user, and if that user's chat window is minimized,it should start blinking on the task bar(like it happens for MSN messenger & Yahoo).

How can i do so?  
 Thanks in advance.

0

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Tuesday, July 14, 2009 3:56 AM

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 Aamir Iqbal ITSS Lahore, Pakistan 165 Points
 

### Answers

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```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;
using System.Runtime.InteropServices;

namespace WindowsFormsApplication2
{
    public partial class Form1 : Form
    {
        [DllImport("user32.dll")]
        static extern Int32 FlashWindowEx(ref FLASHINFO pwfi);
        [StructLayout(LayoutKind.Sequential)]
        public struct FLASHINFO
        {
            public UInt32 cbSize;
            public IntPtr hwnd;
            public Int32 dwFlags;
            public UInt32 uCount;
            public Int32 dwTimeout;
        }
    }
}
```

```

        }

        // stop flashing
        const int FLASHW_STOP = 0;

        // flash the window title
        const int FLASHW_CAPTION = 1;

        // flash the taskbar button
        const int FLASHW_TRAY = 2;

        // 1 | 2
        const int FLASHW_ALL = 3;

        // flash continuously
        const int FLASHW_TIMER = 4;

        // flash until the window comes to the foreground
        const int FLASHW_TIMERNOFG = 12;

public Form1()
{
    InitializeComponent();
}

private void Form1_Resize(object sender, EventArgs e)
{
    if (WindowState == FormWindowState.Minimized)
        Flash(false);
    else
        Flash(true);
}

private void Flash(bool stop)
{
    FLASHINFO fw = new FLASHINFO();

    fw.cbSize = Convert.ToInt32(Marshal.SizeOf(typeof(FLASHINFO)));
    fw.hwnd = Handle;
    if (!stop)
        fw.dwFlags = 2;
    else
        fw.dwFlags = 0;
    fw.uCount = UInt32.MaxValue;

    FlashWindowEx(ref fw);
}
}

```

Looking for "entry level" position...

Proposed as answer by [YiChun Chen](#) Wednesday, July 15, 2009 10:04 AM

Marked as answer by [Figo Fei](#) Friday, July 17, 2009 10:04 AM

Tuesday, July 14, 2009 1:06 PM

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cablehead 2,290 Points




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All replies

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Dear Aamir

refer this code

```
1. Option Explicit
2.
3. Private Const FLASHW_STOP = 0 'Stop flashing. The system
   restores the window to its original state.
4. Private Const FLASHW_CAPTION = &H1 'Flash the window caption.
5. Private Const FLASHW_TRAY = &H2 'Flash the taskbar button.
6. Private Const FLASHW_ALL = (FLASHW_CAPTION Or FLASHW_TRAY)
   'Flash both the window caption and taskbar button. This is
   equivalent to setting the FLASHW_CAPTION Or FLASHW_TRAY flags.
7. Private Const FLASHW_TIMER = &H4 'Flash continuously, until the
   FLASHW_STOP flag is set.
8. Private Const FLASHW_TIMERNOFG = &HC 'Flash continuously until
   the window comes to the foreground.
9.
10. Private Type FLASHINFO
11.     cbSize As Long
12.     hwnd As Long
13.     dwFlags As Long
14.     uCount As Long
15.     dwTimeout As Long
16. End Type
17.
18. Private Declare Function FlashWindowEx Lib "user32" (pfwi As
   FLASHINFO) As Boolean
19.
20. Private Sub Form_Resize()
21.     Dim FlashInfo As FLASHINFO
22.     If Me.WindowState = vbMinimized Then
23.         With FlashInfo
24.             .cbSize = Len(FlashInfo)
25.             .dwFlags = FLASHW_ALL Or FLASHW_TIMER
26.             'Specifies the rate, in milliseconds, at which the
   window will be flashed.
27.             'If dwTimeout is zero, the function uses the default
   cursor blink rate.
28.             .dwTimeout = 0
29.             .hwnd = Me.hwnd
30.             .uCount = 0
31.         End With
32.         FlashWindowEx FlashInfo
33.     Else
34.         With FlashInfo
35.             .cbSize = Len(FlashInfo)
36.             .dwFlags = FLASHW_STOP
37.             .hwnd = Me.hwnd
38.         End With
39.         FlashWindowEx FlashInfo
40.     End If
```

41. End Sub

Thanks,  
Rajesh..  
{Mark as answer if you satisfy}

Tuesday, July 14, 2009 6:52 AM

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RajeshKardile eGenietech 115 Points



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Thanks Rajesh for your reply.

Can you please post this code in C# as i have not used VB.NET.

I have also found FLASHWINF in MSDN and some piece of code that uses it to get the desired result.

But that code just blinks the form(window form) once.

I am giving that code here,you please tell me where i am lacking so that i amy be able to blink the windows 5 or 6 times or more if i want.

Here is the class contain the FLASHWINF structure & the methods to start & stop blinking

```
-----
using System;
using System.Runtime.InteropServices;
using Microsoft.Win32.SafeHandles;
using System.ComponentModel;

public static class FlashWindow
{
    [DllImport("user32.dll")]
    [return: MarshalAs(UnmanagedType.Bool)]
    private static extern bool FlashWindowEx(ref FLASHINFO pwfi);
    [StructLayout(LayoutKind.Sequential)]
    private struct FLASHINFO
    {
        /// <summary>
        /// The size of the structure in bytes.
        /// </summary>
        public uint cbSize;
        /// <summary>
        /// A Handle to the Window to be Flashed. The window can be either opened or
        minimized.
        /// </summary>
        public IntPtr hwnd;
        /// <summary>
        /// The Flash Status.
        /// </summary>
        public uint dwFlags;
        /// <summary>
        /// The number of times to Flash the window.
        /// </summary>
        public uint uCount;
        /// <summary>
        /// The rate at which the Window is to be flashed, in milliseconds. If Zero, the function
        uses the default cursor blink rate.
        /// </summary>
        public uint dwTimeout;
    }
    /// <summary>
    /// Stop flashing. The system restores the window to its original stae.
    /// </summary>
    public const uint FLASHW_STOP = 0;
}

/// <summary>
```

```

/// Flash the window caption.
/// </summary>
public const uint FLASHW_CAPTION = 1;

/// <summary>
/// Flash the taskbar button.
/// </summary>
public const uint FLASHW_TRAY = 2;

/// <summary>
/// Flash both the window caption and taskbar button.
/// This is equivalent to setting the FLASHW_CAPTION | FLASHW_TRAY flags.
/// </summary>
public const uint FLASHW_ALL = 3;
/// <summary>
/// Flash continuously, until the FLASHW_STOP flag is set.
/// </summary>
public const uint FLASHW_TIMER = 4;
/// <summary>
/// Flash continuously until the window comes to the foreground.
/// </summary>
public const uint FLASHW_TIMERNOFG = 12;

/// <summary>
/// Flash the spaciified Window (Form) until it recieves focus.
/// </summary>
/// <param name="form">The Form (Window) to Flash.</param>
/// <returns></returns>
public static bool Flash(System.Windows.Forms.Form form)
{
    // Make sure we're running under Windows 2000 or later
    if (Win2000OrLater)
    {
        FLASHINFO fi = Create_FLASHINFO(form.Handle, FLASHW_ALL |
FLASHW_TIMERNOFG, uint.MaxValue, 0);
        return FlashWindowEx(ref fi);
    }
    return false;
}
private static FLASHINFO Create_FLASHINFO(IntPtr handle, uint flags, uint count, uint
timeout)
{
    FLASHINFO fi = new FLASHINFO();
    fi.cbSize = Convert.ToInt32(Marshal.SizeOf(fi));
    fi.hwnd = handle;
    fi.dwFlags = flags;
    fi.uCount = count;
    fi.dwTimeout = timeout;
    return fi;
}
/// <summary>
/// Flash the specified Window (form) for the specified number of times
/// </summary>
/// <param name="form">The Form (Window) to Flash.</param>
/// <param name="count">The number of times to Flash.</param>
/// <returns></returns>
public static bool Flash(System.Windows.Forms.Form form, uint count)
{
    if (Win2000OrLater)
    {
        FLASHINFO fi = Create_FLASHINFO(form.Handle, FLASHW_ALL, count, 0);
        return FlashWindowEx(ref fi);
    }
}

```

```

        }
        return false;
    }
    /// <summary>
    /// Start Flashing the specified Window (form)
    /// </summary>
    /// <param name="form">The Form (Window) to Flash.</param>
    /// <returns></returns>
    public static bool Start(System.Windows.Forms.Form form)
    {
        if (Win2000OrLater)
        {
            FLASHINFO fi = Create_FLASHINFO(form.Handle, FLASHW_ALL, uint.MaxValue, 0);
            return FlashWindowEx(ref fi);
        }
        return false;
    }
    /// <summary>
    /// Stop Flashing the specified Window (form)
    /// </summary>
    /// <param name="form"></param>
    /// <returns></returns>
    public static bool Stop(System.Windows.Forms.Form form)
    {
        if (Win2000OrLater)
        {
            FLASHINFO fi = Create_FLASHINFO(form.Handle, FLASHW_STOP, uint.MaxValue,
0);
            return FlashWindowEx(ref fi);
        }
        return false;
    }
    /// <summary>
    /// A boolean value indicating whether the application is running on Windows 2000 or later.
    /// </summary>
    private static bool Win2000OrLater
    {
        get { return System.Environment.OSVersion.Version.Major >= 5; }
    }
}
-----
```

And below are the code lines i am using to call the methods in above class:

```

-----
FlashWindow.Flash(this);

// Flash window 5 times

FlashWindow.Flash(this, 5);

// Start Flashing "Indefinately"
FlashWindow.Start(this);

// Stop the "Indefinate" Flashing
```

```

-----
FlashWindow.Stop(this);
```

Can you please make me correct?  
thanks indeed.  
waiting for your response

---

maiqbal

Tuesday, July 14, 2009 9:30 AM

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Aamir Iqbal ITSS Lahore, Pakistan 165 Points

---

1

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Hi, using a C#2VB converter:

Worked, but not correctly, however, I manage just to convert a few lines.

```
=====
===
1. public static class test
2. {
3.
4.     private const var FLASHW_STOP = 0;
5.     //Stop flashing. The system restores the window to its original state.
6.     private const var FLASHW_CAPTION = 0x1;
7.     //Flash the window caption.
8.     private const var FLASHW_TRAY = 0x2;
9.     //Flash the taskbar button.
10.    private const var FLASHW_ALL = (FLASHW_CAPTION | FLASHW_TRAY);
11.    //Flash both the window caption and taskbar button. This is equivalent to setting the
12.    FLASHW_CAPTION Or FLASHW_TRAY flags.
13.    private const var FLASHW_TIMER = 0x4;
14.    //Flash continuously, until the FLASHW_STOP flag is set.
15.    private const var FLASHW_TIMERNOFG = 0xc;
16.    //Flash continuously until the window comes to the foreground.
17.
18.    private static var Type;
19.    static var FLASHWINFO;
20.    static long cbSize;
21.    static long hwnd;
22.    static long dwFlags;
23.    static long uCount;
24.    static long dwTimeout;
25.
=====
```

I hope the supporter which has posted the code will replay and fix it...

Have a nice day...

Best regards,  
Fisnik

---

Coder24.com

Tuesday, July 14, 2009 10:28 AM

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Fisnik Hasani 7,475 Points

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Thanks Fisnik for your post.

I have done what i wanted to by setting the following member in all the function of my class i provided in my previous post:

FLASHW\_TIMERNOFG and use FLASHW\_ALL in Stop function only of my class.

Its works fine but seldom stops blinking or blinks only once.

Thanks indeed

Any comment or suggestion is welcomed.

---

maiqbal

Tuesday, July 14, 2009 12:04 PM

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Aamir Iqbal ITSS Lahore, Pakistan 165 Points



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```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;
using System.Runtime.InteropServices;

namespace WindowsFormsApplication2
{
    public partial class Form1 : Form
    {
        [DllImport("user32.dll")]
        static extern Int32 FlashWindowEx(ref FLASHINFO pwfi);
        [StructLayout(LayoutKind.Sequential)]
        public struct FLASHINFO
        {
            public UInt32 cbSize;
            public IntPtr hwnd;
            public Int32 dwFlags;
            public UInt32 uCount;
            public Int32 dwTimeout;
        }
        // stop flashing
        const int FLASHW_STOP = 0;

        // flash the window title
        const int FLASHW_CAPTION = 1;

        // flash the taskbar button
        const int FLASHW_TRAY = 2;

        // 1 | 2
        const int FLASHW_ALL = 3;

        // flash continuously
        const int FLASHW_TIMER = 4;

        // flash until the window comes to the foreground
        const int FLASHW_TIMERNOFG = 12;

        public Form1()
        {
            InitializeComponent();
        }

        private void Form1_Resize(object sender, EventArgs e)
        {
            if (WindowState == FormWindowState.Minimized)
                Flash(false);
            else
```

```
        Flash(true);

    }

    private void Flash(bool stop)
    {
        FLASHINFO fw = new FLASHINFO();

        fw.cbSize = Convert.ToInt32(Marshal.SizeOf(typeof
(FLASHINFO)));
        fw.hwnd = Handle;
        if (!stop)
            fw.dwFlags = 2;
        else
            fw.dwFlags = 0;
        fw.uCount = UInt32.MaxValue;

        FlashWindowEx(ref fw);
    }
}
```

---

Looking for "entry level" position...

Proposed as answer by [YiChun Chen](#) Wednesday, July 15, 2009 10:04 AM

Marked as answer by [Figo Fei](#) Friday, July 17, 2009 10:04 AM

Tuesday, July 14, 2009 1:06 PM

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cablehead 2,290 Points

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Hi,

What do you mean by once?

It's good to hear that your issue is now solved!

Thank you for telling!

Have a nice day...

Best regards,  
Fisnik

---

Coder24.com

Tuesday, July 14, 2009 1:08 PM

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Fisnik Hasani 7,475 Points

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thanks cablehead (if this is not your real name please pardon me!!)  
By writing Once , i mean that my code makes my window blink only once but i want it to blink continuously until user clicks it to maximise.  
Your code has done the job i actually needed.  
Thanks indeed. You came at the right time.!!

---

maiqbal

Wednesday, July 15, 2009 7:03 AM



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Aamir Iqbal ITSS Lahore, Pakistan 165 Points

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How to make it work with WPF Window?  
Thanks in advance!

Friday, October 09, 2009 6:02 PM



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Hi,

it's the same API call.

Have a nice day...

Best regards,  
Fisnik

---

Coder24.com

Friday, October 09, 2009 7:12 PM

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Fisnik Hasani 7,475 Points

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