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 CSLG.CTalk.UI

{

public partial class FrmGroupWarn : Form

{

public FrmGroupWarn()

{

InitializeComponent();

}

private Model.friendRequest \_friendrequest;

private FrmMain \_frm;

public FrmGroupWarn(Model.friendRequest m, FrmMain frm)

{

InitializeComponent();

this.\_friendrequest = m;

this.\_frm = frm;

}

[DllImport("user32")]

private static extern bool AnimateWindow(IntPtr hwnd, int dwTime, int dwFlags);

private const int AW\_HOR\_POSITIVE = 0x0001;//自左向右显示窗口，该标志可以在滚动动画和滑动动画中使用。使用AW\_CENTER标志时忽略该标志

private const int AW\_HOR\_NEGATIVE = 0x0002;//自右向左显示窗口，该标志可以在滚动动画和滑动动画中使用。使用AW\_CENTER标志时忽略该标志

private const int AW\_VER\_POSITIVE = 0x0004;//自顶向下显示窗口，该标志可以在滚动动画和滑动动画中使用。使用AW\_CENTER标志时忽略该标志

private const int AW\_VER\_NEGATIVE = 0x0008;//自下向上显示窗口，该标志可以在滚动动画和滑动动画中使用。使用AW\_CENTER标志时忽略该标志该标志

private const int AW\_CENTER = 0x0010;//若使用了AW\_HIDE标志，则使窗口向内重叠；否则向外扩展

private const int AW\_HIDE = 0x10000;//隐藏窗口

private const int AW\_ACTIVE = 0x20000;//激活窗口，在使用了AW\_HIDE标志后不要使用这个标志

private const int AW\_SLIDE = 0x40000;//使用滑动类型动画效果，默认为滚动动画类型，当使用AW\_CENTER标志时，这个标志就被忽略

private const int AW\_BLEND = 0x80000;//使用淡入淡出效果

private void FrmGroupWarn\_Load(object sender, EventArgs e)

{

int x = Screen.PrimaryScreen.WorkingArea.Right - this.Width;

int y = Screen.PrimaryScreen.WorkingArea.Bottom - this.Height;

this.Location = new Point(x, y);//设置窗体在屏幕右下角显示

AnimateWindow(this.Handle, 1000, AW\_SLIDE | AW\_ACTIVE | AW\_VER\_NEGATIVE);

this.lblwarn.Text = "您有" + this.\_friendrequest.senderID + "的加群请求！";

}

private void FrmGroupWarn\_FormClosing(object sender, FormClosingEventArgs e)

{

AnimateWindow(this.Handle, 1000, AW\_BLEND | AW\_HIDE);

}

private void button1\_Click(object sender, EventArgs e)

{

BLL.groupu bll = new BLL.groupu();

Model.groupu m = new Model.groupu();

List<Model.groupu> m1 = bll.GetModelList("groupID="+this.\_friendrequest.receiveID );

m.groupID = this.\_friendrequest.receiveID;

m.groupfriendID = this.\_friendrequest.senderID;

m.groupAnnouncement = m1[0].groupAnnouncement;

m.groupImage = m1[0].groupImage;

m.groupName = m1[0].groupName;

m.groupuserID = m1[0].groupuserID;

bll.Add(m);

MessageBox.Show("添加成功！");

this.Close();

}

}

}