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 FrmimmediatelyMsg : Form

{

public FrmimmediatelyMsg()

{

InitializeComponent();

}

private Model.userInfo \_me;

private Model.userInfo \_friend;

private string \_nickName;

private FrmMain \_frm;

private List<RelFriendToFrmTalk> \_ft;

public FrmimmediatelyMsg(List<RelFriendToFrmTalk> ft, FrmMain frm, Model.userInfo me, Model.userInfo friend, string nickName)

{

InitializeComponent();

this.\_me = me;

this.\_friend = friend;

this.\_nickName = nickName;

this.\_frm = frm;

this.\_ft = ft;

}

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

{

FrmTalk frm = new FrmTalk(this.\_ft , this.\_frm , this.\_me ,this.\_friend , this.\_nickName );

frm.Show();

this.Close();

}

[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 FrmimmediatelyMsg\_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.label1.Text = this.\_friend.userName +"的即时消息！";

}

private void button2\_Click(object sender, EventArgs e)

{

this.Close();

}

}

}