

Here's some code to create a fake (but functioning) window.

```
'Create a fake window
nomainwin
WindowWidth = 335
WindowHeight = 260
UpperLeftX=int((DisplayWidth-WindowWidth)/2)
UpperLeftY=int((DisplayHeight-WindowHeight)/2)
graphicbox #main.titlebar, -5, -5, 2000, 25
stylebits #main, _WS_THICKFRAME,0,0,0 'or if you dont want your windo
w to be resizable put _WS_DLGFRAME
open "Window" for window_popup as #main
hwnd = hwnd(#main)
print #main, "trapclose [quit]"
TitleCaption$ = "Custom Window -->Right Click Here<--"
TitleBarBackColor$="darkgreen"'Can be any colour lb allows.
TitleBarForeColor$="white"'Can be any colour lb allows.
CallDLL #user32, "SetWindowTextA", hwnd As ulong, TitleCaption$ As pt
r, ret As void
print #main.titlebar, "down; fill ";TitleBarBackColor$;";color ";Titl
eBarForeColor$
print #main.titlebar, "backcolor ";TitleBarBackColor$;";place 10 18;|
";TitleCaption$
print #main.titlebar, "flush"
print #main.titlebar,"color white;place ";WindowWidth-20;" 5;backcolo
r red;boxfilled ";WindowWidth-3;" 23;place ";WindowWidth-16;" 19;|X"
print #main.titlebar, "flush Exit"
print #main.titlebar, "when leftButtonMove [move]"
print #main.titlebar, "when rightButtonUp [rightclick]"
print #main.titlebar, "when leftButtonDouble [double]"
print #main.titlebar, "when leftButtonUp [check]"
print #main, "resizehandler [resize]"
wait
[move]
r = 0
calldll #user32, "ReleaseCapture", r as void
calldll #user32, "SendMessageA",hwnd as ulong,161 as long,2 as long,
r as long
wait
[rightclick]
popupmenu " Restore",[restore],"_ Minimize",[minimize],"[_] Maximize"
,[maximize],|,"X Close Alt-F4",[quit]
wait
[restore]
```

```
Flag = 0
CallDLL #user32, "ShowWindow",hwnd As ulong, 9 As Long, ret As long
wait
[minimize]
Flag = 1
CallDLL #user32, "ShowWindow",hwnd As ulong, 6 As Long, ret As long
wait
[maximize]
Flag = 2
CallDLL #user32, "ShowWindow",hwnd As ulong, 3 As Long, ret As long
wait
[double]
select Flag
case 0:goto [maximize]
case 1,2:goto [restore]
end select
wait
[check]
if MouseX >(WindowWidth-21) and MouseX<(WindowWidth-1) and MouseY>5 a
nd MouseY<22 then goto [quit]
wait
[resize]
if lastw=WindowWidth and lasth=WindowHeight then wait
print #main.titlebar,"delsegment Exit;redraw;color white;place ";Wind
owWidth-14;" 5;backcolor red;boxfilled ";WindowWidth+3;" 23;place ";Wi
ndowWidth-10;" 19;|X"
print #main.titlebar,"flush Exit"
lastw=WindowWidth
lasth=WindowHeight
wait
[quit]
close #main
end
```