

Forum:[Hack Forums](#)

Thread: [*TUT* C/C++ Screen Melting Effect / Prank](#)

Zer0Memo0ry - October 31, 2016, 12:37 pm

This program creates a full screen transparent overlapping window, in which a "melting" effect is created to make the computer look like it's screen is melting.

Code #include <Windows.h>

```
int ScreenWidth, ScreenHeight;
int Interval = 100;
```

```
// callback for the melting effect
```

```
LRESULT CALLBACK Melter(HWND hWnd, UINT Msg, WPARAM wParam, LPARAM lParam)
{
    switch (Msg)
    {
        case WM_CREATE:
        {
            HDC Desktop = GetDC(HWND_DESKTOP);
            HDC Window = GetDC(hWnd);

            BitBlt(Window, 0, 0, ScreenWidth, ScreenHeight, Desktop, 0, 0, SRCCOPY);
            ReleaseDC(hWnd, Window);
            ReleaseDC(HWND_DESKTOP, Desktop);

            SetTimer(hWnd, 0, Interval, 0);
            ShowWindow(hWnd, SW_SHOW);
            break;
        }
        case WM_PAINT:
        {
            ValidateRect(hWnd, 0);
            break;
        }
        case WM_TIMER:
        {
            HDC Window = GetDC(hWnd);
            int X = (rand() % ScreenWidth) - (150 / 2),
                Y = (rand() % 15),
                Width = (rand() % 150);
            BitBlt(Window, X, Y, Width, ScreenHeight, Window, X, 0, SRCCOPY);
            ReleaseDC(hWnd, Window);
            break;
        }
        case WM_DESTROY:
        {
            KillTimer(hWnd, 0);
        }
    }
}
```

```

        PostQuitMessage(0);
        break;
    }
    return 0;
}
return DefWindowProc(hWnd, Msg, wParam, lParam);
}

int APIENTRY WinMain(HINSTANCE Inst, HINSTANCE Prev, LPSTR Cmd, int showcmd)
{
    // Get the width & height of current display
    ScreenWidth = GetSystemMetrics(SM_CXSCREEN);
    ScreenHeight = GetSystemMetrics(SM_CYSCREEN);
    // class for initializing the window
    WNDCLASS wndClass = { 0, Melter, 0,0, Inst, 0, LoadCursorW(0, IDC_ARROW), 0, 0,
L"ScreenMelter" };

    // register the class
    if (RegisterClass(&wndClass))
    {
        // Create the "melter", an overlapping window.
        HWND hWnd = CreateWindowExA(WS_EX_TOPMOST, "ScreenMelter", 0, WS_POPUP,
            0, 0, ScreenWidth, ScreenHeight, HWND_DESKTOP, 0, Inst, 0);

        if (hWnd) //if the window is created successfully
        {
            // seed for randomization
            srand(GetTickCount());
            MSG Msg = { 0 };
            // Run the melter loop as long as the program isn't given the shutdown signal
            while (Msg.message != WM_QUIT)
            {
                if (PeekMessage(&Msg, 0, 0, 0, PM_REMOVE))
                {
                    TranslateMessage(&Msg);
                    DispatchMessage(&Msg);
                }
            }
        }
    }
    return 0;
}

```

Pink-Tshirt - October 31, 2016, 12:58 pm

Did you copy/pasta it from web or you made it ?

Hoodie+ - October 31, 2016, 1:09 pm

(Oct 31, 2016 12:58 PM)Vaphreze Wrote: [\[CITE\]](#) Did you copy/pasta it from web or you made it ?
He made it.

Zer0Memo0ry - October 31, 2016, 1:10 pm

(Oct 31, 2016 12:58 PM)Vaphreze Wrote: [\[CITE\]](#) Did you copy/pasta it from web or you made it ?
I was inspired by someone's idea, and a code snippet. But this code is written by me.

Nathan2000 - November 1, 2016, 1:09 pm

(Oct 31, 2016 12:37 PM)Zer0Memo0ry Wrote: [\[CITE\]](#) This program creates a full screen transparent overlapping window, in which a "melting" effect is created to make the computer look like it's screen is melting.

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            break;
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            while (Msg.message != WM_QUIT)
            {
                if (PeekMessage(&Msg, 0, 0, 0, PM_REMOVE))
                {
                    TranslateMessage(&Msg);
                    DispatchMessage(&Msg);
                }
            }
        }
    }
    return 0;
}
```

Non funziona il codice?

Linus Torvalds - November 2, 2016, 12:19 am

Seems pretty cool, might install windows to test it.

Zer0Memo0ry - November 9, 2016, 8:50 am

(Nov 1, 2016 01:09 PM)Nathan2000 Wrote: [\[CITE\]](#)

Non funziona il codice?

In English?

chiikriamsih - November 22, 2016, 1:52 pm

thanks, going to try this right now haha!

mongbean - December 1, 2016, 2:53 pm

errors in the code.

Severity Code Description Project File Line Suppression State

Error C2664 'HCURSOR LoadCursorW(HINSTANCE,LPCWSTR)': cannot convert argument 2 from 'LPSTR' to 'LPCWSTR'

Line 56

Mouse? - December 1, 2016, 2:54 pm

(Dec 1, 2016 03:53 PM)mongbean Wrote: [\[CITE\]](#) errors in the code.

Severity	Code	Description	Project	File	Line	Suppression	State
Error	C2664	'HCURSOR LoadCursorW(HINSTANCE,LPCWSTR)': cannot convert argument 2 from 'LPSTR' to 'LPCWSTR'					

Line 56That's not an error in the code. That's a difference in your locale.

CichyCichoCiemny - December 1, 2016, 3:09 pm

This is not a tutorial tho :/

Zer0Memo0ry - December 2, 2016, 1:10 pm

(Dec 1, 2016 04:09 PM)CichyCichoCiemny Wrote: [\[CITE\]](#) This is not a tutorial tho :/
There is no a source code section on HF

CichyCichoCiemny - December 2, 2016, 1:42 pm

(Dec 2, 2016 02:10 PM)Zer0Memo0ry Wrote: [\[CITE\]](#) There is no a source code section on HF
There's the C++ section. You just have to add a [Source] tag before the title.

vfragtasticv - December 2, 2016, 1:45 pm

(Dec 2, 2016 02:42 PM)CichyCichoCiemny Wrote: [\[CITE\]](#) There's the C++ section. You just have to add a [Source] tag before the title.

Man just gives free thing soo you need be thankful. You cunt !
?

CichyCichoCiemny - December 2, 2016, 1:47 pm

(Dec 2, 2016 02:45 PM)vfragtasticv Wrote: [\[CITE\]](#) Man just gives free thing soo you need be thankful. You cunt !
?

I never said i am not thankful, the title is simply misleading.

demoniaque06 - December 2, 2016, 1:53 pm

It's not a tutorial bro !

Please explain you'r work or it's not your's put the credit of this author

xHeaven - December 2, 2016, 2:59 pm

(Dec 2, 2016 02:10 PM)Zer0Memo0ry Wrote: [\[CITE\]](#) There is no a source code section on HF
Maybe [here](#) with a [Source] tag. Anyways, thanks for sharing, I tried it and it was amazing. :)

(Dec 2, 2016 02:53 PM)demoniaque06 Wrote: [\[CITE\]](#) It's not a tutorial bro !
Please explain you'r work or it's not your's put the credit of this author
[Zer0Memo0ry](#) made it.

InjectOG - December 3, 2016, 12:38 am

Looks pretty cool, nice post OP.

Zer0Memo0ry - December 3, 2016, 6:52 am

(Dec 2, 2016 02:42 PM)CichyCichoCiemny Wrote: [\[CITE\]](#) There's the C++ section. You just have to add a [Source] tag before the title.

I don't have enough prestige, and I am not going to fucking buy it.

MrSpyrO - December 4, 2016, 6:47 am

(Dec 3, 2016 07:52 AM)Zer0Memo0ry Wrote: [\[CITE\]](#) I don't have enough prestige, and I am not going to fucking buy it.

Hahaha, this guy is crazy, you are not in the right zone but your code is very good.