Subject: Is there an equivalent of win32 API "SendMessage" in U++
Posted by bitsun on Tue, 21 Aug 2007 14:57:35 GMT

currently I am trying to draw sth in U++ window with VTK. It seems that I have some progress already.

I came across such problem, I already have a windows handle (hwnd)of a vtk render window, and I want to send some message to this vtk render window. I know that in win32 API, there is a function:
SendMessage(hwnd,message,wParam,lParam),
 which can accomplish this task. But this is only a solution in windows. However I hope I can find a cross-platform solution. So I am wondering ,is there any equivalent of SendMessage, in U++.
any hints are appriecated !

thanks in advance