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Subject: Re: Is there an equivalent of win32 API "SendMessage" in U++  
Posted by [mirek](#) on Sat, 25 Aug 2007 12:12:53 GMT

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What I mean that IMO this depends on VTK rather than on U++....

Anyway, U++ standard mechanism of passing widget events is Callback. However, this is C++, you always have all of your platform API at your disposal.

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