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Subject: Re: how to communicate between windows?

Posted by [bonami](#) on Fri, 05 Nov 2010 02:05:35 GMT

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all right. with or without enum have no differences. it compiles right. i just did not provide set()'s implementation. can i be more stupid?

I think b->PostCallback() and ::PostCallback() are same. right?

thank you very much.

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