Subject: Class method called by keyboard hook callback has an empty "this" pointer
Posted by Mircode on Sun, 23 Sep 2012 09:31:59 GMT

Hello!

I managed to create a working low level keyboard hook on windows. Now I want to update a label in my GUI everytime something happens.

In order to access my main window class from the hook callback, I created a global variable, which points to this class:

KeyBuddy2* MainWindow;

Inside the constructor I define it

```
KeyBuddy2::KeyBuddy2()
{
 MainWindow=this;
 CtrlLayout(*this, "Window title");
 SetHook();
}
```

Inside the LowLevelKeyboardProc function, I call

MainWindow->ProcessKbdEvent(...)

but inside the ProcessKbdEvent method, "this" does not point to MainWindow. Instead, it is a nullpointer.

I am happy that I found this problem to be the cause of my program crashing all the time... I wanted to access class members from inside this method.

As a workaround, I can write MainWindow->member instead of just member. But still, this should not be necessary. Does anyone know the cause of this behavior?

Greetings,
Mirko