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Subject: Re: Win32's PostMessage equivalent in U++  
Posted by [kevinle10@gmail.com](mailto:kevinle10@gmail.com) on Mon, 07 May 2007 00:02:14 GMT  
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I just found one way to do it. We can use SetTimeCallback and KillTimeCallback to mimic the Win32's PostMessage mechanism. The advantage is one code can be used for both Win32 and Linux. If anyone has other idea, please share.

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