Subject: Win32's PostMessage equivalent in U++ Posted by kevinle10@gmail.com on Sun, 06 May 2007 23:32:54 GMT View Forum Message <> Reply to Message

What would be the equivalent to "PostMessage(WM\_COMMAND, ID\_MY\_MSG)" in U++? I'm looking for a way to do this in a generic way, i.e. in such a way that works under both Win32 and Linux?

**Thanks** 

Subject: Re: Win32's PostMessage equivalent in U++ Posted by kevinle10@gmail.com on Mon, 07 May 2007 00:02:14 GMT View Forum Message <> Reply to Message

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.

Subject: Re: Win32's PostMessage equivalent in U++ Posted by fallingdutch on Mon, 07 May 2007 06:17:41 GMT View Forum Message <> Reply to Message

Maybee it is easier to answer you question if you tell us what you want to do, there are many good solutions in Upp maybee there is already one for your problem.

Bas