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Subject: Is there an equivalent of win32 API "SendMessage" in U++

Posted by [bitsun](#) on Tue, 21 Aug 2007 14:57:35 GMT

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currently I am trying to draw sth in U++ window with VTK. It seems that I have some progress already.

I came across such problem, I already have a windows handle (hwnd) of a vtk render window, and I want to send some message to this vtk render window. I know that in win32 API, there is a function:

SendMessage(hwnd,message,wParam,lParam),

which can accomplish this task. But this is only a solution in windows. However I hope I can find a cross-platform solution. So I am wondering ,is there any equivalent of SendMessage, in U++. any hints are appreciated !

thanks in advance

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Subject: Re: Is there an equivalent of win32 API "SendMessage" in U++

Posted by [mirek](#) on Tue, 21 Aug 2007 20:34:09 GMT

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Not sure I understand. If hwnd is all you have to "contact" VTK, then you probably should not care about crossplatform at this level?

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Subject: Re: Is there an equivalent of win32 API "SendMessage" in U++

Posted by [bitsun](#) on Wed, 22 Aug 2007 10:47:58 GMT

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You mean this level is too low?

Here the window handle is of type void\* ,it can be obtained by vtkRenderWindow's method,so it is not necessarily a win32 windows handle.

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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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