
Subject: Win32: custom WM_XXXXX message processing
Posted by [Mindtraveller](#) on Mon, 18 May 2015 22:10:22 GMT
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Hi,

I need to process custom WM_XXXXX message under Win32. What is the optimal way of doing that? Looking into upsrc/CtrlCore/Win32Proc.cpp didn't give a clue on possibilities without patching U++ itself.

Subject: Re: Win32: custom WM_XXXXX message processing
Posted by [mirek](#) on Tue, 19 May 2015 09:45:48 GMT
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Use

```
virtual LRESULT Ctrl::WindowProc(UINT message, WPARAM wParam, LPARAM lParam);
```

(Windows host specific)
