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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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