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Subject: Win32's PostMessage equivalent in U++  
Posted by [kevinle10@gmail.com](mailto:kevinle10@gmail.com) on Sun, 06 May 2007 23:32:54 GMT  
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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

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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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Subject: Re: Win32's PostMessage equivalent in U++  
Posted by [fallingdutch](#) on Mon, 07 May 2007 06:17:41 GMT  
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Maybe it is easier to answer your question if you tell us what you want to do, there are many good solutions in Upp maybe there is already one for your problem.

Bas

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