

Re: The basics of Windows' messages

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 - *Date:* 7 Jun 2006 00:58:21 -0700
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Ney André de Mello Zunino a écrit :

<snip>

If no special measure is taken, the consequences are anything but nice. As mentioned in your response, if an application does not process messages timely, it will appear to be hung; in other words, it will not be responding to the user's input, requests for repainting by the system, etc.

The two workarounds for this situation which I know are:

- 1) write the lengthy processing as a separate thread; or
- 2) force the application to periodically deal with its message queue.

I would like to focus on item 2) for now.

William as already answered your questions about 2) in great details, but I would like to add that most experienced developers consider 2) to be a bad choice, and 1) to be the correct solution.

The main reason for that is that, if you follow the 2) way, you need to add calls to `ProcessMessages/DoEvents/PeekMessage` loop inside your lengthy processing code, which is an anathem from an encapsulation point of view, and is never an ideal solution. Among other things, how often you must run the `PeekMessage` loop in order to keep the UI responsive enough for the user depends on the lengthy treatment, but also on the speed of the target machine.

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