

Re: heeeeeeeeeeeeeeeeeellllllllllpppppppppppppppppppppp

TRUE and FALSE are constants that go with BOOL, which again predate bool/true/false by a decade. For consistent usage in Windows programming, most of us use TRUE/FALSE.
joe

On Fri, 3 Feb 2006 12:29:16 +0100, "Nicolas Bernard" <nicolas.bernard@xxxxxxxxxxxxxxx> wrote:

Just a little question about your comment.

Why is using char* a bad thing and why using sprintf a bad thing to, if one do not need to use widechar or unicode ?

Other question,
why testing "if (!bTest)" is better than "if (bTest == TRUE)" ?
(moreover why do we have TRUE and FALSE, and not true, false ?)

There are some naming convention I have discover since working on window, and I'm asking myself if those are juste windows or is normal convention, I mean like using UINT instead of unsigned int, BOOL instead of bool (since bool is just true or false, and BOOL is a number) ?

tx for lighting me 'bout that

"Joseph M. Newcomer" <newcomer@xxxxxxxxxxxx> wrote in message
<news:c6o1u1d9ei9jk0qr5gsa5ha59j78jt4mce@xxxxxxxxxxx>

HHHHHHHHHHHHHHHEEEEEEEEEEEEEEEEEERRRRRRRRRRRRRRRRRRREEEEEEEEEEEEEEEEE
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First, try to make your subject lines meaningful instead of childish.

There are lots of problems in the code you show, and probably the real problems are in the doce you didn't bother to show. See comments below.
joe

On 31 Jan 2006 08:32:30 -0800, "A P" <pinto.albert@xxxxxxxx> wrote:

i am trying to revive the file handles of an open process.

Define 'revive'. Are you suggesting these handles are dead? If they are dead, why do you think they have meaning?

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