

## Re: How to PostThreadMessages?

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2007-06/msg00243.html>

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- *From:* Joseph M. Newcomer <[newcomer@xxxxxxxxxxxxx](mailto:newcomer@xxxxxxxxxxxxx)>
  - *Date:* Mon, 04 Jun 2007 20:38:12 -0400
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You can't PostThreadMessage to a thread that does not have a message pump driving it..

Note that since the thread function is static, it has no CWinThread instance that would allow a CWinThread::PostMessage to have any effect, so the compiler diagnostic is correct.

But if you come up with a workaround for that, then it won't work, because there's no message pump.

You have to create a UI thread to handle this sort of thing, but it can't be doing anything else interesting for any long period of time or the thread messages won't be dequeued.

joe

On Mon, 4 Jun 2007 17:01:04 -0500, "jp2code" <[poojo.com/mail](mailto:poojo.com/mail)> wrote:

I'm trying to create a CWinThread derived class.

To start the thread using AfxBeginThread, I had to declare my UINT Loop function as static.

Now, how do I call other parts of my CWinThread derived class?

I have tried using PostThreadMessage, but this is an illegal call of a non-static member function.

So, how do I call other parts of my class?

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