

Re: Pointers... again... f-n noobs...

Source: http://coding.derkeiler.com/Archive/C_CPP/alt.comp.lang.learn.c-cpp/2004-03/1426.html

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Date: 03/27/04

Date: Fri, 26 Mar 2004 21:45:04 -0500

"TheEngine" <zmengine@shaw.ca> wrote in message
news:qOZ8c.13027\$R27.11563@pd7tw2no...

> *I'm a bit lost trying to setup a multimedia timer using the Win32 API –
I'm*

> *pretty sure I'm not using the parameters correctly (timeSetEvent and
> TestProc callback). Can anyone tell me how I can I do this?*

>

> *UINT uTimerID = 0;*

> *void CALLBACK TestProc(UINT, UINT, DWORD, DWORD, DWORD);*

> *typedef struct Test {*

> *int a;*

> *int b;*

> *} Test;*

>

> *// Called before the Win32 message loop begins*

> *uTimerID = timeSetEvent(100, 10, (LPTIMECALLBACK)TestProc, (DWORD)&tTimer,*

> *TIME_PERIODIC);*

>

>

> *// The Timer Proc*

> *void CALLBACK TestProc(UINT wTimerID, UINT msg, DWORD dwUser, DWORD dw1,*

> *DWORD dw2) {*

> *Test *tTimerData = (Test *)dw1;*

> *cout << tTimerData.a; // also tried with tTimerData '->'*

> *didn't work*

> *}*

>

> *Can anyone tell me what's wrong here?*

Plenty of example on the web. Looks like dw1 and dw2 are reserved and should not be used. You should be using dwUser to retrieve your user data (Test *tTimerData).