

# Re: linux to windows porting help

---

*Source:* <http://coding.derkeiler.com/Archive/General/comp.programming/2006-06/msg00668.html>

---

- *From:* "Rob Thorpe" <[robert.thorpe@xxxxxxxxxxxxx](mailto:robert.thorpe@xxxxxxxxxxxxx)>
  - *Date:* 19 Jun 2006 06:59:29 -0700
- 

Duane Arnold wrote:

Rob Thorpe wrote:

vamsi wrote:

Hi,  
Thanks all for the valuable suggestions.  
Presently i am working on win32 console applications. My primary task is to port all the IPC communication through Pipes, Message queues, and shared memory from linux to windows.

Though i was able to do it successfully for Pipes and Shared memory, i could not find a proper win32 API to implement Message queue communication between two different process(one process is created from other using CreateProcess, and these two processes must talk with each other using MQ).

I found the following functions so far, which didnt help,

1. PostThreadMessage – for Message queue between process and its thread.
2. SendMessage, PostMessage – uses the destination window handle as an argument. but since i am working on win32 console application ... I donn have any windows handle so unable to use these functions...

Are there any win32 API functions, where we can send messages to Queue

Re: linux to windows porting help

of a process using queue id like msgsnd() in linux???

Console applications in MS Windows have the ability to access all Windows objects including hwnds, dcs, windows, dialog boxes etc. There is really very little difference between a console app and a windowed app except that the latter doesn't have a console. Note that an app can only post messages to other apps on the same "desktop".

Ask the question on comp.os.ms-windows.programmer.win32 and someone will probably tell you exactly which calls to use for your application.

If you already have a working Windows program I see no reason to migrate it to .NET, it doesn't solve any problems.

I doubt that you have really seen both sides of the coin between the power of a .Net solution as opposed to what is happening currently on the MS platform. MS is going to leave the door open for awhile and then they are going to close it. I have got a 1,500 page book on using Windows API's and I'll never open it again.

I realise that .NET is a massive advance on the previous Win32 API. (Which is more than a criticism of the Win32 than anything).

My point was about general programming practice though. It generally isn't a good idea to re-write a program because of the existence or otherwise of other frameworks/languages which are better than those you're using. The best reason to rewrite is because the code \_in the program\_ is bad. For instance, in this case the OP would have to recode his program in C# which would be prone to much more error than porting the C he has.

I doubt that MS will discontinue support for the older API since so many programs use it. Though I know lots of people who write .NET code I haven't actually come across anyone using a .NET program on a Windows machine yet. Also .NET uses the older API internally making it difficult for MS to discontinue it.

.