Important window message numbers to memorize

devblogs.microsoft.com/oldnewthing/20091016-00

Raymond Chen

You probably know them already, but if you're new to Win32, here are some key window messages. I would normally suggest that you commit them to memory, but if you do enough debugging, you'll end up memorizing them anyway because you see them all the time.

`0x000F`	`WM_PAINT`
`0x001A`	`WM_WININICHANGE` / `WM_SETTINGCHANGE`
`0x0046`	`WM_WINDOWPOSCHANGING`
`0x0047`	`WM_WINDOWPOSCHANGED`
`0x004E`	`WM_NOTIFY`
`0x010n`	`WM_KEYxxx`
`0x0111`	`WM_COMMAND`
`0x0112`	`WM_SYSCOMMAND`
`0x0113`	`WM_TIMER`
`0x0200`	`WM_MOUSEMOVE`
`0x020n`	`WM_MOUSExxx`
`0x0400`	`WM_USER`
`0x8000`	`WM_APP`
`0xCxxx`	`RegisterWindowMessage`

I include `0x001A` in the list even though it is a low-traffic message because you do see it a lot when you are investigating hangs. The `WM_SETTINGCHANGE` (which also goes by the name `WM_WININICHANGE`) is a common culprit when investigating why your program has wedged: You're broadcasting a notification and there's a window in the system that isn't responding.

I know that Visual Studio has <u>a shortcut for decoding error codes</u>. I wonder if it has one for decoding message numbers.

<u>Raymond Chen</u>

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