**WPF Message Hook**

Purpose:

Illustrate how to access Win32 Message loop embedded within WPF Dispatcher.

This example:

1. Uses System.Windows.Interop.HwndSource to hook into the Dispatcher’s message loop.
2. Hooks are callback functions that are inserted into the message loop to give you access to the Windows messages.
3. You register for the callback with a System.EventHandler delegate.
4. Due to changes in rendering technology in WPF you won’t see any WM\_PAINT messages. Instead, Render events bubble down the WPF visual tree.

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