



This is part of **Win16 API** which allow to create versions of program from one source code to run under OS/2 and Win16. Under OS/2 program can be running under Win-OS/2 if program is Windows NE executable, and with help on Windows Libraries for OS/2, if it is OS/2 NE executable. [Here](#) is a WLO to OS/2 API mapping draft

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# PostQuitMessage

## Brief

The **PostQuitMessage** function posts a message to Windows indicating that an application is requesting to terminate execution (quit). This function is typically used in response to a `WM_DESTROY` message.

## Syntax

```
VOID WINAPI PostQuitMessage(int nExitCode);
```

## Parameters

- **nExitCode** — Specifies an application-defined exit code. It must be the **wParam** parameter of the `WM_QUIT` message.

## Return Code

This function does not return a value.

## Notes

- The `PostQuitMessage` function posts a `WM_QUIT` message to the application and returns immediately; the function simply indicates to the system that the application will request to quit some time in the future.
- When the application receives the `WM_QUIT` message, it should exit the message loop in the main function and return control to Windows.

## Example Code

## C Binding

```
#include <windows.h>

LRESULT CALLBACK __export WndProc(HWND hwnd, UINT msg, WPARAM wParam, LPARAM lParam)
{
    switch (msg)
    {
        case WM_DESTROY:
            PostQuitMessage(0);
            return 0;
    }
    return DefWindowProc(hwnd, msg, wParam, lParam);
}

int WINAPI WinMain(HANDLE hInstance, HANDLE hPrevInstance, LPSTR lpCmdLine, int nCmdShow)
{
    MSG msg;

    /* ... window class registration and creation ... */

    while (GetMessage(&msg, NULL, 0, 0))
    {
        TranslateMessage(&msg);
        DispatchMessage(&msg);
    }

    return (int)msg.wParam;
}
```

## MASM Binding

```
EXTRN PostQuitMessage:FAR

WndProc PROC FAR
    cmp     ax, WM_DESTROY
    je     handle_destroy
    ; ... other messages ...

handle_destroy:
    push   0                ; nExitCode = 0
    call   PostQuitMessage
    xor    ax, ax           ; return 0 (message handled)
    retf

WndProc ENDP
```

```

; Message loop that catches WM_QUIT
WinMain PROC FAR
    ; ... initialization ...

message_loop:
    lea    ax, msg
    push  ax                ; lpMsg
    push  0                 ; hWnd
    push  0                 ; wParam
    push  0                 ; lParam
    call  GetMessage
    cmp   ax, 0
    je    exit_app         ; FALSE - WM_QUIT received

    lea   ax, msg
    push ax
    call TranslateMessage
    lea  ax, msg
    push ax
    call DispatchMessage
    jmp  message_loop

exit_app:
    mov  ax, msg.wParam    ; return exit code from WM_QUIT
    retf

WinMain ENDP
    
```

## See also

- [MessageBox](#)
- [InitApp](#)
- [GetMessage](#)

Group	Functions
<b>Module Management</b>	<a href="#">GetVersion</a> <a href="#">GetModuleHandle</a> <a href="#">GetModuleUsage</a> <a href="#">GetModuleFileName</a> <a href="#">GetProcAddress</a> <a href="#">MakeProcInstance</a> <a href="#">FreeProcInstance</a> <a href="#">GetInstanceData</a> <a href="#">CatchThrow</a> <a href="#">GetCodeHandle</a> <a href="#">LoadLibrary</a> <a href="#">FreeLibrary</a>
<b>Global Memory Management</b>	<a href="#">GlobalAlloc</a> <a href="#">GlobalCompact</a> <a href="#">GlobalDiscard</a> <a href="#">GlobalFree</a> <a href="#">GlobalLock</a> <a href="#">GlobalReAlloc</a> <a href="#">GlobalSize</a> <a href="#">GlobalUnlock</a> <a href="#">GlobalFlags</a>
<b>Local Memory Management</b>	<a href="#">LocalInit</a> <a href="#">LocalAlloc</a> <a href="#">LocalCompact</a> <a href="#">LocalDiscard</a> <a href="#">LocalFree</a> <a href="#">LocalLock</a> <a href="#">LocalFreeze</a> <a href="#">LocalMelt</a> <a href="#">LocalReAlloc</a> <a href="#">LocalSize</a> <a href="#">LocalUnlock</a> <a href="#">LocalHandleDelta</a> <a href="#">LockData</a> <a href="#">UnlockData</a> <a href="#">LocalFlags</a>
<b>Task Scheduling</b>	<a href="#">GetCurrentTask</a> <a href="#">Yield</a> <a href="#">SetPriority</a>
<b>Resource Management</b>	<a href="#">AddFontResource</a> <a href="#">RemoveFontResource</a> <a href="#">LoadBitmap</a> <a href="#">LoadCursor</a> <a href="#">LoadIcon</a> <a href="#">LoadMenu</a> <a href="#">LoadString</a> <a href="#">LoadAccelerators</a> <a href="#">FindResource</a> <a href="#">LoadResource</a> <a href="#">AllocResource</a> <a href="#">LockResource</a> <a href="#">FreeResource</a> <a href="#">AccessResource</a> <a href="#">SizeofResource</a> <a href="#">SetResourceHandler</a>
<b>String Manipulation</b>	<a href="#">AnsiUpper</a> <a href="#">AnsiLower</a> <a href="#">AnsiNext</a> <a href="#">AnsiPrev</a> <a href="#">AnsiUpperBuff</a> <a href="#">AnsiLowerBuff</a> <a href="#">Istrcmp</a> <a href="#">Istrcmpi</a> <a href="#">IsCharAlpha</a> <a href="#">IsCharAlphaNumeric</a> <a href="#">IsCharUpper</a> <a href="#">IsCharLower</a> <a href="#">_wsprintf</a> <a href="#">wvsprintf</a>

Group	Functions
<b>Atom Management</b>	<a href="#">InitAtomTable</a> <a href="#">AddAtom</a> <a href="#">DeleteAtom</a> <a href="#">FindAtom</a> <a href="#">GetAtomName</a> <a href="#">GlobalAddAtom</a> <a href="#">GlobalDeleteAtom</a> <a href="#">GlobalFindAtom</a> <a href="#">GlobalGetAtomName</a>
<b>Initialization Files</b>	<a href="#">GetProfileInt</a> <a href="#">GetProfileString</a> <a href="#">WriteProfileString</a>
<b>Debugging</b>	<a href="#">FatalExit</a>
<b>File Input/Output</b>	<a href="#">_lopen</a> <a href="#">_lcreat</a> <a href="#">_lseek</a> <a href="#">_lread</a> <a href="#">_lwrite</a> <a href="#">_lclose</a> <a href="#">OpenFile</a> <a href="#">GetTempFileName</a> <a href="#">GetTempDrive</a>
<b>Registry</b>	<a href="#">RegOpenKey</a> <a href="#">RegCreateKey</a> <a href="#">RegCloseKey</a> <a href="#">RegDeleteKey</a> <a href="#">RegSetValue</a> <a href="#">RegQueryValue</a> <a href="#">RegEnumKey</a>
<b>Window Management</b>	<a href="#">CreateWindow</a> <a href="#">CreateWindowEx</a> <a href="#">DestroyWindow</a> <a href="#">ShowWindow</a> <a href="#">CloseWindow</a> <a href="#">OpenIcon</a> <a href="#">MoveWindow</a> <a href="#">SetWindowPos</a> <a href="#">BringWindowToTop</a> <a href="#">GetWindow</a> <a href="#">GetParent</a> <a href="#">SetParent</a> <a href="#">GetNextWindow</a> <a href="#">GetTopWindow</a> <a href="#">GetWindowRect</a> <a href="#">GetClientRect</a> <a href="#">AdjustWindowRect</a> <a href="#">AdjustWindowRectEx</a> <a href="#">EnableWindow</a> <a href="#">IsWindowEnabled</a> <a href="#">IsWindowVisible</a> <a href="#">IsIconic</a> <a href="#">IsZoomed</a> <a href="#">IsWindow</a> <a href="#">IsChild</a> <a href="#">FindWindow</a> <a href="#">EnumWindows</a> <a href="#">EnumChildWindows</a> <a href="#">EnumTaskWindows</a> <a href="#">GetDesktopWindow</a> <a href="#">GetDesktopHwnd</a> <a href="#">WindowFromPoint</a> <a href="#">ChildWindowFromPoint</a> <a href="#">GetWindowText</a> <a href="#">SetWindowText</a> <a href="#">GetWindowTextLength</a> <a href="#">GetClassName</a> <a href="#">GetWindowLong</a> <a href="#">SetWindowLong</a> <a href="#">GetWindowWord</a> <a href="#">SetWindowWord</a> <a href="#">GetWindowTask</a> <a href="#">GetWindowPlacement</a> <a href="#">SetWindowPlacement</a> <a href="#">ArrangeIconicWindows</a> <a href="#">CascadeChildWindows</a> <a href="#">TileChildWindows</a> <a href="#">ShowOwnedPopups</a> <a href="#">AnyPopup</a> <a href="#">GetLastActivePopup</a> <a href="#">SetActiveWindow</a> <a href="#">GetActiveWindow</a> <a href="#">SetFocus</a> <a href="#">GetFocus</a> <a href="#">SetCapture</a> <a href="#">GetCapture</a> <a href="#">ReleaseCapture</a> <a href="#">SetSysModalWindow</a> <a href="#">GetSysModalWindow</a> <a href="#">LockWindowUpdate</a> <a href="#">RedrawWindow</a> <a href="#">UpdateWindow</a> <a href="#">InvalidateRect</a> <a href="#">InvalidateRgn</a> <a href="#">ValidateRect</a> <a href="#">ValidateRgn</a> <a href="#">GetUpdateRect</a> <a href="#">GetUpdateRgn</a> <a href="#">ExcludeUpdateRgn</a> <a href="#">BeginDeferWindowPos</a> <a href="#">DeferWindowPos</a> <a href="#">EndDeferWindowPos</a> <a href="#">FlashWindow</a>
<b>Message Handling</b>	<a href="#">GetMessage</a> <a href="#">PeekMessage</a> <a href="#">PostMessage</a> <a href="#">PostAppMessage</a> <a href="#">SendMessage</a> <a href="#">ReplyMessage</a> <a href="#">InSendMessage</a> <a href="#">WaitMessage</a> <a href="#">TranslateMessage</a> <a href="#">DispatchMessage</a> <a href="#">GetMessagePos</a> <a href="#">GetMessageTime</a> <a href="#">GetMessageExtraInfo</a> <a href="#">PostQuitMessage</a> <a href="#">RegisterWindowMessage</a> <a href="#">SetMessageQueue</a> <a href="#">GetQueueStatus</a> <a href="#">GetInputState</a> <a href="#">QuerySendMessage</a>
<b>Painting and Drawing</b>	<a href="#">BeginPaint</a> <a href="#">EndPaint</a> <a href="#">GetDC</a> <a href="#">GetDCEX</a> <a href="#">GetWindowDC</a> <a href="#">ReleaseDC</a> <a href="#">DrawText</a> <a href="#">GrayString</a> <a href="#">TabbedTextOut</a> <a href="#">GetTabbedTextExtent</a> <a href="#">FillRect</a> <a href="#">InvertRect</a> <a href="#">FrameRect</a> <a href="#">DrawFocusRect</a> <a href="#">DrawIcon</a> <a href="#">ScrollDC</a> <a href="#">ScrollWindow</a> <a href="#">ScrollWindowEx</a> <a href="#">FillWindow</a> <a href="#">PaintRect</a> <a href="#">GetControlBrush</a>
<b>Menus</b>	<a href="#">CreateMenu</a> <a href="#">CreatePopupMenu</a> <a href="#">DestroyMenu</a> <a href="#">GetMenu</a> <a href="#">SetMenu</a> <a href="#">GetSystemMenu</a> <a href="#">GetSubMenu</a> <a href="#">AppendMenu</a> <a href="#">InsertMenu</a> <a href="#">ModifyMenu</a> <a href="#">DeleteMenu</a> <a href="#">RemoveMenu</a> <a href="#">ChangeMenu</a> <a href="#">CheckMenuItem</a> <a href="#">EnableMenuItem</a> <a href="#">HiliteMenuItem</a> <a href="#">GetMenuState</a> <a href="#">GetMenuString</a> <a href="#">GetMenuItemCount</a> <a href="#">GetMenuItemID</a> <a href="#">DrawMenuBar</a> <a href="#">TrackPopupMenu</a> <a href="#">GetMenuCheckMarkDimensions</a> <a href="#">SetMenuItemBitmaps</a> <a href="#">IsMenu</a>
<b>Clipboard</b>	<a href="#">OpenClipboard</a> <a href="#">CloseClipboard</a> <a href="#">EmptyClipboard</a> <a href="#">GetClipboardOwner</a> <a href="#">GetOpenClipboardWindow</a> <a href="#">SetClipboardData</a> <a href="#">GetClipboardData</a> <a href="#">CountClipboardFormats</a> <a href="#">EnumClipboardFormats</a> <a href="#">RegisterClipboardFormat</a> <a href="#">GetClipboardFormatName</a> <a href="#">IsClipboardFormatAvailable</a> <a href="#">GetPriorityClipboardFormat</a> <a href="#">SetClipboardViewer</a> <a href="#">GetClipboardViewer</a> <a href="#">ChangeClipboardChain</a>
<b>Caret</b>	<a href="#">CreateCaret</a> <a href="#">DestroyCaret</a> <a href="#">SetCaretPos</a> <a href="#">GetCaretPos</a> <a href="#">HideCaret</a> <a href="#">ShowCaret</a> <a href="#">SetCaretBlinkTime</a> <a href="#">GetCaretBlinkTime</a>

Group	Functions
<b>Cursor and Icon</b>	SetCursor GetCursor SetCursorPos GetCursorPos ShowCursor ClipCursor GetClipCursor LoadCursor LoadIcon CreateCursor CreateIcon CopyCursor CopyIcon DestroyCursor DestroyIcon CreateCursorIconIndirect
<b>Scroll Bars</b>	SetScrollPos GetScrollPos SetScrollRange GetScrollRange ShowScrollBar EnableScrollBar CalcChildScroll
<b>Dialog Boxes</b>	DialogBox DialogBoxIndirect DialogBoxParam DialogBoxIndirectParam CreateDialog CreateDialogIndirect CreateDialogParam CreateDialogIndirectParam EndDialog GetDlgItem SetDlgItemText GetDlgItemText SetDlgItemInt GetDlgItemInt CheckDlgButton IsDlgButtonChecked CheckRadioButton SendDlgItemMessage GetNextDlgGroupItem GetNextDlgTabItem GetDlgCtrlID IsDialogMessage MapDialogRect GetDialogBaseUnits DefDlgProc DlgDirList DlgDirListComboBox DlgDirSelect DlgDirSelectEx DlgDirSelectComboBox DlgDirSelectComboBoxEx
<b>Device Context Management</b>	GetDC GetDCEX GetWindowDC ReleaseDC SaveDC RestoreDC CreateDC CreateCompatibleDC DeleteDC ResetDC
<b>Coordinates and Transformations</b>	SetMapMode GetMapMode SetWindowOrg GetWindowOrg SetWindowExt GetWindowExt SetViewportOrg GetViewportOrg SetViewportExt GetViewportExt OffsetWindowOrg OffsetViewportOrg ScaleWindowExt ScaleViewportExt DPToLP LPtoDP
<b>Drawing Functions</b>	SetPixel GetPixel MoveTo LineTo Polyline Polygon PolyPolygon Rectangle RoundRect Ellipse Arc Chord Pie FloodFill ExtFloodFill DrawFocusRect PatBlt BitBlt StretchBlt StretchDIBits SetDIBits GetDIBits SetDIBitsToDevice
<b>Regions</b>	CreateRectRgn CreateRectRgnIndirect CreateRoundRectRgn CreateEllipticRgn CreateEllipticRgnIndirect CreatePolygonRgn CreatePolyPolygonRgn CombineRgn EqualRgn OffsetRgn FillRgn FrameRgn InvertRgn PaintRgn SelectClipRgn ExcludeClipRect IntersectClipRect OffsetClipRgn GetClipBox GetRgnBox PtInRegion RectInRegion SetRectRgn
<b>Bitmaps</b>	CreateBitmap CreateBitmapIndirect CreateCompatibleBitmap CreateDiscardableBitmap CreateDIBitmap CreateDIBPatternBrush SetBitmapBits GetBitmapBits SetBitmapDimension GetBitmapDimension
<b>Brushes and Pens</b>	CreateSolidBrush CreateHatchBrush CreatePatternBrush CreateBrushIndirect CreatePen CreatePenIndirect SetBrushOrg GetBrushOrg SelectObject GetObject DeleteObject GetStockObject UnrealizeObject
<b>Fonts and Text</b>	CreateFont CreateFontIndirect CreateScalableFontResource AddFontResource RemoveFontResource EnumFonts EnumFontFamilies GetTextMetrics GetTextExtent GetTextFace GetCharWidth GetCharABCWidths GetOutlineTextMetrics GetGlyphOutline GetKerningPairs SetTextColor GetTextColor SetBkColor GetBkColor SetBkMode GetBkMode SetTextAlign GetTextAlign SetTextCharacterExtra GetTextCharacterExtra SetTextJustification TextOut ExtTextOut TabbedTextOut GetTabbedTextExtent
<b>Metafiles</b>	CreateMetaFile CloseMetaFile DeleteMetaFile CopyMetaFile GetMetaFile GetMetaFileBits SetMetaFileBits PlayMetaFile PlayMetaFileRecord EnumMetaFile IsValidMetaFile
<b>Printing</b>	StartDoc EndDoc StartPage EndPage SetAbortProc AbortDoc QueryAbort OpenJob CloseJob DeleteJob WriteSpool StartSpoolPage EndSpoolPage SpoolFile
<b>Palettes</b>	CreatePalette SelectPalette RealizePalette GetPaletteEntries SetPaletteEntries ResizePalette AnimatePalette UpdateColors GetNearestPaletteIndex GetNearestColor SetSystemPaletteUse GetSystemPaletteUse GetSystemPaletteEntries
<b>Device Capabilities</b>	GetDeviceCaps GetRasterizerCaps GetEnvironment SetEnvironment GetAspectRatioFilter Escape CreateIC

Group	Functions
<b>Miscellaneous GDI</b>	<a href="#">SetROP2</a> <a href="#">GetROP2</a> <a href="#">SetPolyFillMode</a> <a href="#">GetPolyFillMode</a> <a href="#">SetStretchBltMode</a> <a href="#">GetStretchBltMode</a> <a href="#">SetMapperFlags</a> <a href="#">GetMapperFlags</a> <a href="#">LineDDA</a> <a href="#">MulDiv</a> <a href="#">GetCurrentPosition</a> <a href="#">GetBoundsRect</a> <a href="#">SetBoundsRect</a> <a href="#">FastWindowFrame</a>
<b>Timer</b>	<a href="#">SetTimer</a> <a href="#">KillTimer</a> <a href="#">GetTickCount</a> <a href="#">GetTimerResolution</a> <a href="#">GetCurrentTime</a>
<b>Hooks</b>	<a href="#">SetWindowsHook</a> <a href="#">SetWindowsHookEx</a> <a href="#">UnhookWindowsHook</a> <a href="#">UnhookWindowsHookEx</a> <a href="#">CallNextHookEx</a> <a href="#">DefHookProc</a> <a href="#">CallMsgFilter</a>
<b>Communications</b>	<a href="#">OpenComm</a> <a href="#">CloseComm</a> <a href="#">ReadComm</a> <a href="#">WriteComm</a> <a href="#">SetCommState</a> <a href="#">GetCommState</a> <a href="#">GetCommError</a> <a href="#">TransmitCommChar</a> <a href="#">SetCommEventMask</a> <a href="#">GetCommEventMask</a> <a href="#">SetCommBreak</a> <a href="#">ClearCommBreak</a> <a href="#">UngetCommChar</a> <a href="#">BuildCommDCB</a> <a href="#">EscapeCommFunction</a> <a href="#">FlushComm</a> <a href="#">EnableCommNotification</a>
<b>Networking (WNet)</b>	<a href="#">WNetErrorText</a> <a href="#">WNetOpenJob</a> <a href="#">WNetCloseJob</a> <a href="#">WNetAbortJob</a> <a href="#">WNetHoldJob</a> <a href="#">WNetReleaseJob</a> <a href="#">WNetCancelJob</a> <a href="#">WNetSetJobCopies</a> <a href="#">WNetWatchQueue</a> <a href="#">WNetUnwatchQueue</a> <a href="#">WNetLockQueueData</a> <a href="#">WNetUnlockQueueData</a> <a href="#">WNetGetConnection</a> <a href="#">WNetGetCaps</a> <a href="#">WNetDeviceMode</a> <a href="#">WNetBrowseDialog</a> <a href="#">WNetGetUser</a> <a href="#">WNetAddConnection</a> <a href="#">WNetCancelConnection</a> <a href="#">WNetGetError</a> <a href="#">WNetGetErrorText</a> <a href="#">WNetEnable</a> <a href="#">WNetDisable</a> <a href="#">WNetRestoreConnection</a> <a href="#">WNetWriteJob</a> <a href="#">WNetConnectDialog</a> <a href="#">WNetDisconnectDialog</a> <a href="#">WNetConnectionDialog</a> <a href="#">WNetViewQueueDialog</a> <a href="#">WNetPropertyDialog</a> <a href="#">WNetGetDirectoryType</a> <a href="#">WNetDirectoryNotify</a> <a href="#">WNetGetPropertyText</a>
<b>System Information</b>	<a href="#">GetSystemMetrics</a> <a href="#">GetSysColor</a> <a href="#">SetSysColors</a> <a href="#">SystemParametersInfo</a> <a href="#">GetFreeSystemResources</a> <a href="#">GetSystemDebugState</a> <a href="#">GetDoubleClickTime</a> <a href="#">SetDoubleClickTime</a> <a href="#">SwapMouseButton</a> <a href="#">GetKeyState</a> <a href="#">GetAsyncKeyState</a> <a href="#">GetKeyboardState</a> <a href="#">SetKeyboardState</a> <a href="#">mouse_event</a> <a href="#">GetMouseEventProc</a> <a href="#">EnableHardwareInput</a> <a href="#">IsUserIdle</a> <a href="#">LockInput</a> <a href="#">MessageBeep</a> <a href="#">WinHelp</a>
<b>Window Classes</b>	<a href="#">RegisterClass</a> <a href="#">RegisterClassEx</a> <a href="#">UnregisterClass</a> <a href="#">GetClassInfo</a> <a href="#">GetClassInfoEx</a> <a href="#">GetClassWord</a> <a href="#">SetClassWord</a> <a href="#">GetClassLong</a> <a href="#">SetClassLong</a> <a href="#">GetClassName</a>
<b>Window Properties</b>	<a href="#">SetProp</a> <a href="#">GetProp</a> <a href="#">RemoveProp</a> <a href="#">EnumProps</a>
<b>MDI Support</b>	<a href="#">DefFrameProc</a> <a href="#">DefMDIChildProc</a> <a href="#">TranslateMDISysAccel</a>
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<b>Miscellaneous</b>	<a href="#">InitApp</a> <a href="#">ExitWindows</a> <a href="#">ExitWindowsExec</a> <a href="#">OLDEXITWINDOWS</a> <a href="#">BEAR11</a> <a href="#">BEAR86</a> <a href="#">BEAR182</a> <a href="#">UserSeeUserDo</a> <a href="#">OldSetDeskPattern</a> <a href="#">SetRect</a> <a href="#">SetRectEmpty</a> <a href="#">CopyRect</a> <a href="#">IsRectEmpty</a> <a href="#">PtInRect</a> <a href="#">OffsetRect</a> <a href="#">InflateRect</a> <a href="#">IntersectRect</a> <a href="#">UnionRect</a> <a href="#">EqualRect</a> <a href="#">SubtractRect</a>

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