~2ms

How long is an audio buffer?

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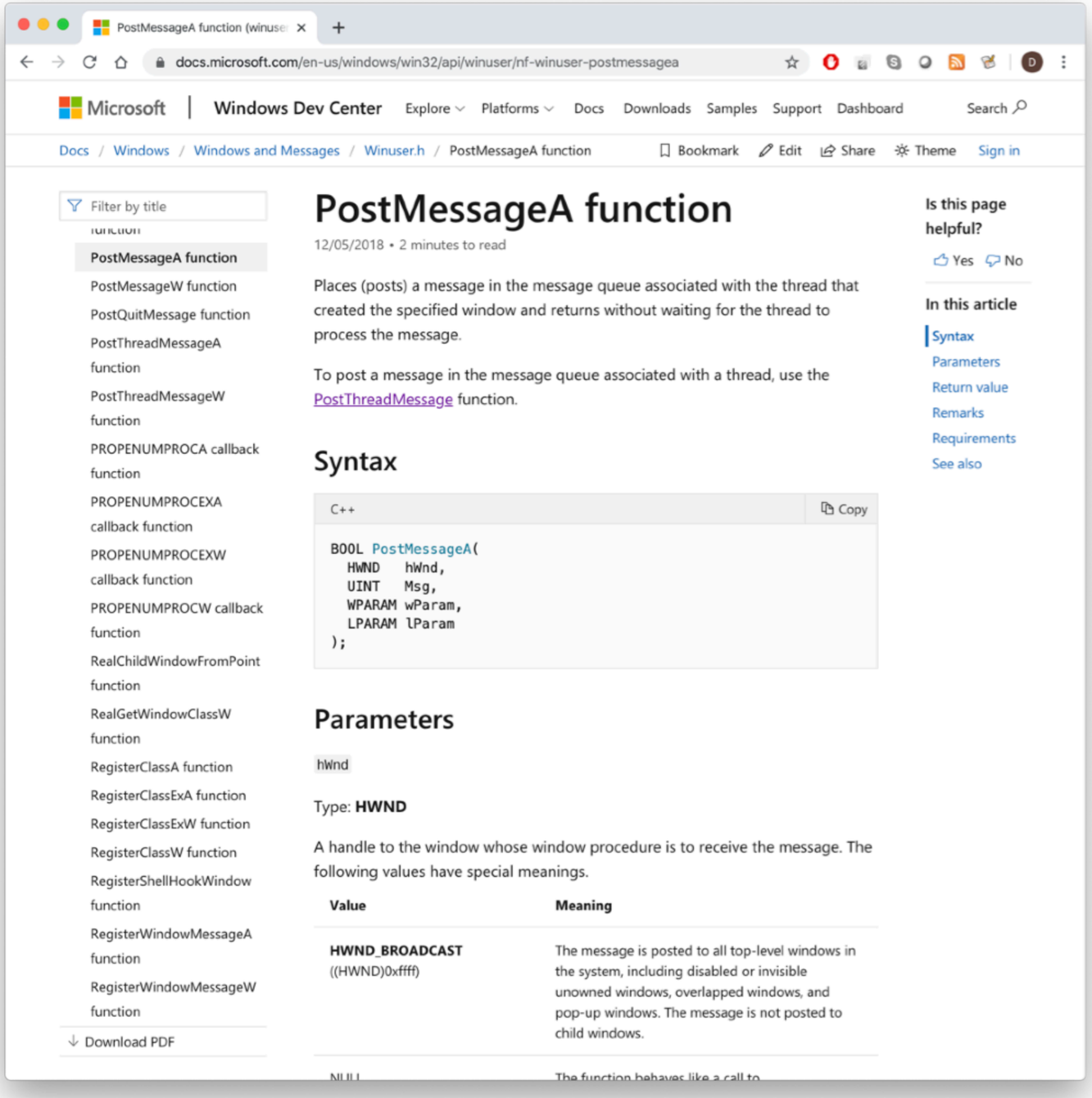
~2ms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PostMessageA function
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Places (posts) a message in the message queue associated with the thread that created the specified window and returns without waiting for the thread to process the message.
To post a message in the message queue associated with a thread, use the PostThreadMessage function.
Syntax
C++
Copy
BOOL PostMessageA(
HWND hWnd,
UINT Msg,
WPARAM wParam,
LPARAM lParam
);
Parameters
hWnd
Type: HWND
A handle to the window whose window procedure is to receive the message. The following values have special meanings.
Value
Meaning
HWND_BROADCAST
((HWND)0xffff)
The message is posted to all top-level windows in the system, including disabled or invisible unowned windows, overlapped windows, and pop-up windows. The message is not posted to child windows.
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