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Thread: [\[VB.NET\]Windows Live Messenger "Now Playing"](#)

codepoet - May 1, 2010, 8:56 pm

originally posted on dotnet-snippets.com

Description:

This class allows you to send a string to Windows Live Messenger to let other users see what you are just listening, like Windows Media Player.

Code Imports System.Runtime.InteropServices

Public Class MSNStatusMessage

```
Private Declare Function FindWindowEx Lib "user32" Alias "FindWindowExA" ( _  
    ByVal hWnd1 As Integer, _  
    ByVal hWnd2 As Integer, _  
    ByVal lpsz1 As String, _  
    ByVal lpsz2 As String) _  
    As Integer
```

```
Private Declare Function SendMessage Lib "user32" Alias "SendMessageA" ( _  
    ByVal Hwnd As Integer, _  
    ByVal wMsg As Integer, _  
    ByVal wParam As Integer, _  
    ByVal lParam As Integer) _  
    As Integer
```

```
Private Const WM_COPYDATA As Short = 74
```

```
Private Structure COPYDATASTRUCT  
    Public dwData As Integer  
    Public cbData As Integer  
    Public lpData As Integer  
End Structure
```

```
Public Enum EnumCategory As Integer  
    Music = 0  
    Games = 1  
    Office = 2  
End Enum
```

```
Public Shared Sub SendStatusMessage(ByVal Enable As Boolean, ByVal Category As  
EnumCategory, Optional ByVal Message As String = "")  
    Dim Data As COPYDATASTRUCT  
    Dim Buffer As String = "\0" & Category.ToString + "\0" & If(Enable, "1", "0") & "\0{0}\0" &  
Message & "\0\0\0\0" & Chr(0) & ""  
    Dim Handle As Integer = 0
```

```
Data.dwData = 1351
Data.lpData = VarPtr(Buffer)
Data.cbData = Buffer.Length * 2
```

```
Handle = FindWindowEx(0, Handle, "MsnMsgrUIManager", Nothing)
```

```
If Handle > 0 Then
    SendMessage(Handle, WM_COPYDATA, 0, VarPtr(Data))
End If
End Sub
```

```
Private Shared Function VarPtr(ByVal e As Object) As Integer
    Dim GC As GCHandle = GCHandle.Alloc(e, GCHandleType.Pinned)
    Dim GC2 As Integer = GC.AddrOfPinnedObject.ToInt32
    GC.Free()
    Return GC2
End Function
End Class
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```

iRtehLeet™ - May 1, 2010, 10:58 pm

Usage:

Code 'Enum can show games icon, music icon etc
SendMessage(True, EnumCategoryGames, "Whatever you want to write")
I think this could be used for spreading!

codepoet - May 2, 2010, 8:26 am

that correct...

2short

Cunt - May 2, 2010, 8:34 am

@ iRtehLeet it shud be

Code SendMessage(True, EnumCategory.Games, "Whatever you want to write")
there shud be a . i kno what you ment i gota ya but some newbs might not :)

Byte - May 2, 2010, 8:37 am

Seems really good, might use it.

Thanks

Cunt - May 2, 2010, 8:44 am

for people who are lazy - :

<http://www.multiupload.com/5FLOYBXZ5R>

i put it together so you can play around :) has RADIO BUTTONS ZOMG :o
also crow ima + rep u for ur posting rage

Byte - May 2, 2010, 8:46 am

<http://dotnet-snippets.com/dns/windows-live-messenger-now-playing-SID590.aspx>

