
Subject: Re: Can a CALL_EXTERNAL .dll create a window?

Posted by [Rick Towler](#) on Fri, 29 Aug 2003 21:56:25 GMT

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"Karl Schultz" wrote in message...

>

> "Matt Feinstein" wrote in message...

>> Hi all--

>>

>> I'm trying to write a CALL_EXTERNAL .dll that does off-screen

>> hardware-assisted OpenGL rendering.

>

> One (rather different) approach is to create an object of some sort that is

> derived from an existing IDL graphics object and override its Draw method.

> You can override the Draw method in IDL .PRO code and have it do a

> CALL_EXTERNAL to your C code that calls OpenGL. At this point, there is

> already a window and GL context active that were created by IDL and are the

> window and GL context that your OpenGL calls will be directed to. Of

> course, this means you'll be using a window provided by IDL.

>

> I know this works because I recently hacked up a class derived from

> IDLgrVolume that calls the Volume Graphics library (VGL -

> <http://www.volumegraphics.com/products/vgl/>) to render a volume, instead of

> using IDL's volume renderer. When I told the VGL to render, it just happily

> used its OpenGL calls in the IDL window and context. The results were

> pretty encouraging, but my time and trial VGL license expired. I've been

> thinking about tossing what I have into the user-contrib lib anyhow.

>

Hi Karl,

When you get a chance, *do* put this into the user contrib site. It sounds like a wad of fun just waiting to burn my time.

-Rick
