
Subject: Re: Can a CALL_EXTERNAL .dll create a window?
Posted by [Matt Feinstein](#) on Fri, 29 Aug 2003 20:33:27 GMT
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In article <bio955\$1p8m\$1@nntp6.u.washington.edu>, Rick Towler
<rtowler@u.washington.edu> wrote:

> "Matt Feinstein" wrote in message...

>

>> I'm trying to write a CALL_EXTERNAL .dll that does off-screen
>> hardware-assisted OpenGL rendering. My first try crashes IDL pretty
>> much immediately, so I'm trying to eliminate possibilities for bugs.
>> This tends to be difficult, since you can't run a .dll by itself... &
>> it would be good if I could get some help in focussing my efforts on
>> likely suspects.

>

> Can I ask why you are doing your own GL rendering? I have toyed with this
> idea but I haven't been able to justify the effort.

We've found that there are advantages to 'exposing' the OpenGL pipeline
to IDL when you are doing image analysis. As a bonus, it's
educational-- people get familiar with OpenGL's terminology and states.
I guess that if you're making application programs or GUIs, it's a
somewhat different story.

>> The first suspect I can think of is that I have to create a Win32
>> window in the .dll. The reason I have to do this is that to get an
>> off-screen hardware assisted rendering context one -has- to begin with
>> an on-screen hardware assisted rendering context, which, in turn,
>> means that you have to create a window. Is there a fatal difficulty in
>> doing this in an IDL CALL_EXTERNAL .dll? Or, better, is there some
>> combination of window properties that make it OK?

>

> I hope someone from RSI will answer your question since few if any of us on
> the list can answer this one.

>

> I would take a stab that yes, you can create windows. Have you tried simply
> creating a window and destroying it? Write a main routine for this test
> function so you can run it as an .exe to make sure you are setting your
> calls up correctly. Then take it a step at a time.

I'll try that-- after the holiday, I guess...

> Also, why not a DLM?

>

CALL_EXTERNALs seem a lot easier.

Matt
