Subject: Re: Can a CALL_EXTERNAL .dll create a window?
Posted by Rick Towler on Fri, 29 Aug 2003 19:21:01 GMT
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"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 possibilites 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.

> 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.

Also, why not a DLM?

-Rick