
Subject: Can a CALL_EXTERNAL .dll create a window?
Posted by [Matt Feinstein](#) on Fri, 29 Aug 2003 15:37:00 GMT
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Hi all--

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.

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?

Any help here would be appreciated.

Matt Feinstein

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There is no virtue in believing something that can be proved to be true.
