
Subject: Re: Can a CALL_EXTERNAL .dll create a window?
Posted by [Matt Feinstein](#) on Thu, 04 Sep 2003 12:27:29 GMT
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On Wed, 3 Sep 2003 12:37:56 -0700, "Rick Towler"
<rtowler@u.washington.edu> wrote:

>
> Hi Matt,
>
> Would you be willing/able to share some example code? I understand if you
> can't, but need to ask. I have wanted to play with this for a while but I
> am having a hard time justifying the investment of time. Anything that
> could help speed the process would be greatly appreciated.
>
> -Rick
>

We've drifted off-topic here-- into the wilds of OpenGL and Win32
programming...

I'll email you code for a Win32 executable that creates an off-screen
hardware-accelerated OpenGL context and then queries it for its
properties. It's not hard to convert this code into a CALL_EXTERNAL
.dll, but note the comments I made in my previous post.

If anyone else wants the code, email me at matt.feinstein@jhuapl.edu

Matt Feinstein

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