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.