
Subject: Re: Can a CALL_EXTERNAL .dll create a window?
Posted by [Rick Towler](#) on Wed, 03 Sep 2003 19:37:56 GMT
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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

"Matt Feinstein" wrote in message ...

> On Fri, 29 Aug 2003 11:37:00 -0400, Matt Feinstein > wrote:

>

>> Hi all--

>>

>

> ... was trying to create a Win32 window in a CALL_EXTERNAL .dll, but
> seemed to be getting nowhere...

>

>> Matt Feinstein

>

> Since I asked the question, I guess I should now answer it.

>

> Yes, you can create a Win32 window in a CALL_EXTERNAL .dll, complete
> with a window class and a runty WinProc to handle WM_CREATE and
> WM_DESTROY events that are generated when you create and destroy the
> window. In places in the Win32 hocus-pocus where I needed an instance,
> I used GetModuleHandle(NULL). I'd say, FWIW, that it's a testament to
> IDL's stability that one can get away with this sort of thing...

>

> And, the 'crash' that I was getting initially was due to how I was
> treating the WM_DESTROY event-- I called PostQuitMessage(0)-- which,
> correctly, forced IDL to quit.

>

> D'oh.

>

> And, not only that, but the .dll does the desired hardware-accelerated
> off-screen rendering!

>

> Matt Feinstein

>

> --

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