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

View Forum Message <> Reply to Message

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 guit. > 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.