
Subject: Re: Can a CALL_EXTERNAL .dll create a window?
Posted by [Matt Feinstein](#) on Wed, 03 Sep 2003 18:02:20 GMT
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On Fri, 29 Aug 2003 11:37:00 -0400, Matt Feinstein <nospam@here.com>
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

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