"David Fanning" <davidf@dfanning.com> wrote in message
news:MPG.1b9655853c8250989854@news.frii.com...
> Karl Schultz writes:
>
>> But I think that this will be hard to make work with VTK because I doubt
>> that VTK exposes an entry point that will just make blind OpenGL calls
>> without making its own GL context current or otherwise somehow relying
on
>> its ownership of the window. I could be wrong about that - you might
find a
>> low-level "draw myself" method on some VTK primitive you are interested
in
>> that would normally be called by a VTK scene graph traverser.
>
> Yeah, good luck! :-(

Well, yeah. I probably shouldn't have mentioned it. Just because it worked
for VGL, doesn't mean it would for VTK. It does, however, point out that
you can call a DLM that makes OpenGL calls, using the IDL context.

I have a feeling that the OP really wants to call VTK to have it do more
than just draw stuff.

Karl