
Subject: Re: VTK + IDL

Posted by [Karl Schultz](#) on Wed, 25 Aug 2004 18:17:55 GMT

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"Rick Towler" <rtowler@xxx.u.washington.edu> wrote in message
news:cgifuc\$6pt\$1@gnus01.u.washington.edu...

> Karl Schultz wrote:

>

>

>> You would need two things for this -

>>

>> 1) A way to get an OS-level window ID for the window that IDL created in
a

>> WIDGET_DRAW widget.

>> 2) A way to pass this window ID to VTK and tell it to use that instead
of

>> creating its own.

>>

>> I am pretty sure that (1) does not exist, and the VTK docs would
indicate if

>> (2) is possible.

>

>

> I'll join the chorus in saying that IDL can probably do all you need it
> to do and that I would think you would be crazy to write an IDL->VTK
> .dlm. But then again, I know I have made my share of questionable
> project design decisions because I couldn't resist a challenge :)

>

> To Karl's point, (1) exists in the win32 api. The GetActiveWindow()
> function will return (you guessed it) a handle to the active window. If
> you write your IDL code such that you call this function in your .dlm
> right after the window is realized then you're pretty safe. I use this
> in my directInput .dlm.

Neat. I was actually going to mumble-post something about using X11 calls
to root around in the X window tree, looking for the drawing window, but
then couldn't think of the equivalent sort of thing for Windows. Do you
call the dlm from an event handler for something like an expose event? It
seems like you would stand a better chance of getting the right window if
so.

Karl
