
Subject: Re: VTK + IDL

Posted by [Rick Towler](#) on Wed, 25 Aug 2004 16:48:55 GMT

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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.

Good luck. If you get something working you'll surely post the code, right? ;)

-Rick
