
Subject: Re: VTK + IDL

Posted by [David Fanning](#) on Wed, 25 Aug 2004 14:52:06 GMT

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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! :-(

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
