

Re: CreateDevice() returns D3DERR_INVALIDCALL

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.graphics/2007-01/ms>

- *From:* "PaulH" <paul.heil@xxxxxxxx>
 - *Date:* 18 Jan 2007 15:36:18 -0800
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On Jan 18, 4:52 pm, legalize+jee...@xxxxxxxxxxxxxxxxxxxx (Richard [Microsoft Direct3D MVP]) wrote:

[Please do not mail me a copy of your followup]

"PaulH" <paul.h...@xxxxxxxx> spake the secret code <1169159281.857148.189...@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> thusly:

I have a dialog app where I'd like to have a control that is direct3d rendered. So, when this control's window is created I call an CreateDevice() as below. But, it always fails with the error code D3DERR_INVALIDCALL (0x8876086c). [...]Standard questions apply:

- what versoin of the SDK are you using?

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- Debug runtime installed?

Yes

- Debug runtime selected?

Yes

- What does the debug output say when you run your app?

Now this is interesting... I turned the debug up to the max in the "DirectX Properties" app and now I see this:
Direct3D9: (INFO) :Direct3D9 Debug Runtime selected.
Direct3D9: (ERROR) :Neither hDeviceWindow nor Focus window specified.
CreateDevice Failed.

Re: CreateDevice() returns D3DERR_INVALIDCALL

I see my problem now.. The focus window is NULL, so my window creation code hadn't been run yet.

Fixed! Thanks!

– All HRESULTs checked?

Yes, the HRESULT is the error code I'm posting (see code)

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"The Direct3D Graphics Pipeline" -- DirectX 9 draft available for download
<<http://www.xmission.com/~legalize/book/download/index.html>>

Legalize Adulthood! <<http://blogs.xmission.com/legalize/>>

Thanks for your help. If you haven't seen my reply to my own first post where I mention that half the directx SDK utilities aren't running, please take a look at it and see if you can't recognize the issue. I have tried reinstalling the SDK and restarting the computer, but the problem remains.

Thanks,
PaulH

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