Subject: Re: Gettng a widget screenshot?
Posted by John-David T. Smith on Wed, 06 Sep 2000 20:22:39 GMT
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David Fanning wrote:
>
> Richard Tyc (richt@sbrc.umanitoba.ca) writes:
>
>> I am thinking I am missing something simple here but I checked tvrd() and
>> widget_info and can't seem to find a way to get the current image of the
>> onscreen widget. ie. I have a base widget filled with Draw, sliders, buttons
>> etc and I want to get a snapshot at full screen resoution of the realized
>> base widget. I am also using Object graphics for the Draw windows. I
>> thought by getting the geometry from widget_info(wbasewidget, /Geometry) I
>> could specify to tvrd() where to get the image (xo,yo,xsize,ysize) , but
>> tvrd works on Windows, not widgets(with windows in them) I guess. (ie. when
>> I try this, tvrd pops up a blank 640x512 window (1/4 screen size from my
>> preferences) and returns a blank image array?)
>>
>> Any ideas ? I am trying to animate how my application looks to the user. I
>> am using Windows NT4 and IDL 5.3.
>
> HyperSnap-DX. About $25. One of the most useful pieces
> of software I own.
>
>   http://www.hyperionics.com/
>

Hate to be an open-source snob... Linux + xwd. About $0. I like:

xwd -frame | convert - mywidget.gif

So I get the frame too. Of course, sometimes you don't want the frame, e.g. in
printed manuals.

I thought it would be interesting to make up a huge "test widget" (or several)
which exercised many of the various placement/labeling/sizing issues endemic to
IDL. Screen shots from all relevant platforms could be compiled, and it could
server as a cross-platform widget look/feel reference for those without the
luxury of machines to try it on. I fear the inconsistencies we'd find.

JD

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