Subject: Re: Gettng a widget screenshot?
Posted by davidf on Wed, 06 Sep 2000 19:28:55 GMT
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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/

Cheers,

David

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