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Subject: Re: Screenshot the widget

Posted by [Rick Towler](#) on Wed, 12 Mar 2003 04:44:27 GMT

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"Thomas Gutzler" wrote in message

> Hi,

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> I'm looking for a nice method to screenshot my draw-widget with object

> graphics and found a thread dealing with it:

>

http://groups.google.com.au/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&frame=right&t

h=9288c7e59e060f53&seekm=8p65a6%244mf%241%40canopus.cc.u manitoba.ca#link1

> Has anybody written an IDL-function for it ?

The window object can be read directly using the READ method. Writing the file to disk is relatively trivial but there are details for each file type.

David Fanning has many examples on his website although I can't give you specifics. Go poke around at [www.dfanning.com](http://www.dfanning.com).

> I think, tvrd can capture only direct graphics, right?

Yes.

> Besides that - is there a possibility to generate a movie from the

> things happening in the draw-widget without buying the MPEG-license (how

> much would that cost) ?

Last time I checked the MPEG license is free, you just have to request it.

It probably isn't worth it though since MPEG is a poor codec for generating 24bit scientific animations.

Your last post was about a flythru animation so I am guessing that is what you want to record?

For 24 bit flythru you can't beat the Sorenson video codecs that ship with quicktime. Quicktime pro is pretty cheap and is worth it just for these codecs alone. Unfortunately quicktime limits playback to Windows and Mac platforms. If you need to support viewing on Un\*x platforms then the Intel now Ligos Indeo Video codecs are a close second.

There is this tip from David's site:

<http://www.dfanning.com/tips/howmovie.html> I have learned a bit more since that post but there is still some good info there. And this one:

[http://www.dfanning.com/fileio\\_tips/mpeg\\_rate.html](http://www.dfanning.com/fileio_tips/mpeg_rate.html)

If you are on x86, you will be delighted to know that Ronn Kling has a great

DLM which allows you to write animations directly using the Video For Windows API. It is slick. You can find that in the downloads section of [www.kilvarock.com](http://www.kilvarock.com).

Good luck!

-Rick

P.S. Send us a link to your animation if you can. I like to see my camera in action :)

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