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Subject: Re: how to keep an image object in the window?  
Posted by [David Fanning](#) on Mon, 25 Sep 2006 00:27:34 GMT  
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Michael Galloy writes:

>  
> I have had weird issues with things like that too. I can't remember  
> exactly what was going on, but since you just want to get frames for  
> your movies and you're not looking at the frames anyway, try rendering  
> them to an IDLgrBuffer instead of an IDLgrWindow.

This is a good suggestion. You could also make sure this window was on top (WIDGET\_CONTROL, windowTLB, /SHOW) before you tried to take a snapshot of it. I've also had to put a small WAIT into my code, on occasion, to make sure the window made it *\*completely\** to the top before processing.

Cheers,

David

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