
Subject: Re: object graphics tvrd problem....

Posted by [ghgm2008](#) on Mon, 29 Dec 2008 20:26:11 GMT

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On Dec 29, 12:43 pm, David Fanning <n...@dfanning.com> wrote:

> ghgm2...@gmail.com writes:

>> I have an object graphics program and I want this to write a .png file

>> every minute - via a screengrab.

>> Under OSX this works fine - no problem... but on my main work machine

>> (LINUX) it grabs the screen too literally

>> - I get any windows in front - the screensaver - all sorts of stuff.

>

>> How do I make sure that the screengrab just grabs the correct window ?

>

> I would try showing the window before you take a snapshot

> of it. Maybe even waiting a second or so to give the graphics

> engine time to catch up:

>

> info.Main_Window -> Show, 1

> Wait, 0.75

> info.Main_Window -> GetProperty, IMAGE_DATA=snapshot

>

> Let me know if this works. :-)

>

> Cheers,

>

> David

>

> P.S. I would have thought setting RETAIN=2 on your Widget_Draw

> call would have solved the problem, though.

>

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Thanks for the help David...

Yeh, retain=2 doesn't do it and your show solution doesn't fully work

- the window does 'show' but the screengrab is still black in areas

where other

windows were covering.

I think it might be something to do with my graphics card -

Is there a way to do this with the Z-buffer ?

Cheers,

George.
