ghgm2008@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.

--
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")