## Subject: object graphics tvrd problem....
Posted by ghgm2008 on Mon, 29 Dec 2008 19:18:20 GMT

Hi there,

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 ?

Here is my code:

First the Draw window:

drawID = Widget_Draw(horizontal_base, XSize=750, YSize=750,
Graphics_Level=2, Retain=0, $
 Expose_Events=1, Event_Pro='stp_Draw_Events', Button_Events=1)

Then I get the value ....

Widget_Control, drawID, Get_Value=Main_Window

And here is the screengrab bit:

info.Main_Window->GetProperty, Image_Data=snapshot
filename = 'testfile.png'
write_png,filename,snapshot

Like I say - under OSX this works fine - but on my LINUX box I am
alway reading the wrong things
(screensaver etc.)

I've tried messing with the Retain=0 bit - but no success.

Do I have to do this as a Z-buffer thingy ?

Thanks for any help.....

George.

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