Subject: Re: cgSnaphot doesn't detect currently open windows
Posted by JP on Mon, 18 Jul 2011 05:11:13 GMT

guys, David updated the cgSnapshot program on June 1st to solve exactly this issue.
"
Coyote Program Update: cgSnapshot
An error that prevented cgSnapshot from copying a window specified with the WID keyword has been corrected.
"
I updated the library and the problem is gone.

BUT:
I am getting a new error message now:
CGSNAPSHOT --> WRITE_PNG: libpng error: Write Error

what's that??!!

JP