Subject: Re: cgSnaphot doesn't detect currently open windows Posted by David Fanning on Wed, 20 Jul 2011 20:16:22 GMT

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## JP writes:

- > 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??!!

I would guess a problem with the IDL installation, but I couldn't say for sure. What version of IDL is this?

Cheers.

David

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

Sepore ma de ni thue. ("Perhaps thos speakest truth.")