
Subject: Re: cgSnapshot 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.")
