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Subject: Getting a widget screenshot?

Posted by [Richard Tyc](#) on Wed, 06 Sep 2000 19:15:25 GMT

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I am thinking I am missing something simple here but I checked `tvrd()` and `widget_info` and can't seem to find a way to get the current image of the onscreen widget. ie. I have a base widget filled with Draw, sliders, buttons etc and I want to get a snapshot at full screen resolution of the realized base widget. I am also using Object graphics for the Draw windows. I thought by getting the geometry from `widget_info(wbasewidget, /Geometry)` I could specify to `tvrd()` where to get the image (`xo,yo,xsize,ysize`), but `tvrd` works on Windows, not widgets (with windows in them) I guess. (ie. when I try this, `tvrd` pops up a blank 640x512 window (1/4 screen size from my preferences) and returns a blank image array?)

Any ideas? I am trying to animate how my application looks to the user. I am using Windows NT4 and IDL 5.3.

Thanks

Rich

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