
Subject: Re: Screenshot the widget

Posted by [Mark Hadfield](#) on Wed, 12 Mar 2003 04:34:22 GMT

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"Thomas Gutzler" <tgutzler@ee.uwa.edu.au> wrote in message

news:3E6EB2AA.7020500@ee.uwa.edu.au...

> Hi,

>

> I'm looking for a nice method to screenshot my draw-widget with object

> graphics and found a thread dealing with it:

>

[http://groups.google.com.au/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&frame=right&th=9288c7e59e060f53&seekm=8p65a6%244mf%241%40canopus.cc.u manitoba.ca#link1](http://groups.google.com.au/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&frame=right&th=9288c7e59e060f53&seekm=8p65a6%244mf%241%40canopus.cc.u%20manitoba.ca#link1)

> Has anybody written an IDL-function for it ?

> I think, tvrd can capture only direct graphics, right?

>

> Besides that - is there a possibility to generate a movie from the

> things happening in the draw-widget without buying the MPEG-license (how

> much would that cost) ?

Sorry, haven't got time for a more detailed reply, but this (& more) is covered by my Motley library (motto: everything including the kitchen sink) at

<http://www.dfanning.com/hadfield/README.html>

--

Mark Hadfield "Ka puwaha te tai nei, Hoesa tatou"

m.hadfield@niwa.co.nz

National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: Screenshot the widget

Posted by [Rick Towler](#) on Wed, 12 Mar 2003 04:44:27 GMT

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"Thomas Gutzler" wrote in message

> Hi,

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> graphics and found a thread dealing with it:

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[http://groups.google.com.au/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&frame=right&th=9288c7e59e060f53&seekm=8p65a6%244mf%241%40canopus.cc.u manitoba.ca#link1](http://groups.google.com.au/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&frame=right&th=9288c7e59e060f53&seekm=8p65a6%244mf%241%40canopus.cc.u%20manitoba.ca#link1)

> Has anybody written an IDL-function for it ?

The window object can be read directly using the READ method. Writing the

file to disk is relatively trivial but there are details for each file type.
David Fanning has many examples on his website although I can't give you specifics. Go poke around at www.dfanning.com.

> I think, tvrd can capture only direct graphics, right?

Yes.

> Besides that - is there a possibility to generate a movie from the
> things happening in the draw-widget without buying the MPEG-license (how
> much would that cost) ?

Last time I checked the MPEG license is free, you just have to request it.
It probably isn't worth it though since MPEG is a poor codec for generating
24bit scientific animations.

Your last post was about a flythru animation so I am guessing that is what
you want to record?

For 24 bit flythru you can't beat the Sorenson video codecs that ship with
quicktime. Quicktime pro is pretty cheap and is worth it just for these
codecs alone. Unfortunately quicktime limits playback to Windows and Mac
platforms. If you need to support viewing on Un*x platforms then the Intel
now Ligos Indeo Video codecs are a close second.

There is this tip from David's site:
<http://www.dfanning.com/tips/howmovie.html> I have learned a bit more since
that post but there is still some good info there. And this one:
http://www.dfanning.com/fileio_tips/mpeg_rate.html

If you are on x86, you will be delighted to know that Ronn Kling has a great
DLM which allows you to write animations directly using the Video For
Windows API. It is slick. You can find that in the downloads section of
www.kilvarock.com.

Good luck!

-Rick

P.S. Send us a link to your animation if you can. I like to see my camera
in action :)

Subject: Re: Screenshot the widget
Posted by [Thomas Gutzler](#) on Wed, 19 Mar 2003 01:51:52 GMT

Rick Towler wrote:

- > "Thomas Gutzler" wrote in message
- >
- >> Besides that - is there a possibility to generate a movie from the
- >> things happening in the draw-widget without buying the MPEG-license (how
- >> much would that cost) ?
- >
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right.

- > If you are on x86, you will be delighted to know that Ronn Kling has a great
- > DLM which allows you to write animations directly using the Video For
- > Windows API. It is slick. You can find that in the downloads section of
- > www.kilvarock.com.

I picked the 'DLM for reading and writing AVI files'. Seems the VFW DLM doesn't work with WinNT - it didn't for me. But that doesn't matter, cause the IDLtoAVI is pretty nice (if you have enough diskpace :)).

Thanks for that.

- > P.S. Send us a link to your animation if you can. I like to see my camera
- > in action :)

Since the University has to pay for its traffic (and it's f...ing expensive), I had to put a small mpeg video on my own server. It shows a flight through a testobject, a papertube. The steps are still too large but I think it's nice to watch anyway. You can download it here:
<http://mugiri-in-au.dyndns.tv:8000/Uni/papertube.mpg>

Tom
