
Subject: Re: Capturing a screenshot in IDL
Posted by [Allan Whiteford](#) on Fri, 15 Dec 2006 11:55:13 GMT
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Erik,

http://www.dfanning.com/widget_tips/printscreens.html

Thanks,

Allan

Erik wrote:

> Hi folks,
>
> I want to make a full-screen screenshot of my program within IDL code,
> just like pressing the ALT+Printscreen buttons on your keyboard to get
> the current window in your clipboard. I also want to save the
> screenshot into a BMP or DICOM file. The trick is that I want to do
> this automatically within my IDL code.
>
> After spending some time on the internet I've come across various
> sites, including this one from David;
> http://www.dfanning.com/tips/ps_screen_dump.html. But as far as I can
> see he only makes a shot of direct graphics windows and this is not
> what I'm looking for... :(
>
> Is there a way to get this done in IDL?
>
> Regards,
> Erik
>

Subject: Re: Capturing a screenshot in IDL
Posted by [Erik\[1\]](#) on Fri, 15 Dec 2006 12:02:06 GMT
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Damn, how could I overlook this :P

Thanks, I'll try it immediately!!

Regards,
Erik

Allan Whiteford wrote:

> Erik,

>
> http://www.dfanning.com/widget_tips/printscreens.html
>
> Thanks,
>
> Allan
>
> Erik wrote:
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>> just like pressing the ALT+Printscreen buttons on your keyboard to get
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