
Subject: Capturing a screenshot in IDL

Posted by [Erik\[1\]](#) on Fri, 15 Dec 2006 11:47:15 GMT

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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
