
Subject: Re: object graphics tvrd problem....

Posted by [David Fanning](#) on Mon, 29 Dec 2008 19:43:52 GMT

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ghgm2008@gmail.com writes:

- > I have an object graphics program and I want this to write a .png file
- > every minute - via a screengrab.
- > Under OSX this works fine - no problem... but on my main work machine
- > (LINUX) it grabs the screen too literally
- > - I get any windows in front - the screensaver - all sorts of stuff.
- >
- > How do I make sure that the screengrab just grabs the correct window ?

I would try showing the window before you take a snapshot of it. Maybe even waiting a second or so to give the graphics engine time to catch up:

```
info.Main_Window -> Show, 1
```

```
Wait, 0.75
```

```
info.Main_Window -> GetProperty, IMAGE_DATA=snapshot
```

Let me know if this works. :-)

Cheers,

David

P.S. I would have thought setting RETAIN=2 on your Widget_Draw call would have solved the problem, though.

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: object graphics tvrd problem....

Posted by [ghgm2008](#) on Mon, 29 Dec 2008 20:26:11 GMT

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On Dec 29, 12:43 pm, David Fanning <n...@dfanning.com> wrote:

- > ghgm2...@gmail.com writes:
- >> I have an object graphics program and I want this to write a .png file
- >> every minute - via a screengrab.
- >> Under OSX this works fine - no problem... but on my main work machine
- >> (LINUX) it grabs the screen too literally

>> - I get any windows in front - the screensaver - all sorts of stuff.
>
>> How do I make sure that the screengrab just grabs the correct window ?
>
> I would try showing the window before you take a snapshot
> of it. Maybe even waiting a second or so to give the graphics
> engine time to catch up:
>
> info.Main_Window -> Show, 1
> Wait, 0.75
> info.Main_Window -> GetProperty, IMAGE_DATA=snapshot
>
> Let me know if this works. :-)
>
> Cheers,
>
> David
>
> P.S. I would have thought setting RETAIN=2 on your Widget_Draw
> call would have solved the problem, though.
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Thanks for the help David...

Yeh, retain=2 doesn't do it and your show solution doesn't fully work
- the window does 'show' but the screengrab is still black in areas
where other
windows were covering.

I think it might be something to do with my graphics card -

Is there a way to do this with the Z-buffer ?

Cheers,

George.

Subject: Re: object graphics tvrd problem....

Posted by [David Fanning](#) on Mon, 29 Dec 2008 20:39:10 GMT

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George writes:

> Yeh, retain=2 doesn't do it and your show solution doesn't fully work
> - the window does 'show' but the screengrab is still black in areas
> where other
> windows were covering.
>
> I think it might be something to do with my graphics card -
>
> Is there a way to do this with the Z-buffer ?

Well, the object graphics are suppose to *be* a Z-buffer,
so I wouldn't know how to do this off-hand.

Since you think it is a graphics card issue, have you
tried doing your window rendering in software, rather than
hardware? Set the RENDERER keyword equal to 1 on your
WIDGET_DRAW call.

Cheers,

David

--

David Fanning, Ph.D.

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Subject: Re: object graphics tvrd problem....

Posted by [ghgm2008](#) on Mon, 29 Dec 2008 20:46:17 GMT

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On Dec 29, 1:39 pm, David Fanning <n...@dfanning.com> wrote:

> George writes:
>> Yeh, retain=2 doesn't do it and your show solution doesn't fully work
>> - the window does 'show' but the screengrab is still black in areas
>> where other
>> windows were covering.
>
>> I think it might be something to do with my graphics card -
>
>> Is there a way to do this with the Z-buffer ?
>
> Well, the object graphics are suppose to *be* a Z-buffer,
> so I wouldn't know how to do this off-hand.
>
> Since you think it is a graphics card issue, have you
> tried doing your window rendering in software, rather than

> hardware? Set the RENDERER keyword equal to 1 on your
> WIDGET_DRAW call.
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
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That works - thanks !!

George.

Subject: Re: object graphics tvrd problem....
Posted by [David Fanning](#) on Mon, 29 Dec 2008 20:51:48 GMT
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ghgm2008@gmail.com writes:

> That works - thanks !!

Ah ha. One of those life lessons for anyone working
with object graphics. ;-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: object graphics tvrd problem....
Posted by [Rick Towler](#) on Tue, 30 Dec 2008 01:16:38 GMT
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I'm late on this but yes, with at least linux and Windows when you're
using hardware rendering and grab the contents of the window, you get
whatever is currently displayed on your screen within the bounds of the
drawing area of your IDLgrWindow. IDL is just copying the PC's frame
buffer. Software rendering or rendering to an IDLgrBuffer (which also

uses the software renderer) doesn't suffer from this limitation since IDL has access to the data before it is copied to the frame buffer.

This is a bit of a issue since I generally prefer to use hardware rendering for the anti-aliased output it generates so when creating animations I have to be really careful not to move the mouse over or pop up another window in front of my IDL window.

-Rick

David Fanning wrote:

> ghgm2008@gmail.com writes:

>

>> That works - thanks !!

>

> Ah ha. One of those life lessons for anyone working
> with object graphics. ;-)

>

> Cheers,

>

> David