
Subject: object graphics tvrd problem....

Posted by [ghgm2008](#) on Mon, 29 Dec 2008 19:18:20 GMT

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Hi there,

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 ?

Here is my code:

First the Draw window:

```
drawID = Widget_Draw(horizontal_base, XSize=750, YSize=750,  
Graphics_Level=2, Retain=0, $  
Expose_Events=1, Event_Pro='stp_Draw_Events', Button_Events=1)
```

Then I get the value

```
Widget_Control, drawID, Get_Value=Main_Window
```

And here is the screengrab bit:

```
info.Main_Window->GetProperty, Image_Data=snapshot  
filename = 'testfile.png'  
write_png,filename,snapshot
```

Like I say - under OSX this works fine - but on my LINUX box I am alway reading the wrong things (screensaver etc.)

I've tried messing with the Retain=0 bit - but no success.

Do I have to do this as a Z-buffer thingy ?

Thanks for any help.....

George.
