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Subject: Re: cgSnaphot doesn't detect currently open windows

Posted by [JP](#) on Mon, 18 Jul 2011 05:11:13 GMT

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guys, David updated the cgSnapshot program on June 1st to solve exactly this issue.

"

Coyote Program Update: cgSnapshot

An error that prevented cgSnapshot from copying a window specified with the WID keyword has been corrected.

"

I updated the library and the problem is gone.

BUT:

I am getting a new error message now:

CGSNAPSHOT --> WRITE\_PNG: libpng error: Write Error

what's that??!!

JP

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Subject: Re: cgSnaphot doesn't detect currently open windows

Posted by [David Fanning](#) on Wed, 20 Jul 2011 20:16:22 GMT

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JP writes:

> guys, David updated the cgSnapshot program on June 1st to solve exactly this issue.

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> Coyote Program Update: cgSnapshot

> An error that prevented cgSnapshot from copying a window specified with the WID keyword has been corrected.

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> BUT:

> I am getting a new error message now:

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>

> what's that??!!

I would guess a problem with the IDL installation, but

I couldn't say for sure. What version of IDL is this?

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thue. ("Perhaps thos speakest truth.")

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