
Subject: Re: Taking snapshot of GLCtrl no longer works

Posted by [Tom1](#) on Fri, 09 Aug 2019 09:00:40 GMT

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Hi Mirek,

Yes, thanks! This ExecuteGL approach works beautifully. Could you add this to Linux and OSX too? (Although, I still don't have any of those Macs.)

Here's how to get the snapshot:

String exportdir;

```
virtual void ExportViewAsImage(){
    Size sz=GetSize();
    ImageBuffer ib(sz);

    glReadPixels(0,0,sz.cx,sz.cy,GL_BGRA_EXT,GL_UNSIGNED_BYTE,(GLvoid*)~ib);
    if(!glGetError()){
        // Flip
        Buffer<RGBA> temp(sz.cx);
        for(int i=0;i<sz.cy/2;i++){
            memcpy(temp,ib[i],sz.cx*sizeof(RGBA));
            memcpy(ib[i],ib[sz.cy-1-i],sz.cx*sizeof(RGBA));
            memcpy(ib[sz.cy-1-i],temp,sz.cx*sizeof(RGBA));
        }

        // Flatten alpha channel
        for(int i=0;i<sz.cy;i++){
            for(int x=0;x<sz.cx;x++) ib[i][x].a=255;
        }

        // Save image
        FileSel fs;
        fs.Type("Portable Network Graphics (*.png)","*.png");
        if(!exportdir.IsEmpty()) fs.PreSelect(exportdir);
        else fs.ActiveDir(::GetDesktopFolder());
        if(fs.ExecuteSaveAs("Save snapshot as...")){
            exportdir=~fs;
            PNGEncoder enc;
            enc.SaveFile(~fs,ib);
        }
    }
}

void ContextMenu(Bar& bar) {
    bar.Add("Export view as image...", [&](){ ExecuteGL(THISFN(ExportViewAsImage)); });
}
```

Thanks and best regards,

Tom
