
Subject: Fastest way to capture control as image
Posted by [luoganda](#) on Thu, 30 May 2024 13:15:15 GMT
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What would be the best way to capture GLCtrl(or even screen) pixels into ImageBuffer?
There is a demo GrabDesktop(or something like that), but it's just for win32(gdi) and it's too slow,
i think it's using SysInfo as main capturer(Snap_DesktopRectangle,etc).

I tried using `glReadPixels(0,0,xs,ys,GL_BGRA_EXT,GL_UNSIGNED_BYTE,-ib);`
but i always get an error 1282. Also tried `GL_BGRA` and `GL_RGBA`, the same thing.

This would be probably the best way, or is there a better one,
eg upp-ish one?
