
Subject: Re: Fastest way to capture control as image
Posted by [luoganda](#) on Fri, 31 May 2024 16:25:05 GMT
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koldo, this probably works.

For GLCtrl, it seems glReadPixels must be called within GLPaint, since at that time - gl stuff is probably set up rightly to call that func. Previously i tried to call it within LeftUp and it of course did not work as expected. This is probably the reason why control(as you proposed) must be selected - to work.

Anyway, but what about independently capturing whole screen or specific part of the screen(something like ffmpeg), is this possible without using too much low level gl code in Upp?
Some kind of trick would be creating invisible child of TopWindow, eg childTopWindowCtrl and capturing from that, although it would be a workaround.
I don't know if this would work, although if there is a better way - it would be preferred.
