
Subject: Re: DBus package for U++
Posted by [Oblivion](#) on Mon, 21 Sep 2026 05:43:03 GMT
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Hi,

The latest entry in the `DBusLib` is `DBusScreenshot`.
It allows taking screenshots even on wayland, both in interactive mode and non-interactive mode (the latter requires polkit).

The reference example:

```
#include <DBusLib/DBusLib.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_FILE|LOG_COUT);

    DBusConnection dbus;
    if(!dbus.ConnectSession()) {
        RLOG("Failed to connect to D-Bus session bus: " << dbus.GetErrorDesc());
        Exit(1);
    }

    // Take a screenshot in "interactive mode"
    RLOG("Screenshot path: " << TakeScreenshot(dbus));
}
```

With this addition we have now

- DBusInspector
- DBusMediaPlayer
- DBusNetworkManager
- DBusNotification
- DBusFileSelector
- DBusScreenshot

in the companion library for DBus core. They all have API docs included.

The list will eventually grow.

Best regards,
Oblivion
