

# SRP\_Save\_Screenshot

Takes a screenshot of an OpenInsight window and saves it to a bitmap file.

## Syntax

```
SRP_Save_Screenshot(CtrlEntId, OutputFile, ClientOnly)
```

## Parameters

Title Field	Description
CtrlEntId	The full qualified name of the window whose screenshot is to be saved.
OutputFile	The full path and filename into which the screenshot is to be saved.
ClientOnly	A flag indicating whether or not the screenshot includes the whole window or just the client area.

## Remarks

The SRP\_Save\_Screenshot method saves the screenshot of a window to a bitmap file. This function is useful for automating the printing of screenshots in a corporate environment. In fact, the method was developed for a client whose employees frequently sent screenshots to each other via email and hard copy.

### CtrlEntId

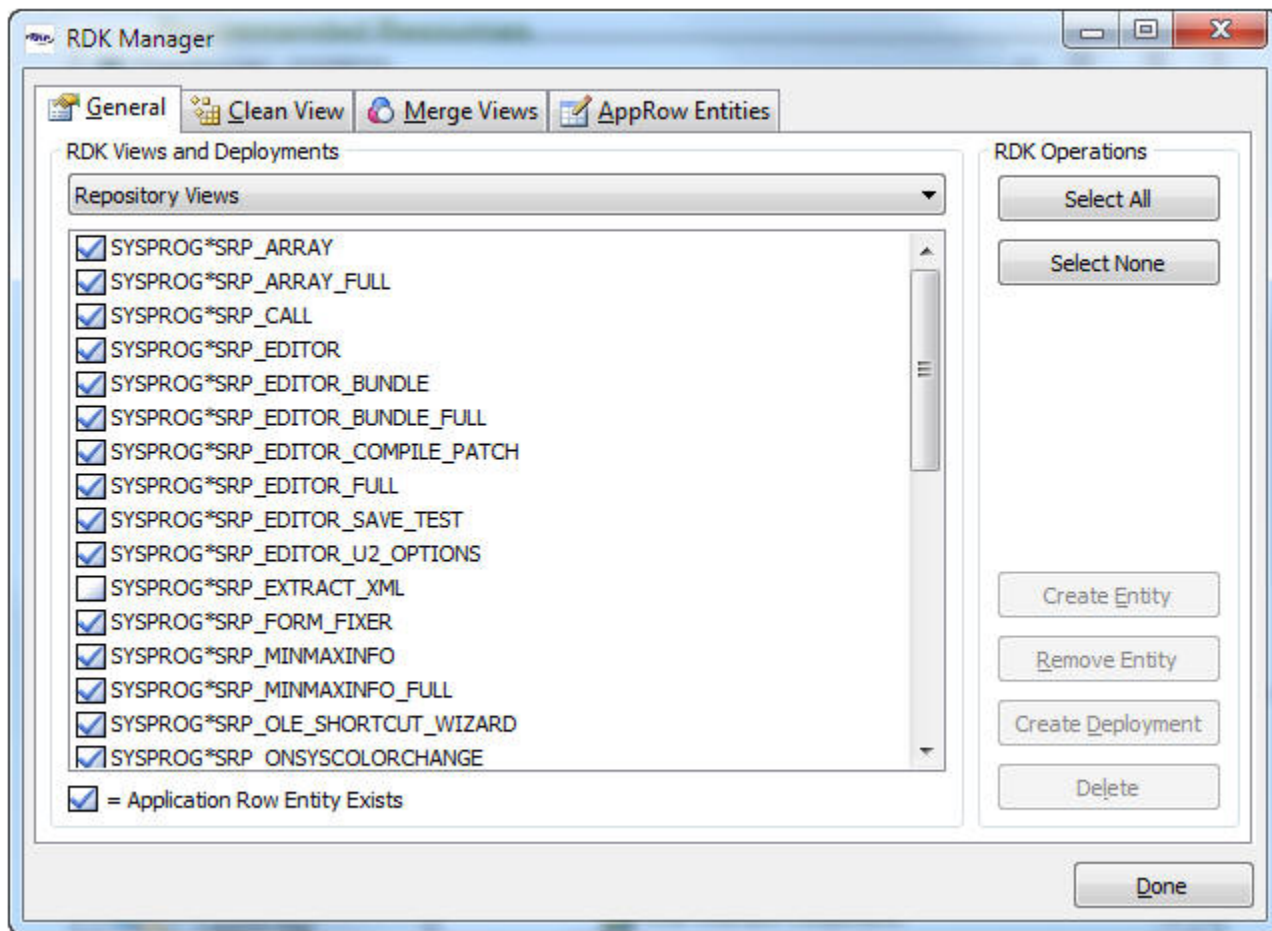
The CtrlEntId parameter identifies the window of which the screenshot is to be taken. SRP\_Save\_Screenshot was developed sepcifically to take screenshots of whole windows. While nothing prevents you from specifying a control, SRP\_Save\_Screenshot has not been stress tested for such uses.

### OutputFile

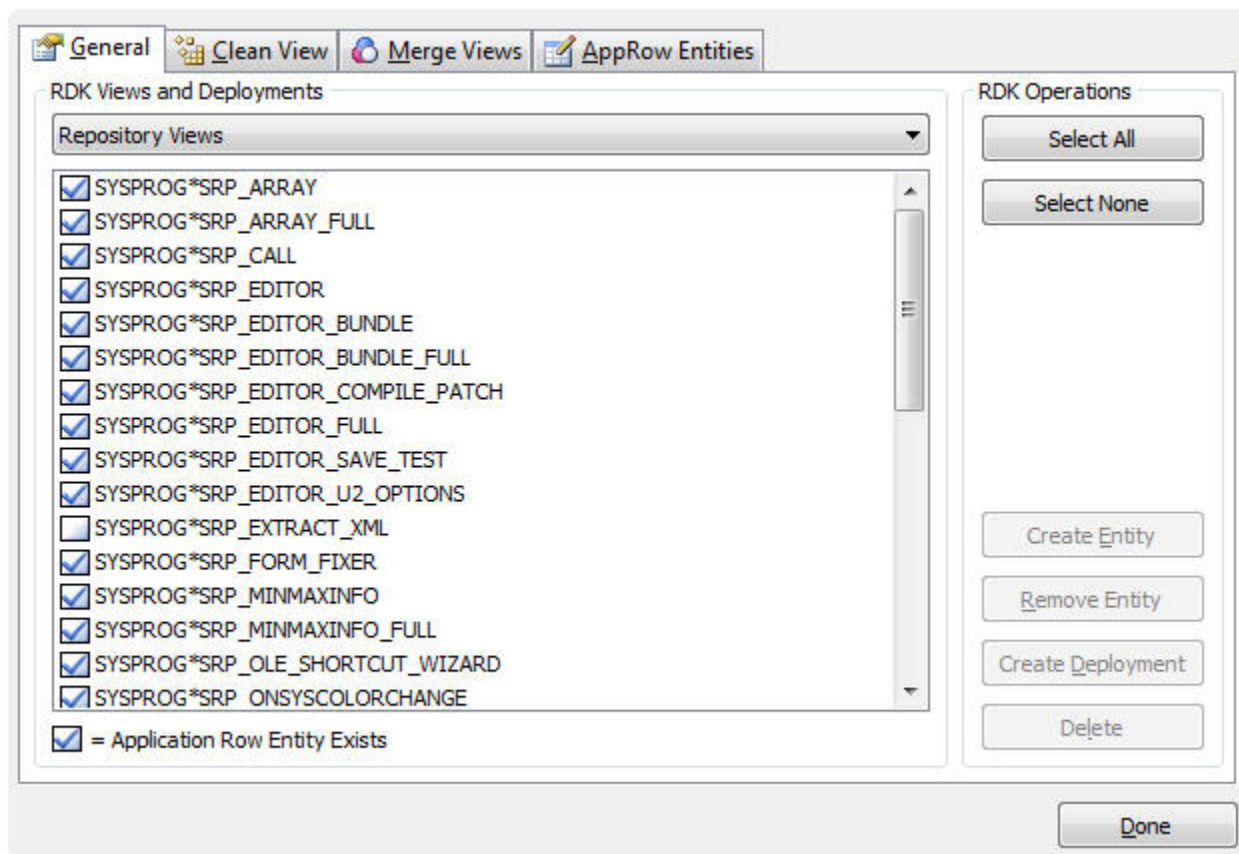
The OutputFile parameter identifies the destination file to which the screenshot is to be saved. SRP\_Save\_Screenshot only saves in the BMP format regardless of the file extension specified. This parameter can be a relative or full path, and you should be sure to have write privileges to the desired destination.

### ClientOnly

The ClientOnly parameter is an optional flag indicating whether or not the non-client area of the window (the caption and edges) are included in the screenshot. Omitting this parameter or setting it to 0 includes the non-client window, and you get something like this:



Setting this parameter to 1 excludes the non-client area, and you get something like this:



## Example

As a fun example, I created a simple window with an SRP Picture Control and a button. When the button is clicked, I take screenshot of the window and place it into the picture control. The code executed when hitting the button is simple:

```
// The destination file
File = "TestScreenshot.bmp"

// Take the screenshot
SRP_Save_Screenshot(@Window, File)

// Load it into the SRP Picture Control
Set_Property(@Window:".OLE_PICTURE", "OLE.Image", File)
```

Here is a screenshot of my window after clicking the button ten times:

