

**SGrab.doc**

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# Contents

<b>1</b>	<b>SGrab.doc</b>	<b>1</b>
1.1	Table of Contents	1
1.2	What to do with it	1
1.3	Legal stuff	1
1.4	What you need to use it	2
1.5	How to install it	2
1.6	How to configure and use it	2
1.7	FILE: Specify a filename	3
1.8	NUMBER: Number files all the way through	4
1.9	WIDTH: The width of a screen of window	5
1.10	HEIGHT: The height of a screen of window	5
1.11	DEPTH: The depth of a screen	5
1.12	SIZE: The size of a screen of window	5
1.13	TITLE: The title of a screen of window	5
1.14	OWNER: The owner of a screen of window	6
1.15	ICON: Define an icon template	6
1.16	NUMBER: Number files all the way through	6
1.17	DELAY: Define time to wait before grabbing	7
1.18	WINDOW: Grab a window, not a screen	7
1.19	WINDOWCONTENTS: Grab a window without its borders	7
1.20	MARK: Select area to grab using the mouse	7
1.21	Differences between SGrab and CyberGrab	8
1.22	How did it grow up	8
1.23	Acknowledgments	8
1.24	Who did it	8
1.25	Pick and click	8

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# Chapter 1

## SGrab.doc

### 1.1 Table of Contents

SGrab 1.0

A screen and window grabber that is based on CyberGrab by Stefan Proels.

Purpose  
Legal stuff

Requirements  
Installation  
Configuration and Usage  
SGrab vs. CyberGrab

History  
Thanks  
Author

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### 1.2 What to do with it

Purpose

~~~~~

SGrab is a utility which allows you to save Screens or Windows as "normal" ILBM or ILBM24 files.  
SGrab supports all Display-Modes provided by p96/cgfx or ocs/ecs/aga.

This program is based on Stefan Proels' great CyberGrab. I decided to write a new grabber, because Stefan lost the source code of CyberGrab so that he isn't able to make changes to it :(

### 1.3 Legal stuff

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## Copyright

~~~~~

SGrab is Copyright (c) 1995 by the author Stephan Rupprecht

SGrab is distributed under the concept of Freeware, this means that you may redistribute verbatim copies of this archive as long as all parts stay complete and unmodified. Unpacking or repacking using another archiver is not considered to be a modification as long as all files, including their names, are kept intact.

SGrab must not be used for military purposes. This includes installation on machines used for military purposes.

## 1.4 What you need to use it

### Requirements

~~~~~

- An Amiga, CPU 68020 or better
- OS 3.0 or better

## 1.5 How to install it

### Installation

~~~~~

Just copy the supplied files to any place you want.

If you want SGrab to talk, ahm, write to you in another language than english, copy the appropriate catalog to

```
LOCALE:Catalogs/whatever/
```

or simply copy the complete Catalogs directory to SGrab's home directory so that it can find the catalog in its PROGDIR:Catalogs/...

If you've just unpacked the original archive and do not intent to move the executable to another directory, SGrab is already prepared to find its Catalog.

Currently there is only a german translation.

## 1.6 How to configure and use it

### Configuration and Usage

~~~~~

You can run SGrab from Workbench or from a shell. For WB usage you'll have to specify options via tooltypes, otherwise you'll have to use commandline parameters.

After you've started SGrab it'll wait a little letting you arrange

---

what you want to grab (see below). When the time has passed it'll lock the screen and grab its image data. Finally the picture will be saved as normal ILBM or ILBM24, depending on the screen's depth.

Note that grabbing a big screen can take some seconds, so don't bother when graphical operations on that screen are frozen meanwhile.

The following options are currently supported:

|                |                                     |
|----------------|-------------------------------------|
| FILE           | Specify a filename                  |
| ICON           | Define an icon template             |
| NUMBER         | Number files all the way through    |
| DELAY          | Define time to wait before grabbing |
| WINDOW         | Grab a window, not a screen         |
| WINDOWCONTENTS | Grab a window without its borders   |
| MARK           | Select area to grab using the mouse |

## 1.7 FILE: Specify a filename

FILE

~~~~

The name of file to write the ILBM to. It should include an absolute path, otherwise the file will be saved in SGrab's working directory (i.e. your current working directory if ran from a shell).

If no filename can be determined a file-requester will be opened letting you choose a filename.

The specified filename is not necessarily just a simple identifier representing exactly one disk object. Instead, it is a template which may contain keywords which will be replaced by their actual values whenever a screen or window is grabbed. Keywords are surrounded by braces, they are not case sensitive. For example

```
FILE=sys:gfx/pic/cg_{size}_{number}.ilbm
```

might become

```
sys:gfx/pic/cg_1024x768x8_042.ilbm
```

You can also think of "keywords" as "variables" or "macros", but as these kind of objects usually have characteristics (like being user definable) which are not true for SGrab's keywords I prefer to refer to them as "keywords".

If the actual filename created this way should contain characters which are not valid for AmigaDOS filenames or which are conflicting with AmigaDOS pattern, those characters will be replaced by '\_'s. Note that (especially when using keywords such as {title}) filenames may become too long for AmigaDOS. SGrab will truncate such filenames. Special care will be taken for the keyword {number} (see below). If the number of a file should "jut out" it will be shifted to the left forcing it to fit in.

However, you might not be happy with shortened filenames as they tend

to look ugly and an IYHO important part might be cut off. Thus, consider which parts of the filename you need or just would like to have and arrange the keywords as appropriate.

Another way to shorten a filename is to limit the number of words a keyword can be expanded to. This is done by specifying

```
{n:keyword}
```

where n is the maximum number of words which will replace the keyword. For example {2:title} means "take the first two words of the title". Note that this notation is allowed for any keyword, however, (unless n equals 0) it will only affect some of them (because not all consist of multiple words), namely these are {title} and {owner}. Also note that SGrab might have a different idea of what a word is than what you might have expected... The only thing we all surely agree to accept as word separator is a blank -- however this won't be enough for practical cases (consider "foo:bar/baz.stuff" as title of an editor's Window, for example). Thus the definition of the set of word separators is necessarily based on guesses.

The following keywords are currently supported

```
NUMBER
WIDTH
HEIGHT
DEPTH
SIZE
TITLE
OWNER
```

See also: NUMBER

## 1.8 NUMBER: Number files all the way through

{number} will be replaced by the next greatest number if another file with (except for the number) the same filename does already exist.

Say, for example, you specified `FILE=sys:gfx/cg_{number}.ilbm` and `'list sys:gfx'` shows

```
cg_001.ilbm
cg_030.ilbm
cg_041.ilbm
```

Then the created file will be named `sys:gfx/cg_042.ilbm`.

Note that SGrab needs a way to determine the end of a number in an actual filename, thus you should not put digits (or keywords which are replaced by a sequence of digits) directly after {number}. For example `FILE=sys:gfx/cg_{number}{depth}.ilbm` would not have been a good idea in the example above. SGrab will always interpret the largest sequence of digits found in an actual filename (starting at {number}) in

the filename template) as the number of the file.

A number must be unique, thus, it is not possible to put multiple {number}s in the filename template.

See also: Option NUMBER

## 1.9 WIDTH: The width of a screen of window

{width} will be replaced by the width of the screen or window in pixels.

See also: HEIGHT DEPTH SIZE

## 1.10 HEIGHT: The height of a screen of window

{height} will be replaced by the height of the screen or window in pixels.

See also: WIDTH DEPTH SIZE

## 1.11 DEPTH: The depth of a screen

{depth} will be replaced by the depth of the screen.

See also: WIDTH HEIGHT SIZE

## 1.12 SIZE The size of a screen of window

{size} will be replaced by the size of the screen or window in pixels. This is exactly the same as {width}x{height}x{depth}.

See also: WIDTH HEIGHT DEPTH

## 1.13 TITLE: The title of a screen of window

{title} will be replaced by the title of the screen or window. If the object in question is untitled it will be named "unnamed".

See also: OWNER

---

## 1.14 OWNER: The owner of a screen of window

{owner} will be replaced by the owner of the screen or window.

Note: It is not always possible to determine the owner of a screen or window.

If the window is just used for output (i.e. does not have gadgets, a Close-Button, etc.) there is no way to figure out who has opened the window. Technically speaking: A window needs to have a UserPort to be able to determine its owner.

A screen does actually never have owner. Thus {owner} might not be particularly useful when grabbing screens. SGrab will however try to find a somehow sensible name for {owner} even when used with a screen: It will look for a window on the screen and refer its owner as owner of the screen.

If the owner cannot be determined {owner} will become "unknown".

See also: TITLE

## 1.15 ICON: Define an icon template

ICON/K

~~~~~

If you want an icon to be created for the FILE you can specify a template-icon using this parameter. This icon can contain tooltypes and a default tool you want to be invoked when you click on the icon. A sample icon named "Template" is supplied with this package. By default SGrab doesn't create icons.

See also: FILE

## 1.16 NUMBER: Number files all the way through

NUMBER/S

~~~~~

Usually SGrab will save the picture in the file specified by the FILE option, thereby probably overwriting an existing file. With this option however, generated files will be numbered all the way through. I.e. the file actually created will be named <FILE>.<n> where <n> is the next greatest number of any already existing files matching "<FILE>.[0-9]".

This option is ignored if you do not specify the FILE option in which case a file-requester will be opened.

See the docs to the keywords in the FILE option for a more flexible way to number files.

See also: FILE

---

## 1.17 DELAY: Define time to wait before grabbing

DELAY/K/N

~~~~~

Number of seconds to wait before start grabbing.  
Default: 5.

## 1.18 WINDOW: Grab a window, not a screen

WINDOW/S

~~~~~

Usually SGrab grabs the frontmost screen. If you specify this option the currently activated window will be grabbed instead.

NOTE: The operating system provides several types of windows (refresh-types, to be more precise) and not all of them can be grabbed if they are obscured. Actually, only a few can. Thus, you should make sure that the window you wanna grab is completely visible. If a part of a window cannot be grabbed because it is hidden it'll most probably be colored in background color or be garbled. An easy way to ensure "grabability" is to move the window in front of all other windows before running SGrab.

ALSO NOTE: An applications can prevent SGrab from reading its window. Only very few do, though. Actually, I don't know any :-). If an application installs custom ClipRects you'll notice the same behavior as if a part of the window was obscured.

See also: WINDOWCONTENTS

## 1.19 WINDOWCONTENTS: Grab a window without its borders

WINDOWCONTENTS/S

~~~~~

This option implies WINDOW but does not grab the window's borders.

NOTE: The operating system provides special windows, called "GimmeZeroZero" which "hide" their borders. SGrab can detect such windows and will always use WINDOWCONTENTS for them, even if you don't explicitly specify this option.

See also: WINDOW

## 1.20 MARK: Select area to grab using the mouse

MARK/S

~~~~~

Allows you to select which part of the screen should be grabbed.  
When SGrab changes the mouse-pointer to a cross, move the

mouse pointer to the starting point, hold down the lmb, move to the ending point and release the button.

## 1.21 Differences between SGrab and CyberGrab

```
\textdegree{}~option SPAREMEM not supported - does anybody need it?  
\textdegree{} option WINDOWFRAME not available, SGrab automatically uses  
WINDOWFRAME whenever possible.  
\textdegree{} new option MARK  
\textdegree{}~grabs planar screens faster
```

## 1.22 How did it grow up

History

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1.0 first public release

## 1.23 Acknowledgments

Thanks

~~~~~

Special thanks go to Stefan Proels for allowing me to use the CyberGrab documentation for SGrab.

Dirk Neubauer for beta-testing on p96.

## 1.24 Who did it

Author

~~~~~

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## 1.25 Pick and click

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## General

- Acknowledgments
- Author
- Configuration
- Copyright
- History
- Installation
- Legal Stuff
- Overview
- Purpose
- Requirements
- Table of Contents
- Thanks

## Options

### FILE

Keywords in FILE argument

- DEPTH
- HEIGHT
- NUMBER
- OWNER
- SIZE
- TITLE
- WIDTH

- DELAY
- ICON
- NUMBER
- WINDOW
- WINDOWCONTENTS
- MARK

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