

# WindowInfo

**Inherits From:** Object  
**Declared In:** include/WindowInfo.h

## Class Description

WindowInfo objects are provided by Puppeteer to give information about a remote application's windows. Puppeteer returns a list of WindowInfo objects with its windowList method. One WindowInfo object corresponds to one window in the remote app. The information that WindowInfo provides is postscript window numbers (which may be used when posting events), the window frame rectangle and an NXImage containing a bit map of the current window contents.

## Instance Variables

int **localWindowNumber**;  
int **globalWindowNumber**;

localWindowNumber	The local postscript window number.
globalWindowNumber	The global postscript window number.

## Method Types

Initializing a new WindowInfo instance

- initWithLocalNumber:globalNumber:

Getting the window frame

- getFrame:

Getting the window numbers

- localWindowNumber
- globalWindowNumber

Getting the window bitmap

- windowImage
- copyWindowToImage:

## Instance Methods

**copyWindowToImage:**

- **copyWindowToImage:***image*

Copies a bitmap image of the window into the NXImage *image*. This is normally used to refresh an image originally returned by **windowImage**. Returns **self**.

**getFrame:**

- **getFrame:**(NXRect \*)*theRect*

Returns the window's current frame rectangle by reference in *theRect* and returns **self**. The frame rectangle is always reckoned in the screen coordinate system. The frame rectangle is re-calculated each time this method is called.

**globalWindowNumber**

- (int)**globalWindowNumber**

Returns the window's global postscript window number.

**initWithLocalNumber:globalNumber:**

- **initWithLocalNumber:**(int)*localNumber* **globalNumber:**(int)*globalNumber*

This is used by Puppeteer to initialize a new WindowInfo object.

**localWindowNumber**

- (int)**localWindowNumber**

Returns the window's local postscript window number. This can be used as the window parameter in Puppeteer event methods.

**windowImage**

- **windowImage**

Returns a newly allocated NXImage containing a bitmap of the window's contents.