SGrab.doc

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Chapter 1

SGrab.doc

1.1   Table of Contents

                                                    SGrab 1.5

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

                     Copyright (c) 1998 by Stephan Rupprecht

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 by the native
chipsets.

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

```
Copyright
~~~~~~~~~
  SGrab is Copyright (c) 1998 by the author Stephan Rupprecht

  SGrab is distributed under the concept of GIFTWARE, you are requested
  to send me a small gift if you like the program.

  You are allowed to 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 a german, italian, norwegian, french and spanish
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.

  Starting with version 1.4 of SGrab a
                    graphical user interface
                    is also
  available.

  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

                    CX_POPKEY
                     Hotkey that tells SGrab to open its window

                    CX_POPUP
                     Open user interface when SGrab gets started

                    CX_PRIORITY
                     Priority of commodity handler

                    PUBSCREEN
                     Name of pubscreen to open window on

                    CLIPUNIT
                     Save to clipboard

                    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).

    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 replaces 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 CX_POPKEY: Hotkey that tells SGrab to open its window

                 CX_POPKEY/K
~~~~~~~~~~~
  This is the hotkey, the input sequence which opens the window if it is closed
  or brings it to the front if it is already open. You MUST specify this option
  if you want to use the
                gui
                .

1.17 CX_POPUP: Open user interface when sgrab gets started

                 CX_POPUP/T
~~~~~~~~~~~
  This one tells SGrab to open its window when it is run for the first time. You
  must specify
                CX_POPKEY
                to make this option work.

1.18 CX_PRIORITY: Priority of commodity handler

  CX_PRIORITY/K/N
~~~~~~~~~~~~~~~~
  Priority of commodity handler. Normally, you won't have to change this.

1.19 PUBSCREEN: Screen to open the window on

  PUBSCREEN/K
~~~~~~~~~~~
  Name of public screen to open window on. If not specified the default
  public screen is used.

1.20   CLIPUNIT: Clipboard unit to save image data to

```
CLIPUNIT/N/K
~~~~~~~~~~~~
   If you specify CLIPUNIT SGrab will save the screenshot to the given
   clipboard unit (eg. CLIPUNIT=0).
```

1.21   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
```

1.22   DELAY: Define time to wait before grabbing

```
DELAY/K/N
~~~~~~~~~
   Number of seconds to wait before start grabbing.
   Default: 5.
```

1.23   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

1.24   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

1.25   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.

1.26   The Graphical User Interface

                HOW IT WORKS
~~~~~~~~~~~~~
Whenever you start SGrab with
                CX_POPKEY
                given, SGrab will install itself
as a commodity into the system. Each time you press the specified input
sequence, SGrab will open its GUI on the screen specified by the
                PUBSCREEN
                    option (screen and window will be brought to front if already ←
                        open).

THE GADGETS
~~~~~~~~~~~

```
   Screens / Windows: This one shows all windows and screens currently
   available. The highlighted entries are the screens. You can use the
   CRSR UP/DN keys to select an entry via the keyboard. If you have
   notifyintuition.library by H.W.Schober installed the gadget will be
   automatically updated each time when a window/screen is opened or closed.
   For windows that don't have a title, their coordinates and dimensions
   are shown instead.

   Windows: Turns on / off the displaying of windows in the "Screens / Windows"
   gadget. The initial state of this gadget can be controlled by the
                 WINDOW
                    option.

 WINDOWCONTENTS: See  WINDOWCONTENTS

 Grab: Grabs the selected screen / window.

 Mark & Grab: Pops the selected screen to the front and allows you to select
 the area to grab. See also
                 MARK
                   .

 File: Where to save the imagedata to. See also
                  FILE
                   .

 Clipboard: Save imagedata to the clipboard unit specified by
                 CLIPUNIT
                    (0 by default).

 THE MENU
 ~~~~~~~~
   The menu only contains the standard menu items "About", "Hide" and "Quit"
   so I don't think I have to explain them to you :)
```

1.27 Differences between SGrab and CyberGrab

```
 Differences
 ~~~~~~~~~~~
   \textdegree{}~sgrab has a GUI
   \textdegree{}~option SPAREMEM not supported - does anybody need it?
   \textdegree{} option WINDOWFRAME not available, SGrab automatically uses
     WINDOWFRAME whenever possible.
   \textdegree{}~grabs planar screens faster
   \textdegree{} clipboard support
```

1.28 How did it grow up

```
 History
 ~~~~~~~
```

```
1.0   first public release
1.1 crashed when grabbing large screen (compiler used 16bit math
instead of 32bit ones).
1.2 italian catalog by Nicola Pagani, norwegian catalog
by Kimme Utsi, fixed stripes problem when grabbing
< 8bit cgfx screens (only when SAVEMEM wasn't activated)
<juergen urbanek>, added commodity support <freejack>,
supports clipboard now
1.3 for unknown reasons grabbing didn't work correctly on at least
one computer (MARK and WINDOW) when using a friend bitmap (friend
bitmaps were only used for native screens) <Henning 'Faroul' Peters>,
new mouse pointer image when using MARK
1.4 finally sgrab got a gui, wbmsg wasn't replied, sometimes crashed the
system when {Owner} / {Title} were used, flashes the screen when
grabbing has been done.
1.5 {NUMBER} was broken when using the GUI. Reopens the window when it
was closed before a grab. <Raphael Pilarczyk>
french catalog by Didier Giron
```

1.29 Known bugs

```
Bugs
~~~~
One users reported me that SGrab deadlocks his computer each third grab.
Do you have the same problem? Mail me, please.
```

1.30 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.
Dhomas Trenn for the bug report.
Nicola Pagani for the italian catalog.
Kimme Utsi for the norwegian catalog.
Arturo Roa for the spanish catalog.
Juergen Urbanek for the bug report.
... see
              history
                :)
```

1.31 Who did it

```
Author
~~~~~~
Send comments, questions, etc., to
```

```
      stephan.rupprecht@metronet.de

  You may also contact me via snailmail:

      Stephan Rupprecht
      Apfeldweg 1
      44359 Dortmund
      Germany
```

1.32 Pick and click

```
       General


       Acknowledgments

       Author

       Configuration

       Copyright

       GUI

       History

       Installation

       Legal Stuff

       Overview

       Purpose

       Requirements

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       Thanks
        Options


       FILE
           Keywords in FILE argument


       DEPTH

       HEIGHT

       NUMBER

       OWNER

       SIZE
```

```
TITLE

WIDTH

DELAY

ICON

CX_POPKEY

CX_POPUP

CX_PRIORITY

PUBSCREEN

CLIPUNIT

NUMBER

WINDOW

WINDOWCONTENTS

MARK
```