

Suprgrab will grab the current contents of the frame buffer (backbuffer) on a 3Dfx card and do proper filtering and gamma correction on it. The images should be duplicate the quality of what is on the screen.

To use suprgrab revision 6, you must have glide 2.1.1 sst1init.dll installed and be running Win95 or WinNT. You can try to run this while the other application is running, but this has the potential to freeze the system (since two applications should not be talking to the card at once). The safest way to grab a screen shot is to set SST_NOSHUTDOWN=1 and use two monitors (one for 3Dfx and one for VGA) so that you can see the windows desktop after the game exits (or you ALT-TAB out of the game) and then run suprgrab.

This program is provided as-is.

We will update this for glide2.2 when that becomes available.

```
suprgrab: [-gptwhxy] [outfile]
  -g => gamma = # {1.7 is default}
  -p => output ppm
  -t => output tga {default}
  -w => width = # {640 default}
  -h => height = # {480 default}
  -x => x = # {0 default}
  -y => y = # {0 default}
```

examples:

```
suprgrab -g 1.0 -w 640 -h 480 -p outfile.ppm
```

Output to STDOUT (for piping into a filter)

```
suprgrab
```

Output to tga:

```
suprgrab outfile.tga
```