

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.

Purpose

Legal stuff

Requirements

Installation

Configuration and Usage

The user interface

SGrab vs. CyberGrab

History

Known bugs

Thanks

Author

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 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 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

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You may also contact me via snailmail:

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## 1.32 Pick and click

General

Acknowledgments

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FILE

Keywords in FILE argument

DEPTH

HEIGHT

NUMBER

OWNER

SIZE

---



TITLE

WIDTH

DELAY

ICON

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CX\_PRIORITY

PUBSCREEN

CLIPUNIT

NUMBER

WINDOW

WINDOWCONTENTS

MARK

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