

# gui2bitmap

generates a bitmap image of a graphical figure, including its uicontrols (and window borders)

## Syntax

```
gui2bitmap(idFig, filename)
gui2bitmap(idFig, filename, withBorders)
```

## Arguments

### idFig

Handle of the graphical figure that must be snapshotted. The figure must be on-screen (off-screen processing is impossible), and must not be docked to any other GUI component.

### filename

Single string: pathname of the expected image file. The file extension sets the image encoding: only .png .jpg .gif and .bmp are supported. If the directory of the given pathname does not already exist, it is created. Predefined TMPDIR, SCI, SCIHOME, home... constant paths are supported as heading element in `filename`.

### withBorders

Single boolean (default %F): Set it to %T to include the borders of the figure in its snapshot, including the general window title, menus bar, tools bar, status bar, etc.

## Description

`gui2bitmap(...)` takes a snapshot of the given graphical figure and stores it in an image file.

`gui2bitmap(...)` is a stand-alone Scilab function using only the JVM embedded in Scilab. It does not require any external software. It aims to replace `xs2png(...)`, `xs2jpg(...)`, `xs2gif(...)`, and `xs2bmp(...)`. Unlike them, it is able to

- include uicontrols (if any) in the image, as they appear on the GUI figure ;
- snapshot the whole window embedding the figure, including the window borders.

Since it uses the JVM, `gui2bitmap()` can be used in standard `STD` Scilab desktop and in No-Window `NW` (advanced console) modes, but is not available in `NWNI` batch mode.

 No variable named *File*, *Robot*, or *Rectangle* must exist anywhere in the calling level of `gui2bitmap()` (and in the upper callers, if any).

## Examples

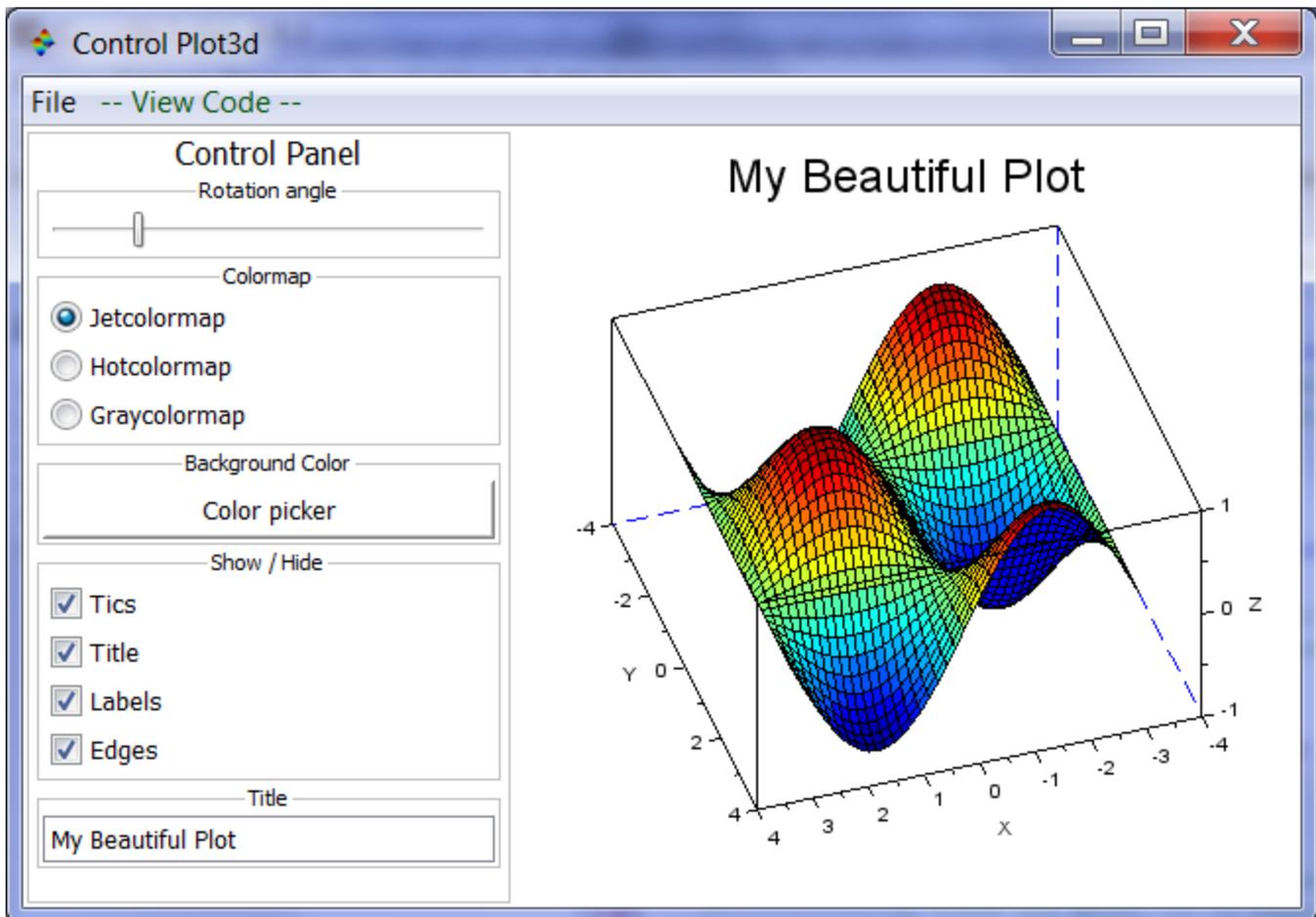
```
// Generate a nice GUI (from demos)
exec("SCI/modules/gui/demos/uicontrol_plot3d.dem.sce",-1);
//
f = gcf();
f.axes_size = [650 400];
sleep(500)
figGUI = "TMPDIR/gui2bitmap/gui2bitmap.png";

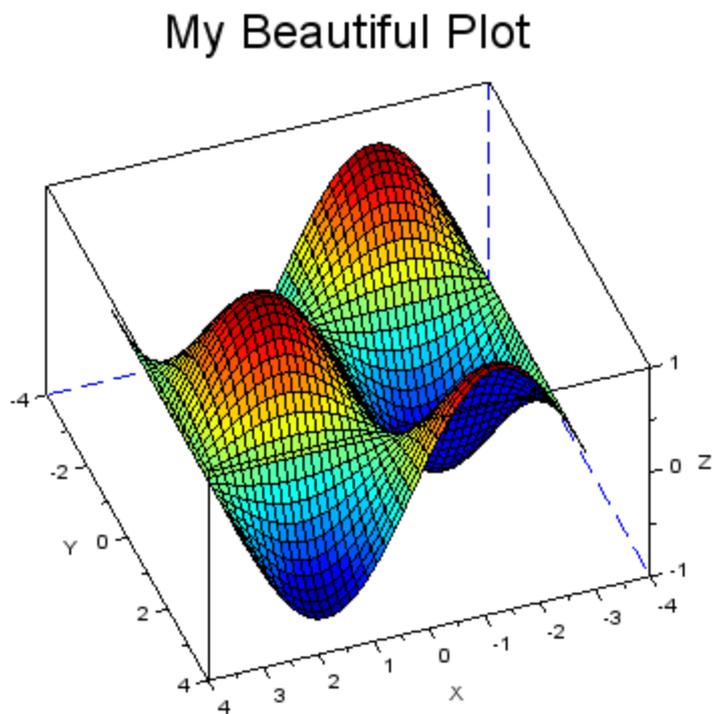
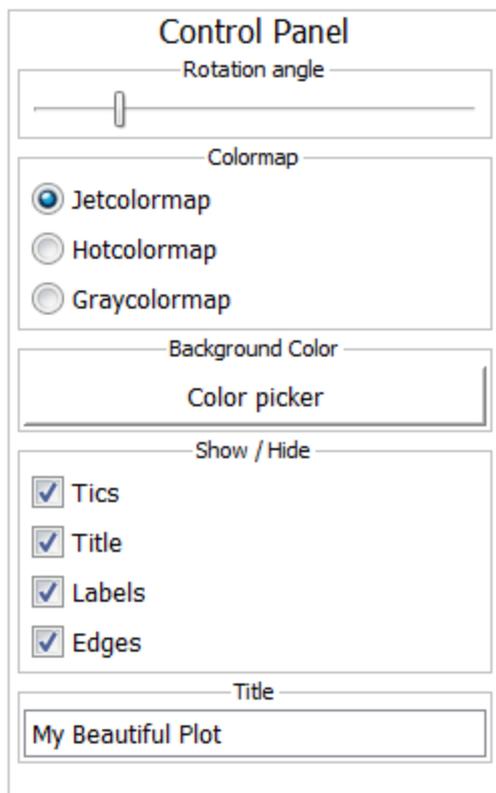
// Export the window
gui2bitmap(f, figGUI, %t) // with window borders

// Let's see the image
winopen(figGUI)
sleep(500)

// Now without the window borders:
gui2bitmap(f, figGUI)
winopen(figGUI)

close(f);
rmdir(fileparts(figGUI));
```





## Author

Samuel GOUGEON

## See also

- [xs2png](#)
- [xs2jpg](#)
- [xs2bmp](#)
- [animaGIF \(ATOMS\)](#)
- [getscilabmode](#)

## History

Version	Description
1.0	2019-08-02 : First release
1.1	2019-08-05 : <ul style="list-style-type: none"><li>• On Windows, any graphical window that is partly shifted off-screen is now managed.</li><li>• 3 bugs fixed.</li></ul>