

Take a screen shot of an inactive window

Taking a screen shot of a window using Delphi code is rather easy.

A screen shot (screen capture) is a copy of the screen's contents that can be saved as a graphics file or displayed in a graphics "aware" control, for example *TImage*.

In most cases you will want to take a screen shot of the active window or the Windows Desktop.

What if you need to do a screen capture of all the running applications - most of them will be inactive and not visible to the user?

Windows XP introduces the new printing API, *PrintWindow*. This API enables the caller to snapshot a visual copy of a window into a device context.

Drop a *TImage* (named *Image1*) on a form and use the following code:

```
WindowSnap(Self.Handle, Image1.Picture.Bitmap) ;
Image1.Refresh;
```

The actual *WindowSnap* function is defined as:

```
function WindowSnap(windowHandle: HWND; bmp: TBitmap): boolean;
var
    r: TRect;
    user32DLLHandle: THandle;
    printWindowAPI: function(sourceHandle: HWND; destinationHandle: HDC;
        nFlags: UINT): BOOL; stdcall;
begin
    result := False;
    user32DLLHandle := GetModuleHandle(user32) ;
    if user32DLLHandle <> 0 then
        begin
            @printWindowAPI := GetProcAddress(huser32, 'PrintWindow') ;
            if @printWindowAPI <> nil then
                begin
                    GetWindowRect(windowHandle, r) ;
                    bmp.Width := r.Right - r.Left;
                    bmp.Height := r.Bottom - r.Top;
                    bmp.Canvas.Lock;
                    try
                        result := printWindowAPI(windowHandle, bmp.Canvas.Handle, 0) ;
                    finally
                        bmp.Canvas.Unlock;
                    end;
                end;
            end;
        end;
    end; (*WindowSnap*)
```

Note that the first parameter to the *WindowSnap* function is a *HWND* value (*THandle*) - the handle of the window you want to capture.

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