



MULTY-PLATFORM SCREEN GRABBER

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Why ICED?

Pros:

- Cross-platform
- Self thread management
- Event capturing
- Userfriendly UI

Cons:

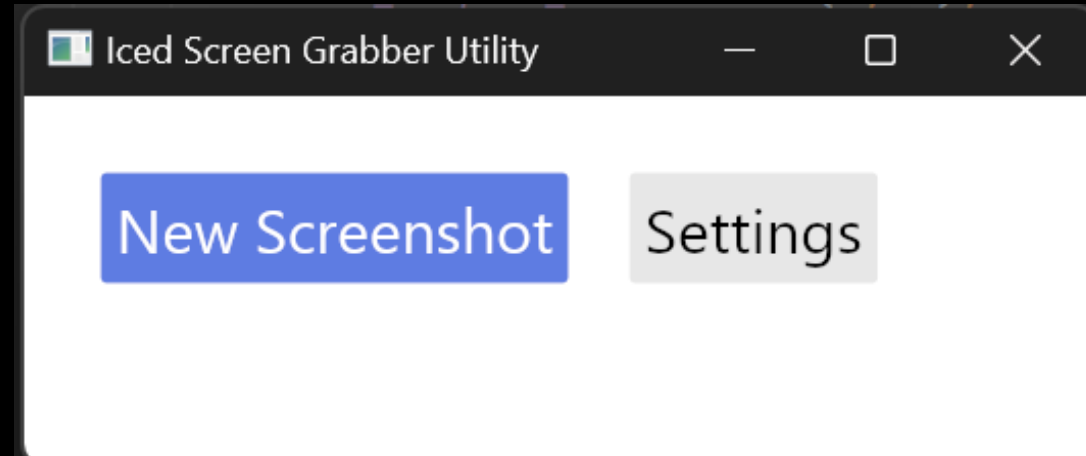
- Very steep learning curve
- Little documentation
- Limited customization

Screenshot Thread

Since Iced doesn't allow interaction with the entire operating system, it was necessary to use multiple threads to make screen capture possible, excluding the Iced window.

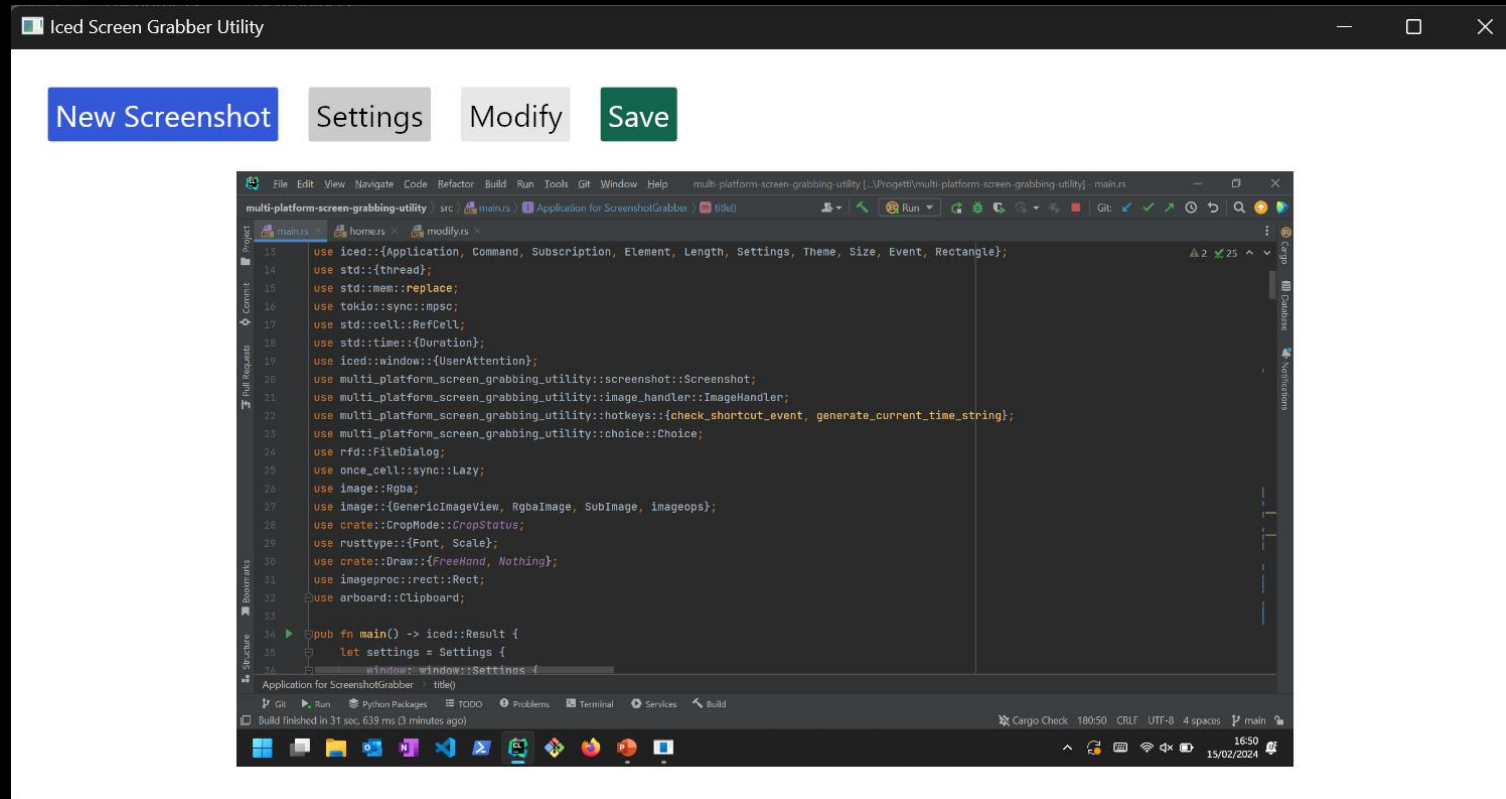
The screen grabbed is sent to iced channel.

Home



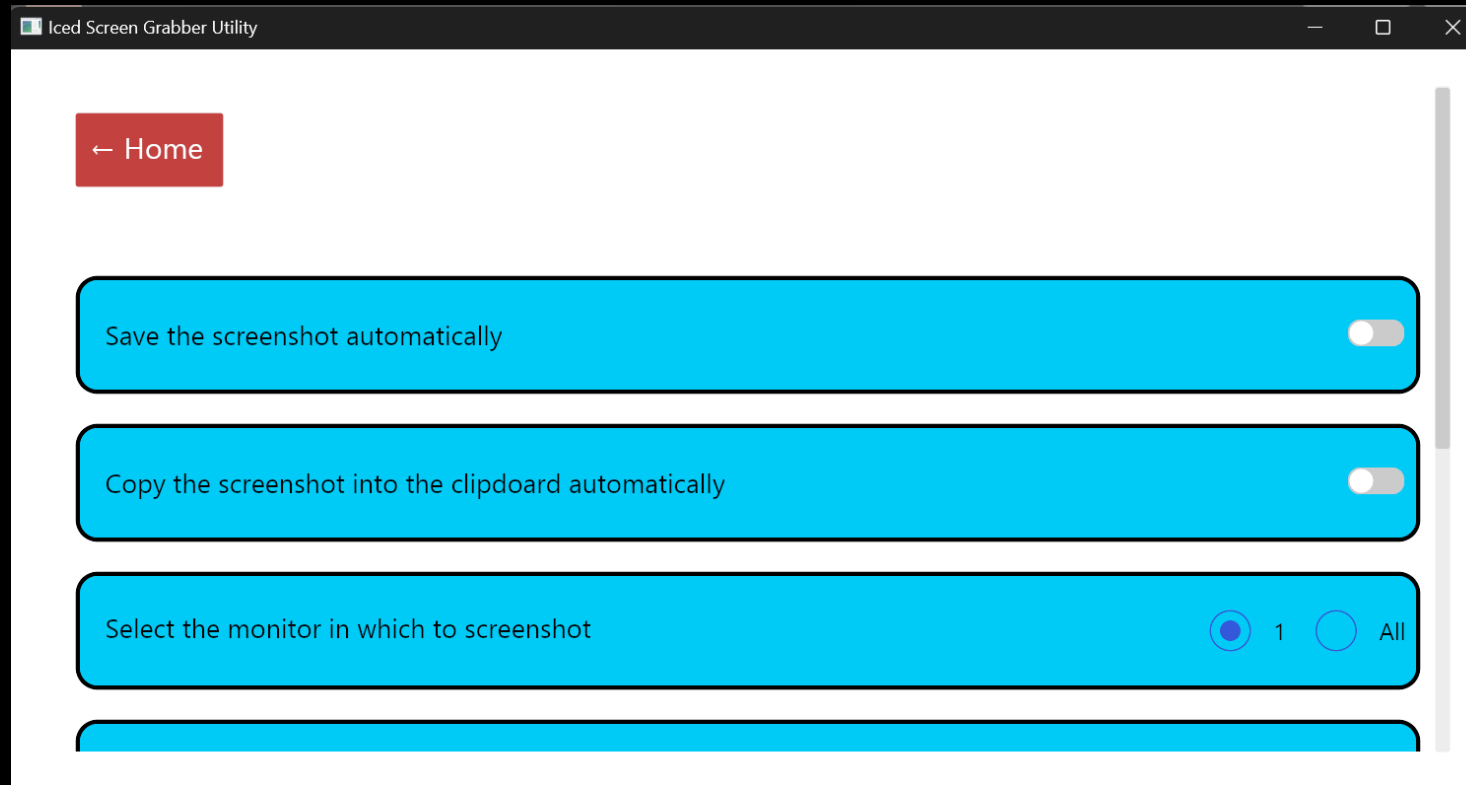
This is the home screen page of the tool, representing the initial state of the application

Home



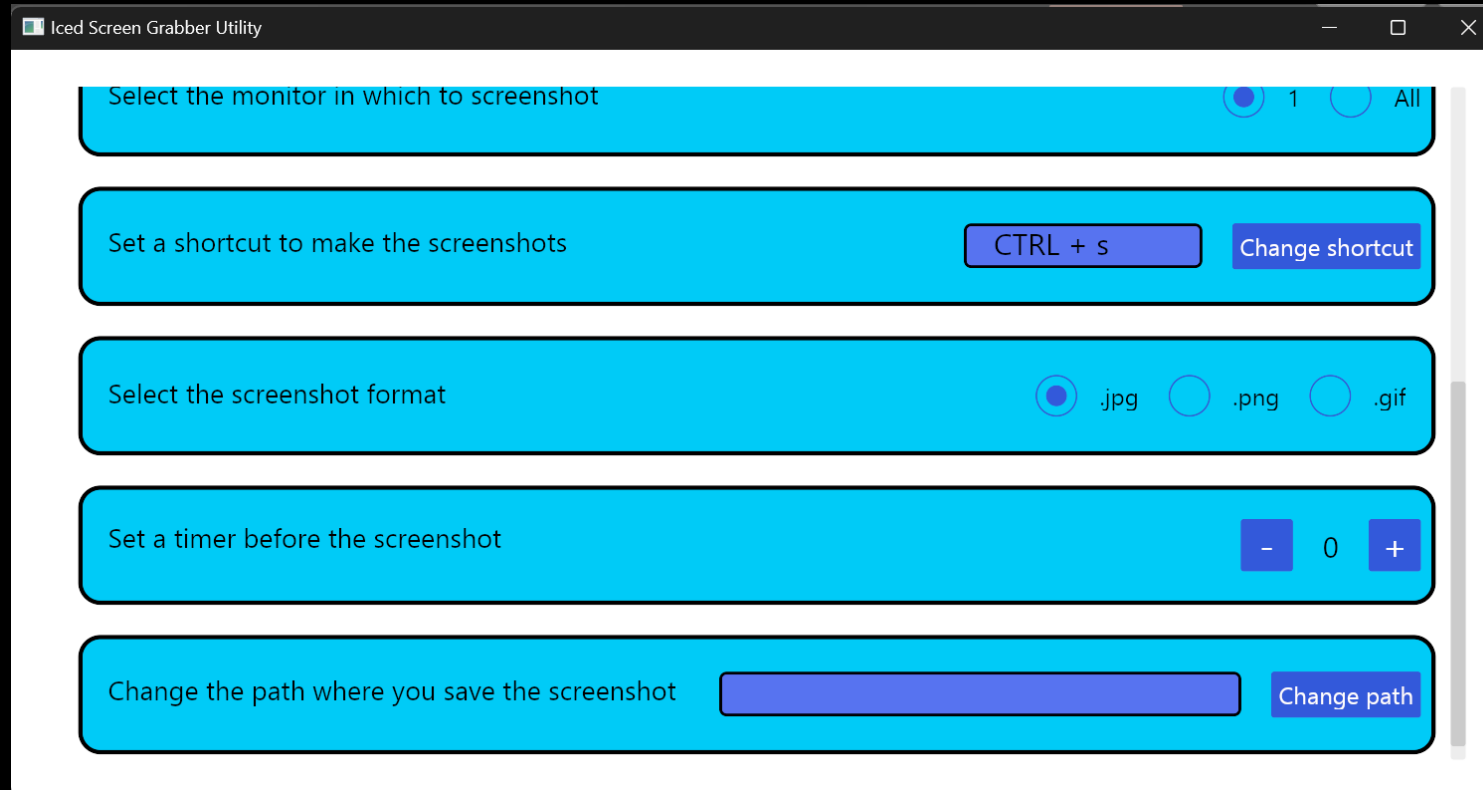
This is the application's home page after capturing the entire system screen

Settings



This is the settings page where you can select the necessary configuration features

Settings

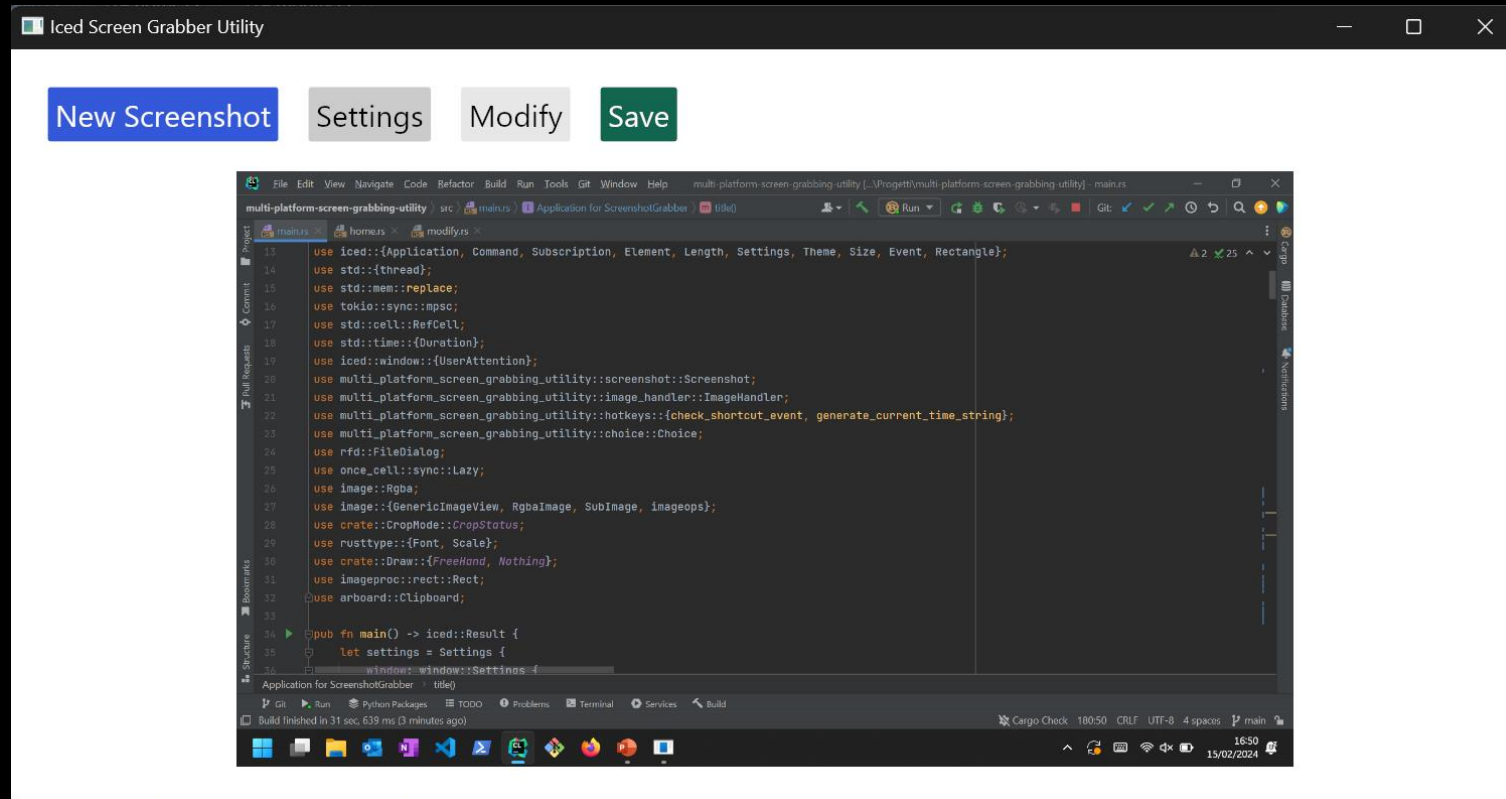


The screenshot shows a window titled "Iced Screen Grabber Utility" with a dark title bar. The window contains five settings sections, each with a light blue background and rounded corners:

- Select the monitor in which to screenshot:** Features two radio buttons, "1" (which is selected) and "All".
- Set a shortcut to make the screenshots:** Includes a text field containing "CTRL + s" and a "Change shortcut" button.
- Select the screenshot format:** Includes three radio buttons for ".jpg" (selected), ".png", and ".gif".
- Set a timer before the screenshot:** Includes a numeric input field showing "0" with minus and plus buttons for adjustment.
- Change the path where you save the screenshot:** Includes a text input field and a "Change path" button.

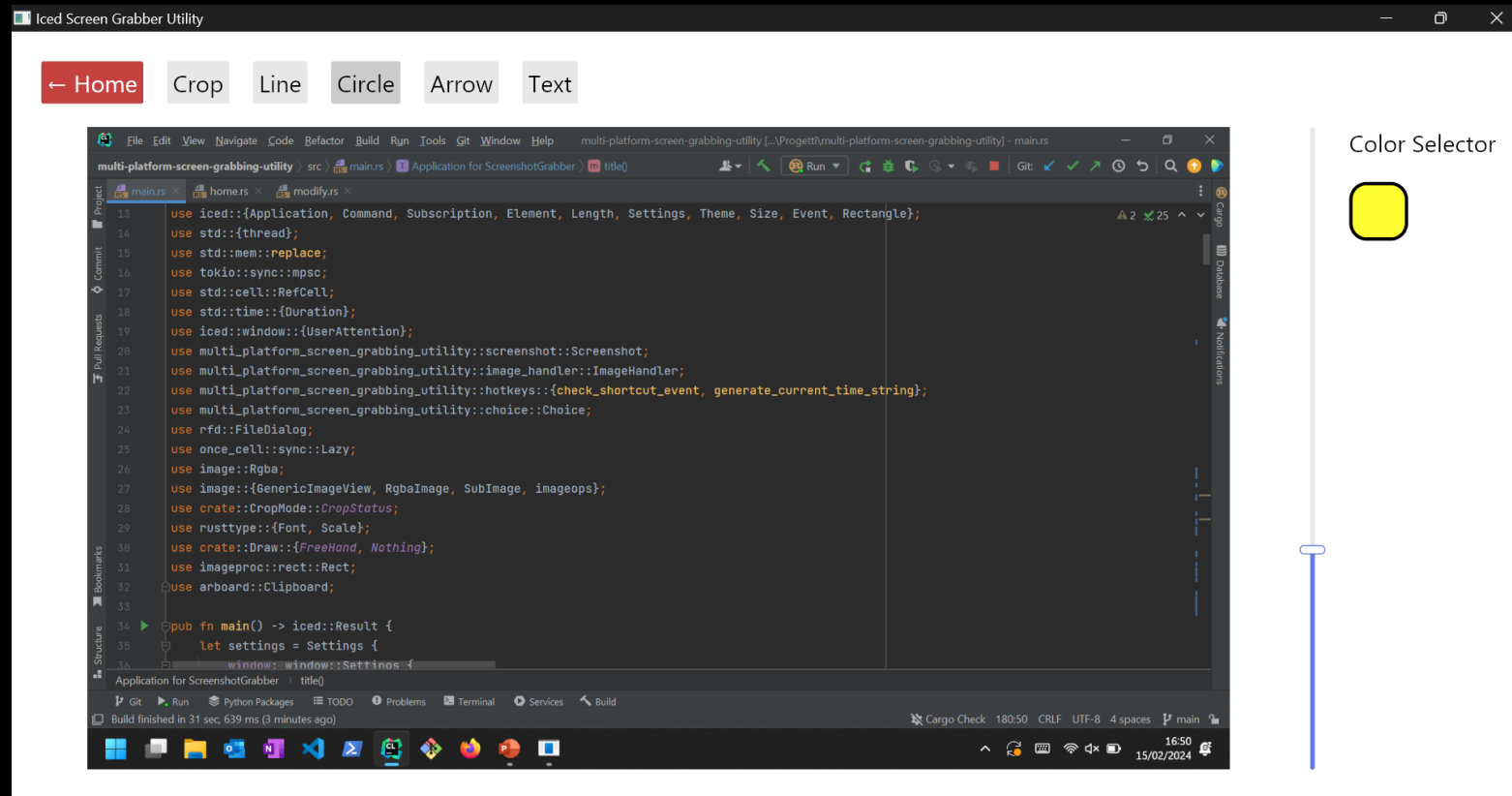
This is the settings page, which includes some additional features

Home



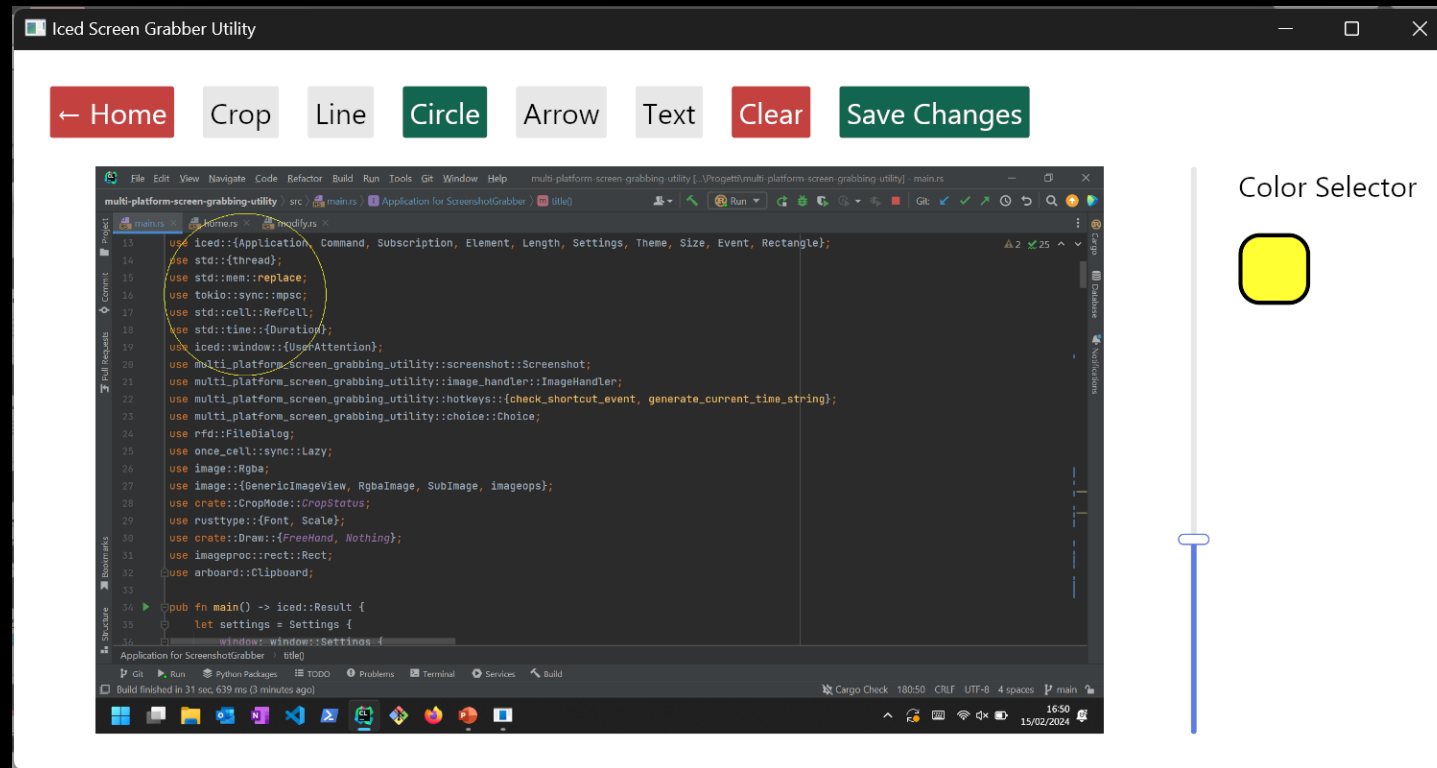
This is the application's home page after capturing the entire system screen

Modify



This is the modification page where you can edit the system image by cropping it and adding shapes

Modify



This is the modified page after the addition of a circular shape

Crates

```
Cargo.toml x
1  [package]
2    name = "multi-platform-screen-grabbing-utility"
3    version = "0.1.0"
4    edition = "2021"
5
6  [dependencies]
7    iced = { version = "0.10.0", features = ["advanced", "image"] }
8    tokio = { version = "1", features = ["full"] }
9    image = "0.24.8"
10   screenshots = "0.8.7"
11   aboard = "3.3.0"
12   notifica = "3.0.2"
13   chrono = "0.4"
14   rfd = "0.13.0"
15   imageproc = "0.23.0"
16   once_cell = "1.19.0"
17   rusttype = "0.9.3"
18
```

These are the dependencies of the project for frontend and backend