

# The KSnapshot Handbook

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# The KSnapshot Handbook

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### **Abstract**

KSnapshot is a simple applet for taking screenshots. It is capable of capturing images of the whole desktop, a single window, a section of a window or a selected region. The images can then be saved in a variety of formats.

## Chapter 1

# Introduction

KSnapshot is a simple applet for taking screenshots. It is capable of capturing images of the whole desktop, a single window, a section of a window or a selected region. The images can then be saved in a variety of formats.

Please report any problems or feature requests to the [KDE Bug Tracking System](#)

## Chapter 2

# Using KSnapshot

This chapter describes the use of KSnapshot for capturing screen images.

### 2.1 Starting KSnapshot

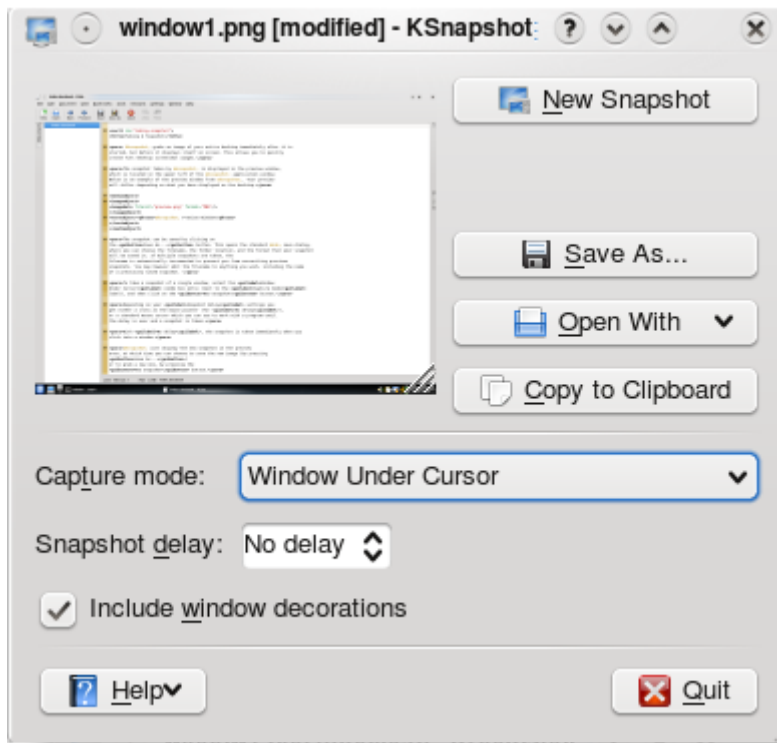
KSnapshot may be started by one of several ways as described below.

- You may start KSnapshot by selecting it from the K-Menu → Applications → Graphics → Screen Capture Program KSnapshot.
- You may start KSnapshot by entering the following at the command prompt:

```
% ksnapshot &
```

- The mini command line KRunner (invoked with Alt+F2) may also be used to start KSnapshot

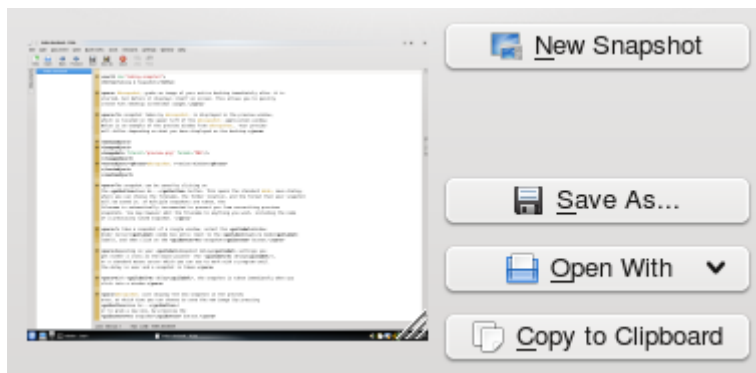
Once KSnapshot starts, you will see a window like the following:



## 2.2 Taking A Snapshot

KSnapshot grabs an image of your entire desktop immediately after it is started, but before it displays itself on screen. This allows you to quickly create full-desktop screenshot images.

The snapshot taken by KSnapshot is displayed in the preview window, which is located in the upper left of the KSnapshot application window. Below is an example of the preview window from KSnapshot. Your preview will differ depending on what you have displayed on the desktop.



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The snapshot can be saved by clicking on the Save As... button. This opens the standard KDE save dialog, where you can choose the filename, the folder location, and the format that your snapshot will be saved in. If multiple snapshots are taken, the filename is automatically incremented to prevent you from overwriting previous snapshots. You may however edit the filename to anything you wish, including the name of a previously saved snapshot.

To take a snapshot of a single window, select the Window Under Cursor combo box entry (next to the Capture mode label), and then click on the New Snapshot button.

Depending on your Snapshot delay settings you get either a cross as the mouse pointer (for No delay), or a standard mouse cursor which you can use to work with a program until the delay is over and a snapshot is taken.

With No delay, the snapshot is taken immediately when you click into a window.

KSnapshot will display the new snapshot in the preview area, at which time you can choose to save the new image (by pressing Save As...) or to grab a new one, by pressing the New Snapshot button.

To take a new snapshot of the entire desktop, select the Full Screen combo box entry and then click on the New Snapshot button. KSnapshot will now capture the entire desktop if you press New Snapshot.

Similarly, to take a snapshot of a region, select the Region combo box entry and set the Snapshot delay to No delay, and then click on the New Snapshot button. The mouse cursor will then change into a cross, and you can then use the mouse to select the region you want to capture.

To take a new snapshot of a section of a window, select the Section of Window combo box entry and then click on the New Snapshot button. With No delay you get a cross as the mouse pointer and you have to click once with the left mouse button into the window. The section of the window under the mouse cursor is now highlighted with a red border. Move the mouse to the wanted section and click the left mouse button to capture the screenshot.

## 2.3 Additional Features

### 2.3.1 Snapshot Delay

The Snapshot Delay box allows you to enter an arbitrary time delay, in seconds, between the time that you press the New Snapshot button and the time that the snapshot is taken.

When a delay time has been set, you do not have to click the mouse button to capture a screenshot. This enables you to open a drop down menu, and take a picture of it.

### 2.3.2 Exclude Window decorations

Include window decorations is enabled by default in Window Under Cursor mode.

When you only want to capture the application itself without the surrounding window decoration, disable this option and take a new snapshot.

### 2.3.3 Copy to Clipboard

When you want to edit your snapshot in a graphics application without saving the snapshot, just click Copy to Clipboard and insert the image into a viewer or graphics application.

### 2.3.4 Buttons

There are two further buttons located at the bottom of the KSnapshot window. Their function is described below.

**Help** Gives you a menu where you can open the KSnapshot Handbook, report a bug, switch the language for KSnapshot or get some more information About KSnapshot and About KDE.

**Quit** Quits the KSnapshot application.

## Chapter 3

# D-Bus Interface

KSnapshot can be scripted using its D-Bus interface. This chapter explains the various D-Bus calls that you can use, and provides some examples of how you can use them.

As with all D-Bus calls, you need to specify the application you want to interface with, and the particular interface. With KSnapshot you need to identify which particular application, which is `ksnapshot-` followed by the process number.

To start KSnapshot and obtain the right argument, use `dcopstart ksnapshot`, which returns the argument (such as `ksnapshot-20594`) on standard output.

You can get a list of the available DCOP interfaces, use the right arguments, as shown in this example:

```
$ dcop `dcopstart ksnapshot` interface
QCStringList interfaces()
QCStringList functions()
QString url()
void slotGrab()
void slotPrint()
void slotSave()
bool save(QString filename)
void slotSaveAs()
void slotCopy()
void setTime(int newTime)
int timeout()
void setURL(QString newURL)
void setGrabMode(int grab)
int grabMode()
void slotMovePointer(int x,int y)
void exit()
```

In the examples following, the process is always `ksnapshot-23151`.

### 3.1 DCOP Access to Settings

For each of the settings that you can control with the GUI, you can both obtain the current status of that setting, and modify the setting, using DCOP.

You can obtain the current capture mode using `grabMode`, as shown below:

```
$ dcop ksnapshot-23151 interface grabMode
```

This will return 0 for full-screen capture, 1 for window capture, and 2 for region capture.

You can set the capture mode using `setGrabMode`, which requires an argument to identify the mode required (as for `grabMode`). So you can set window capture mode (1), using:

```
$ dcop ksnapshot-23151 interface setGrabMode 1
```

You can obtain the current timeout setting (the Snapshot delay: GUI item) using `timeout`, as shown below:

```
$ dcop ksnapshot-23151 interface timeout
```

This will return the timeout setting in seconds, or zero if there is no delay (capture on click).

You can set the timeout using `setTime`, which requires an argument to identify the timeout duration. So you can set a delay of 4 seconds using:

```
$ dcop ksnapshot-23151 interface setTime 4
```

You can obtain the path that the snapshot will be saved to using `url`, as shown below:

```
$dcop ksnapshot-23151 interface url
```

This will return the filename, as a URL (eg as `file:///home/bradh/test2.png`).

You can set the path using `setURL`, which requires a string argument to identify the new path. So you can set the path to `file:///home/bradh/snapshot.jpg` using:

```
$ dcop ksnapshot-23151 interface setURL file:///home/bradh/ ↵  
  snapshot.jpg
```

### 3.2 Taking Screenshots with DCOP

The key to taking screenshots with DCOP is use of `slotGrab`, as shown below:

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```
$ dcop ksnapshot-23151 interface slotGrab
```

This will take a snapshot using the current snapshot mode and timeout settings (as described above). If you want to save the snapshot image, there are a number of calls you can use. If you just want to save the image to the current path (as returned by `url` or changed by `setURL`), you can use `slotSave`, as shown below:

```
$ dcop ksnapshot-23151 interface slotSave
```

If you want the user to be able to specify a filename (and path), you can use `slotSaveAs`, which will bring up a standard KDE file save dialog.

If you want to save the image to a different name (or path) without changing the path with `setURL`, you can use `save`, providing the URL to save to as an argument. So if you want to save the snapshot to `file:///tmp/tempshot.png`, you can do the following:

```
$ dcop ksnapshot-23151 interface save file:///tmp/tempshot. ↵  
png
```

Note that this will return true if the snapshot was successfully saved, and false otherwise. Also, you should be aware that if the file already exists, the user will get a standard KDE dialog that requires the user to decide whether to overwrite or not.

In addition to saving the snapshot, you can also copy it to the clipboard, using `slotCopy`, as shown below:

```
$ dcop ksnapshot-23151 interface slotCopy
```

If you need to select a window that may not be under the mouse cursor, you can use `slotMovePointer`, passing the x position (in screen pixels) and the y position (also in screen pixels) as arguments. So to move the mouse to the top left hand corner of the screen (0,0), you can do the following:

```
$ dcop ksnapshot-23151 interface slotMoveMouse 0 0
```

### 3.3 Printing Screenshots with DCOP

You can print the current screenshot (which may or may not have been saved) using `printSlot`, as shown below:

```
$ dcop ksnapshot-23151 interface slotPrint
```

Note that this will bring up the normal KDE print dialog, which may require user interaction.

### 3.4 DCOP Application control

You can cause KSnapshot to exit by using `exit`, as shown below.

```
$ dcop ksnapshot-23151 interface exit
```

## Chapter 4

# Credits and License

Program copyright

- 1997-2000 Richard J. Moore [rich@kde.org](mailto:rich@kde.org)
- 2000 Matthias Ettrich [ettrich@kde.org](mailto:ettrich@kde.org)

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