

How to take a screenshot of a game or Full Screen running program inside GNOME or KDE desktop environment on GNU / Linux and FreeBSD

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I'm writting some game reviews and movie reviews, every now and then and therefore being able to capture a fullscreen running program like let's say **mplayer** or **vlc** or some full screen running game is something I really need.

The usual **PrtScr** button which normally works to prepare screenshots in *GNOME* or *KDE*, however is not working if the root window handler is being passed to a different program than the Window Manager and pressing it while inside of many older programs or applications does not produce a print screen of the current screen.

Anyways I found a hack to this using the good old **ImageMagick** - *import* command line screenshotting program.

To take a screenshot of a certain program run from *gnome-terminal* or *konsole* using *import* cmd it's possible to use a quick one liner which will take a snapshot of the root Window the started program will use.

Let's say you want to make a screenshot of the entry screen of the **FreeDOOM** (DooM 3d shooter classical game arcade free Software Alternative).

Launch *gnome-terminal* or *konsole* , *xterm* , depending on the GUI environment you use and issue the commands:

```
debian:~$ ( sleep 15; import -window root my_desired_screenshot_name.png ) &  
debian:~$ freedoom
```

The first command will launch *import* after a sleep of 15 secs and therefore will screenshot the active window which will be at focus after 15 seconds, where the *&* sign will background it and the second one will launch **FreeDooM**. You will have to wait for a certain secs and switch to the exact screen you will want to screenshot.

If you want to screenshot some game scene that will appear in 20 minutes change above *sleep 15* cmd to be to something like *sleep 180*

That method can be used for screenshotting any other program running on fullscreen, the method is a bit inflexible as you will have to adjust a timing but it works fine ;)