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Thread: [Grab region of screen](#)

quartzd - February 20, 2016, 7:06 am

Hi im not really sure how to explain this problem but i want to be able to grab pixels from a rectangle region on a screen at position x1,y1 and x2,y2 and copy those exact pixels onto a form... hard to explain I think

Here is a basic image example

It would look like that..where the red rectanagle region is copied into the form as the image shows..
does anyone know how I could do this?

i.imgur.com/iP8ilwp.jpg

(can't post links....)

If anyone can post the image here for me that would be nice thanks

MrOrang - February 20, 2016, 8:37 am

You can get a picture of the entire desktop then only get the select area and save that image. Cant code atm so this is the only bit I can help.

Sogomn - February 20, 2016, 7:08 pm

Check out the class "Robot" in the "java.awt" package. Can do exactly what you want. [Click](#).

quartzd - February 22, 2016, 5:39 pm

(Feb 20, 2016 08:08 PM)Sogomn Wrote: [\[CITE\]](#) Check out the class "Robot" in the "java.awt" package. Can do exactly what you want.

Thanks I solved that problem...but now I need to make the bufferedimage transparent

Sogomn - February 23, 2016, 4:07 am

(Feb 22, 2016 06:39 PM)quartzd Wrote: [\[CITE\]](#) Thanks I solved that problem...but now I need to make the bufferedimage transparent

But your screen is not transparent. What do you mean exactly? Do you want to add an alpha channel? Simply convert it.

```
Code public static BufferedImage convert(final BufferedImage image, final int type) {
    final int width = image.getWidth();
    final int height = image.getHeight();
    final BufferedImage newImage = new BufferedImage(width, height, type);
    final Graphics2D g = newImage.createGraphics();

    g.drawImage(image, 0, 0, null);
    g.dispose();

    return newImage;
}
```

Then call it like this:

```
Code final BufferedImage alphaImage = convert(screenImage, BufferedImage.TYPE_INT_ARGB);
```