

This code captures the 3d view and save an image in the provided outputPath

```
<code python> import
bpy def captGL(outputPath): '''Capture opengl in blender viewport and save the render''' # save
current render outputPath temp = bpy.context.scene.render.filepath # Update output
bpy.context.scene.render.filepath = outputPath # render opengl and write the render
bpy.ops.render.opengl(write_still=True) # restore previous output path
bpy.context.scene.render.filepath = temp # Capture the opengl view and save it in the provided path
captGL("/u/temp/tmp.png") </code>
```

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