

HyperSnap v.8 Manual

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Welcome to HyperSnap

HyperSnap is the fastest and easiest way to take **screen captures** of Windows screens. The program combines the power of a first-class screen capture application with an advanced **image editing** utility, wrapped into one easy-to-use tool.

Use HyperSnap to quickly share a picture-perfect representation of anything on your screen. It's perfect for capturing images for your Help system and online tutorials, manuals, handouts, marketing materials and presentations, webpages, emails and more.

With HyperSnap's versatility and ease-of-use, you can quickly customize menus and toolbars to fit your needs. You can assign your own keyboard shortcuts, create instant toolbars, and even control HyperSnap with voice commands!

Top Features

Here are a few of the many features that HyperSnap offers to provide a highly versatile array of screen captures:

- Powerful image capture, editing, annotation and manipulation tools.
- Captures saved automatically as graphics files.
- An effective image viewer combined with a format converter.
- Over a dozen types of captures, including Region, Button, and Auto-scroll for long web pages.

HyperSnap Licensing

To register and use HyperSnap, you must purchase a license. Visit our home page at

<http://www.hyperionics.com/?Buy=1>

Once there, add the desired license to the "shopping cart" and follow the on-screen instructions.

Always check our website before ordering to find the most current price, payment options, and other order information. We offer many different ways to order, including secure web forms, phone, fax and mail ordering, and corporate purchase orders.

For more information about the licensing agreement, check the [Disclaimer Agreement](#) at the end of this manual.

Bezugsquellen für HyperSnap Lizenzen

Besuchen Sie unsere Homepage unter

<http://de.hyperionics.com/shop/shop.asp>

Wir bieten verschiedene Bestellmöglichkeiten an wie z.B. Bestellung per Telefon, Fax oder Post sowie sichere Internetbestellformulare für Einzel- und Mehrplatz-Lizenzen.

Da sich die Bestellinformationen jedoch regelmäßig ändern, und die Ihnen vorliegende Version von HyperSnap eventuell bereits mehrere Monate oder sogar Jahre alt ist, bitten wir Sie unsere Webseite zu besuchen, damit Sie stets die korrekten Informationen wie Preis, Anschrift und Versionsnummer in Ihrer Bestellung angeben können.

How to Use This Manual

This online manual is also HyperSnap's online Help. When you click an item in the contents or a link in the text, you see the information under that heading in the manual. (You can also print a PDF version of the manual if you want a paper copy.)

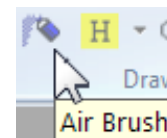
First Time User: If you are using HyperSnap for the first time, following the steps below can help you learn to use it more quickly.

Previous User: If you have used HyperSnap in the past, the "What's New" section will give you the basics of HyperSnap's new Ribbon Interface. You can then review the Ribbon Tabs to identify the new tools

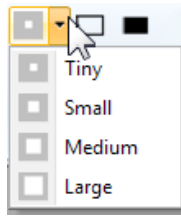
- 1 Learn about the new Ribbon interface and Thumbnails in the ["What's New"](#) section.
- 2 Use [Tutorials](#) to practice captures.
- 3 Search the [Ribbon Reference](#) section for descriptions of HyperSnap tabs and tools.

Use these helpful **tips**:

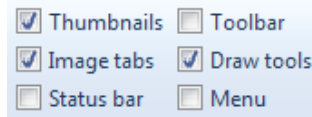
- Place the mouse cursor on a tool to identify it in words.



- If a down arrow appears next to an icon or words, click it for options.



- If a word has a checkbox next to it, click it to select or deselect the tool.



More help is available if you cannot find what you need in the online Help or if you would like to read about other uses for HyperSnap. Visit our [FAQ page](#) or access our [Technical Support Forum](#) for more information.

If you still cannot find an answer to a question about using HyperSnap, or if you run into a problem, feel free to [contact us](#).

Tutorials

HyperSnap offers a large variety of captures, each of which is defined under the [Capture Tab](#) in the Ribbon Reference section in this manual.

This section begins with a [Capture Overview](#), which gives the basic steps to follow for every type of capture. Click the chapter titles below to read the tutorials:

[Capture Overview](#)

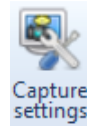
[Window Capture](#)

[Region Capture](#)

[Scroll Page Capture](#)

Capture Overview

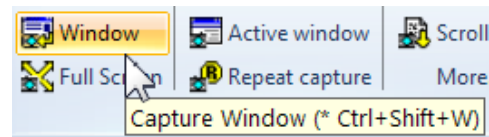
◆ To view your capture's image in HyperSnap check this first:



- Click the Capture Menu, then the Capture Settings icon (far right).
- In the [Capture Settings](#) Dialog box, look down the Capture list and be sure that **Restore HyperSnap window to front after a capture** is checked.

◆ To capture anything in HyperSnap, use the program's **Hotkey combinations**.

- All Hotkey combos begin with **Ctrl+Shift**, followed by a **Letter**, depending on the type of capture.




Example: **Ctrl+Shift+W** is a Window capture (see below)

- To see any Hotkey combo, open the **Capture tab**. Rest the mouse cursor on any Capture icon and the name and its Hotkey combo appears below.

Option: If you switch to the previous **Menu** interface, you can see Hotkey combos when you click open the Capture menu. Every capture type has its corresponding Hotkey to the right.

- ◆ To more easily use Hotkeys, **minimize** HyperSnap to the taskbar (also called "running in background").

(Click the Minimize button, top right.) 

You can always open HyperSnap again during a capture to check Hotkeys, if needed.

With any capture, the area to be captured must be visible on the screen, and HyperSnap must be either onscreen or minimized.

In the following tutorials, you may want to *print the steps first* to follow while trying each capture.

Window Capture

One of the most frequently used, this capture enables you to grab any Window (the name for any enclosed rectangular area on the screen).

The easiest way to practice this capture is to use HyperSnap's **Help** window as the captured window. (If you're using a PDF of this manual, open any program on your screen.)

- Step 1** With HyperSnap opened or minimized and the area to capture on screen:

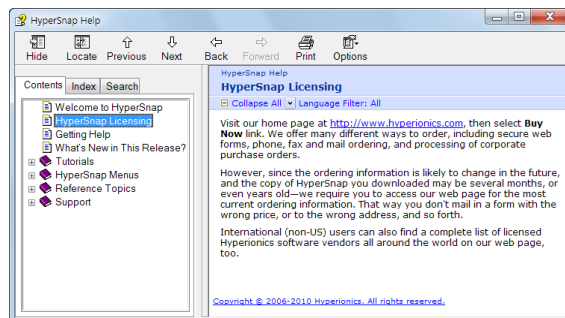
Click **Ctrl+Shift+W** (or select Window in Capture tab).

(If you do *not* remember the correct Hotkey combo, open HyperSnap and click the Capture tab. Then click the Hotkey combo above and minimize HyperSnap to see the window you want again.)

- Step 2** Move the cursor around the screen to see the window areas available, shown outlined with blinking highlights.

Example: If you move to a Title bar, the entire application's window is highlighted, as shown here.

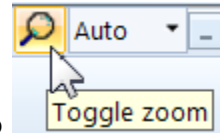
- Step 3** When the area you want is highlighted, click the mouse.



HyperSnap will take the screen shot and display it in its program window.

Tips:

- ✓ If HyperSnap's window is not full-screen size, click the Maximize button to make it full size.
Click the button again to reduce screen size (Restore Down).
- ✓ If the capture is larger than the monitor's screen, use the scroll bar(s) to see the entire image...**OR**



- ✓ Click the button to **Toggle zoom** to **Auto** to make the capture fit the screen.

(See more Zoom options in the [Tab Bar Tools](#) section.)

Region Capture

Another frequently-used capture, Region enables you to save almost any section of a screen or more than one screen, depending on the Region setup you choose.

In its most basic application, this capture is very similar to cropping a photo: You create a box on the screen with the area you want captured inside it.

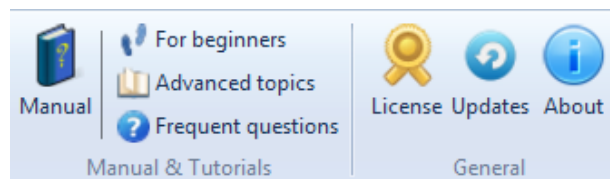
As an example, use these steps to capture just the ribbon Help tab:

With HyperSnap opened or minimized and the region (the Help tab) on screen:

Press **Ctrl+Shift+R** Hotkey combination (or select Region in Capture tab).

You can begin and end a Region capture anywhere on the screen, but here's an easy way to do it:

- Step 1** Click and hold the primary mouse button in the top, left corner of the area you want to capture.
(In the Help tab, click the upper left corner, above Manual.)
- Step 2** Drag the onscreen cursor diagonally down to the lower right corner of the area you want, to make a box on the screen.
(In the Help tab, click the lower right corner of the General group.)
- Step 3** Then click again.



HyperSnap will capture whatever is in the box and display it in its program window.

Scroll Page Capture

Scroll page enables you to capture, in one operation, the entire length of a window that extends down past the bottom of the screen. You can capture and keep a long page of a website or other application rather than having to chop the page into multiple captures.

(The easiest way to try this capture is to open your browser to a web page that has a vertical scroll bar, meaning that the page extends below the bottom of your screen.)

- Step 1** With HyperSnap opened or minimized and the web page on screen, be sure that the place you want to start the scroll is at the top of the page.

If you want to start scrolling at the top of the page, simply leave it as is.

If you want to start at a specific point down the page, scroll down until that point is at the top of the page.

- Step 2** Press **Ctrl+Shift+S** Hotkey combination (or select *Scroll page* in the Capture tab).

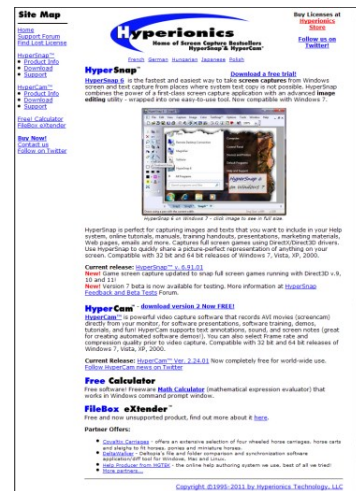
- Step 3** Click the mouse cursor *inside* the window (not on the scroll bar).

HyperSnap will start scrolling down the page (called **auto-scroll**) until it reaches the bottom, then capture it.

- Step 4** To end the capture early, press the **Escape** key.

(If you scroll down more of the page than you want, you can crop the page or cut strips to remove unneeded sections later with the Image tab tools.)

Note: There is no horizontal page scroll, and some applications or web pages with animated or non-scrolling parts may limit or prevent HyperSnap from scrolling the entire page.



Ribbon Reference

This section provides definitions and examples of the tabs and tools that are the HyperSnap Ribbon interface. Click Ribbon interface in the ["What's New"](#) section for a basic explanation of the ribbon.

HyperSnap ribbon contains the following tabs – click each tab name below to read more:

[File Tab](#)

[Capture Tab](#)

[Edit Tab](#)

[Image Tab](#)

[TextSnap Tab](#)

[Setup Tab](#)

[Help](#)

File Tab

The File tab looks different from the other tabs since it contains basic tools required for any image file, regardless of type. Although most of these tools were in previous HyperSnap versions, a few new ones have been added.

This tab includes the following functions – click each function name or graphics to read more about it:

 [New](#)

 [Open](#)

 [Explore](#)

 [Close](#)

 [Close all](#)

 [Save](#)

 [Save as](#)

 [Copy file name](#)

 [Save all](#)

 [Upload](#)

 [Select source](#)

 [Print...](#)

 [Print!](#)

 [Print preview](#)

 [Page setup](#)

 [Send by email](#)

 [Set as wallpaper](#)

 [Search](#)

 [Options](#)

 [Exit](#)



New

Creates a new image file. The image has the same size as that specified on the Edit tab's [Resize tool](#) and the background color defined under "Capture/Capture Settings..." menu, on [Capture tab](#).

Open

Opens an existing graphics file. This is a standard Windows "File/Open" dialog box, extended with a few HyperSnap-specific controls described in the following paragraphs.

Enable Preview

Turn on this option to see a small preview of the graphics file highlighted in the file list.

Page Number to Open

Enables you to specify the number of an image "page" inside a file that you want opened in a "multi-page" image file.

If you highlight this type of file in the file list, HyperSnap will display the total number of image pages in that file next to the specified field.

Correct color if color profile found...

Some image files contain complex "color profiles" that aim to reflect more accurately the colors as the image creator intended them. If you enable this box, HyperSnap will look for such embedded color profiles inside of PNG, JPEG and TIFF files, and will try to adjust the colors of an image read from them according to the profile found.

File Info

Click to display detailed information about the highlighted image file.

Explore

Open a folder window with the view of the current HyperSnap folder, where the program saves images by default, or where the last image was saved.

Save

Saves the current image as a graphics file, based on the format specifications most recently selected with the "Save As" command.

If the current image was saved previously, HyperSnap will use the original format of the file instead.

Save As

Saves the current image to a graphics file, based on the format specifications and file name you provide in the **Save as** file dialog box that appears.

The following text describes HyperSnap-specific fields and controls available in this dialog box.

Tip: The most common **Save as** fields required by the average user are:
Save in:, File Name:, Save as type:, and the Save and Cancel buttons.

Minimize HyperSnap window

Check this box if you want the HyperSnap window automatically minimized after you click **Save**.

Copy file path to clipboard

Check this to copy the entire path plus file name of the current image to the clipboard. This is useful when the image must be uploaded to another application.

Sub-Format

Select the sub-format properties for the desired file type. These include whether the file is compressed and by what method, as well as other properties related to the file type you choose from the *Save as type:* drop-down menu.

Keep Current

Check this box to ensure that when you save a file, HyperSnap keeps the current image color depth (also called *color resolution*).

Select Best

Check to have HyperSnap examine the image to try to:

- ✓ Set color depth to the lowest value available for the highest quality image.
- ✓ Reduce file size if a high color depth is not needed for a good image.

Example: An image may be set to 32 bits per pixel, but only needs to display 200 colors. You could reduce the image size to 8 bits per pixel without detectable image degradation.

1 bit per pixel

Select to save the image with 1 bit per pixel color resolution, which permits only 2 colors in the image. These may be black and white (if you select Std. Windows palette below) or 2 colors "optimized" from all the image's pixels.

4 bits per pixel

Select to save the image with 4 bits per pixel color resolution, which permits up to 16 colors in the image.

8 bits per pixel

Select to save the image with 8 bits per pixel color resolution, which permits up to 256 colors in the image.

16 bits per pixel

Select to save the image with 4 bits per pixel color resolution, which permits up to 65,536 colors in the image.

24 bits per pixel

Select to save the image with 24 bits per pixel color resolution, which permits millions of colors in the image.

32 bits per pixel

Select to save the image with 32 bits per pixel color resolution, which permits millions of colors in the image.

Palette: Optimized

Sets an optimized color palette when you save an image with 1, 4 or 8 bits per pixel color resolution. HyperSnap selects the color table for your image that best matches all available colors on the original picture.

Palette: Std. Windows

Sets a standard Windows color table for your image when you save an image with 1, 4 or 8 bits per pixel color resolution. HyperSnap selects the color table that minimizes desktop "color flicker" when running Windows in the 256 color mode.

An image saved in 1 bit per pixel resolution will be converted to black and white (not grayscale).

Quality Factor

Select this field to set the quality and subsequent degradation of an image file format, such as JPEG, that compresses images by degrading their quality and "averaging" colors across areas. Higher quality values will produce better images and larger files.

The quality degradation may not be noticeable on real life photos with many "smooth shaded areas," but can be *very* obvious on sharp computer screen capture images.

Experiment with different values and on varying types of images to get a feel for this function.

Append

Check this to append (add) the current file to the end of a previously-saved file as another image "page."

Append only works with formats that support multiple images, such as GIF, TIFF, or the Windows icon ICL format.

Interlaced or Progressive

Check this to save the file in "Progressive" or "Interlaced" formats, depending on the file type you select. These properties are only supported by certain file types, such as GIF (which supports Interlaced) and JPG and CMP (which support Progressive.)

Using these properties, viewers can see the file quickly, with more details appearing as the file is successively rendered. The most common uses for these formats are for web page images and when the file must be viewed over a slow network connection.

Transparent

Check this to save the file with a transparent background. This is only available for certain file formats that support a transparency value, such as GIF or PNG. The color you have chosen as the background color will be the color used for the transparent areas.

Save Settings

Click this button to save the currently selected options as the default options for future use. (This does *not* save the image in the program's workspace.)

Copy file name

Copies the exact directory and file name of the currently opened image to the clipboard. You can easily paste the name into any text document, email etc. or use it in File/Open operation of another program to open it.

Save All

Saves all images opened in HyperSnap as graphics files, based on the format specifications most recently selected with the "Save As" command.

If any image to be saved was saved previously, HyperSnap will use the original format of that file instead.

Upload

This sub-menu contains functions for uploading images to FTP and WWW servers on the Web.

 [Upload to FTP Server](#)

 [Upload to ImageShack...](#)

 [Quick upload to ImageShack](#)

 [Show upload log...](#)

Upload to FTP Server

Click this feature to show the FTP server dialog box. This box has important settings for uploading the current image to an FTP server to which you have "write" access.

The upper part of this dialog box is very similar to HyperSnap's [Save As](#) window. It allows you to specify the exact graphics format and options for the uploaded file.

Remote file name

Set a file name with its specific path to be written on the remote host. (If you attempt to write to a path that does not exist, and you do not have "create directory" rights on the server, your upload will fail.)

If you simply include a filename here, the file will go to the remote server's default directory for any uploaded files sent by your account (as set by your administrator).

If in doubt, do *not* include the path, or ask your administrator for the directory name for sending the file.

FTP Server (name or IP address)

Enter the name of the server to use. Example: *company.com*.

(You must have access to the server chosen to send the file there.)

Port

Specifies the required outgoing protocol port. Most users will *not* need to change this setting.

Advanced users who need to make a change will know the new setting and how to alter it. If in doubt, leave it at the default 21.

User

Specifies your user name on the FTP server. You must enter it exactly as given to you by your administrator or the connection attempt will fail. The name may be case sensitive. Contact your administrator if you encounter connection problems.

Password

Enter the site access password given to you by the site administrator. It is usually case sensitive, so be sure it matches exactly.

Save Password

Check to have HyperSnap remember your password between sessions.

Use this option if you are the only one using your computer. However, if security is an issue (as at work), leave this UNchecked.

Use passive mode (PASV)

Required by some FTP servers. If you have difficulty accessing your server, try to enable PASV mode or contact your administrator for help.

Proxy Server settings

If you're using a hardware or software proxy server that meets the following criteria, enter the address of the proxy here.

- The server must *not* use transparent Network Address Translation (NAT).
- Your software must connect through the server address, which it will then re-route to the outside world.

Copy link text to clipboard...

If this option is checked, click it to clear check mark and turn off link text copying.

If this option is UNchecked, click to check it only if you want to copy a link.

If you do, the [Link Specification](#) window appears where you specify the exact text link to the image file. The link will be copied to clipboard for inserting into an HTML editor.

FTP Profile Name

To save all information required to access any FTP server in a "profile", type a name for your profile into this box, then click *Save FTP Profile* button. The name includes server address, port, user name and password etc.

To recall previously saved information or a profile, click the down arrow and select a name from the drop-down list.

To delete a previously saved profile, select it in the drop down list and click *Delete Selected Profile* button.

Security warning: if you choose to save also your password, it will be written in registry database in slightly scrambled form. Although casual users won't be able to read the password, an experienced hacker or someone running HyperSnap under a debugger program may decipher your password.

Use caution and do not save passwords routinely!

Save FTP Profile

Click this button to save the FTP Profile you have created.

Delete Selected Profile

Click this button to delete the profile shown in this box.

Link Specification for FTP upload

If you check *Copy link text to clipboard...* option on the FTP Upload window, this dialog box appears and allows you to specify a text link that is automatically copied to clipboard after a successful FTP upload.

You may include macros listed below, which will be expanded as needed.

Example: If you have entered the following data in FTP dialog box:

Remote file name: /img/Snap7.jpg

FTP Server: www.myserver.com

and the image you uploaded was 300 pixels wide and 250 pixels high, the following text:

```

```

will be expanded to:

```

```

This expanded text will be automatically copied to the clipboard, and you can easily paste it into any web page editor.

Link text edit box and expanded text preview

If needed, click in the white space on the left, which is an edit box, to type your link text. If any macros were entered, the grey preview box below shows the expanded text.

The buttons on the right, described below, insert the macros.

File Button

Inserts the %file% macro into the link text. This macro is expanded to the remote file name of the uploaded image file without the path.

Path Button

Inserts the %path% macro into the link text. This macro is expanded to the remote full file and path name of the uploaded image file.

Width Button

Inserts the %width% macro into the link text. This macro is expanded to the width in pixels of the uploaded image file.

Height Button

Inserts the %height% macro into the link text. This macro is expanded to the height in pixels of the uploaded image file.

Server Button

Inserts the %server% macro into the link text. This macro is expanded to the server name or address entered in the FTP dialog box.

User Button

Inserts the %user% macro into the link text. This macro is expanded to the user name entered in the FTP dialog box.

Upload to ImageShack

Uploads an image to ImageShack.us server on the web and provides links to that image. This makes it easy to insert the image e.g. into online forum posts, blog posts, Twitter etc. It provides an option to obtain a shortened link to the image in the form of <http://goo.gl/XXXXX> for use on Twitter.

The upper part of this window has the options identical to ["Save As"](#) box. Available file formats are PNG and JPEG. The JPEG format works better for real life photos, PNG is best for screen captures of windows and program interfaces.

The lower part of "Upload to ImageShack" window contains the setting specific to ImageShack/yfrog servers – login and password to your account there, optional tags describing the image, a selection box of which to copy to clipboard after a successful update, and options to make the image public or private and to open "My Images" page on ImageShack.us.

You have an option to either use login/password for uploading images, or turn the login off for anonymous uploads. We recommend using login and password, as this gives you a greater control over your uploaded images – as far as we know, there is no way to delete from the server an image uploaded anonymously.

Quick upload to ImageShack

Uploads an image to ImageShack server without asking for any options. This function simply uses the options selected previously in ["Upload to ImageShack"](#) function.

Show upload log

Displays the log of uploads in a text window (by default using Notepad). The fields in the log are separated with TAB characters. If you need to delete the log, simply delete the text using the text editor functions, e.g. Ctrl+A to select all text, followed by pressing Delete key, although it would be better to leave the top line with column headers, as it won't be re-created unless you delete the log file completely.

Close

Closes an open image. If you've changed the image but not saved it, you'll be prompted to save your changes.

Close All

Closes all images opened in HyperSnap. If you changed one of the images, HyperSnap prompts you to save that one. If you do not, the image closes as is.

Tip: if you have many pictures with changes, but want to close them quickly without saving, hold the **Ctrl** key while clicking *Close All*. Everything will be closed instantly with no "save" prompts.

Acquire

If you have an image scanning device connected to your system, use this tool to import a hard copy scan into the HyperSnap workspace.

If you have not already done so, you must first use the Select Source function on the File menu to select the source for HyperSnap.

Select Source

Use this to choose a device to scan hard copy from the available scanning sources on your system. If you have more than one device, you'll see a list of compatible devices, if their drivers have been installed.

Click the device, then **Select**.

Print and Print! (instantly)

The "Print..." function displays the **Printer selection dialog box** to print the current image.

The "Print!" function prints instantly the image to the default printer, without displaying the Printer selection dialog box.

The look of any printed output is determined by the options you choose in the [Page setup dialog](#) box.

Print Preview

Provides a "what you see is what you get" preview of how your current document will look when printed.

Page Setup

Enables you to define the layout for printed pages. The options in this dialog box are similar to those in most print applications, including choices for Paper size, Margins, Portrait or Landscape format, etc.

The **Page setup dialog** box provides a real-time preview of how your document will look when you print it.

Colors

Check one if you want to:

- *Invert Black and White*, which switches these colors in the image.
- *Use Black and White Only*, which converts the image from color or grayscale to black and white, allowing you to print color images to printer drivers that do not support them, such as dot-matrix printers.

- *Draw Frame*, which puts a border around the image to increase visibility if the image contains a white or very light area that might cause it to blend with the page's background.

Best Fit

Check this to have HyperSnap select the best paper orientation for your image. (Portrait is a vertical orientation; Landscape is horizontal.)

Example: If the image is wider than its height, HyperSnap will select Landscape and print it in that orientation.

If you Uncheck this, you can manually choose either Portrait or Landscape.

Center Image

Check this to have the program place your image in the center of the page.

Example: If you do not trim the white space around the image, checking this option will give the image a more finished look on the page.

If you do not choose Center, you can set your own margins by filling in number for *Left/Right* and *Top/Bottom*.

Auto-fit to Fill the Page

Scales your image up or down to fill all available space between the margins on the page, while still preserving the image proportions.

Auto-fit to Page Width

Scales your image up or down to fill the entire width of the page between the margins, while still preserving the image proportions.

Unlike "Auto-fit to Fill the Page", this setting allows printing to extend over multiple pages.

Scale option

Choose this to enter manually the scaling factor for printing your image. Values above 100% will enlarge the printed image; values below 100% will shrink it.

Auto-fit if scale too large

Functions the same as **Auto-fit to Fill the Page**, but only if the scale factor you entered in Scale option makes the image too large to fit on one page.

Header and Footer...

Click this button for a dialog box where you can define header and footer text and position to use on printed pages.

Font Size

Enter the font size in "point" units, which are 1/72 of an inch.

Header Text

Enter the header text that will appear on printed pages above the image you print.

Justify header text options

Select the justification of the header text: left, center, or right

Footer Text

Enter the footer text that will appear on printed pages below the image you print.

Send by Email

Click this to have HyperSnap attempt to contact your system's email program to send the current image as a graphics file attachment. You'll be required to choose the image format, file name, recipient, and whatever other options are required by the email client.

The options in this window are similar to HyperSnap's [Save As](#) window, allowing you to specify the exact graphics format and options for the emailed file.

Optional file name...

Enter a name for this file. HyperSnap will automatically apply the necessary extension.

Set as Wallpaper

Sets the current image displayed in the HyperSnap window as your Windows wallpaper. The image must be converted to the correct format, which will change the currently-specified wallpaper setting to reflect the new setting and filename.

You have options for displaying the wallpaper centered, tiled, or stretched to fit your current desktop's resolution, which will be needed if the image is smaller than the desktop.

⚠ **Caution:** Stretching may cause distortion if the image is not the same horizontal to vertical ratio (aspect ratio) as the Windows screen.

Wallpaper image file name

Displays a name for your new wallpaper file image.

To change the name and location of the file, click the **Browse** button.

Center/Tile/Stretch

Center - displays your wallpaper image in the middle of your desktop.

Tile - Multiplies the image as many times across and down as required to cover the desktop

Stretch - Enlarges the image (or shrinks it if needed) to cover your entire desktop.

(Some distortion may occur on small images if they have an aspect ratio that differs from your desktop's.)

Remove Wallpaper

Removes your current wallpaper image, leaving only the desktop color.

Search

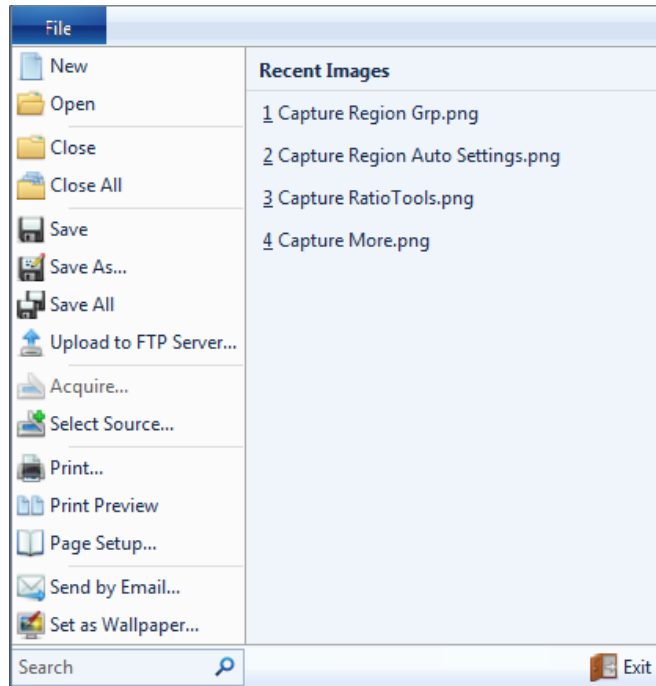
To find the location of a tool or function in the ribbon:

- ◆ Type the name in this bar.
- ◆ Then click the mouse or press Enter.

Tools/functions with that name will be shown.

Recent images

This space shows a numbered list of the images that have appeared in the HyperSnap workspace during the current session.



Click on any one of these to open the image to the HyperSnap workspace.

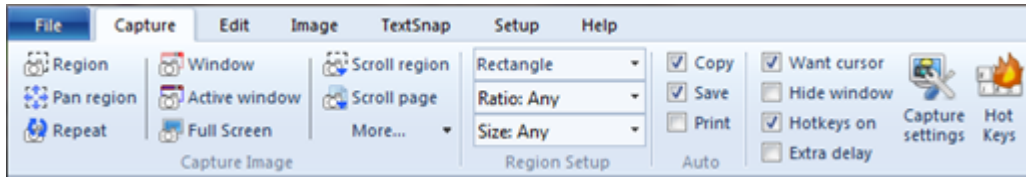
Options

This button brings up the "[Startup and tray icon](#)" options dialog box available also and described in detail under the [Control group](#) of the [Setup ribbon tab](#).

Exit

Exits HyperSnap. This will prompt you to save any images that you have edited, but did not yet save.

Capture Tab

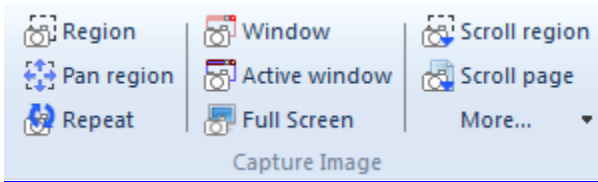


This tab contains the various capture types available in HyperSnap and methods for changing capture and Hotkey settings.

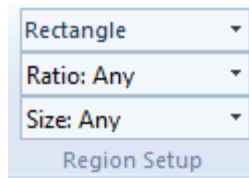
The tab is divided into four groups shown by the group name labels at the bottom of the tab: *Capture Image*, *Region Setup*, *Auto*, and *Settings* (not labeled).

Important! The tools in each group are described as shown *vertically*, from top to bottom, starting at the left side of the group.

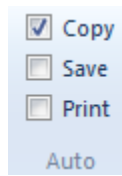
This tab includes the following groups – click each group name or graphics below to read more:



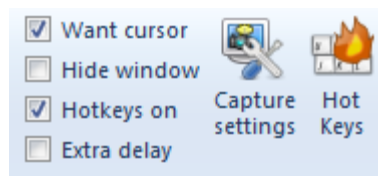
[Capture image](#)



[Region setup](#)

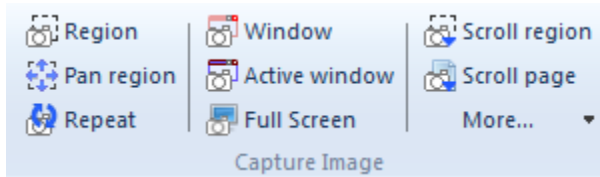


[Auto](#)



[Capture settings](#)

Capture Image Group



This group includes the following functions – click each function name or graphics to read more about it:

 [Region](#)

 [Window](#)

 [Scroll region](#)

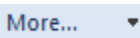
 [Pan region](#)

 [Active window](#)

 [Scroll page](#)

 [Repeat](#)

 [Full screen](#)

Under the  "More..." button there are these additional capture functions:

[Virtual Desktop](#)
[Button](#)
[Active Window without Frame](#)
[Free hand](#)
[Multi-Region](#)
[Cursor](#)
[Extended Active Window](#)
[Presentation after capture](#)
[Lock last capture](#)

Region

Ctrl+Shift+R - Captures a defined area of your choice. It can encompass multiple windows, your desktop, or virtually anything that is visible on your desktop.

Unlike a Window or Virtual Desktop capture, this function does not discriminate between the various windows on the screen.

To capture a Region, you can use the same steps as for cropping a photo:

- Step 1** Click **Ctrl+Shift+R**.
- Step 2** Click the cross-hairs that appear to define the area.
- Step 3** Move diagonally to a place that encloses the area you want to capture.
- Step 4** When you have completely "blocked" the area, click the mouse.

You'll see the area you have blocked (the Region) in the HyperSnap workspace.

(See [Region Capture](#) tutorial for an example.)

Pan Region

Ctrl+Shift+P - Captures the same region *size* as the previous capture command, but allows it to be taken from any area of the screen. You can take your defined region box and, essentially, "slide" it around the screen to choose another same-size area to capture.

Example: Use this technique if you want to fit captures into specific-sized frames to be placed in a document. The task becomes much easier since each capture will be the exact same shape and size as the previous capture.

For a Pan Region capture:

- Step 1** Move the mouse cursor to another point on the screen where you want to begin a capture of the same size block as the previous Region capture.
- Step 2** Click **Ctrl+Shift+P** to capture the same size region.

You'll see the new area, the same size as the previous Region, in the HyperSnap workspace.

Repeat (Capture)

Ctrl+Shift+F11 - Repeats the last capture performed, exactly as you performed it. Repeat lets you capture the "in progress" screens of a running program. By selecting this over a period of time or by repeatedly pressing the appropriate Hotkeys, you can repeatedly grab the same region, window, or control to show an ongoing process or program function.

For a Repeat capture:

- Step 1** Move the mouse cursor to a point on the screen where you want to begin the same type of capture as the previous one.
- Step 2** Click **Ctrl+Shift+F11** to repeat the capture.

You'll see a repeat of the previous capture in the HyperSnap workspace.

Window

Ctrl+Shift+W - Captures a restricted, pre-defined section on the screen, such as one window of a program or one piece of an application. Use this function to capture any window from a small part of a running application to Windows itself.

As you move the mouse over the area to be captured, the various parts of the applications open and you see a dark blinking border around a section that shows what is to be captured.

To capture a window:

- Step 1** Click **Ctrl+Shift+W**.
- Step 2** Move the cursor around the screen to see the window areas available, shown outlined with blinking highlights.

Step 3 When the area you want is highlighted, click the mouse.

You'll see the window you have chosen in the HyperSnap workspace.

(See [Window Capture](#) tutorial for an example.)

Active Window

Ctrl+Shift+A - Captures the active (sometimes called the "front") program window, which is the one with an active cursor in it.

To capture the Active Window:

Step 1 Move the mouse cursor to a point inside the window you want to capture.

Step 2 Click **Ctrl+Shift+A**.

You'll see active window in the HyperSnap workspace.

Full Screen

Ctrl+Shift+F - Captures everything on the current screen/desktop. On a multi-monitor system captures the desktop from the active monitor (the one with the mouse cursor).

Use **Virtual Desktop** capture to capture ALL monitors together in a single frame.

To capture the entire Windows desktop:

1 Step Click **Ctrl+Shift+F**.

You'll see the complete screen in the HyperSnap workspace.

Scroll Region


Ctrl+Shift+G - Select this function to scroll down a precise region that extends down below the viewing area of the screen. Unlike *Scroll Page* where you capture everything below the screen, this allows you to capture an area inside a window. You can avoid unwanted parts, such as columns of advertising on web pages.

When the Region cross-hairs appear on screen, define a region as you would in the usual Region capture, but add a second step, as described below.

To capture a Region with Scrolling:

Step 1 Click the "Scroll Region" button or press **Ctrl+Shift+G** key combination.

Step 2 Click one corner, than move the mouse diagonally to click another corner, creating an outline or block of the region you want on the screen.

Step 3 To scroll down past the bottom of the window onscreen, click the *down pointing arrow*  of the **vertical scroll bar** of the window.

The auto-scroll capture will start at once and when it stops, you'll see the defined scrolled area/region in the HyperSnap workspace.

To stop scrolling early, press the *Escape* key on the keyboard; otherwise wait until scrolling is complete.

Tip: This method of auto-scrolling can work well for pages that refuse to scroll and capture with the "Scroll Page" method.

Scroll Page

Ctrl+Shift+S - Captures an image of an entire page or document, required for a page that extends below the visible screen.

To capture a Page with Scrolling:

Step 1 Position whatever part of the window you want as your "start scroll capture" point at the top of the workspace.
(It may be the top of the window or any location within the window.)

Step 2 Click **Ctrl+Shift+S** .

Step 3 Move your mouse to the middle of the target window and click.

The auto-scroll capture will start at once. When it stops, you'll see the entire scrolled page in the HyperSnap workspace.

You can wait until scrolling stops or press the *Escape* key to stop scrolling at any time.

(See [Scroll Page Capture](#) tutorial for an example.)

Virtual Desktop

Ctrl+Shift+V - Captures the entire Windows desktop, used primarily for systems with multiple monitors or those with video drivers that offer "pan-able" desktops that disappear from view on any axis (vertical or horizontal).

To capture the Virtual Desktop:

1 Step Click **Ctrl+Shift+V** .

You'll see the all the available Windows desktops in the HyperSnap workspace.

If there is only one monitor attached to the system, you will see the entire screen, as in the Full Screen capture.

Button

Ctrl+Shift+B - Captures a button, including toolbar buttons. Used in many applications and for most buttons on web pages, etc.

Buttons can be captured as seen, when clicked, and as identified when the mouse cursor either rests on the button or moves over it. (This latter is commonly used in word processors and browsers.)

To capture a button:

Step 1 Move the cursor on top of the button you want.

Step 2 Click **Ctrl+Shift+B**.

Unless the application prohibits this, you'll see the button in the HyperSnap workspace.

Note: Some applications will *not* allow you to capture a button. If you try, you may capture the entire window or screen instead.

Active Window without Frame

Ctrl+Shift+C - Captures only the "inside" of the active (sometimes called the "front") program window. This gives you the window's contents rather than its border.

To capture the Active Window's contents only:

Step 1 Be sure that the cursor is in the window you want.

Step 2 Click **Ctrl+Shift+C**.

You'll see the active window without a frame in the HyperSnap workspace.

Free hand

Ctrl+Shift+H - Captures a hand-drawn, area (non-rectangular) around any part of the screen. When selected, the cursor changes to large crosshairs and the area below the cursor shows a magnified preview of the area to be captured.

To capture a Free Hand drawn area:

Step 1 Position the cursor where you want to start drawing.

Step 2 Click **Ctrl+Shift+H**.

Step 3 Draw around the outside of the area you wish to capture.

Step 4 Press *Enter*.

OR...

Right-click and select **Finish Capture** from the popup menu.

OR...

Click near the capture starting point to complete the capture.

You'll see your hand-drawn area in the HyperSnap workspace.

The program fills the area outside the area captures with the pre-defined background color you've set in the Capture Settings dialog box.

Multi-Region

Ctrl+Shift+M - Captures multiple regions that you define using its built-in tools.

One of HyperSnap's most powerful features, multiple regions can be more than one area of the screen, such as two rectangular portions of the same window, or even two different application windows at the same time. They can also be different shapes and formats.

Example: You can use multi-region to capture a cascading menu, a useful tool when creating documentation for software.

For a Multi-Region capture:

- Step 1** Minimize the HyperSnap window.
- Step 2** Open a cascading (multi-level) menu in another program.
- Step 3** Right-click on a file's icon.
- Step 4** Choose *File/Send to* which opens the menu.
- Step 5** Press **Ctrl+Shift+M** to start this capture.
- Step 6** Click on each menu in turn.
- Step 7** Press the **Enter** key on the keyboard to finish this capture.

You'll see all regions captured with the default background color filling the area between the regions in HyperSnap's workspace.

The program fills space between captured regions with the color you select in the **Capture Settings/Capture** tab - *Default background color for captures.*

Cursor

(No Hotkeys defined) - Captures the mouse cursor (pointer) only, drawn on any background color as selected in **Capture Settings/ Capture** tab - *Default background color for captures.*

To capture only the cursor:

- Step 1** In the Capture tab, click **More...**
- Step 2** Click **Cursor...**

You'll have an approximate 3- second delay to position the cursor where you want it.

(This allows you to check that it has the shape needed.)

Another Option:

- Define a Hotkey combination for this under **Customize Keyboard** in the Screen Capture **Hotkeys** tool.
- Click the new Hotkey combination and the current cursor is captured.

Extended Active Window

Ctrl+Shift+X - Captures the last active window, allowing you to change its size. After selecting this capture, the program prompts you to specify any size image you want, even sizes much bigger than the visible screen. (Available only in Windows XP or later operating systems.)

Important! This capture only applies to *resizable windows*, which are those that you can resize with your mouse cursor. It does *not* work on fixed-size dialog boxes or some tabbed control windows.

Examples: Use this function to grab a web browser window that shows the entire web page, even if it might be 4000 pixels high. OR capture a spreadsheet table, even if you'd have to make the application window 5000 pixels wide to fit it.

Width

Enter the width in pixels to resize the window before capturing it. This value may be larger than your entire screen width.

Height

Enter the height in pixels to resize the window before capturing it. This value may be larger than your entire screen height.

Delay time before capture

Enter the delay time in milliseconds that HyperSnap should wait between resizing the window and capturing it.

If you discover after the capture that the external window frame is resized, but everything inside the frame is not, you may need to repeat the capture with a longer delay time.

To capture the last Active Window and change its *size*:

- Step 1** Be sure that the active window you want is onscreen.
- Step 2** Click **Ctrl+Shift+X**.
- Step 3** In the box that appears, enter in pixels the *Width*, *Height*, and/or the *Delay time* you want for the next capture of the last active window.
- Step 4** Click OK.

The window you chose and re-sized is shown in the HyperSnap workspace.

Presentation after capture

(No Hotkeys defined) Click this to switch to the Presentation mode after capture.

In this mode the captured image is displayed in full screen mode (without the HyperSnap window frame, menus, toolbars, etc.). Only the drawing toolbar is visible, "floating" in the corner of the screen to let you select drawing tools to draw on the full screen.

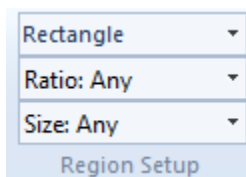
- ✓ When finished, click either the "Presentation Mode on/off" button on the Drawing Toolbar, or press the *Escape* key on the keyboard.

This "unfreezes" this mode and returns the HyperSnap window to its normal size and appearance. The contents of the screen and what you have drawn on it is preserved inside HyperSnap so that you can save or print, if needed.

Lock last capture

(No Hotkeys defined) Click this to lock the last capture as the one to always be used when you choose the Repeat Last Capture command (**Ctrl+Shift+F11**). When locked in that way, the same capture operation will be repeated each time you select "Repeat Last Capture" command or press Ctrl+Shift+F11, regardless of another most recently executed capture function.

Region Setup Group



These tools can be set to determine the shape, ratio, and size of a Region capture.

Region shape (Rectangle)

Click the down arrow to choose from a list the region shape to use for region captures. (Rectangle is the default.)

If you choose a non rectilinear shape, HyperSnap will fill the area around the captured data with the background color you select on Capture tab of Capture Settings - *Default background color for captures*.

- Rectangle
- Small round
- Medium round

Large round
Ellipse

Ratio: Any

Click the down arrow to set the aspect ratio of the capture to one of the following or a customized ratio.

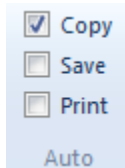
1 : 1
4 : 3
16 : 9
Customize...

Size: Any

Click the down arrow to set the size of the capture to one of the following or a custom size.

320 x 240
640 x 480
800 x 600
Customize...

Auto Group



Click to check (select) or uncheck (deselect) each of the following:

Copy

Check this to instruct HyperSnap to automatically place a copy of each captured image into the Windows clipboard. The image captured is immediately available for pasting into any program or document that can accept bitmapped-format images.

Save

Check this to save each capture automatically as a graphic file. This lets you quickly collect images of a game in progress, or the status of a program operating over time, without having to stop to specify each filename to use.

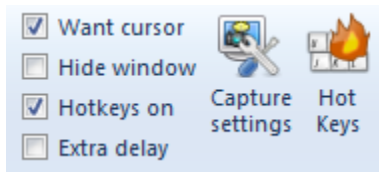
Print

Check this to have HyperSnap automatically print each captured image using the default system printer and settings.

If "Automatically print..." in Capture Settings is also enabled you'll see a standard Windows Print dialog box that allows you to select the printer and printer settings after each capture.

When disabled, HyperSnap uses the default system printer and settings.

Settings Group



Click to check (select) or uncheck (deselect) each of the following:

Want cursor

Check this to have HyperSnap include the mouse cursor in the captured image.

Hide window

Check this to hide the HyperSnap window before capturing the image you want.

Turn this option off (UNcheck it), but *only* if you want to capture the HyperSnap window itself. This is needed only if HyperSnap is the reason you're creating the capture.

Example: A capture may help in sending a bug report to HyperSnap or in showing a problem with the program.

Hotkeys on

Activates or deactivates Hotkeys in this window. Be sure that this is check-marked if you want your Hotkeys to be active.

You may also toggle Hotkeys on and off with the **Activate Hotkeys** button on the optional Toolbar (opened in the Setup bar) or in the **Hotkeys** settings boxes in both the Capture and the TextSnap bars.

Extra delay

Check this to add an extra 4 second delay before a capture. This amount is set automatically and cannot be changed here.

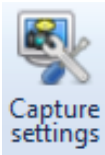
If you want to change this time, go to "Delay time before capture" box in the [Capture tab of the Capture Settings](#) dialog box. That function enables you to specify the delay time to capture down to milliseconds (1000 milliseconds = one second).



[Capture settings button](#)



[Hot keys button](#)



Capture Settings

Click this icon to see a dialog box that enables you to define the various capture options, including rapid repeat capturing with auto renaming and other advanced features.

⚠ **Caution:** *Before you change a default setting* in this box, be sure you know what the function does and how it changes the program. Note your changes changed, in case you do not like the results and want to restore defaults.

This window contains several tabs with all the different settings. Click the tab name below to read more:

[Capture tab](#)

[Region tab](#)

[Button tab](#)

[TextSnap tab](#)

[Crop & Scale tab](#)

[View & Edit tab](#)

[Copy & Print tab](#)

[Quick Save tab](#)

Capture tab

Use this tab to control basic capture functions. The parameters in this tab are changed more than any of the others.

Important! When used in dialog boxes, “**tabs**” refer to the tabs at the top of the box that allow multiple “pages” in the box to open. Do *not* confuse these tabs with the Ribbon Tabs.

Delay time before the capture

Set this time in milliseconds (1000 milliseconds = one second) that the program will wait before executing the desired capture.

Example: If you set this time long enough, you can open a menu or pop-up screen to capture.

This function enables you to change the delay time if the automatic 4-second delay provided by the **Extra delay** check box is too long or too short.

Auto-scroll refresh time

Set this time in milliseconds (1000 milliseconds = one second) between window refresh operations to be used during auto-scroll. HyperSnap will refresh the window it auto-scrolls at the rate specified here.

Example: Use this to control to determine the speed of the capture. This allows you to watch the capture and stop it when you've captured what is needed.

Default background color for captures

Sets the default background color for new captures. This color appears if your capture is non-rectangular (had rounded corners), or is circular, free-hand, etc. With rectangular captures, this selection provides a defined background color if you need to edit the image later with a background.

To change this color use the drawing tools in the *Edit* tab or the Drawing toolbar.

Opacity setting determines the transparency of the background color, which determines how much color shows through the image. (Opacity information is only saved to PNG and GIF files; it is discarded in other file formats.)

Include cursor image

Check this on to have HyperSnap include the mouse cursor in the capture.

Turn off font smoothing for capture

Check this if you want to turn off font smoothing (anti-aliasing, ClearType) before making the capture. After the capture, font smoothing is restored to the original setting.

Example: This is often required for publishing images in print (books, articles).

Play sound when making the snapshot

Check this option to cause HyperSnap to play its trademark camera shutter sound when executing a capture.

If you want silent captures, UNcheck this box.

Hide HyperSnap window before capturing screen

Check this to have the program's window automatically hide before capturing the image you want.

Turn this option off (UNcheck it) *only* if you want to capture the HyperSnap window itself. This is usually needed only if HyperSnap is the reason you're creating the capture.

Example: A capture may help in sending a bug report to HyperSnap showing a problem with the program.

Restore HyperSnap window to front after a capture

Check this to have the program's window automatically come back to the front of the screen after a capture to let you examine results.

Enter full screen presentation mode after a capture

When checked, enters a full screen presentation mode immediately after each screen capture.

In this mode the captured image is displayed in full screen mode (without the HyperSnap window frame, menus, toolbars, etc.). Only the drawing toolbar is visible, "floating" in the corner of the screen to let you select drawing tools to draw on the full screen.

Example: If you want to use this during a live presentation or demonstration:

- Use Full Screen Capture (**Ctrl+Shift+F**) to "freeze" the screen temporarily and start drawing on it while commenting and explaining.
- When finished, click either the "Presentation Mode on/off" button on the Drawing Toolbar, or press the *Escape* key on the keyboard.

The screen "unfreezes" and becomes interactive again with the HyperSnap window returned to its normal size and appearance. The contents of the screen and what you have drawn on it is preserved inside HyperSnap so that you can save or print, if needed.

Do automatic paste, print or save ONLY if a new capture is different...

Turn this option on if you've also enabled any of the following options, and if you want to paste, print, or save new captures that are different from the previous capture.

- Automatic paste or print on the Copy & Print tab.
- Automatic save on the Quick Save tab.

Even a *slight* difference (as small as one pixel) in the new image will trigger the paste, print, or save action.

Clear transparency for Window Captures under Vista

In Windows Vista compositing mode, with *Enable transparency* checked, translucent parts of windows show a fuzzy image of what lies beneath. Many publishers require "clean" shots, without this transparency.

Enable this option to have the background of the window cleared, when you use *Capture/Window* or *Capture/Active Window* functions in HyperSnap.

Mark new captures as "modified" (to prompt for saving)

Check this option on to mark all new captures as "modified documents". When you try to close this type of captured window or the entire HyperSnap window, the program will ask you if you want to save them.

Region tab

This tab sets options to modify Region capture functions.

Settings that affect all Region Capture modes

Show help and zoom area during region capture

Keep this box checked (the default setting) to show help when you begin a region capture.

UNcheck this box only if you no longer need region capture help.

Default region shape

Choose from a list the region shape you want to use for region captures.

Click the down arrow to see the available choices. If you choose a non-rectangular shape, HyperSnap will fill the area around the captured data with the background color you select in the Capture tab/Capture Settings - *Default background color for captures*.

Multi-Region Capture Settings

Start multi-region capture with:

Use the down arrow to choose to start multi-region captures with either a window/control selector or a region capture.

After starting the capture, you can change to the other type as you wish by hitting the appropriate Hotkey for that type of capture and continuing.

Use the following options to decide how to compose regions (fragments) captured during a multi-region capture into one image:

- **Preserve each fragment relative screen position** - Captured fragments will be positioned relative to each other as they were on the screen, with the background color filling in the space (as selected in Capture tab/Capture Settings - *Default background color for captures*).
- **Tile fragments vertically** - Captured fragments are positioned below one another in capture order.
- **Tile fragments horizontally** - Captured fragments are positioned next to one another in capture order.

When tiling, insert a margin of__ pixels

Enter an optional margin between pasted images when you use one of the tiling methods the program offers.

Allows you to specify an extra margin (background color space) inserted between the captured fragments if you use either the *Tile fragments vertically* or *Tile fragments horizontally* option.

Specify 0 if you don't want any such space inserted.

Button Tab

This tab sets options related to capturing button controls, such as OK or CANCEL in dialog boxes or other program interface components.

If the captured area needs enlarging beyond the button's edges, enter a specified number of pixels on each side of the button. This can enhance the capture when pasted into a document by providing space around the button graphic.

- Enter negative values to decrease the area.
- To change all four values by 1 pixel, up or down, click the **[+]** and **[-]** buttons in the middle of the group.
- To reset all values to zero and start over, click the **Reset** button.

Example: To capture Internet Explorer 6 buttons with a 1 pixel black frame around them, set each of the Left, Right, Top and Bottom values to **1 pixel**.

Left, Top, Right and Bottom

Specify how many extra pixel lines or columns to capture on each side of a button.

[-] button

Click to decrease all four values around by one.

Reset

Click to set all four values around to zero.

[+] button

Click to increase all four values around by one.

TextSnap™ tab

This tab sets options related to capturing editable text from almost any place on the screen. There are some limitations: This method cannot capture text set as a bitmap image, nor can it capture text from Acrobat Reader (PDF) files.

Enable TextSnap for:

Plain text capture

Formatted text (RTF) capture

Also captures font type and sizes, color etc.

(Un-checking both the above fields off will completely disable TextSnap.)

Tab-delimited data capture

A special mode that disables the two choices above it. It can be used to capture data from tables, allowing easy pasting into MS Excel or similar spreadsheet programs.

Copy captured text to clipboard, and...

Check one of the following options to determine what HyperSnap should do with the captured text after it has copied it to the MSWindows clipboard.

- **Don't show** inside HyperSnap
- **Append new** text to the same windows inside HyperSnap (the default)
- **Replace old text** with newly captured inside HyperSnap window

- **Create new text window** inside HyperSnap for each captured text

Note: Your settings from the *Copy & Print* tab for pasting each capture to a selected window are also considered. You may use them to instantly paste captured fragments of the text elsewhere, for example, a MS Word document.

___ ms additional delay for "Text from an Object under Cursor" command

To capture text from an elusive object that disappears as soon as you press any key or mouse button, enter a larger value, such as 3000 ms (3 seconds). Then click OK.

You can now select *Text from an Object under Cursor* from the HyperSnap *Capture* menu, or press the corresponding Hotkey combination. The actual capture will occur after the time elapses.

Quickly click whatever is needed to display the object, place the mouse cursor over it, then wait for TextSnap to finish.

Make "Text from an Object under Cursor" auto-scroll

Check this option to enable auto-scrolling of the contents of the object under the mouse cursor.

Example: You may be able to capture contents of a drop-down box with many choices and a vertical scroll bar.

Crop & Scale tab

This tab sets options related to automatically removing unwanted parts of your image or automatically reducing/enlarging the image size.

Crop Image

Check this to enable automatic cropping of captures, using the values defined in the boxes in tab. This can save time during batch operations if you repeatedly crop your captures by the same amount.

From Left - Top

Enter your crop start point as an offset in pixels from the top left corner of the image.

Width - Height

Enter the width and height of the cropped area.

Set to current selection rectangle

If you have defined a crop rectangle on an image in the HyperSnap workspace, click this button to set your crop image parameters to its size and position.

If set correctly, you can easily capture the image at the size you wish to use, mark the crop you want to use from that point on, and click this button.

Scale Image

Check this to enable automatic image scaling of your captured image. You can automatically re-scale many captures to fit the same specifications, rather than scaling manually after captures.

Use the values in the data entry boxes of this group to set up scaling parameters as you desire.

Width and Height

Enter the scaling width and height either in pixels, as a fraction, or as a multiple of the original image size. You can scale your original captures (which may be any size) to a specific size using this function.

If the width and height aspect ratio aren't linked, the image will become distorted after scaling.

In pixels

Click this to define your scaling to be in pixels (versus a fraction or multiple of the original size).

Scale factor

Click this to define your scaling to be a fraction or multiple of the original size (versus pixel count).

Set to current selection rectangle

Click this button to set your scale image parameters to the size of the current selection rectangle (there must be one, of course, defined on the currently-active image within HyperSnap's workspace).

Keep Aspect

Check this to maintain the aspect ratio of (width and height) of the image to avoid distortion. If select different ratios for the two dimensions, the image may appear "squeezed" or "stretched."

Interpolate

Check this to smooth out scaling (especially "upward") by interpolating pixels between areas to help improve the appearance of scaled images.

The interpolation method used by this function is the same as that in the Image/Scale tab.

View & Edit tab

In this tab, determine the location of each newly captured image. The default is to create a new document window for the image inside HyperSnap, but there are these 3 other choices.

Create a new window for each capture

Select this to have each image you capture placed in a separate document window inside HyperSnap's workspace. When more than one picture is

opened, tabs appear with the capture or image names at the bottom. You can click each one to work on it, then easily switch between images.

Replace the image in the current window with the new capture

Select this to have the same document window re-used for new captures. This is similar to the way older HyperSnap ver. 4 worked. If there is no document window opened yet, one will be created after the first capture.

Note: With this option selected, you must save or print your previous captures if you need them. Otherwise they'll get discarded when you perform new captures.

Paste each new capture onto the current image

Select this to paste each new capture onto the current image. This allows you to collect a series of smaller captures to make a larger image, as in a collage or album format.

The new data is highlighted as an object and can be moved as long as it is the active image. When you click elsewhere or perform another operation, the previous data becomes "glued" to the base image and cannot be moved.

When you select this option, you may also make additional choices, as shown below:

Extend drawing space and...

Check this to select one of the options below for automatic extension of the image space to hold new captures or to tile the space.

Preserve new capture relative screen position

Select this to position multiple captures pasted on one image in the same general space as originally located on screen. *Example:* You could replicate a workspace running multiple programs, but capture only one at a time.

Tile vertically or horizontally

Select one of these 2 options to have new captures inserted at the bottom (vertically) or to the right (horizontally) of the current selection area.

Since a newly inserted image automatically becomes selected, having this option enabled will automatically tile the images you capture next to each other in capture order.

When tiling, insert a margin of __ pixels

When using one of the tiling methods, enter an optional margin between pasted images.

This margin value is also used by the "Paste at Right, Bottom, Left and Top" in the Edit tab.

Do not change current image

Click this if you want HyperSnap place captures in the Windows clipboard (or print or save them), rather than placed images in the workspace.

Settings for these options are in the **Copy & Print** tab or **Quick Save tabs**.

Copy & Print tab

Use the options in this tab to define specific "paths" or destinations for captured data in addition to the program's workspace.

Copy each capture to clipboard

Check this to also send captures to the Windows clipboard. The image becomes immediately available for pasting into any program or document that can accept bitmapped-format images.

Paste each capture to...

Check this to have captures in the clipboard automatically pasted to a running application that you select in the box below.

Paste capture to... window name

Choose one of the windows available on your desktop to paste the captures. HyperSnap will attempt to send the image through the clipboard to this application window.

The window must be active during the capture, so do not close it after choosing its name. It must also accept bitmap image format formats via clipboard functions.

Minimize this window before the capture

Check this to have HyperSnap automatically minimize the application window you've chosen *before* you begin a capture.

Minimize this window after the capture

Check this to have HyperSnap automatically minimize the application window you've chosen *after* the image was captured and pasted into it.

Advanced: Send custom Paste keys and Edit Paste keys button

When enabled, this feature will let you define custom keys to be sent to the target window with each automatic image paste operation. This may be something simple, e.g. if you want to separate pasted images with "Enter" keys to make them appear in separate lines of text, or complex entries adding text (with macro expansion such as current date and time, user name etc.) and even activating multiple windows and pasting the image and text to each of them in one operation. Read more about it in the ["Paste Keys Editor and Syntax"](#) chapter.

Automatically print each capture

Check this to have HyperSnap automatically print each capture you make.

Prompt for printer

Check this when you "Automatically print...". HyperSnap will display a standard Windows Print dialog box for selecting the printer and its settings after each capture. If this is disabled, HyperSnap will use the default system printer and settings.

Quick Save tab

This tab contains the settings for one of HyperSnap's most powerful features. It allows you to quickly assemble a collection of captures, automatically saving and naming each one, as well as setting repeat capture times.

Example: Use during game play, or during any other rapid actions.

You can re-name the files later, which is a time saver when capturing a long list of screens for documentation purposes or to illustrate "steps" of operation.

Automatically save each capture to a file

Check this to save each capture automatically to a file. This lets you quickly collect images of a game in progress, or the status of a program operating over time, even without having to stop to specify each filename to use.

Save (upload) to FTP server

If you select this option, HyperSnap will try to automatically upload your images to an FTP server (defined when you click **Change** button) instead of to a local disk.

Prompt for name on each capture

Check this to have the program ask for a file name after each capture. After specifying a name, you can continue with more captures simply specifying a name after each one.

Auto save To:

File Name

Set this as the base or root filename when auto-saving files. The program will automatically increment the numerical part of a filename as you proceed with more captures, keeping the root name constant. This is used primarily when you disable the **Prompt for name** function, above.

To change the root name, file format, and directory location, or to specify an FTP server, user and password, click the **Change** button next to this field.

Change

Displays the HyperSnap **Save As** dialog box (when saving to a local file) or **Upload to FTP Server** box. You can specify a file name, path, graphics format, and other parameters as needed to save captured images.

Increment file name by

Check this if have a number sequence in the filename and want to specify by how much each number increases/increments. By default this is 1, as in Capture001, Capture002, etc.

If you want to set this differently, type the number here. This allows you to save many images all with the same "root" name, as in a multi-image procedure or game plan.

Only the last numeric group is incremented. For example if you have a file name like *Img123-017.bmp*, the next image captured will be saved as *Img123-018.bmp*.

(For more information read the help on "Increment file name" check-box.)

Start at ___ Stop saving at ___

If you check "Increment", then type a "Start at" number and a "stop saving at" number. This controls how many digits are used in that last numerical segment.

Example: If the "stop saving" number was 99, the file name would be: **Img123-18.bmp** (only 2 digits). If it was 000: then the file would be called **Img123-0018.bmp** (4 digits in 1000).

Advanced users who understand C/C++ language printf() integer format specification, can use these settings also setting the **File Name** to something like *Snap%04d.gif*. This specification will take precedence and will be used even if it's not the last group of digits in the name.

Loop from 1 to "stop" number...

Check this box to set a "loop" sequence that uses the numbers in Start and Stop repeatedly as you capture. Previous captures using the same file names are overwritten as the program re-uses the names when doing new captures, saving disk space.

Repeat first capture every ___ sec.

Enter a value in seconds have HyperSnap grab captures of the specified type every X number of seconds.

Example: If you want to capture the same window every 20 seconds:

1. Set the value to 20, and click **OK**.
2. Click the Hotkey for window capture.
3. Select the window to be captured.

The program will repeat this capture every 20 seconds. You can also use decimals (such as .5) to capture within fractions of a second, if needed.

Combined with the automatic incrementing of files, this lets you capture complex program functions automatically.

To stop automatic repeat captures, press the default "stop auto-capture" Hotkey **Shift+F11** (unless you re-defined this Hotkey to something else using the **Options tabs**).

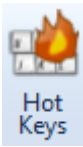
Example: Capture a pre-defined fragment of the screen every 30 seconds and save it to a file or upload to a remote server.

Continue on error

Check this to continue automatic capturing even if a minor error occurs in capturing or saving the image.

Use the above naming for new captures even if not auto-saving

When "Increment file name" is selected, check this if you want HyperSnap to use the naming scheme defined in this box to name images in the HyperSnap window even when not auto-saving to files.



Screen Capture Hotkeys

The [Hotkeys](#) box allows you to change the default values of HyperSnap system-wide Hotkey combinations for image capture functions.

If you have a conflict with other applications that require Hotkeys or if you decide that our default keys are difficult to use or remember, use this box to change the defaults to keystrokes you prefer.

Stop timed Auto-Capture

If you want to change the current Hotkey or combination for the operation or function listed to the right of this field, click inside the field and press the desired key or key combination.

Print Screen Key Handling

Select the capture function that HyperSnap should execute upon pressing the Print Screen key. Choose "None" if you want the Windows system or other program to handle this key.

Other Hotkeys – Customize Keyboard

Enables you to customize the keyboard by modifying keyboard shortcuts for tool functions and turn on/off their Hotkey status.

Enable Hotkeys

Be sure that this is clicked to enable all Hotkeys. You may also toggle Hotkeys in the **Hotkeys** dialog box in the **TextSnap™** tab.

Defaults

Click this to restore HyperSnap default Hotkey assignments.

Revert

Click this to revert back to your original settings, if you accidentally change a keystroke or decide you want to keep a previously-customized value.

Help

Click this for this help information on Hotkeys.

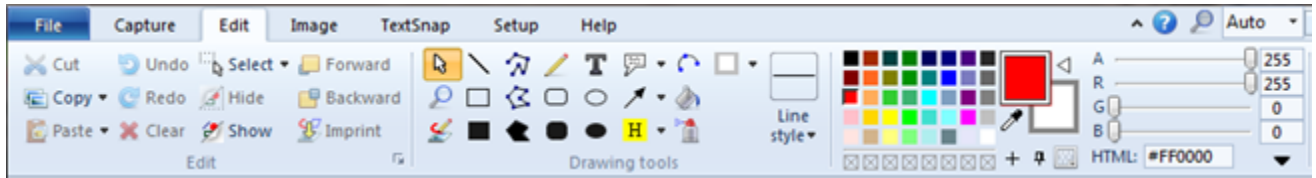
Clear All

Click this to clear all the Hotkeys to "None." This allows you to set the keys from "scratch" with no conflicts between existing key settings and new ones.

Close

Click to close this selection box.

Edit Tab

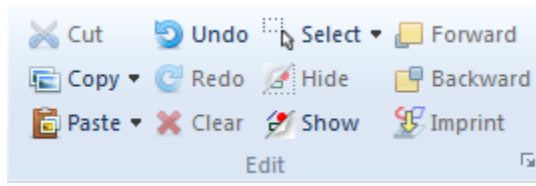


This tab contains a combination of basic Edit tools (Cut, Copy, Paste, etc.) and drawing and color tools.

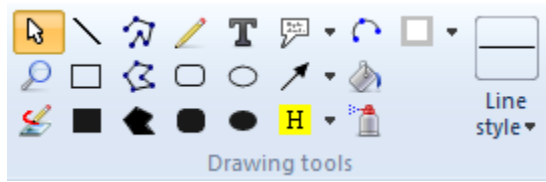
The tab is divided into three groups shown by the group name labels at the bottom of the tab: *Edit*, *Drawing tools*, and *Color Selector* (not labeled).

Important! The tools in each group are described as shown *vertically*, from top to bottom, starting at the left side of the group.

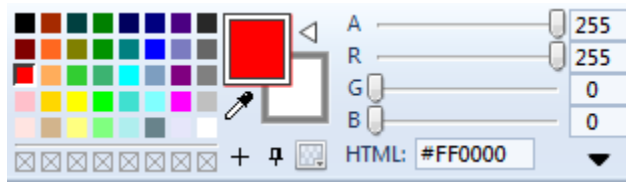
To read more about the tools in each group, click the group image or name below:



[Edit group](#)

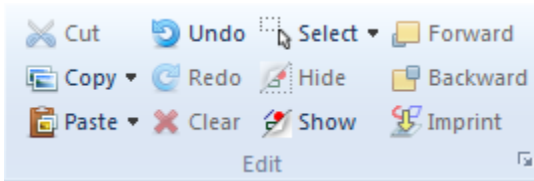


[Drawing tools group](#)



[Color selector group](#)

Edit Group



This group includes the following functions – click each function name or graphics to read more about it:



[Cut](#)



[Undo](#)



[Select](#)



[Forward](#)



[Copy](#)



[Redo](#)



[Hide](#)



[Backward](#)



[Paste](#)



[Clear](#)



[Show](#)



[Imprint](#)



[Presentation mode on/off](#)

Cut

Places the selected region into the Windows clipboard, and clears the area by filling it with the currently-defined background color.

The entire image is cut to the clipboard, unless you mark a region with the **Select area tool**, which specifies that only that region will be cut.

The area you cut is available for pasting (inserting) either on the same image, on different images opened in HyperSnap, or into other programs.

Copy

Copies the selected region of the current image into the clipboard, leaving it “as is” in the HyperSnap window.

The entire image is copied to the clipboard, unless you mark a region with the **Select area tool**, which specifies that only that region will be copied.

The area you copied is available for pasting (inserting) either on the same image, on different images opened in HyperSnap, or into other programs.

Copy Format

Allows you to determine the exact format of any image data sent to the Windows clipboard.

Most users should NOT alter this option. However, if a situation determines that you must control the outgoing format, use this tool to set the output to the desired data type.

Bitmap Format to Put in Clipboard

Select one or more bitmap formats that will be copied into Windows clipboard. Other applications can read this information when you paste images there.

- DIB is Device Independent Bitmap format
- DDB is Device Dependent Bitmap format
- HTML is the World-Wide Web format, also used by many email clients that can paste images only in HTML format

If you find that the Copy operation is too slow, disable HTML format, unless you need it to paste images into Outlook Express or other documents that do not accept DIB or DDB.

Auto select color format...

Leave this option checked unless you have a specific reason to change it.

Example: One possible reason to change this would be if an image needed to use less memory, for example when pasting an image into email sent over a slow Internet connection. This function can automatically reduce image color resolution from 16 million colors to 256 colors, which produces a smaller image that will transmit faster.

Select color format - Black and white, 16 colors etc...

If needed, select one of these selections after you Uncheck the **Auto select color format...** box. Click the button with the color format you need.

Most users will keep the Auto-select color format option checked rather than choosing one of these color formats.

Minimize window on Copy operation

Check this option if you often use copy in the HyperSnap window and then must minimize the program to find the other document window (in an email, word processor etc.). It saves a step since this tool automatically minimizes the HyperSnap window, enabling you to more easily see/find the other document for pasting the image.

Paste

Pastes (inserts) the contents of the Windows clipboard into the current image or as a new image, depending on the paste location selected. (The contents must have a compatible format with the current image.)

The image is pasted into the currently selected area, as marked by the mouse cursor, or into the upper left corner if there is no selection.

Immediately after pasting, you may grab the pasted image with primary mouse button and move it around.

Paste Right, Bottom, Left, or Top

Pastes the cut or copied image to the right, bottom, left, or top of either the currently selected area or the whole image, if no selection is marked.

This function can also add a margin between the selection and the newly pasted image. (The margin must be previously defined under *Capture Settings/View & Edit tab* in the field described as "When tiling, insert a margin of ... pixels".)

Paste as New Image

Opens a new document window within the HyperSnap workspace and pastes the clipboard's image contents there. (The Windows clipboard must contain a compatible image for this paste.)

Undo

"Un-does" the last action you performed while making a change to an opened image. You can click Undo to reverse up to 10 recent changes to your image.

Example: If you changed a color and do not like the result, select Undo to "go back" to the previous color version, or continue undoing up to 10 changes.

Undo is also one of the default tools shown in the **Quick Access toolbar** at the top of the ribbon. This allows you to use this function wherever you are working in HyperSnap.

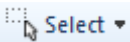
Redo

"Re-does" the previous undo action, putting it back one step. A Redo can only change back an action that has previously been "undone" with the Undo tool.

You can toggle the state of Redo and Undo, back and forth, to examine the last change you've made to an image as a way of judging if you like the effect.

Redo is also one of the default tools shown in the **Quick Access toolbar** at the top of the ribbon. This allows you to use this function wherever you are working in HyperSnap.

Clear

If image area is selected with the  "Select" tool, clears this area to the current background color. If any shapes are selected, deletes them.

Select

Changes the cursor to a **Shape Editing** or **Rectangular selection** tool.

In the *Edit* tab, this tool selects shapes within a rectangle to edit.

In the *Image* tab this tool selects a rectangular area in the image.

Note: The Select tool must be used to select shapes before the next **5** tools can be used.

After clicking Select, click the down arrow  to select one of these options:

Freehand selection

To manually select the shapes, hold the primary mouse button while dragging the mouse cursor across the image until the area you want is selected.

Release the button and the area is marked.

"Handles" will appear on the area that will let you alter the selection after it is marked.

Select all shapes which selects all shapes for changes.

Hide

Click to hide any selected shapes, which makes the shapes invisible.

Show

Click to show all previously hidden shapes.

Forward

Click to bring forward the selected shapes, which moves these shapes to the front, above the rest.

Backward

Click to send backward the selected shapes, which moves these shapes down, below the rest.


Imprint

Click to make the selected shapes a permanent part of the underlying image.

The image must then be saved to keep these shapes as part of the image.

Remember to give the image + shapes a new name if you want to also keep the original image intact.

Presentation Mode on/off

 Toggles the full screen Presentation Mode ON and OFF. This shows the image in the HyperSnap window displayed in full screen mode (without HyperSnap window frame, menus, toolbars...)

Only the drawing toolbar is visible, “floating” in the corner of the screen. You can pick different drawing tools from it and draw on the full screen.

Example: This is useful during live presentations because you can:

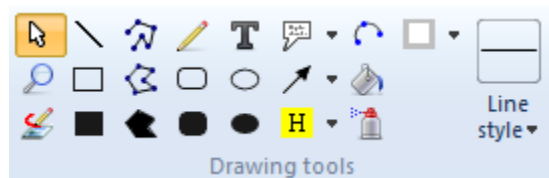
- “Freeze” the screen temporarily and start drawing on it while describing the process.
- When finished, click this button again (or press the Escape key) and the screen “unfreezes” and becomes interactive again.

The HyperSnap window returns to its normal size and appearance.

The contents of the screen and your drawings are preserved inside HyperSnap so that you can save or print it if needed.

Note: Another option on the Toolbar is a button described as “*Enter full screen presentation mode after a capture*”. This could be used to further automate the presentation mode. When activated, HyperSnap enters this mode automatically as soon as you execute any capture.

Drawing Tools Group



The Drawing tools group contains tools for drawing on your images.

To see what each icon does, rest the mouse cursor on it for a name and basic description. (The individual tool buttons available here are fixed and cannot be modified.)

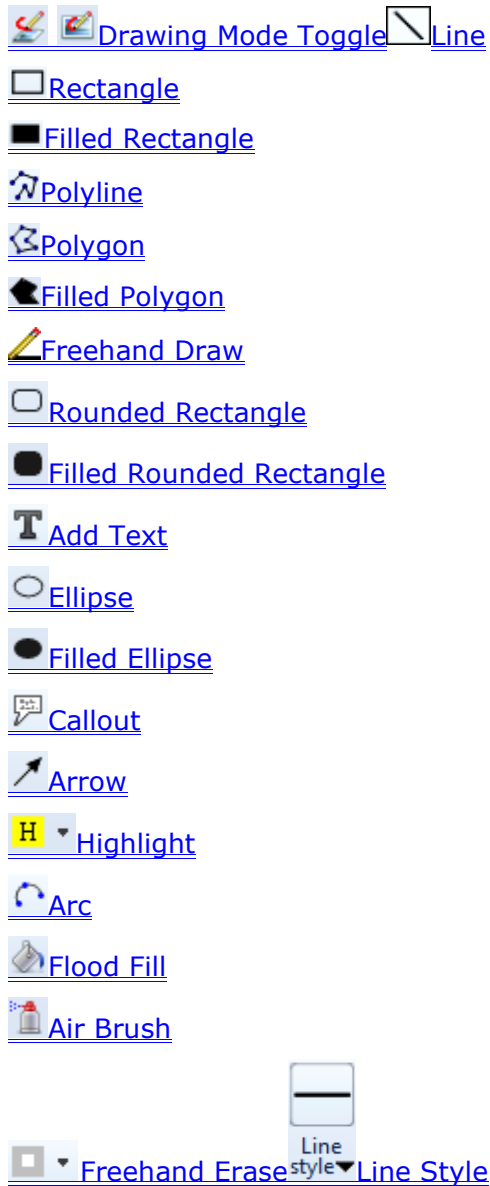
Note: These are the same tools with changes and additions that can be found in the **Drawing Toolbar** from V.6, and is still available in this version.

(To see the toolbar, click the **Setup tab**, then **Draw tools**. The toolbar will show on the left side of the HyperSnap window.)


This group includes the following functions – click each function name or graphics to read more about it:

 [View and Shape Selection Mode](#)

 [Magnify](#)



View and Shape Selection Mode

 In this mode, if the image size at currently set zoom level exceeds the available viewing area, you can press and hold the left mouse button on the image, and then move it around, or “pan”. It’s a simple and convenient alternative to using the scroll bars at the bottom or right edge of HyperSnap window.

If you have drawn any shapes over the image, in this mode you may click any shape to select it for different manipulations. You may select more than one shape by holding the Ctrl key on the keyboard and clicking on shapes. The selected shapes are marked with square markers on the shape outline. These

markers serve as handles – they can be grabbed with the left mouse button and moved to change the shape etc.

Once you have a number of shapes selected, many operations work on that group of shapes – e.g. “Hide” command will hide all selected shapes, pressing and holding down the mouse button on one of them and then moving mouse will move all selected shapes etc.

If you right-click any of the selected shapes and choose an operation with the menu that appears (e.g. change of line or fill color, adding a shadow), the same operation will be applied to all selected shapes.

As you can see, the “view and shape selection mode” is very powerful and used often. For this reason, we programmed the right mouse button to revert to this mode, when any other mode is currently selected. For example, you may select “draw arrows” mode and draw several arrows, then right-click on the image to switch back to selection mode, then pick up and move one of the arrows just drawn.


If you have several shapes selected and want to de-select all of them, simply click on the image where there are no other shapes (and don’t hold Ctrl button on keyboard). You may also select shapes by outlining an area containing them – see the [“Select”](#) tool in the Edit Group of the same ribbon panel.

A right-click on any shape displays a menu that lets you permit to modify this shape (if no other shapes are selected) or all selected shapes. The functions on this menu are:

- Set line style – changes the line style of selected shapes to the style currently shown on the [“Line style”](#) button on the ribbon.
- Set line color – changes the line color to the foreground color set on the [“Color selector”](#).
- Set fill color – changes the shape fill color (if the shape is closed, e.g. circle, triangle, not opened like a line) to the background/fill color currently set on the [“Color selector”](#).
- Toggle shadow – shows or hides the shape shadow. The shadow parameters, like its direction, size, darkness and diffusion are the same as set on the [“Shadow”](#) tool under “Image” tab of the ribbon.
- Edit text and properties – for this function to be enabled, you need to right-click on a text box, stamp or callout shape, while no other shapes are selected. You may then edit the text and other properties of the clicked shape.
- Reset rotation – if the shape on which you clicked was rotated, this will change it back to not rotated position.
- Reset scale – if the shape was scaled to any other size than it was originally drawn, this will reset it back to its original size.
- Convert to selection – again for this function to be enabled, you must not have any other shapes selected, and the shape on which you click must be a closed shape (e.g. circle or ellipse, rectangle, closed polygon etc.) The shape


is converted to image area selection, which then becomes available to any operations that act on such selection.



Magnify


 Acts the same way as a magnifying glass. Move it over the image and press the primary mouse button to zoom in. The area below the glass is the center of the zoomed display.

To zoom out, press the alternate mouse button. You can zoom in and out, as needed.


Drawing Mode Toggle

 This tool allows you to toggle between shape editing and drawing directly on the image.

- In shape editing mode, indicated by this button appearance: , anything you draw on the image may be later selected and moved, hidden, resized, rotated etc. This mode is best for drawing large shapes over an image, like circle, rectangles, long lines and arrows or even freehand scribbling, text and callout items etc. Shapes and text items drawn in this mode may even extend beyond the image onto the background of HyperSnap window, and later moved to the image if needed, or you may expand the image area later to encompass them, if you want them saved to a standard image format like JPEG, PNG, GIF, BMP.
- In "drawing directly on image" mode , the drawing operations change the underlying image at once – if you draw a line, arrow, circle, text etc. in this mode, it cannot be edited or changed later any more. You can only undo the entire operation and repeat it if necessary. This mode is best for correcting individual pixels on an image, drawing small icons where the exact placement of every pixel counts etc.

Note: to permanently "imprint" or "burn" the shapes to the underlying image, select some or all shapes (Ctrl+A is the default keyboard shortcut to select all shapes), then click the "Imprint"  button on the "Edit" ribbon tab.


Line

 Draws straight lines. To draw a line:

- Click where you want the line to start.
- Hold down the primary mouse button and drag the tool until the "rubber band" line has extended to the length and direction you want the line to be drawn.

- Release the button and the line will appear, ending wherever the cursor has stopped.


Rectangle

 Draws an empty rectangle on the image using the foreground color defined by the **Foreground color tool** in this tab.

To draw an empty rectangle:

- Select this tool.
- Choose the color and line width you want.
- Click where you want the rectangle to start on the image.
- Hold down the primary mouse button and drag the tool until the rectangular box shows around the area you want.
- Release the mouse button and the rectangle will be complete.


Filled Rectangle

 Draws a filled rectangle on the image using the foreground color defined by the **Foreground color tool** in this tab.

To draw a filled rectangle:

- Select this tool.
- Choose the color and line width you want.
- Click where you want the rectangle to start on the image.
- Hold down the primary mouse button and drag the tool until the rectangular box shows around the area you want.
- Release the mouse button and the filled rectangle will be complete.

Polyline


 Click to draw multiple connected lines on an image. To use this tool, click the mouse, wherever you want a line to connect with the previous clicked point.

To draw a polyline:

- Select this tool.
- Choose the color and line style you want.

- Determine the type of final line you want.
- Click where you want the line to start on the image. You'll see a colored dot.
- Move the mouse to the next point for the line and click. Another dot appears.
- When the line is complete, *right* click to end the line.


Polygon

 Click to draw a closed polygon shape. This is similar to the polyline, except that the result will be a closed shape.

To draw a polygon:

- Select this tool.
- Choose the color and line style you want.
- Determine the type of final multiple side (polygon) that you want.
- Click where you want the line to start on the image. You'll see a colored dot.
- Move the mouse to the next point for the line and click. Another dot appears.
- When the polygon is complete, *right* click to end.

Filled Polygon


 Click to draw a filled closed polygon shape. The is formed the same way as the polygon, except for the fill. The shape you draw will be filled in with whatever is selected as the background color.

To draw a filled polygon:

- Select this tool.
- Choose the line style and the two colors you want: The Foreground color for the line and the Background color for the fill.
- Determine the type of final multiple side (polygon) that you want.
- Click where you want the line to start on the image. You'll see a colored dot.
- Move the mouse to the next point for the line and click. Another dot appears. As you continue to draw, the chosen background color fills in the shape.

- When the polygon is complete, *right* click to end.

Freehand Draw

 Provides a pencil-like tool for drawing on the image. Choose a color with the **color picking tool**, and a width from the **Line style** drop-down list.

The color picked will become the Foreground color.

Rounded Rectangle

 Draws an empty rectangle with rounded corners on the image using the foreground color defined by the **Foreground color tool** in this tab.

To draw a rounded-edge empty rectangle:

- Select this tool.
- Choose the color and line width you want.
- Click where you want the rectangle to start on the image.
- Hold down the primary mouse button and drag the tool until the rectangular box shows around the area you want.
- Release the mouse button and the rounded-edge rectangle will be complete.


Filled Rounded Rectangle

 Draws a filled rectangle with rounded edges on the image using the foreground color defined by the **Foreground color tool** in this tab.


To draw a rounded-edge filled rectangle:

- Select this tool.
- Choose the color and line width you want.
- Click where you want the rectangle to start on the image.
- Hold down the primary mouse button and drag the tool until the rectangular box shows around the area you want.
- Release the mouse button and the rounded-edge, filled rectangle will be complete.

Add Text

 Loads a tool that lets you type text onto your image.

- Define an area on the image for the text. This sets the "wrapping boundaries" for what you type.
- In the dialog box that appears, choose a font from those shown and its size and color.
(Fonts are any available in your system, as with a Word processor).
- Type your text.
- When finished, click OK.

After typing text you can move the entire Text box or resize it by clicking view and shape select tool. 


- Move the box by holding the mouse button and dragging the crossed arrows.
- Resize the box by clicking one of the corners and dragging the double headed arrow either up or down or diagonally.
- Right click the box to change box properties.

Update text immediately

This option appears on the "Text" tab of the *Edit Text* dialog box. Turn this option on to instantly preview what you type on the image in HyperSnap window.

Note: Do *not* enable this option on double-byte language systems (e.g. Korean), as it may cause an incorrect text display!


Ellipse

 Draws an empty ellipse on the image using the foreground color defined by the **Foreground color tool** in this tab.

To draw an empty ellipse:

- Select this tool.
- Choose the color and line width you want.
- Click where you want the ellipse to start on the image.
To draw a circle, hold the **SHIFT** key while drawing the ellipse.
- Hold down the primary mouse button and drag the tool until the ellipse-shaped box shows around the area you want.
- Release the mouse button and the ellipse will be complete.


Filled Ellipse

 Draws a filled ellipse on the image using the foreground color defined by the **Foreground color tool** in this tab.

To draw a filled ellipse:

- Select this tool.
- Choose the color and line width you want.
- Click where you want the ellipse to start on the image.
 - To draw a circle, hold the **SHIFT** key while drawing the ellipse.
- Hold down the primary mouse button and drag the tool until the ellipse-shaped box shows around the area you want.
- Release the mouse button and the filled ellipse will be complete.

Callout

 Draws a callout on the image. Before you begin to draw a Callout, check the Foreground and Background colors.

The Foreground color will show as the fill area of the Callout.

The Background color will be the Callout's outline color.

To create a Callout:

Step 1 Click the down arrow to select one of the following three shapes shown.



Step 2 When you have selected a shape, click the Callout tool again.

Step 3 Move the mouse over the image area to the place where you want to position the point of the Callout.


Step 4 Press and hold the main mouse button and then move the mouse in another direction, away from that point.

The outline of the callout is drawn.

- ✓ You may adjust the Callout immediately by dragging its text area or its end point.
- ✓ You can also resize the text area in any direction.

- ✓ To enter text, double-click the text area. Then enter text as you would in the usual Text block.

Arrow

 Draws "point to" arrows. You can set the arrow head type (hollow, filled, or architectural) by choosing a different style from the drop-down list alongside the tool. This tool uses the Foreground color defined by the **color picker** (eyedropper) tool in this tab.

Example: Arrows are extremely handy for pointing to relevant items in a graphic. You can add to the arrow by using the Text tool to type in a description.

Arrow Settings dialog box

Arrowhead length

Enter the length of the arrowhead, in pixels.

Arrowhead width

Enter the length of the arrowhead, in pixels.

Place arrowheads at the END...

Check this option to have arrowheads placed at the end of the lines you draw. Clear this selection (uncheck it) to have them at the beginning of the lines.

Highlight


 Click to select this tool, then outline a region on your image.

This area will be "filtered" through whatever color is selected to highlight a particular image region. The region will look as if the selected color was painted over it using a translucent medium.

Select Highlight color

Click the right arrow to select the highlight color from the colors shown. You can also choose whether this will be used for the Foreground or Background.

Arc

 Click once to start, then again to set the radius of the arc. Then click and drag the mouse to set the length of the arc using this radius.

Flood Fill



Provides an area fill tool, sometimes called a "bucket fill," because it's similar to dumping a bucket of paint across the image. The Flood Fill color uses the Foreground color selected in this tab.

Only pixels of the same color as the one you clicked and those adjacent to it are changed to the new color.

Air Brush



Functions like an airbrush or a can of spray paint. It uses the value defined on the **Foreground color** selected in this tab.

As with Freehand Draw, you can change the Foreground color with the **color picking tool** and the size of the spray by selecting a different width from the **Line style** drop-down list.

Freehand Erase



Erases parts of the image to the background color defined in the background color button in this tab.

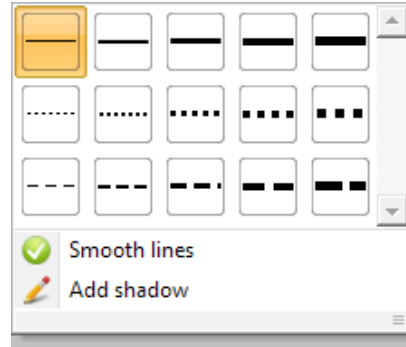
Change the size of the erasing tool by selecting a different width using the down arrow and drop-down box alongside this tool.

Eraser Size Box

The drop-down box lets you choose eraser widths from Tiny, Small, Medium, and Large sizes.

Choose the desired size, then click the **Eraser tool** to clear areas of the image using the chosen eraser.

Line Style



Set the style of the line used by line drawing commands (arrow, line, rectangle, rounded rectangle, ellipse, polyline and polygon) by clicking the down arrow and choosing the style from this dialog box.

The Line Style you choose also changes the widths of all of the painting tools, including the spray can, pencil, arrow tool. Choosing wider lines broadens the area of coverage used by these tools on screen.

Smooth lines

When this option is selected, the lines are drawn in "smoothing" mode, using pixels of the actual line color mixed with the color of the background in different proportion. This avoids the "staircase effect" that occurs when drawing oblique lines on most computer screens, which have limited resolution.

Add shadow

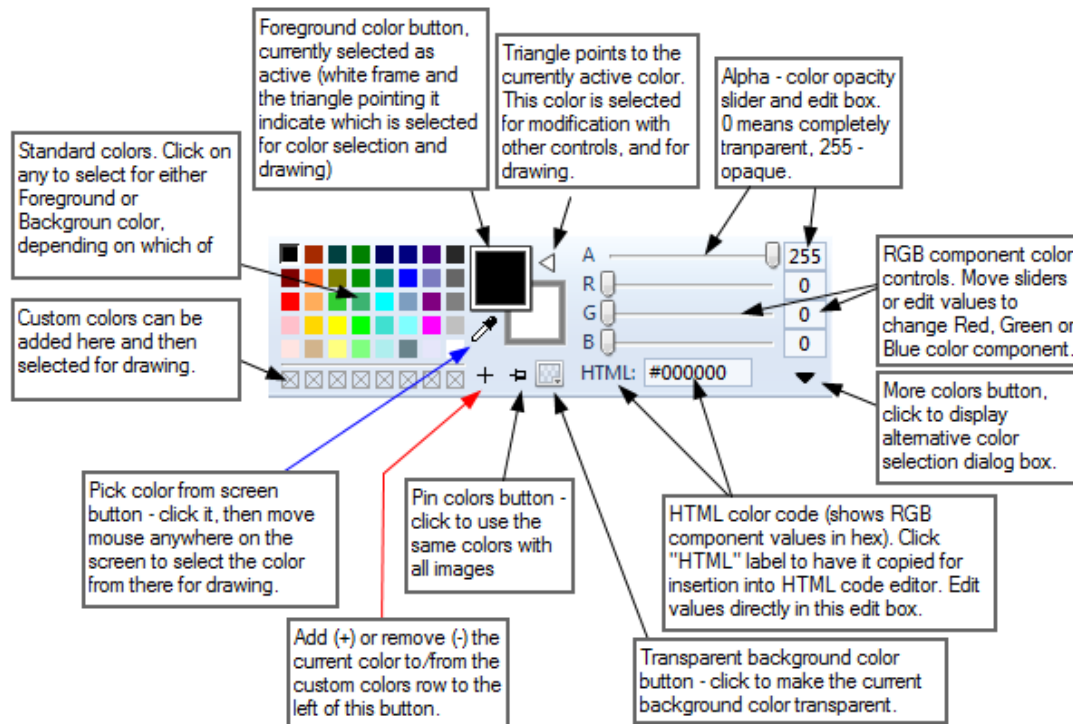
This feature enables you to include a shadow with whichever line style you choose.

Color Selector Group

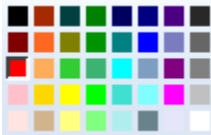
The graphic below is a summary of the color selection components.

The components are further detailed with examples following this summary.

HyperSnap 7 Color Selector



Standard Color Palette



Shows a palette of available colors that can be clicked to be used as substitute colors for either the foreground or background of an image.

Pick Color from Screen




Provides an **color picker** (eyedropper) tool to pick the color from the image by clicking directly on the color desired.

Click the color picker to select a color from anywhere on the image, or choose a color from the color palette using the tool or the mouse cursor.

The color picker can be used with either the Foreground or the Background color.

Add to/Remove from Custom Colors

 To keep a color selected for later use, click the **+** to add the selected color to the custom colors list and enlarge the palette. If one of the custom colors below the standard palette is selected, this button changes to a **-** sign for removing that color from custom colors palette.

Use Foreground Color



Sets the Foreground and Line color to be used by the various painting tools. Either click a color in the standard color palette shown, or use the **color picker** (eyedropper) tool to pick the color from the image. (The “picked” color can also be added to the custom colors below the palette.)

The current Foreground color is shown in the top square to the left. When it is selected, the white arrow points to the left. The Foreground and Background colors can be swapped by clicking this same arrow.

Use Background Color



Set the Background and Fill color to be used by the various painting tools. Either click a color in the standard color palette shown, or use the **color picker** (eyedropper) tool to pick the color from the image. (The “picked” color can also be added to the custom colors below the palette.)

The current Background/Fill color is shown in the bottom square to the right. When it is selected, the white arrow points down. The Background and Foreground colors can be swapped by clicking this same arrow.



Swap Colors

 Click this arrow to swap the Foreground and Background colors.

Pin Colors

 Click this pin to use the same color selections for all images.

Make Background Transparent

 Click this square to save the file with a transparent background.  This is only available for certain file formats that support a transparency value, such as

GIF or PNG. The color you have chosen as the background color from the color palette will be the color used for transparent areas.

A (Opacity) and RGB Selection

A, R, G, B labels to the left of color component sliders are also active and change mode when clicked.

A – Alpha component or color opacity

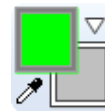
Click “A” to toggle the opacity (alpha) only editing mode. When activated, drawing tools will affect the opacity of pixels only, without affecting color (RGB).

Choose the opacity of the selected color with the “A” Slider, ranging from 0 (transparent) to 252 (opaque). **Opacity** determines the transparency of the background color, which determines how much color shows through the image.

(Opacity information is only saved to PNG and GIF files; it is discarded in other file formats.)

A 255 value of Alpha means completely opaque – nothing shows through it. When background color has an Alpha value less than 255 (32-bits per pixel images only), you decrease its opacity.

Example: If Alpha = 0, anything you draw will make the image background completely transparent. You can then draw on it with foreground colors and an Alpha larger than 0.

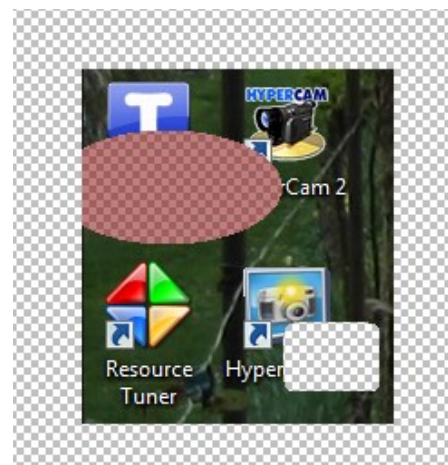


- When **Background color** is selected, it disappears for images that use less than 32 bits per pixel. For these images, background alpha cannot be changed since all pixels are completely opaque. However, you can make one background color completely transparent for these images with the “Make background transparent” tool.
- When you draw with **Foreground color**, alpha decides only how much of the current color is mixed with what is in the image. This is like painting with water colors – as you add more water (lower Alpha value) the painting reveals what’s underneath.

To see which parts of “canvas” are transparent, it’s best to change the smooth image space of the HyperSnap window to something that has a pattern, such as a cross-hatch or checker-board pattern. (You can do this under the Setup tab with the “Backgr.” Button.)

Example 1:

The image here has a white-light gray checker-board pattern background, with a red color ellipse shape on top.



But since Alpha is set to 128 (50% opacity), the HyperSnap checkered workspace shows through the red.

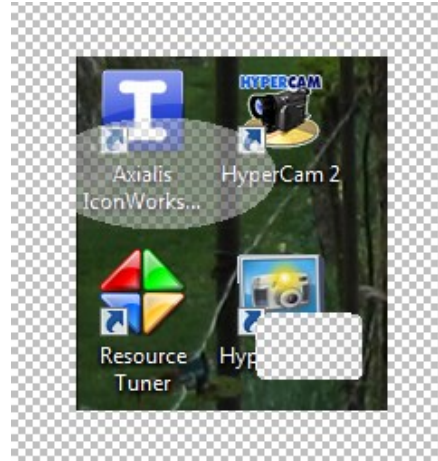
In the bottom right corner a rounded rectangular shape has an Alpha = 0, completely transparent, which means the checkered workspace below shows through the image with no color.

Example 2:

If you click the "A" label next to Alpha slider the drawing mode switches to "Alpha only editing mode".

Since drawing with background color now affects the opacity of the image pixels only, leaving the color values unchanged, the first image changes to the one shown here

The ellipse with Alpha = 128 no longer shows the red color, while the rectangular Alpha = 0 remains essentially the same.



RGB/HSL + Color component sliders

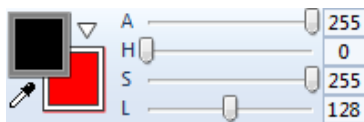
Click either **R, G, or B** (Red, Green, or Blue), to change to **H, S, L** (Hue, Saturation and color **L**ightness or **L**uminance). Click them again to toggle back to RGB.

Slide the **Color Component Sliders** to the left or right to choose the level of RGB or HSL you need. You can also click the number values to set those from 0 to 255, if you prefer.

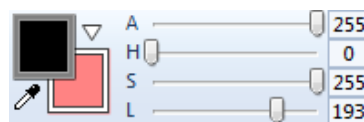
- When you have a color selected, such as red, and want to make it lighter or darker, switch to HSL mode and move the L slider.
- If you want the color to become more or less saturated (more or less grey, instead of showing actual red), move the S slider.
- If you want to set all possible colors with the current lightness and saturation, move the H slider.

The easiest way to see how these look is to choose colors for Foreground and Background, then use these sliders to see how it changes.

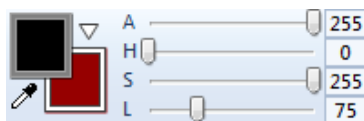
Examples:



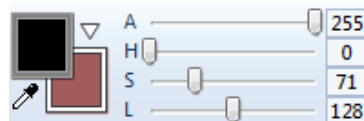
Red



Light Red



Dark Red



Red less saturated, mixed with gray

HTML Code

Click the "HTML:" label to copy the RGB code encoded for HTML editing to the clipboard, and easily paste the value into HTML code editor.

Shows the related HTML Color number based on RGB settings. (HTML colors are most often used for websites or programs on the web.)

More colors and options

▼ Click to display the alternative colors dialog box where you can use the **color picker** (eyedropper) tool to choose your own colors from two color displays.

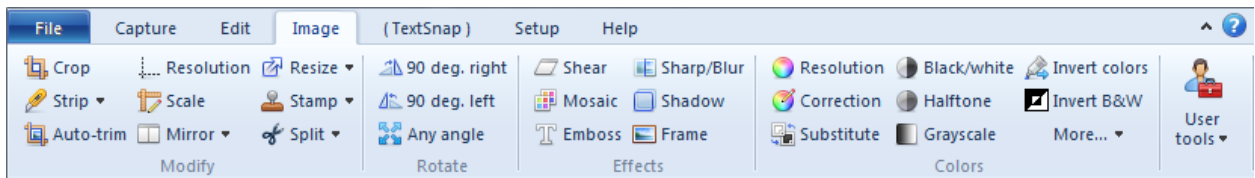
1. A **Standard** color matrix array.
2. A **Custom** color display where you can mix almost any color.

Image Tab

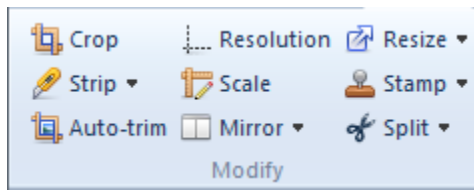
This tab contains most of the tools needed to work with any image you capture, including changing size, shape, colors, and more.

The tab is divided into four groups, shown by the group name labels at the bottom of the tab: **Modify**, **Rotate**, **Effects**, **Colors**, and one toolbar, **User tools**, at the end of the tab.

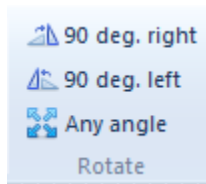
Important! The tools in each group are described as shown *vertically*, from top to bottom, starting at the left side of the group.



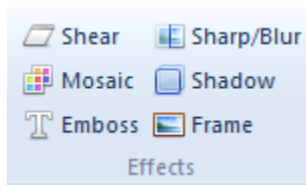
To read more about the tools in each group, click the group image or name below:



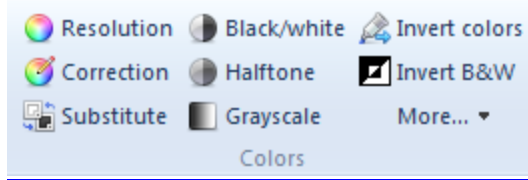
[Modify Group](#)



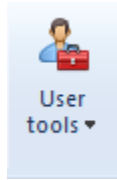
[Rotate Group](#)



[Effects Group](#)

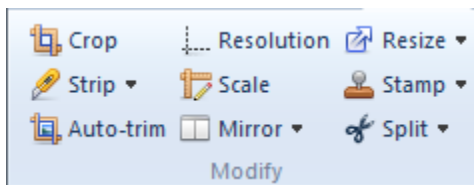


[Colors Group](#)



[User Tools button](#)


Modify Group



Click below the graphics or name of each button to read more about the tool:



Crop

 Selects a region/section of an image and keeps only the defined area. It's similar to using scissors to cut away everything outside the area you want.

When you click Crop, the tool becomes two intersecting lines that you use to mark the area you want by forming a rectangle over the image.

Example: Click and hold the primary mouse button, then drag the lines diagonally until you enclose the area you want to keep. This is the same process used to crop a photo. (See the [Region Capture](#) tutorial for an example.)

This tool is also in the Edit group in the Edit tab.

Strip



This tool opens a drop-down menu with the following two choices:

Horizontal cutout

Cut out a horizontal strip to remove an unwanted section that runs across an image.

Examples:

- Cut in the middle of an image to remove an unwanted section and join the remaining parts. (This could be used to remove a horizontal banner ad from a captured web page.)
- Cut at the top or bottom of an image to remove a border or section not removed when the image was cropped.

Vertical cutout

Cut out a vertical strip to remove an unwanted section that runs up/down an image.

Examples:

- Cut in the middle of an image and join remaining parts. (This could be used to remove a vertical "sky-scraper" ad column from a captured web page.)
- Cut along one or the other side of an image to remove a border or section not removed when the image was cropped.

Horizontal insert

Inserts a horizontal strip in the currently selected background color, that runs across an image.

Vertical insert

Inserts a vertical strip in the currently selected background color, that runs across an image.

Auto-trim



Trims off excess blank background from your image, making it smaller. Results will vary depending on the image.

The best method to see if this works for your current image is to try the function. You can click Edit /Undo (or the Undo tool in the Quick Access toolbar) if the image is not trimmed for your needs.

Background Color

Choose *Auto-detect* or *Use current background color*. (Auto-detect is the default and usually the best to use in most situations.)

Color matching tolerance


Allows you to decide how closely the bitmap pixels of the new color value must match the "old color" value.

- Move the slider all the way to the left (0%) for an exact match. Only the pixels with the exact specified values of Red, Green and Blue components will be replaced.
- Move the slider to right, selecting higher % values, and more and more "close color" pixels will be replaced.

Auto-apply effect immediately.

Check this box to see the effect on the image immediately, as you trim it.

Resolution

 Use this to change the value of the dots per inch specification. This will change how different devices or programs render the image. (This is different from "resizing" or scaling an image.)

Example: If you capture something from a typical computer screen with a resolution of about 96 dpi, then set the resolution for that image to 200 dpi, your printer will print this image about half the original size. Why? The dots are now set to be resolved at a higher count per inch, so the printer driver closes the space between the dots to match the DPI value within the image.

Horizontal Resolution

Define the horizontal resolution of your captures in *Dots Per Inch*. Most SVGA screens are 96 DPI. If you find yourself repeatedly setting this value upward (or downward) after captures to fit the destination device or usage, change the default to the value you most commonly require.

Vertical Resolution

Define the vertical resolution of your captures in *Dots Per Inch*. Most SVGA screens are 96 DPI. If you find yourself repeatedly setting this value upward (or downward) after captures to fit the destination device or usage, change the default to the value you most commonly require.

Apply to current image

Select this check box to apply these settings to the current image.

Use as default for future images...

Check this to use the set value for future images captured from the screen.

Scale



This function scales the image inside of the HyperSnap workspace to fit the dimensions you select. When scaling, you can keep the aspect ratio or you can alter each axis independently, which will cause the image to distort.

After selecting this function a dialog box appears where you can choose a percentage of the original size to scale up or down, or change the direct pixel-based dimensions.

Scale slider

Drag this tool left and right to quickly control the scaling tool percentage of original size value.

Percent of Original Size

Define a percentage of original image value to use when scaling the image. The default is 100% or no change.

This value will effect a change in the pixel values, below, as you change it. You can alternately change the pixel values to effect changes here, the controls are linked.

Width, in pixels

Define a pixel width size to use for the image. If you've checked **Keep aspect ratio**, this is linked to the height, which will also change to match the current ratio.

Height, in pixels

Define a pixel height size to use for the image. If you've checked **Keep aspect ratio**, this is linked to the width, which will also change to match the current ratio.

Set scale to current selection rectangle

If a selection rectangle is defined on the active image in the workspace, click this button to set your scale image parameters to the size of the rectangle.

Keep aspect ratio


Check this to link the aspect ratio of both width and height to keep the image from becoming distorted. If you do not link the values, and select different

ratios for the two dimensions, the image may appear "squeezed" or "stretched."

Interpolation mode

Select the method that the program uses to "smooth" pixels of a scaled image by interpolating between areas. The default method is "High Quality Bicubic", which in most cases provides the best results.


Mirror

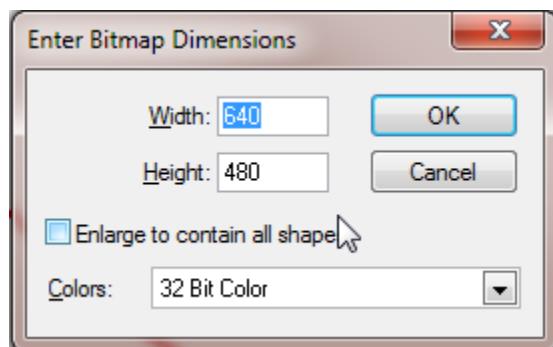
 This tool opens a drop-down menu with the following two choices:

Horizontal or Vertical

These functions "flip" the image from left to right (Vertical Mirror) or top to bottom (Horizontal Mirror), as if seen in a mirror.

Resize canvas

 Resizes (by pixel dimension count) both the horizontal and vertical dimensions of the image. If you resize the image larger, the extra space is filled with the current background color. You can also change the color depth at the same time or crop to an existing marked rectangle.




The field described as "Enlarge to contain all shapes" becomes active if any shapes (lines, rectangle, texts etc.) you have drawn over the image extend beyond the actual image area. You may select this option to enlarge the image to contain all such shapes.

If you click the down pointing arrow at the right edge of the "Resize" button, you may instantly select the "Contain Shapes" command, which acts identical to the "Enlarge to contain all shapes" option on the above shown box.


The space added is filled with the current background color, which you may set under "Edit" tab of the ribbon, in the "Color" group – for example the image below shows white as the current background color.



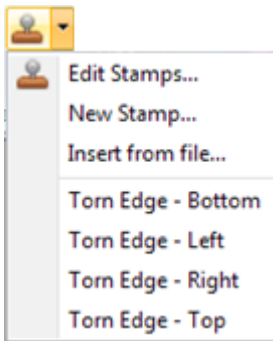
Split

 Splits current image horizontally or vertically into two separate images, or 4-ways into four separate images.

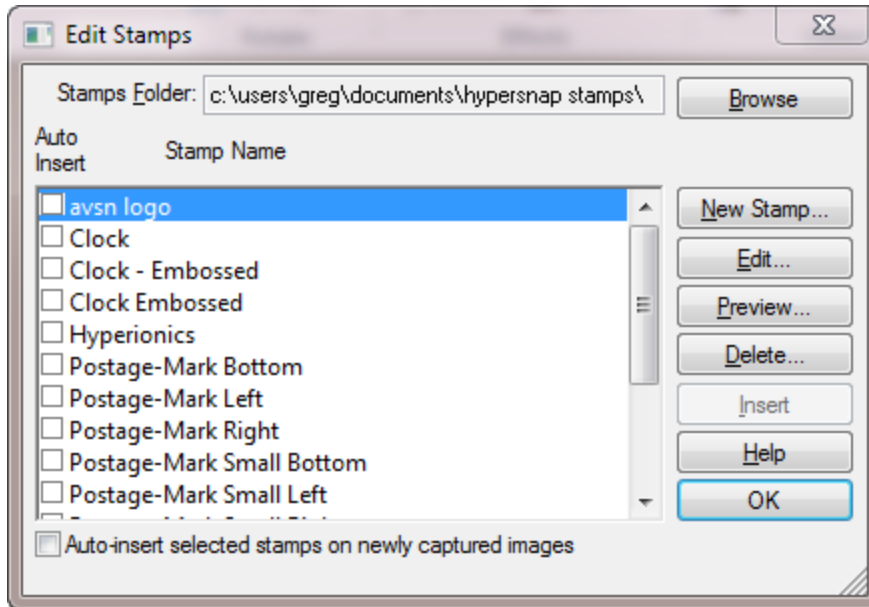
Stamps

 Use this tool to define, and later insert **Stamps** on your image. Stamps are composed of any other image fragment, and can include styled text that you define. The stamp text may contain macros with the current date and time, the image file name, etc.

You can put Stamps anywhere on the image or append them to the top or bottom as graphic headers or footers – image titles or captions.



Clicking the down arrow of this button opens a menu similar to the one shown above (the menu may contain also additional stamps that you have already defined.) Clicking the main part of this button or clicking the first item of this menu brings up the “Edit Stamps” dialog box, show below with a number of stamps already defined on the list:



This window contains the following controls:

Stamps Folder and Browse button

Displays the path to the current stamps catalog folder. You may change this path and select a different catalog by clicking the **Browse** button. You may have up to 40 stamps in a folder. If you need more than allowed, simply create multiple stamp folders and switch between them as you require.

New Stamp...

Click this to define a new stamp.

Edit...

Click this to edit the stamp selected in the list box on the left.

The options available under **New Stamp** and **Edit Stamp** are explained in the ["New Stamp/Edit Stamp dialog box"](#) chapter.

Preview...

Click this to preview a stamp selected in the list box on the left.

Delete...

Click this to delete the stamp selected in the list box on the left. The stamp file goes to Windows **Recycle Bin** and can be still restored from there until you empty the bin.

Insert

Click this to insert the stamp selected in the list box on the left onto the image currently opened within HyperSnap's workspace.

When you click this button, the "Edit Stamps" dialog box will go away and you'll see the stamp on your image. You may move the inserted stamp around, resize it, or even double-click it to edit this specific instance of the stamp (for example, to change the text on it) without altering the originating stamp.

Stamp list

This box lists all the stamps defined so far in the current stamps folder. Click any stamp name to select a stamp and have the buttons on the right act on it (for example, edit this stamp, preview it, delete, or insert it on your current image).

The check boxes on the left side of the stamp name indicate stamps that are set to be auto-inserted on each image you capture. Note that for this to function, also the box below the list, described as "Auto-insert selected stamps..." must be checked.

Auto-insert selected stamps on newly captured images

The stamps check-marked in the stamp list above will be auto-inserted on newly captured images only when this option is turned on.

New Stamp/Edit Stamp dialog box

The same dialog box with several tabs at the top shows when you create a new stamp or edit an existing one. Click the name of the tab below to read more about it:

[Image tab](#)

[Text tab](#)

[Frame tab](#)

[Placement tab](#)

[Options tab](#)

At the bottom of the window you'll find the following controls:

Stamp Name

Enter the name of the edited stamp. If the name was already assigned to a stamp and saved, you may change it here. This creates a copy of the same stamp under a new name, allowing multiple versions of similar stamps.

Save Stamp/Insert options

These 3 options decide what happens when you click the **OK** button:

- 1 Save stamp** saves it to your stamp folder for future use, but will not insert it on the current image in the HyperSnap workspace.
- 2 Insert on picture** only inserts this stamp on the current image within the HyperSnap workspace. It will not save any changes you make to a disk file for future use.
- 3 Insert and save** will do both of the above. It saves the changes to disk and inserts the stamp into the current image or a selected area within the image.

Preview

Click to see a preview of the fully composed stamp. You may also set the overall stamp size in this preview mode by re-sizing the preview window.

Image tab

From Selection

Click this to use the image current in the HyperSnap workspace on this stamp. If a selection rectangle is visible on the workspace image, only the selected fragment will be used on the stamp, otherwise the entire image is used.

From File...

Click to select an image from a graphics file on disk. This image will be used as the stamp's background.

Edit Image

Click this button to edit the image currently selected for the stamp. The stamp is saved and the **Edit Stamp dialog** closes. Your stamp image then appears inside HyperSnap's workspace, ready for editing with all the program's tools.

Delete Image

Remove an image from the stamp. Only the text part (if any) remains inside the stamp definition file.

Use this image...

Check to use this image on the stamp. If you clear this box, the image remains inside the stamp definition file, but when you preview or insert the stamp, the image is not there.

Image preview frame

This frame displays a preview of a picture you selected to appear on your stamp.

Text tab

Font button

Click to display a standard Windows font selection box. This new font begins at the current cursor location. If you selected text prior to opening the font box, the program applies your font selection to the existing text as well as from the selected location.

Left-justify text

Click to left-justify the current text paragraph or the selected range of pre-existing text.

Center text

Click to center the current text paragraph or a previously-selected block of text.

Right-justify text

Click to right-justify the current text paragraph or a previously-selected block of text.

Bold, Italics and Underline

Click these buttons to apply **bold**, *italics* and underline text styles to a previously-selected block of text, or to use this new style beginning at the current cursor location.

Date

Inserts the **%date%** macro into your text box. HyperSnap expands this macro to the current date at the moment you use this stamp.

Time

Inserts the **%time%** macro into your text box. HyperSnap expands this macro to the current time at the moment you use this stamp.

File

Inserts the **%file%** macro into your text box. HyperSnap expands this macro to the file name of the image, on which you insert this stamp (for example, Snap023.bmp).

Path

Inserts the **%path%** macro into your text box. HyperSnap expands this macro to the full path and file name of the image, on which you insert this stamp (for example, C:\Images\Snap097.bmp).

User

Inserts the **%uname%** macro into your text box. HyperSnap expands this macro to the name of the user logged into Windows when you use this stamp.

Use this text...

Check to use the text on the stamp. If you clear this box, the text remains in the stamp definition file, but when you preview or insert the stamp, the text is not used.

Text edit box

Enter text here. You can apply different fonts, colors, and formatting to any text fragment, as in a word processor.

Frame tab

Frame width

Enter the width in pixels of a frame to be drawn around your stamp. The frame is a solid line drawn in the **Frame color** defined to the left of this field. Enter 0 (zero) if you don't want any frame.

Make it transparent

Make the selected background color transparent on your stamp. When this type of stamp is inserted, any part of that color will allow the underlying image to show through the stamp's contents.

Image position: Left and Top

Enter an offset in pixels from stamp top left corner, for the image defined on **Image** tab. This value is not used if your stamp does not contain an image.

You may use this together with **Text margins** values to compose a stamp that contains non-overlapping image and text.

Text margins: Left, Top, Right and Bottom

Enter the margins for your text field related to the overall stamp size in pixels. These values are only used if your stamp contains text.

You may use this with **Image position** values to compose a stamp that contains non-overlapping image and text, formatted as you desire.

Stamp size: Width, Height and Set to image size

Modify the overall size of your stamp in pixels, using these **Width** and **Height** fields. You may also:

- Click the **Set to image size** button to make it exactly the same as the size of the picture selected on **Image tab**.
- Set the size interactively by clicking the **Preview** button and resizing the **Stamp Preview** pop-up window.

Placement tab

Place at current selection

Select this option to have a stamp placed at the current selection on the image. If the selected area is too small to fit the stamp, the program expands it to contain the entire stamp. If you have not defined a selection, the program places the stamp's origin at the upper-left corner of the image.

Extend picture at top or bottom...

Select this option to insert the stamp to the top (as a header) or attached to the bottom of the picture (as a footer). The stamp width will be set to the width of the entire target image. The height will be set large enough to wrap and fit all of the text and image content of the stamp into the resultant width-plus-height area.

Place on the picture

Select this option to have this stamp placed on the picture in the HyperSnap workspace according to options that you make below.

Offset: Horizontal, Vertical and From picture options

Modify the offset in pixels from the selected location in the current image, using these **Horizontal** and **Vertical** fields.

Example: If you enter a horizontal offset of 10 pixels, and a vertical offset of 20 pixels, then select **From picture: Center**, the stamp will be moved 10 pixels to the right and 20 pixels down from the center.

Enter negative values to move in the opposite directions.

Note: if you select any Right edge, the positive horizontal offset is to the left. Similarly, for any Bottom edge, positive vertical offset is up.

Options tab

Underlay stamp image

Use this option to emboss a sign or logo on an image. Bring a gray embossed graphics into the stamp, then select this option.

After applying it to an image, the effect looks as if the image is printed on a very flexible fabric with a 3D embossed logo underneath.

Image masking with a stamp

Check this, then select the color in your stamp that should "mask" the target image (hide that part of the image as if it was not present) by making all the pixels to have "transparent" color. If the target image on which the stamp is inserted does not have any transparency, a transparent color will be selected automatically.

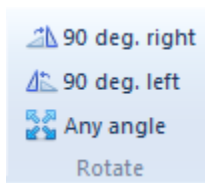
Blend (Transparent to Opaque)

Use this slider to control how much your stamp blends in with the base image. It can be set to be Opaque (no blending) to Transparent (100% blended with the base image).

Auto-add this stamp to all captured images

Automatically inserts this stamp on all images you capture with HyperSnap. This can save work when must create numerous captures for public release or other purposes, and you must show ownership, authorship, etc.

Rotate Group



Rotate 90 deg. Right

Rotates the image 90 degrees to the right. This is most useful to restore correct image orientation of digital photos taken when the camera was held vertically.

Rotate 90 deg. Left

Rotates the image 90 degrees to the left. This is most useful to restore correct image orientation of digital photos taken when the camera was held vertically.

Any Angle

[Click here to read more.](#)

Any Angle

Rotates the image to any angle up to 360 degrees, from 180 degrees to the right or -180 degrees to the left. The image rotates like a spinning painting on a flat table.

Since the image becomes skewed when you rotate it, the empty areas that appear to keep the image rectilinear will be filled with the pre-defined default background color.

Rotate Image Box

Effect application method

Choose Faster or Better Quality, whichever is most important for the image you want.

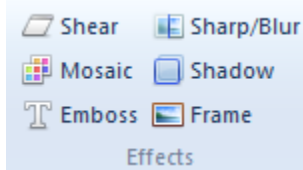
Angle

Either move the slide to change the angle, or type in the Angle: box. 180 degrees to the right or -180 degrees to the left.

Auto-apply effect immediately.

Check this box to see the effect on the image immediately, as you rotate it.

Effects Group



Click below the graphics or name of each button to read more about the tool:

 [Shear](#)

 [Mosaic](#)


 [Emboss](#)

 [Sharp/Blur](#)

 [Shadow](#)


 [Frame](#)

Shear

 This function "shears" the image, which appears as if one horizontal edge is held in place, while the other is dragged to the left or right. A vertical shear option is also available.

Examine the preview that appears when you use this function to see how it alters the image.


Mosaic

 Applies a special filter over the image to make it appear to be composed of mosaic tiles.

- Smaller tiles keep more of the original image's information.
- Larger tiles replace more of the image with tile borders and can make it harder to recognize.


Experiment with different tile sizes to see how the effect works.

Emboss


 Applies a special filter to the image to give it the appearance of embossed paper (or metal). You can control the direction of the light, related to where it appears to originate and in what direction it shines. You can also control the apparent depth of the embossing.

Tip: Deeper embossing results in more distortion compared to the original image.

Sharp/Blur

 Sharpens (focuses) or blurs (softens) your image. You can use it after resizing an image smaller, to enhance the clarity of text or other small details.

Shadow

 Adds what looks like a 3D drop shadow to selected areas of your capture. Shadow has several methods of operation: It can work automatically using your preferences established within the **Shadow dialog** each time you capture, or it can be used manually, applied around a selection as an effect.

Shadow Size slider

Drag this slider to set your shadows to be either closer or farther away from your selection.

Inner Shade slider

Drag this slider to set the darkness of the shadow's umbra, the core of the shadow. Dark increases the apparent contrast of the shadow, making light appear more "harsh and sharp." Lighter values make the shadow "softer", so the light it is imitating will appear less harsh.

Diffusion slider

Drag this slider to set the diffusion of the shadow.

Moving this slider all the way to left produces a sharp shadow, as if from a distant point light source.

Moving it to right produces more life-like diffused (soft) shadow, as if from a closer, sphere shaped lamp.

Direction slider

Drag this slider to change the direction of the shadow. Observe the effect in the preview window to the right.

Shadow background color


Click the down pointing triangle to select the background color from palette, or click the color picker (eyedropper) tool to select background color from anywhere on the screen.

Note: This color is used as a shadow background for the shadow areas that fall beyond the current image area. If you select a small area inside your image and add shadow around it, the shadow background will be the old image, not the new color.

Add around the current image selection option

Check this for HyperSnap to apply the shadow to the image currently loaded into the HyperSnap workspace. The program will add the shadow around the current selection on this image, or to entire image if a selection isn't visible.

Auto-add this shadow to newly drawn shapes

Select this option to have all shapes subsequently drawn on the image with any drawing tools include this shadow. You can also turn this feature on or off with the "Toggle Object Shadow" button  on the main toolbar.

Auto-add this shadow to all captured images option

If you have a collection of images that require this shadow (as in a photo album of screen captures), check this box to force the program to apply the shadow automatically, without any additional input from you.

Frame



Applies flat or 3D frames around or on your images. You may also set an option to auto-add a frame to all images you capture with HyperSnap.

Total frame width

Enter the total frame width in pixels.

3D Effect

Click this to give a 3D look to your frame. When enabled, you can modify additional parameters that will alter the 3D-like appearance.

Outer band parameters

Enter the width in pixels of the outermost part of a 3D frame. Then select whether it should be raised (has the highlight color) or sunken (has the shadow color).

Inner band parameters

Enter the width in pixels of the inner part of a 3D frame. Then select whether it should be raised (has the highlight color) or sunken (has the shadow color).

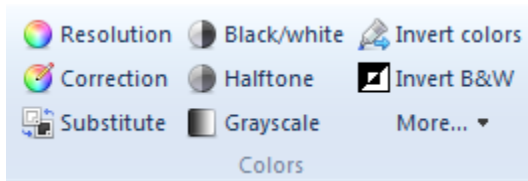
Add around the current image selection option

Check this to apply the frame to the image currently opened within the HyperSnap workspace. HyperSnap will draw the frame around the current selection on the image, if available, or around the entire image, if there is no visible selection.

Auto-add this frame to all captured images option

Check this to auto-apply this frame to every image you capture.

Colors Group



Click below the graphics or name of each button to read more about the tool:

 [Resolution](#)

 [Correction](#)

 [Substitute](#)


 [Black/white](#)


 [Halftone](#)


 [Grayscale](#)


 [Invert colors](#)

 [Invert B&W](#)

The "More..."  button shows a menu with these additional functions:

 **Count colors** – shows the number of unique colors on the current image.

 **Immediately substitute colors** – substitutes colors immediately, without asking any questions, according to substitutions defined earlier under the "[Substitute](#)" button.

 **Immediately correct colors** – immediately applies color correction defined earlier under the "[Correction](#)" button

Color Resolution

This function allows you to adjust the total numbers of colors in the current image and set dithering options when you reduce colors.

Dithering causes the program to attempt to approximate the appearance of removed colors by altering the colors of adjacent pixels to more closely resemble the original image. It does this by using what appears to be a lesser resolution (similar to the way some newspapers handle color photographs).

Bits Per Pixel

Select color depth of your image here. The different bits per pixel values permit the following maximum number of colors in any image:

1 - Only 2 colors, either black and white if you select **Std. Windows palette**, or averaged colors from the entire image for Optimized selection

4 - Up to 16 colors

8 - Up to 256 colors

16 - Up to 65536 colors

24 and **32** - Millions of colors.

Bits Per Pixel - Valid for GIF files only

There is no advantage in selecting these bit values, unless you plan to save your image only to a GIF file, which needs the smallest possible size to optimize it for fast web page loading. The different values permit the following maximum numbers of colors:

2 - Up to 4 colors

3 - Up to 8 colors

5 - Up to 32 colors

6 - Up to 64 colors

7 - Up to 128 colors

For file formats other than GIF, select the next number up in the left-most column.

Example: Instead of 2 or 3 bits per pixel, select 4, which permits up to 16 colors in an image without increasing its file size.

Dithering Methods

Use groups of dots of different colors to approximate any missing colors in an image color table. These choices are available when you reduce images from 16 or more bits per pixel (bpp) formats to 8 bpp or less.

Click on the different dithering method choices to see an instant preview of your picture and select the method you prefer.

Palette (color table) choices

If you select 8 bits per pixel or less for your images, these choices tell HyperSnap the type of color palette (color table) to synthesize when reducing image colors to the maximum allowed number.

Optimized

Choose a palette that best matches all colors on the original image.

Std. Windows

Choose a palette that contains at least the 16 standard Windows colors. The rest, if available, will be still optimized and available.

Netscape

Choose Netscape browser "safe" palette.

Black & White

Convert the image to black and white colors only.

Revert

Restores the original image, discarding the choices you've made above.

Correction

Use this function to adjust image brightness, contrast, hue, color saturation, perform gamma correction of colors, convert the image to gray scale or invert black and white colors.

Convert to Gray Scale

Converts a color image to up to 256 shades of gray.

Invert Black and White

Reverses the black and white values of the image. It only changes areas that are either pure white or pure black. No other regions are affected unless they contain spots of either color.

Brightness

Adjusts the overall lightness or darkness of the image (similar to adjusting the brightness on a TV).

Move the slider to the *left* or enter a negative value (-1 to -100) to make the image darker.

Move the slider to the *right* or enter a positive value to make it brighter.

Contrast

Adjusts the amount of difference between light and dark areas in the same way the contrast control works on your color television set.

The effect is to "block up" the image (have more contrast between dark and light areas) or "flatten out" the image (have less contrast between dark and light areas).

Hue

Adjusts color "bias" of your image, similar to like hue control on your TV. Hue provides a range of color from one end of the color spectrum to the other, as in a rainbow.

The degrees represent the angle on a "color wheel", where all possible colors are represented on a wheel like the hours on a clock. By pointing at a certain degree, you bias the color balance of the image to move closer to that color position on the wheel.

Saturation

Adjusts the degree or concentration of color from pale to strong.

Example: Your TV often has a control marked "color." Turn it up for more color; turn it down for less. If turned all the way down, you get a grayscale image that looks like a black and white photograph.

Gamma Correction

Adjusts the white content of the image, which determines the intensity of the light and how colors appear on a monitor.

Using gamma correction you can "brighten up" dim images or images that appear overly "dense." Gamma increases shadow details for image information that is in darker areas.

You can also darken the look of washed-out images by setting the gamma level lower.

Apply changes immediately

Allows you to see each change as you make it, rather than waiting to see the completely changed image.

However, if moving a slider or entering a value takes too long to display, turn off this option. You may then adjust the controls as quickly as you want, then click the "Apply" button when you are ready to review all changes.

Automatically apply to all captured images

Turn this on if you want to have the color correction defined above applied automatically to all images you capture with HyperSnap.

Revert

Click to revert the image to its original state. This will undo all changes made to the image since you began using this tool.

Reset

Resets all color correction values to neutral values, ones that do not affect the original image. Reset turns off Gray Scale, Invert Black and White, sets Brightness correction to 0, Gamma Correction to 1, etc.

Substitute Colors

Performs pixel by pixel substitution of colors on your image, according to the list you define. You can create each entry in the list as one of two types.

A simple *one way* "replace" substitution.

Example: You can replace green pixels with red.

A *two-way* substitution or "swap".

Example: Replace a white pixel with black, a black pixel with white.

Color replacement table

Choose color pairs to be replaced or swapped from this list.

- The **Replace** indicator > is a one way operation.

Example: When executed, on white-to-blue, *Replace* will paint any white pixel on your image blue with no other changes to the image.

- The **Swap** indicator <> is a two way operation.

Example: Using white-and-blue, the program replaces white pixels with blue, and blue pixels with white.

This is a *multiple selection* list box. To select more than one entry, hold the **Ctrl** key and click the items you wish to edit.

Example: Selecting two or more items could change all from **Replace** to **Swap** or set the same **New Color** for all the items.

Add

Add a new entry to the color substitution table. Initially this new entry has both colors set to white and uses a **Replace** > operation.

Set the colors and operational mode below the table in the **Details** frame.

Delete

Deletes the currently-selected entries from the color substitution table.

Delete All

Deletes all entries from the color substitution table. (As usual, you must confirm the deletion.)

Open List

Opens a color substitution list that was previously saved to a disk file.

Save List

Saves the current color substitution table to a disk file.

Apply

Applies the color substitutions defined in the table to the image currently opened in the HyperSnap workspace. Offers an immediate preview of the result.

Click the **Revert** button if you do not like the result.

This function must be clicked BEFORE **Done**, if you want to keep color changes.

Revert

When color substitutions are applied, use Revert to "go back"/restore the image in the HyperSnap workspace to its original look.

Done

When clicked before clicking Apply, closes the *Color Substitution* dialog box with NO color changes automatically applied to the image in the HyperSnap workspace.

To keep color changes, click the **Apply** button first. HyperSnap keeps your newly defined (or modified) color table for later use on this and other images. It will also re-open in the same mode.

Old Color RGB values and picker

See and modify the "Old" color part of the substitution item(s) selected in the table above. RGB = color components Red, Green, and Blue. Each can range from 0 to 255.

Often it's easier to use the color picker tool (eyedropper) instead of using numbers. Click the picker to select a color from anywhere on the screen, or click it to choose a color from a color table.

New Color RGB values and picker

See and modify the "New" color part of the substitution item(s) selected in the table above. RGB = color components Red, Green, and Blue. Each can range from 0 to 255.

Often it's easier to use the color picker tool (eyedropper) instead of using numbers. Click the eyedropper to select a color from anywhere on the screen, or click to choose a color from a color table.

Replace and Swap options

Sets a "replace" or "swap" operation for the items selected in the color substitution table, above.

- **Replace >** is a one way operation.
Example: When executed, on white-to-blue, *Replace* will paint any white pixel on your image blue with no other changes to the image.
- **Swap <>** is a two way operation.
Example: Using white-and-blue, the program replaces white pixels with blue, and blue pixels with white.

Color matching tolerance

Allows you to decide how closely the bitmap pixels of the new color value must match the "old color" value.

- Move the slider all the way to the left (0%) for an exact match. Only the pixels with the exact specified values of Red, Green and Blue components will be replaced.
- Move the slider to right, selecting higher % values, and more and more "close color" pixels will be replaced.

Experiment with different values by moving the slider multiple times, then clicking the *Apply* button and observing the changes on the image.

Automatically apply...

Turn this on to automatically apply the defined color substitutions above to all images you capture with HyperSnap.

Black/White

Converts the image to a monochromatic black and white image. You can adjust the dark/light result by dragging a slider back and forth, or by typing the black level value in the box.

Black level slider and edit field

Enter a value between 0 and 100, or move the slider left or right to adjust how your image will be converted to black and white.

You can observe an instant preview of your altered image within the HyperSnap window, and easily stop when you think the image looks as desired.

Automatically apply...

Turn this on to automatically apply the black and white conversion defined above to all images you capture with HyperSnap.

Halftone

Converts a color image to a black and white halftone image. This is similar to a newspaper print of a photograph where they use a halftone "screen."

Grayscale

Converts a color image to shades of gray. (Provides up to 256 gray shades.)

Invert Colors

Reverses the colors in the image.

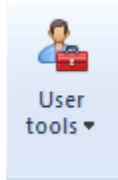
If your original image is a positive (a printed photograph) the result will look like a camera negative.

If the original is a negative image (like a scan from a film strip), the result will appear as if it were printed on photographic paper.

Invert Black and White

Reverse the black and white values of the image. This inversion only changes areas that are either pure white or pure black. No other regions are affected unless they contain spots of either color.

User Tools



Use this button if you want to configure and launch external programs for image editing and other tasks.

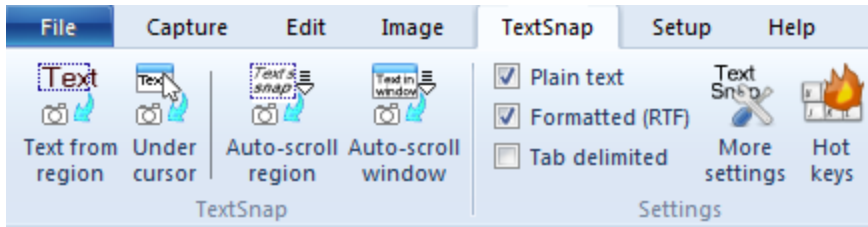
The tools work with external programs that aid in image processing and can be opened from this menu. The results can then be loaded back into HyperSnap. You may configure the programs that appear under this button on the [Tools tab](#) of the [Customize](#) dialog box, available on the "Setup" ribbon tab.

TextSnap™ Tab

Please note: TextSnap is no longer supported!

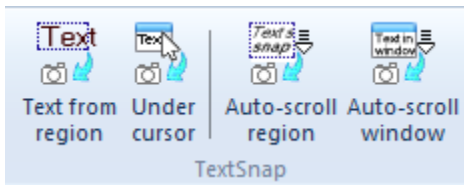
Due to many changes in the ways Windows programs are written today, it is no longer possible to capture text by hooking into other programs' code and observing what text they draw on the screen, the way TextSnap technology does it.

TextSnap will continue to work as before for older programs, but for software written with accelerated graphics technology such as DirectX, DirectWrite, with newer programming languages and environments (e.g. Java, .NET, Windows 8 and newer) it is unsupported and will no longer capture any text.

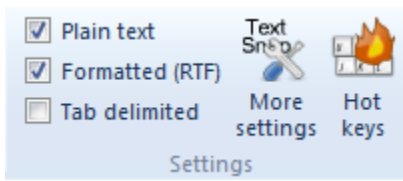


This tab contains the special tools used to capture editable text from a variety of programs and from the web. The benefit of using TextSnap, is to capture text "as is", with the same font, format, etc. as in the program or location from which you capture it.

The tab is divided into two groups, shown by the group name labels at the bottom of the tab: *TextSnap* and *Settings*. Click the image or name of the group below to read more about it.



[TextSnap Group](#)



[Settings Group](#)

Limitations of TextSnap™

TextSnap™ will not capture text from certain types of programs. The following is a list of those programs known NOT to allow text capture:

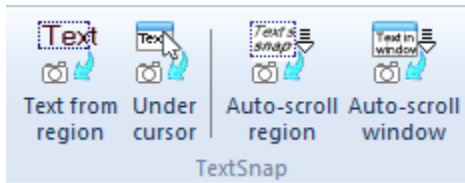
Adobe Acrobat and Acrobat Reader (PDF files). This is normally not a big problem, since Adobe has its own methods for selecting text. Choose the selection tool from Acrobat Reader toolbar, or right-click the text and select "Allow Hand Tool to Select Text", and you can use the normal copy/paste.

Programs written in Java, or running in Java virtual machine.

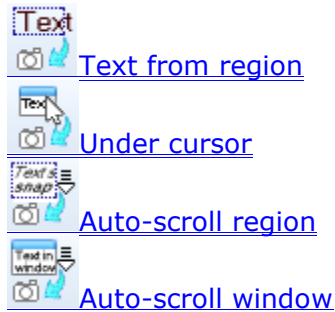
Text that is embedded on previously bitmap images (JPEG, PNG, GIF, TIFF, BMP etc.)

Many programs using advanced, accelerated graphics, e.g. games, Firefox v.5 and newer web browsers, when the use of accelerated graphics is turned on, Google Chrome web browser etc.

TextSnap Group



Click the button image or name below to read more about each function:



Text from Region

Ctrl+Shift+T - Captures text from a screen region as editable text, both formatted (RTF) and plain text, or as tab-delimited tabular data. The text is placed into the Windows clipboard, ready to be pasted in any text editor.

To capture text, use the same method as in capturing a region of the image.

After selecting the Hotkey combination above, click and hold the mouse.

Drag it diagonally to form a box over the text you want.

Click the mouse, and the text is captured.

Additional options for text capture are in the [TextSnap™ tab](#) of Capture Settings.

Under Cursor

Ctrl+Shift+U - Captures text from an object under the mouse cursor. (An object is a window or a control, such as a button, selection box, menu etc.) After placing the cursor above the text you want, use the Hotkey combination (**Ctrl+Shift+U**) to capture the text.

Example: Capture the text of an entire pull-down or pop-up menu.

To give yourself time to move the cursor where needed before the actual capture, set an additional delay for it in the [TextSnap™ tab](#) under *Capture Settings*.

Auto-scroll region

Select this function if the text you want to capture is not completely visible onscreen and you must scroll down the page to capture it all.

(This is different from *Scroll Page* where you capture everything below the screen. In this text scroll, you can capture an area inside a window, allowing you to avoid unwanted parts, such as columns of advertising on web pages.

When the Region cross-hairs appear on screen, define a region as you would in the usual Region capture, but add a second step.

- Click one corner of the text capture, then move the mouse diagonally to click another corner, creating an outline or block of the text you want.
- Click the down pointing arrow of the vertical scroll-bar of that window to scroll down past the bottom of the onscreen page and capture the text you want.

HyperSnap will scroll down and capture the defined text to the end.

To stop scrolling early, press the *Escape* key on the keyboard; otherwise wait until scrolling is complete.

This method of auto-scrolling can work well for pages that refuse to scroll and capture with the "Auto-scroll window" method.

Auto-scroll window

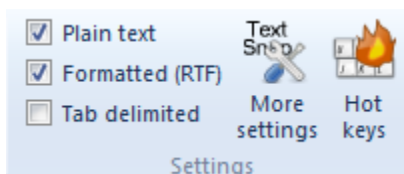
Select this function if the text you want to capture is not completely visible onscreen, and you must scroll down the page to capture it all. Auto-scroll captures the text as an image of an entire page or document, and is especially helpful for one that extends below the visible screen.

- Click the mouse cursor inside the window at the point where you want to start the text capture with scrolling.
- Click once.

HyperSnap will start scrolling the window and capturing the text.

You can wait until scrolling is complete or press the *Escape* key to stop scrolling at any time.

TextSnap™ Settings Group



This group contains the following controls and buttons:

Plain text

Turns on plain text capture – text captured with this setting only contains only the characters visible on the screen, without the specific font face, size of fonts, colors etc.

Formatted RTF

Turns on RTF formatted text capture, which includes font type and sizes, color etc.

(☛ **Caution:** Unchecking both these fields off will completely disable TextSnap.)

Tab-delimited data capture

Disables the two choices above it. It can be used to capture data from tables, allowing easy pasting into MS Excel or similar spreadsheet programs.

More Settings

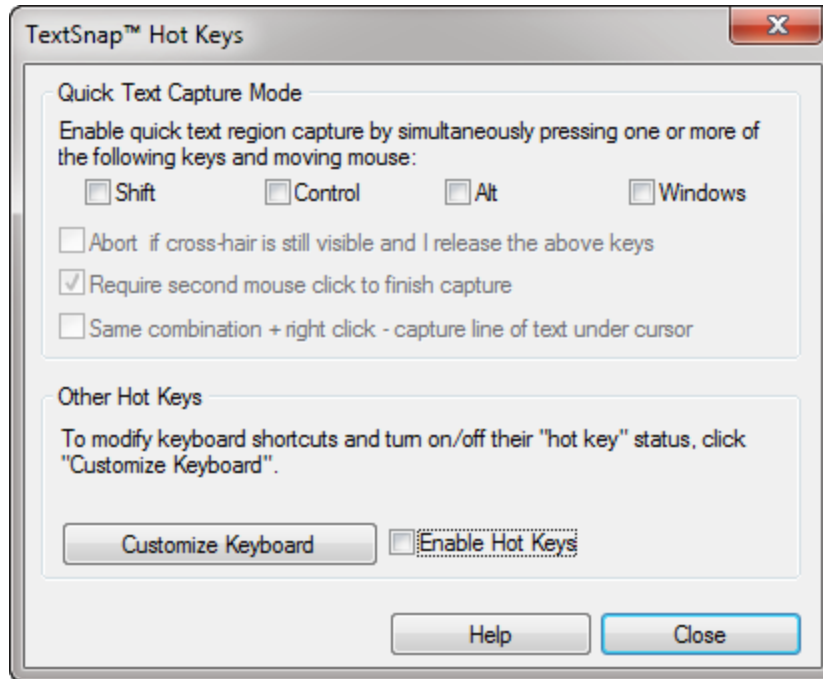
Provides a shortcut to the [TextSnap™ tab](#) described in the Capture Settings dialog box in the Capture tab. In this box you can set more/different options related to text capture.

TextSnap Hotkeys

[Click here to read more about TextSnap hotkeys configuration.](#)

TextSnap™ Hotkeys...

This dialog box allows you to change the defaults of the HyperSnap system-wide Hotkeys for the text capture functions.



If you have a conflict with other applications that require Hotkeys or if you decide that these default keys are difficult to use or remember, use this box to change the defaults to keystrokes you prefer.

To use Text Capture Hotkeys, be sure that "Enable Hotkeys" at the bottom of this box is checked.

Quick Text Capture Mode

Enable quick text region capture by simultaneously pressing one or more of the following keys and moving the mouse:

Shift
Control
Alt
Windows

Using this method can be faster and more convenient than using Hotkeys, as it does not require moving your hand away from the mouse.

Abort if cross-hair is still visible...

Checking this option enables you to abort text capture by releasing the keys if you are in the first stage of area selection, with the cross-hair cursor still visible.

If this option is *not* enabled, you may still abort text capture by a right-click or pressing the Escape key.

Require second mouse click...

Checking this option means that you have to click twice in the region to select text. Click once for each of the opposite corners of the rectangle.

If *not* enabled, select text by pressing the primary mouse button, moving the mouse and releasing the button (no second click required).

This setting is only used for text captures made while holding the one or more of the above keys shown above and moving the mouse. Captures using the default **Ctrl+Shift+T** Hotkey combination *always* require two clicks.

Same combination + right click...

Checking this option lets you use a right (secondary) mouse click to instantly capture a line of text at cursor location when using one or more of the above keys shown above. This is helpful if capturing text from a menu, which disappears and won't let you capture text otherwise.

Other Hotkeys

To modify keyboard shortcuts and turn on/off their "Hotkey" status, click "Customize Keyboard".

Customize Keyboard

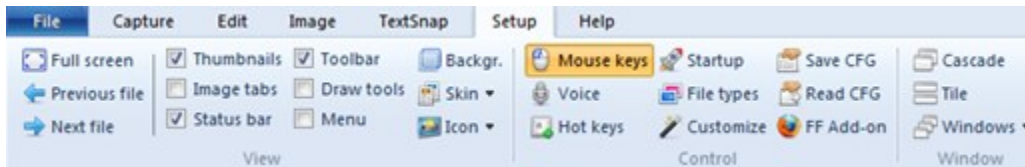
Enables customization of keyboard shortcuts and hotkeys, described under ["Customize" button](#) of the "Setup" ribbon tab.

Enable Hotkeys

To use Hotkeys, be sure that the default, "Enable Hotkeys" is checked.

You may also toggle Hotkeys by selecting the **Hotkeys** dialog box in the **Capture** tab.

Setup Tab

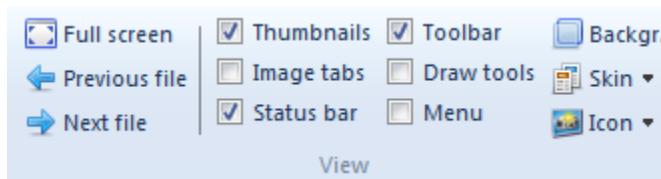


This tab contains the tools for configuring and customizing the operation of HyperSnap program.

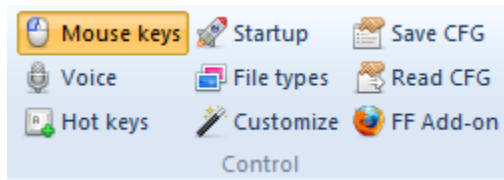
The tab is divided into three groups, shown by the group name labels at the bottom of the tab: *View*, *Control*, and *Window*.

Important! The tools in each group are described as shown *vertically*, from top to bottom, starting at the left side of the group.

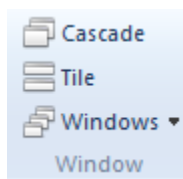
Click the image or group name below to read more:



[View Group](#)

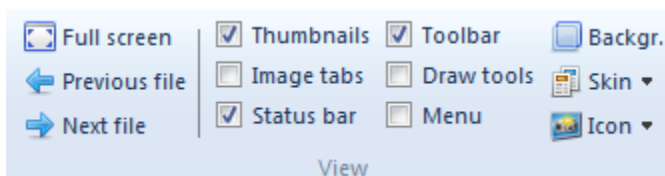


[Control Group](#)









[Window Group](#)


View Group



Click below the graphics or name of each button to read more about the tool:


-  [Full screen](#)
-  [Previous file](#)
-  [Next file](#)
- [Thumbnails](#)
- [Image tabs](#)
- [Status bar](#)
- [Toolbar](#)
- [Draw tools](#)
- [Menu](#)
-  [Backgr.](#) (Image background and position inside HyperSnap window)
-  [Skin](#)
-  [Icon](#)

Full Screen

 Provides a total-screen view of your image. If the image is larger than your available desktop, scrollbars will appear on the bottom and right hand sides, letting you see the entire image in preview mode.


Press Escape (or almost any other key) to cancel the full screen view. If canceled, use the mouse cursor to scroll down and up, or left and right to view the entire image.

Previous File

 Loads the previous file from the directory you're currently using into the HyperSnap workspace. This enables you to go back to examine files within a directory. This tool and the Next tool provide a "preview" function, where you can quickly see files within small-to-large directories.

You can also use keystrokes for these functions, pressing *Page Down* to go forward and *Page Up* to go back.

Next File


 Loads the next file from the directory you're currently using into the HyperSnap workspace. This enables you to go back to examine files within a directory.

This tool and the Previous tool provide a "preview" function, where you can quickly see files within small-to-large directories.

You can also use keystrokes for these functions, pressing *Page Down* to go forward and *Page Up* to go back.

Thumbnails

Toggle thumbnails on and off. Thumbnails are a small picture gallery of captured images seen in the vertical panel, by default on the left side of the HyperSnap workspace.

- ✓ To hide Thumbnails, click the small pin tool  next to the Close button in the upper right. When hidden, you see only the Thumbnails tab on the left.
- ✓ To open Thumbnails again, click the tab.
- ✓ To briefly open Thumbnails, rest the cursor on the tab.

(See also the [Thumbnails](#) example and description in the *What's New* section.)

Image tabs

Toggle image tabs on and off. If turned on, these tabs show image file names, by default at the bottom of HyperSnap window, when two or more images are loaded into HyperSnap simultaneously.

Status bar

Toggles the status bar on and off, as seen at the bottom of the HyperSnap window. This bar provides information about the size and view of the current image, so is visible by default. The bar can be toggled off and on again whenever needed.

Watch the left side of the status bar at the bottom of HyperSnap window for helpful messages.

Look to the right side of the status bar for the coordinate-based position of the mouse cursor when it's held over an image. The bar changes to display the overall size of the image if you move the mouse cursor beyond the image's window borders.

During some drawing or selection functions, the status bar also shows the size of a selected area or a drawn shape, such as a rectangle. All sizes and coordinates are always displayed in pixels.

main_toolbar


Toolbar



Toggle the toolbar on and off to see icons for common functions within HyperSnap. This bar, now turned off by default, is seen below the current ribbon tab.

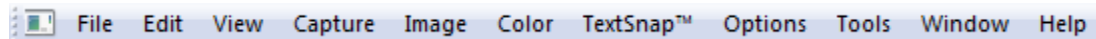
If toggled off, there is more room onscreen for the image. The bar can be toggled on again whenever needed.


Draw Tools

 Toggles on and off the drawing toolbar, seen by default at the far left side of the HyperSnap window. The bar provides the same drawing tools now found in the Edit tab, though the ribbon tab has more drawing options. Both the tab and the drawing toolbar can be onscreen at the same time.


The bar can be toggled off and on again, as needed.

Menu



 Toggles the HyperSnap menus on, to replace the ribbon tabs if you want to use the previous version interface. Although the menu interface is still available, the ribbon tabs contain more functions and tools and are more visual. To return to the **Ribbon**, click the *View* Menu, then click *Menu/Ribbon Toggle*.

Backgr. (Background and Position)

 This allows you to select the color and hatch pattern for the **background** in the HyperSnap window. (Background is any area that is not the captured image.)

You can also position the image in the top left corner or centered within the workspace to have more or less background.

Image Position - Top Left or Center

Select where HyperSnap should display an image when it is smaller than the available workspace.

Background Hatch Style choices

Select the style of the HyperSnap workspace background for windows with images. You'll see this background if the image is too small to fill the space, or if the image has "transparent" areas, such as those in GIF files.

Different hatched backgrounds can help in previewing image transparency.


Example: Use a hatched background to avoid confusion when viewing at a partially-transparent picture on a solid background.

Without this background, you might not be able to differentiate between the window background showing through the image or parts of the image that are the same color as the workspace.


Background and Hatch Color pickers

If you selected a hatch style above, click to select the color for your image workspace background, and for the hatch lines drawn over it.

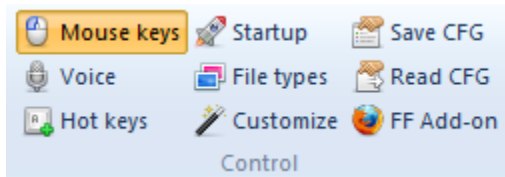
Skin

 Use the down arrow to select the look (skin) of the HyperSnap window. You can select from a variety of different styles, experiment with it to find the skin that best matches your needs and taste.

Icon

 Select the style of HyperSnap icon that displays in its title bar, Windows taskbar, etc. This button offers three options: Classic, Modern, or a Custom one that you select from the icon files available on your system.

Control Group



Click below the graphics or name of each button to read more about the tool:

 [Mouse keys](#)

 [Voice control](#)

 [Hot keys](#)

 [Startup](#) (program startup and tray icon options)

 [File types](#)


 [Customize](#)

 [Save CFG](#)

 [Read CFG](#)

 [FF Add-on](#) (Firefox browser add-on)

Mouse Keys

 Controls the mouse with the keyboard, toggling between mouse cursor control and keyboard control.

This allows you to switch to the keyboard to control HyperSnap. Keyboard control provides detailed, pixel-level accuracy when you're drawing, copying, cutting, or pasting images within the HyperSnap window.

When enabled arrow, keys move the cursor by single pixels.

Tab hides or shows the mouse cursor (if it's blocking part of your document).

Enter mimics a primary mouse button click.

Click **Enter** once and HyperSnap acts as if you've depressed the mouse button and wish to draw (or create bounding boxes, for example).

Click **Enter** again to simulate letting up on the button.

Click the primary mouse button to cancel mouse button simulation.

Voice



Click to activate or deactivate voice commands used with HyperSnap. The Voice Command Interface (VCI) uses Microsoft's Speech API 5 (SAPI5) programming interface. This interface is a standard component of Office XP and Windows XP.

You may find a list of available voice commands in the "[Voice command list](#)".

Hotkeys



Click this to show the same Screen Capture [Hotkeys](#) box shown and described in the Capture tab.

If you disable hotkeys (by clearing this box or using a toolbar button), you'll have to use the menu or mouse to execute captures.

If a hotkey conflicts with another program, such as one where you need to capture screens, clearing this will let you capture the conflicting program with the mouse or menu. You can then close the offending program and re-check this box, making captures much easier.

If you run into conflicts with other programs on a regular basis, you can also change the HyperSnap Hotkey assignments under the **Capture** and **TextSnap** menu,

Startup



Click this to change how HyperSnap shows its icon (either on the task bar or in the system tray area).

You can also set the program to start automatically with Windows, useful if you do a lot of screen captures.

Auto-Start with Windows

Check this to have HyperSnap add itself to the list of programs that load when Windows starts.

For all users of this computer option

Check this option to add HyperSnap to the auto-start list of all users of this computer. With this box cleared, the auto-start option affects only your user profile.

Usually, within Windows XP or 2000 you must be part of the Administrator user group to change this option.

Always start minimized

Check this to have HyperSnap start in "iconic" mode rather than showing a window. In addition, if program is set to display a tray icon rather than a taskbar icon, this sets the program to load into the system tray only, still ready for use.

Display system tray icon...

Check this to have HyperSnap display its icon in the Windows system tray. (The system tray is where the clock is located on the taskbar.) This makes the program less obtrusive, but always ready for use.

Remember, if you enable this, you'll need to click its system tray icon to bring the program back. You may also right-click that icon for a menu of most often used functions.

Do not exit when clicked on ...

Check this to set HyperSnap to stay in the system tray when you click the main window "close" button (the **X** in the upper right corner). If not, the program will completely exit when you click this button.

This allows you to hide the main window by using the **X** without closing the program. It's always ready for use in your system tray (the area by the clock in the Windows task bar).

Number of most recent files on File menu

Use this to set the number of recently-used files will be shown on the right side of in the HyperSnap *File* tab. These are the files that you recently opened or saved with HyperSnap.

You must exit and restart HyperSnap program to activate this change.

Clear the recent files list...

Use this option to clear the "recent images" list under the File menu, either from the files that were already deleted or moved elsewhere, or completely clear the list from all files.

File Types



Click to register selected file types. When set, double-clicking any of these files types opens HyperSnap directly for editing these files. This allows you to quickly choose which files go directly to HyperSnap and which types are edited or viewed by other graphics utilities.

Image file format selectors

Check here if you want to see images of the files types edited by HyperSnap when you open them within Windows Explorer.

Customize



Click here to alter the appearance and function of the HyperSnap user interface. These tools let you add or remove buttons on toolbars and customize the menu and keyboard shortcuts. This dialog box contains several tabs – click the tab name below to read more about each of them.

[Commands tab](#)

[Toolbars tab](#)

[Tools tab](#)

[Menu tab](#)

[Keyboard tab](#)

[Tabs tab](#)

[Options tab](#)

Commands tab

Categories

Lists the default menus with toolbar buttons, commands, and menus that you can add to a toolbar or menu. When you select an item in the list, toolbar buttons, commands, or menus appear in the **Commands** box and can be further customized from there.

Commands

Displays a list of commands from the category you select in the **Categories box**. To add a command to a toolbar, drag the item you want from the **Commands box** onto a toolbar.

Toolbars tab

Toolbars

Lists available toolbars.

- To display a toolbar select the check box next to the toolbar's name.
- To hide a toolbar, clear the check box.

Reset

Clears any changes you made to the selected toolbar and restores the toolbar's original default settings.

Reset All button

Resets all toolbars to the original default settings.

Tools tab

You may configure what appears on the "Tools" menu here. The tools are external programs that can be started from this menu. The programs can have optional arguments, such as the current image file name to enable image processing by other programs. The results can then be loaded back into HyperSnap.

New

Creates a new tool on the "Menu contents" list. Type the tool name, which may be anything related to the tool's function, and press Enter.

Next you may define the "command" and optional arguments, as shown below.

Delete

Deletes the currently highlighted tool from the "Menu contents" list.

Move item up or down

Moves the currently highlighted item on the "Menu contents" list up or down.

Menu Contents list

Shows tool descriptions that appear on the "Tools" menu of HyperSnap. Highlight any item here to edit the command, adding arguments and the initial directory of the program that will run for this tool.

Click again, after highlighting it, to edit the description. You may also delete the item or move it up/down on the list with the buttons described above.

Command field and the browse button

Enter here the name of the program to run, or a document to open. It can even be a web address starting with *http://*.

If a program or document, you may need to enter the full directory path name with the file name, if the system does not know where to find it. (*Example:* The program does not reside in one of the system "path" directories).

You can also click the browse button next to this field to find the program, command or document file by browsing the disk folders.

Arguments field and the macro menu

Enter here the optional arguments for the program specified in the "Command" field.

If you specify a document file name or a web address in the "Command" field, the arguments will be ignored. These arguments are usually file names to be opened by a program, and sometimes additional "command line switches" that modify the behavior of the program.

The button to the right of the arguments field displays a *macro menu*. Macros are special texts that HyperSnap replaces before running the command with pre-defined contents. *Example*: If the image was previously saved to a file, the *%path%* macro text will be replaced with the full path and file name of the current image opened in the HyperSnap window

There are 4 special "Temporary file" macro arguments. If you use one of them in the "Arguments" field, HyperSnap will first save the current image to a temporary file in the selected format, and will then run the specified command with the name of this temporary file as an argument. This usually causes the target program to open this image file.

The program can now process the image or you can edit this image in its own window. When the target program terminates, HyperSnap checks to see if the temporary file was modified in any way and, if so, loads it back.

Initial directory and the menu button

As an option, use this function to indicate the directory where the program is currently located.

Example: If you want to specify several file names in the "Arguments" field that reside in the same directory (folder), you can simply enter the file names in the "Arguments", without repeating the full directory path each time.

The button to the right of this field offers a *%folder%* macro, which is replaced by the full path of the directory where the current image is located. You may also select the "Browse..." item here to open the standard Windows "Browse for Folder" dialog box.

Menu tab (Does this need updating?)

Show Menus for:

Lists available menus. At this time, the only available menu in HyperSnap is the **Default Menu**. This may or may not change with later releases.

Reset

Resets the selected menu to its original settings.

Menu animations selector

Changes the way menus display when you click on a command. For example, the *Slide Menu* animation causes the menus to display with a sliding motion as if they were skidding across the workspace.

Menu shadows option

Displays menus with shadows.

Keyboard tab

Categories

Lists the default menus with toolbar buttons, commands, and menus that you can add to a toolbar or menu. When you select an item in the list, toolbar buttons, commands, or menus appear in the **Commands** box and can be further customized from there.

Commands

If you want to assign or remove a shortcut key assignment, click the appropriate command.

If you don't see the item you want, click a different item in the **Category or Commands box**.

Set Accelerator for

Displays all available document templates. This option is currently not used in HyperSnap, the only selection available is "Default".

Current Keys

Displays the shortcut key assignments, if any, for the currently selected command.

Press New Shortcut Key

To set new shortcuts key(s), click inside this box. Then press the key or key combination that you want to assign to the selected command. When finished, click the **Assign** button.

Note: If the key combination you try to select is already used by another command, **Assign** will not be available.

Assign

Assigns the keyboard shortcut in the **Press New Shortcut Key box** to the currently selected command or function.

Remove

Removes the shortcut key combination defined in the **Current Keys** box.

Reset All

Restores all shortcut key combinations to their default settings.

Tabs tab

You may modify here the appearance and position of image tabs, usually shown when two or more images are loaded into HyperSnap simultaneously.

Image tabs position

Choose this to change image tab position to either the top or the bottom of the image area, or if you want the tabs completely hidden.

Tab style

Choose here from several available tab styles. Select each one to see how it looks and which you prefer.

Show close button on active tab

If turned on, the **X** button to close the current image will appear on the currently active tab.

If off, the same button is moved to the right side of the tabs row.

Colorful tabs

Turn on this option to give each tab a different color.

Hide single tab

If only one image is loaded into HyperSnap window, turn on this option to hide the tabs for more image viewing area.

If you have two or more images opened, the tabs will reappear.

When closing a tab, activate its neighbor...

Check this option if, when closing a tab, you want its immediate neighbor to the right activated, instead of the last (rightmost) tab.

Example: You have tabs named *Snap1*, *Snap2*, *Snap3*, *Snap4*, and *Snap5*.
If this option is checked, Closing *Snap2* tab will activate *Snap3* tab.
If not checked, *Snap5* tab would be activated.

Options tab

Show Screen Tips on toolbars

Displays on-screen descriptions of toolbar buttons when the pointer pauses on them.

Show shortcut keys in Screen Tips

When selected, displays the shortcut key in the ToolTip for a toolbar button (if one is available).

Large Icons

Increases the size of toolbar buttons to be easier to see.

Menus show recently used commands first

When checked, shows basic and frequently-used commands on personalized versions of the program's menus.

Clear this check box if you want to show all the commands on the menus without usage tracking.

Show full menus after a short delay

If enabled, shows all available commands on an open menu when you rest the pointer on it. There is a brief delay before the entire menu is visible.

Reset my usage data

When clicked, clears menu and toolbar usage data. This is data that is automatically saved when you choose menu commands and toolbar buttons to allow HyperSnap to display the most-used commands on the menus and hide rarely-used commands.

Close button

Closes *Customize* interface. All changes you've made will be automatically saved.

Save CFG (Configuration)



Saves the current configuration to an external text file. This includes all HyperSnap options and settings, except for menu and toolbar customizations. These settings may be later restored with the "Read Configuration" function that follows.

Read CFG (Configuration)



Reads the configuration settings from an external text file. This includes all HyperSnap options and settings, except for menu and toolbar customizations. These are settings that have been earlier saved with the "Save Configuration" function above.

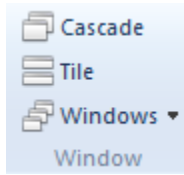
FF Add-on




Installs the HyperSnap Firefox version 4 and above Add-on to enable those who use Mozilla Firefox as their browser to be able to use all the screen captures available in HyperSnap. (This is especially needed for the auto-scroll options.)

Clicking this will automatically open Firefox with an add-on box to click to install.


Window Group



Cascade

 Arrange open document windows so that they overlap, from top left towards bottom right.


Tile

 Arrange open document windows into a "tiled pattern" so that they cover all available work space, but don't overlap each other.

Windows

 [Click here to read more.](#)

Windows

 Opens a dialog box that lets you manage currently opened document windows. With this, you can manage large lists of open windows by assigning them into groups.

Example: If you have eight windows open, but want to close four of them scattered through the list.

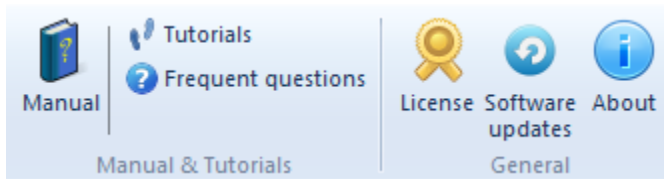
- Click on the Windows > **Windows**.
- Select the windows you want to close. (Click and hold the **Ctrl** key to select more than one at a time.)
- Click the Close Window(s) button. Only the selected four will be closed, leaving the other four files or captures available for editing.

You can use this process to switch to the checked window on a list by hitting Activate (or "bring up" from an icon multiple windows). You can also use this to Cascade only the selected windows, or perform any of the listed functions only on the windows you wish to manage.

If you have many windows open and want to "clear the decks" to clean things up, select all your open files, then click Minimize. They'll all be minimized within HyperSnap's interface.

Using this and the tabbed window controller on the application workspace, you have excellent control of your working environment.

Help Tab



Contains access buttons to this online manual, tutorials, licensing, software updates and the information about the program and its makers.

License

Click here to check the status of your license, serial number, etc.

You can also back up your license to a disk file or delete a license if you want to pass your computer to someone else who is not authorized to use your licensed copy.

Please do *not* pass on licensed installations.

Updates

Check the Hyperionics web site to see if there's is a newer version of HyperSnap. Allows you to also set and adjust automatic version checks.

If at all possible, you should always download and install the latest version of the program.

About











Click here to view your HyperSnap software version, as well as to go to the Hyperionics web site.

Quick Access Toolbar



By default located at the top - left of the Title bar, the Quick Access Toolbar holds the tools used most often and placed where you can click them, regardless of the tab you're using below.

The default list shows the following tools from left to right. (Most are also available as key combinations.)


-  Create a new image (Ctrl+N)
-  Open an existing document (Ctrl+O)
-  Save the active document with a new name (Ctrl+S)
-  Upload – opens a menu for several upload functions
-  Print the active document (Ctrl+P)
-  Copy the selections and put it on the clipboard (Ctrl+C)
-  Paste on the current image/insert clipboard contents on to the image (Ctrl+V)
 - This includes a down arrow for selecting where to paste.
-  Undo the last action (Ctrl+Z)
-  Redo the previously undone action/the last “undo” (Ctrl+Y)
-  The Customize Quick Access Toolbar icon and menu. Use it to add other tools to this toolbar or remove the default ones.
 - You can also place the toolbar below the ribbon or minimize the ribbon (described in the Tab Bar Tools section).

Tab Bar Tools



These tools are at the right side of the ribbon tabs bar. From left to right, these tools include:

Minimize the ribbon (Ctrl+F1)

-  Click this tool to minimize the ribbon, showing tabs only. When minimized, only the ribbon tabs are visible, leaving more space to view images.

To use a ribbon tool when minimized, click the appropriate tab to show its tools.

The ribbon will auto-hide after you click the needed tool OR when you click outside the ribbon if nothing is selected.

Click the minimize tool again or press Ctrl+F1 keys again to restore the ribbon, showing tabs and tools.

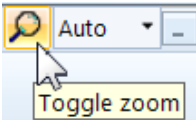
You can also right click (click the secondary mouse button) on any tab to minimize/maximize the ribbon.

Help button



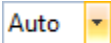
Offers quick access to this documentation.

Toggle zoom



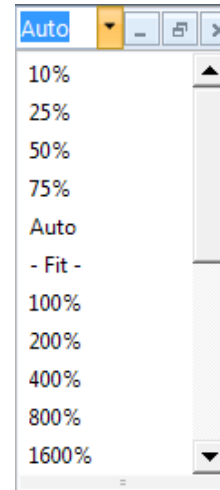
Switches between 100% and Auto magnification.

Zoom

 Sets the magnification (zoom) factor for viewing the current image. Use the down arrow to see a list of percentages to select for sizing the image.

Values above 100% enlarge the picture; values below reduce the size.

You may also choose the **Auto** zoom option to center the image and make it fit the workspace, or **Fit** which reduces or expands an image to fill all available space within the HyperSnap window.



Voice command list

You can use the voice commands listed here within HyperSnap. If any problems, go to the Windows Control Panel and locate "Speech Recognition" or a similar icon.

- ◆ Click **Configure Microphone...** to adjust your volume levels and the other settings of your microphone.

- ◆ Then click the "Train" or "Train Profile..." button there, to train the speech recognition engine to recognize your voice better.
- ◆ Also try speaking more slowly and more clearly. Voice support is still a work in progress, and computers still require speech commands be delivered a bit more clearly and at a slower-speed than we humans do.

Be sure to use a high quality microphone. As with all current speech recognition technology, this one requires a respectable pause between all commands.

If you have an updated, faster computer, you will usually be able to speak commands faster. But if you have considerable background noise in your work area, your speech commands will be disrupted, despite a fast computer.

To use voice commands in HyperSnap:

Say **Capture** or **Snap**, (add "the", if desired), then say one of the following:

- Full Screen
- Desktop
- Window
- Active Window
- Active Client
- Region or Rectangle
- Multi Region
- Pan Region or Move Region or Pan Rectangle or Move Rectangle
- Repeat

Drawing Tools Commands

Say **Take** or **Get**, (add "the", if desired), then say one of the following:

- Line
- Pencil

Miscellaneous Commands

- Microphone off
- Activate or Restore (to restore and bring the HyperSnap window to the front)
- Minimize or Iconize (to send it to the system tray or task icon list)
- Maximize
- Help or What can I say? (displays brief help which has links to this file)

For users with physical limitations, speech technology offers new-found freedom and will allow many to use our program for the first time with relative ease.

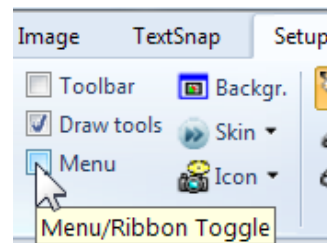
Menu Reference

Although the Ribbon interface is the primary interface in V.7, the previous Menu interface is still available.

Change to/from Ribbon/Menu

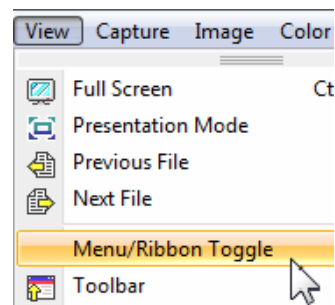
To access the **Menu** interface from the Ribbon, click *Setup*.

Then click the checkbox for *Menu*.



To return to the **Ribbon** interface, click the *View* Menu.

Then click *Menu/Ribbon Toggle*.



Reference Definitions for Menus

Virtually every menu item is now found in one of the ribbon tabs. To find a definition for a menu item, first try a Help search for the same or a similar name.

Advanced Topics

Paste Keys Editor and Syntax

Credit: The Paste Keys code for sending keys to other apps, and its syntax, are based by open source code by Elias Bachaalany, see more at <http://www.codeproject.com/Articles/6819/SendKeys-in-C>.

HyperSnap auto-paste each captured image option, available under the *Capture* ribbon tab, *Capture settings* button, *Copy & Print* tab, has an advanced option to send customized keys when pasting the newly captured or acquired image. The following paragraphs explain how to type-in the key names to take full advantage of this powerful feature.

To send regular letters, numbers, plus most symbols that otherwise have no special meaning, just type these letters, numbers or symbols. For key combinations like Shift, Ctrl, Alt etc. use symbols from the “Modifier keys” table below.

Modifier keys

Key	Code
WINKEY	@
SHIFT	+
CTRL	^
ALT	%

For example, to send Ctrl+V key combination, type ^v (lowercase v). To send Shift+Insert key type +{INS} etc. See tables below.

Key codes for special keys:

Key	Code to type
BACKSPACE	{BACKSPACE}, {BS}, or {BKSP}
BREAK	{BREAK}
CAPS LOCK	{CAPSLOCK}
DEL or DELETE	{DELETE} or {DEL}
DOWN ARROW	{DOWN}
END	{END}
ENTER	{ENTER} or ~
ESC	{ESC}
HELP	{HELP}
HOME	{HOME}
INS or INSERT	{INS}
LEFT ARROW	{LEFT}
NUM LOCK	{NUMLOCK}
PAGE DOWN	{PGDN}
PAGE UP	{PGUP}
PRINT SCREEN	{PRTSC} (reserved for future use)
RIGHT ARROW	{RIGHT}
SCROLL LOCK	{SCROLL}
TAB	{TAB}
UP ARROW	{UP}

F1	{F1}
F2	{F2}
F3	{F3}
F4	{F4}
F5	{F5}
F6	{F6}
F7	{F7}
F8	{F8}
F9	{F9}
F10	{F10}
F11	{F11}
F12	{F12}
F13	{F13}
F14	{F14}
F15	{F15}
F16	{F16}
Keypad add	{ADD}
Keypad subtract	{SUBTRACT}
Keypad multiply	{MULTIPLY}
Keypad divide	{DIVIDE}

Additionally the following key codes may be used:

Key	Code
+	{PLUS}
@	{AT}
APPS	{APPS}
^	{CARET}
~	{TILDE}
{ }	{LEFTBRACE} {RIGHTBRACE}
()	{LEFTPAREN} {RIGHTPAREN}
Left/Right WINKEY	{LWIN} {RWIN}
WINKEY	{WIN} equivalent to {LWIN}

Some special keys act like commands:

Command Syntax	Action
{VKEY X}	<p>Sends the VKEY of value X.</p> <p>Very useful if you don't want to recompile CSendKeys and add new Vkey to the hardcoded special keys table.</p> <p>For example, {VKEY 13} is equivalent to VK_RETURN.</p>
{BEEP X Y}	<p>Beeps with a frequency of X and a duration of Y milliseconds.</p>
{DELAY X}	<p>Delays sending the next key of X milliseconds. After the delaying the following key, the subsequent keys will not be further delayed unless there is a default delay value (see DELAY=X).</p> <p>Example: {DELAY 1000} <-- delays subsequent key stroke for 1 second.</p>
{DELAY=X}	<p>Sets the default delay value to X milliseconds. This will cause every key to be delayed X ms.</p> <p>If a value is already set and you specify {DELAY Y} you will have your following key delay Y ms but the subsequent keys will be delayed X ms.</p> <p>Example: {DELAY=1000} <-- all subsequent keys will be delayed for 1 second.</p>
{APPACTIVATE WindowTitle}	<p>Activates an application using its WindowTitle.</p> <p>Very useful if you want to send different keys to different</p>

	applications.
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Macros

The following macros may be typed to be expanded when auto-pasting an image. Please take care typing these macros to be exactly as shown. Otherwise the "send keys" function will interpret *%mis-spelled-macro%* as Alt+letter command, which may make MS Word or other software execute unexpected commands.

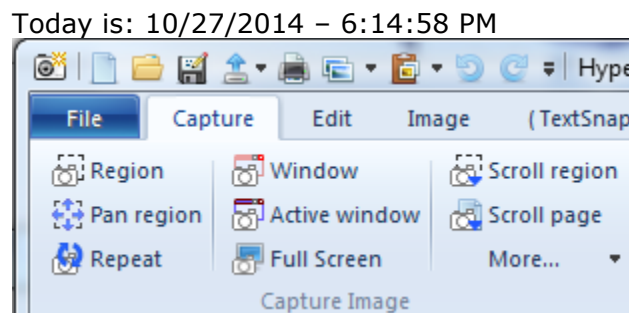
%compname% or %host%	The name of the computer currently used
%date%	Current system date, in user default locale and format
%time%	Current system time, as above
%uname%	Name of the current user, as known to the system
%file%	File name, if any, of the current graphics, e.g. snap.bmp
%path%	Full path and file name, e.g. C:\images\snap.bmp
%folder%	Current file folder, e.g. C:\images

Examples

A typical key code sequence to send to MS Word document with each image captured could look like this:

Today is: %date% - %time%~+{INS}~Captured by: %uname% on %host%

Would produce the following effect in MS Word:



Captured by: greg on SOL

The examples below are taken directly from the [Elias Bachaalany article at Code Project](#), and not necessarily related to inserting captured images, but they show the full power of the key sender:

Keystrokes	Description
{DELAY=50}@rnotepad~hello world%ha	<ol style="list-style-type: none"> 1. set delay after each character to 50 ms 2. WINKEY+R to invoke the run dialog 3. type "notepad" and press ENTER 4. Type "hello world" 5. Invoke Alt+H then press "A" to invoke the about dialog of notepad
{delay=100}{appactivate Calculator}{ESC}5*7~{beep 1000 500}^c{appactivate Notepad}^a{DEL}Result of 5*7 is: ^v	<p>Given that "Calc.exe" and "Notepad.exe" are running:</p> <ol style="list-style-type: none"> 1. set delay to 100 ms 2. activate calculatr 3. press ESC to clear previous result 4. type in 5*7 then press ENTER 5. beep for 500ms with a frequency of 1000 6. press CTRL+C to copy result 7. activate notepad 8. press CTRL+A then DEL in notepad to delete previously written text 9. type in a phrase then press CTRL+V to paste the copied result
{DELAY=500}{NUMLOCK}{CAPSLOCK}{SCROLL}{SCROLL}{CAPSLOCK}{NUMLOCK}	<ol style="list-style-type: none"> 1. Press NUM,CAPS,SCROLL lock in order 2. Turn them off in reverse order
{DELAY=500}% {DOWN 5}	<ol style="list-style-type: none"> 1. press ALT+SPACE 2. press DOWN key 5 times

Contact and Support

For support, please first visit the [Hyperionics Technology LLC web site](#) and click "Support" link below HyperSnap header.

Frequently Asked Questions (FAQ)

[An FAQ list](#) is posted on the Hyperionics website, as well as a moderated <http://hyperionics.com/?Page=forum2> where we will endeavor to answer your questions as quickly as possible.

If you don't find the answer to your question in the forum, please send an email message to support@hyperionics.com.

We appreciate and welcome any comments, enhancement requests, improvement suggestions and bug reports that you may have. Please email them directly to support@hyperionics.com.

Credits

This manual/online help was updated to Version 7 by Carole Hall, MA Instructional Technology. Carole worked in Silicon Valley for several decades, both as a technical writer and trainer, and as a technical communication instructor at S.F. Bay area universities. She is also a long-time HyperSnap user.

Currently a contract writer/editor and trainer, she offers these services through her company, HallTech. Email her at halltech@comcast.net for contracting information.

Many thanks to all HyperSnap users who helped with beta-testing of version 7, suggesting new features and enhancements, often working to develop better icons for the product and donating their time and enthusiasm in countless other ways. You can still find their posts at Hyperionics <http://hyperionics.com/?Page=forum2>, in the "HyperSnap Feedback and Beta Tests" section – among them Tony "Simicro", Nick "aoz", Don, Alexander, Thomas "the lesser admin", Carole, and others. Thank you, I could not make it without you!

Greg

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