



ScreenHunter 6.0 Pro

User Guide



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CHAPTER 1: INTRODUCTION

Welcome to ScreenHunter 6 - A great screen capture solution!

ScreenHunter 6 Pro is the most comprehensive and advanced version of ScreenHunter with all the necessary tools included for you to capture, process and edit. It is a total capture solution to save you time and boost productivity.

What's New in ScreenHunter 6

- **New User Interface**

- Newly designed user interface with better tabs for easy navigation
- Better Windows 7 compatibility for both 32-bit and 64-bit
- Profiles - You can save your settings to a profile that can be used by point and click

- **New & Enhanced Capture Features**

- Fixed size and flexible rectangular capture
- Auto-scroll for long web pages
- Webcam capture
- Captions
- Border with drop shadow and more
- Specific window 'lock-in' capture even they are minimized
- DirectX and game screen capture
- Timed capture on program startup
- Translucent Zoombox
- Color effects
- Web image capture
- Scanning images

- **New & Enhanced Filing and Printing Features**

- Multiple image file format saving
- Saving to a PDF file
- Automatic filenaming
- Creating new folders on the fly
- Wysiwyg printing

- **New Image Editor**

- A combination of a bitmap image editor and vector object editor
On top of your capture as bitmap, you can add drawing objects such as arrows and bubbles that you can keep editing.
- Bitmap editor supports cropping, resizing, flood fill with tolerance and pen/brush with opacity
- Advanced bitmap image processing features for any selection of the bitmap.
- Objects includes arrows, rectangles, round-rectangles, ellipses, speech bubbles, polygons, freehand lines, symbols and pictures.
You can draw an object with different fill and line style as well as opacity.
- Add and edit text on any drawing object

- **Other New and Enhanced Features**

- New ScreenZoom and ScreenDraw
You can enlarge your screen, draw directly on the screen on your presentation and take a screenshot.
- Screen-wide color picker
- One click to add to and remove from Windows Startup
You can add or remove to run when Windows starts up anytime.
- New color scheme for your ScreenHunter.

Installing ScreenHunter

System Requirements



- Pentium 166MHz PC or higher
- Windows XP, 2003, Vista or Windows 7 (32-bit or 64-bit)

To install

- Run the setup package, **SetupScreenHunter.exe**, and follow the onscreen instructions.

To uninstall

- Uninstall from your Windows **Control Panel, Add/Remove Programs**.
- Or -
- Run **Uninstall** from the ScreenHunter program menu.

Getting Started for First Time User

ScreenHunter is designed so that it's always in the standby mode ready for you to take a screenshot. The ScreenHunter main window only has four tabs. The first two, 'From' and 'To' are used to set the screen capture settings.

The 'From' tab is for assigning how and what you want to capture, and the 'To' tab is for what to add how you want to do with the capture. The other two tabs, the 'Options' tab provides customize choices and the 'Tasks' tab lists other useful tools for your capture.

The following example is to capture a part of screen with the mouse pointer, save it to a JPEG file and copy to the Clipboard.

Step #1: Download & Install

- Download the setup package, save to your hard drive and run to install.
To run, you can press **Windows + E** to open Windows Explorer, then locate the downloaded file and double click on it.
- After the install, run ScreenHunter 6 Pro from the Windows Start menu, or the icon on your desktop.



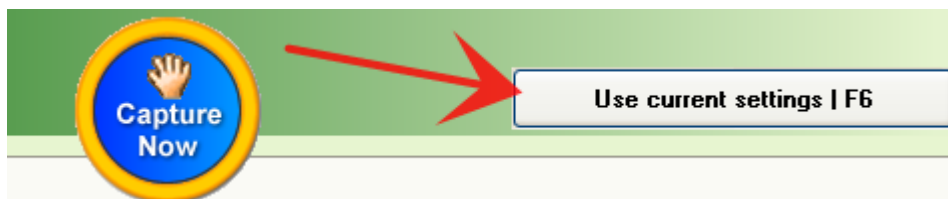
When you run it, you will notice the ScreenHunter icon (hand) in your Windows system tray.



Step #2: What and How to Capture: "From"

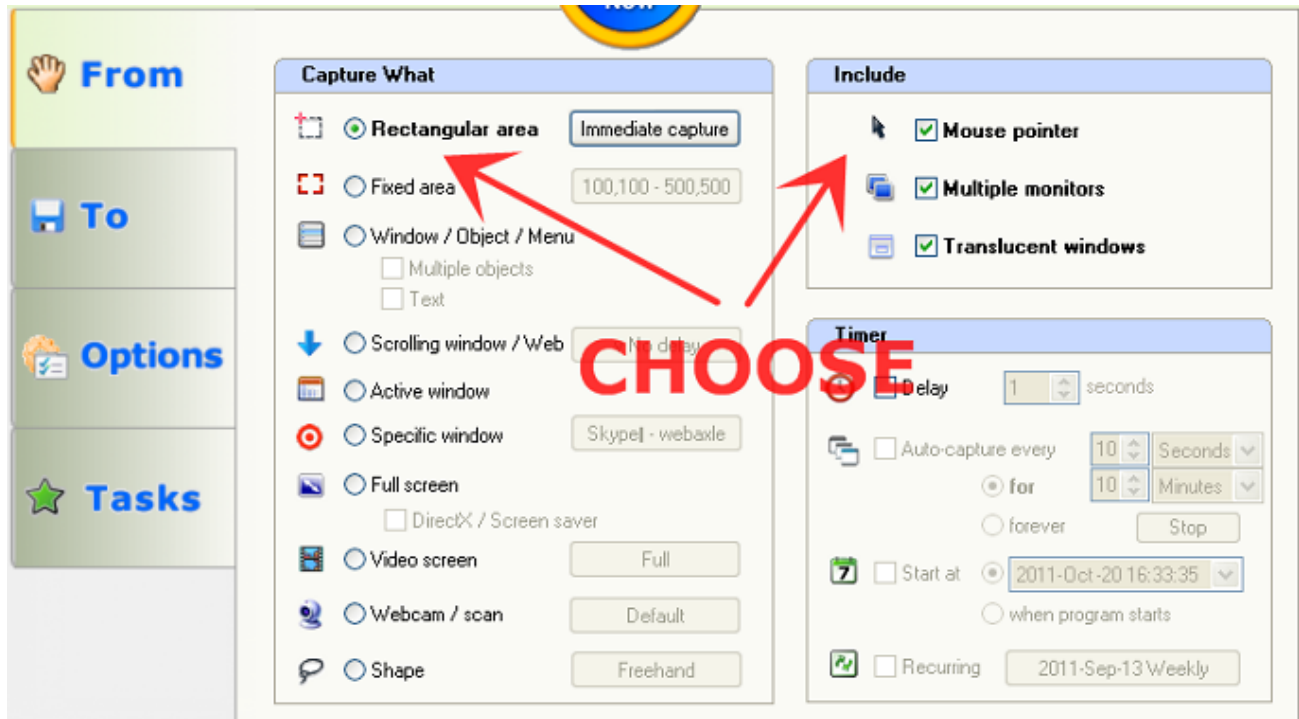
Pick a Hotkey to start if you want

A hotkey is the key you press on your keyboard to actually capture. You can choose any key combination or single key, say F6 only, as your hotkey. You can always click the "Capture Now" button to capture.



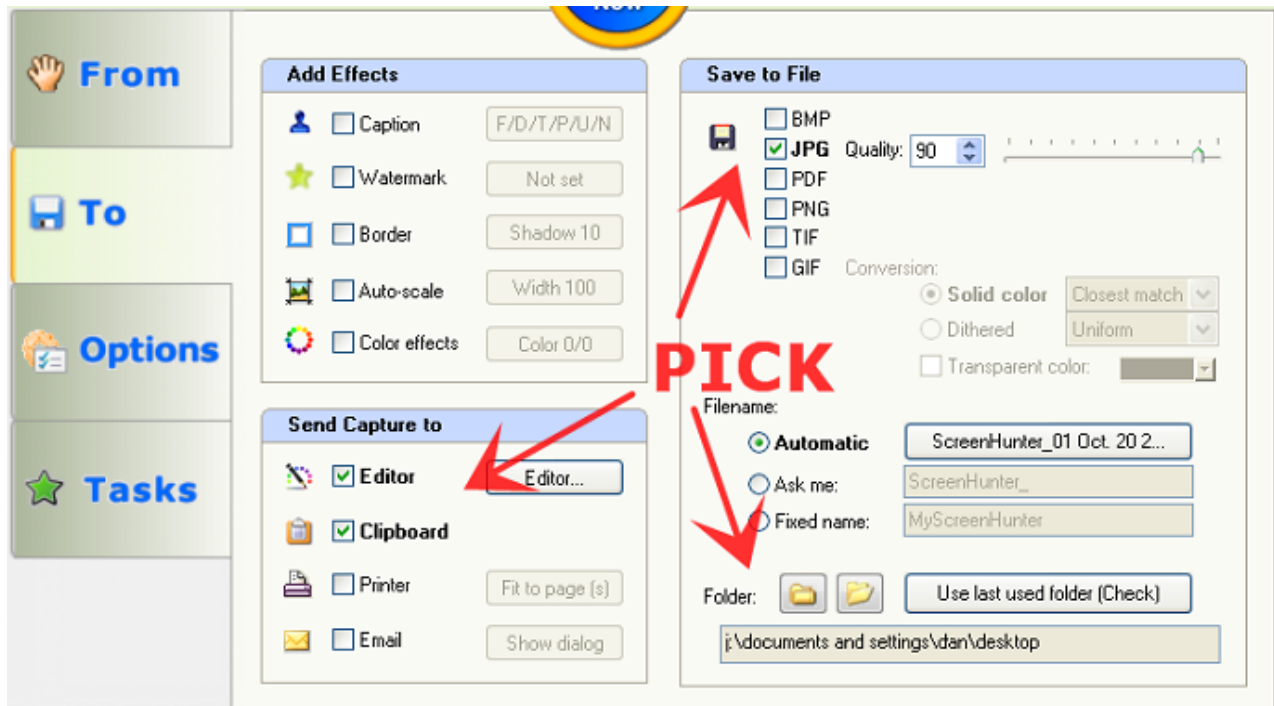
Pick a Hotkey to start if you want

- In this example, in the **Capture What** group, select **Rectangular area** and change the settings by clicking the button at right.
- In the **Include** group, check **Mouse pointer**.



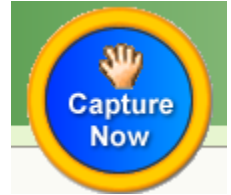
Step #3: Choose Where to Save Capture: "To"

- In this example, on the **To** tab, check **Clipboard** to copy the capture to the Windows Clipboard, and check **Editor** if you want to edit right after.
- In the **Save to File** group, check **JPG** to save to a JPEG file.
- Select **Automatic** for the filename and click the filename button beside if you want to change the filenames format.
- Click the folder button at the bottom, and select Desktop as the location for your captures.



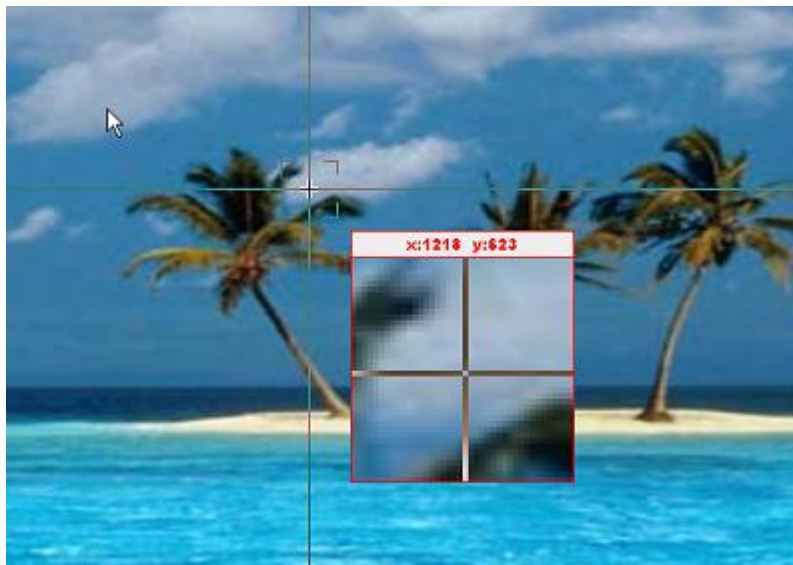
Step #4: Capture

- Click **Capture Now** to capture.
- or -
Press your **hotkey on your keyboard**, F6 in this case, to capture a rectangular area on the screen. You can set to show a crosshair and a Zoombox magnifies the area. They can be customized on the **Options** tab. It uses the Highlight color to highlight the area.
- Press the left mouse button down and drag it to anywhere on the screen until the area is what you like, then release the mouse button.



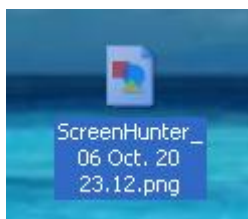
Note

If **Adjustable** is checked on the Settings dialog, after you release your mouse, the selected area is shown highlighted. You can use your mouse or arrow keys to fine tune the selection and press the **Enter** or **Space bar** on your keyboard to finish.



Step #5: Done - Get Your Screenshot

- Pick up your capture on your Desktop.
- If you use another location to save your captures, open Windows Explore (press **Windows + E**). Go to your file folder assigned in Step #3 to pick up your JPEG file.
- The capture is also copied to the Clipboard, that you can paste to another program, such as MS Word.



To Cancel

Right-click the mouse button to cancel.

When you have started capturing and Zoombox is shown or auto-scrolling, press the **Esc** key to cancel.

To cancel auto-capturing,

- Press the **hotkey** again
- Open the main ScreenHunter screen and press the **Stop** button
- Press the **Stop** button on the toolbar in Image Editor.

 Note

This is a very basic way to use ScreenHunter. Explore details on how to get the most out of ScreenHunter.

Compare Versions of ScreenHunter 6

CAPTURING FEATURES	Free	Plus	Pro
Rectangular area	✓	✓	✓
Adjustable rectangle, fixed size and locked aspect ratio		✓	✓
Object / Window / Menu		✓	✓
Auto-scroll and long web page			✓
Webcam capture			✓
Multi-object			✓
Text			✓
Active window	✓	✓	✓
Fixed area (user defined)			✓
Specific window (lock-in window)			✓
Full screen	✓	✓	✓
DOS program			✓
DirectX / Screen saver			✓
Movie / Video		✓	✓
Freehand		✓	✓
Ellipse		✓	✓
Round rectangular area		✓	✓
Polygon area		✓	✓
Web capture			✓
Scanning images			✓
INCLUDING FEATURES	Free	Plus	Pro
Mouse pointer	✓	✓	✓
Multiple monitors			✓
Translucent window		✓	✓
TIMING FEATURES	Free	Plus	Pro
Delayed capture	✓	✓	✓
Timed auto-capture		✓	✓
Scheduled capture			✓
Recurring capture			✓
ADD EFFECTS FEATURES	Free	Plus	Pro

Caption (date/time stamps, note)		✓	✓
Watermark		✓	✓
Border & Drop shadow			✓
Auto-scale		✓	✓
Color effects			✓
SAVING FEATURES	Free	Plus	Pro
Automatic naming, saving to a file	✓	✓	✓
Clipboard	✓	✓	✓
Auto-email			✓
Saving to PDF			✓
Optimized JPEG, GIF and PNG		✓	✓
High quality and transparent GIF		✓	✓
Saving to TIFF			✓
Creating folders on the fly			✓
IMAGE EDITING FEATURES	Free	Plus	Pro
Image editing, adding text and annotation			✓
Vector objects			✓
Cropping, cropping to shape and resizing			✓
Advanced image processing			✓
Bubbles, symbols & alpha blending			✓
Viewing captures & conversion		✓	✓
Drag&drop images from the desktop & Web		✓	✓
OTHER FEATURES	Free	Plus	Pro
Profile		✓	✓
ScreenZoom & ScreenDraw			✓
Wysiwyg printing		✓	✓
Flexible hotkey	✓	✓	✓
Color picker		✓	✓
Translucent Zoombox	✓	✓	✓
Add to & remove from Windows startup	✓	✓	✓
Commandline switches			✓
PRICE	Free	Plus	Pro
Single license	Free	US\$19.95	US\$29.95

CHAPTER 2: USING SCREENHUNTER

ScreenHunter 6 is the definitive solution for professional screen capture and image production. It is a production environment to address and solve the special challenges facing non-technical users and professional designers.

ScreenHunter is designed so that you're always ready to take a screenshot. When it's running, the ScreenHunter icon will appear in your Windows System Tray.



In this section

This section contains the following topics:

Screen Capture

- **Main Window**
- **From Tab**
- **To Tab**
- **Options Tab**
- **Profiles**

Image Editor

- **Menu & Toolbar**
- **Bitmap Editing 1: Bitmap Tools**
- **Bitmap Editing 2: Bitmap Menu**
- **Object Editing 1: Object Tools**
- **Object Editing 2: Object Menu**
- **File Formats**

Tasks Tab

- **ScreenZoom and ScreenDraw**
- **Color Picker**
- **Web Capture**
- **Image Scanner**

FAQ and Support

Screen Capture

You can use ScreenHunter to capture any part of your screen, edit and annotate your screenshot in a professional environment. In ScreenHunter Image Editor, you can edit bitmap and vector objects in a single application. Everything is editable, all the time.

For easy operation, ScreenHunter 6 Pro is also designed so that you see all the settings as much as you can. It basically has two parts, the Main Window for setting and taking a screen capture and Image Editor to further edit your capture.

In this section

Screen Capture related features can be found in the following sections.

Main Window

From Tab

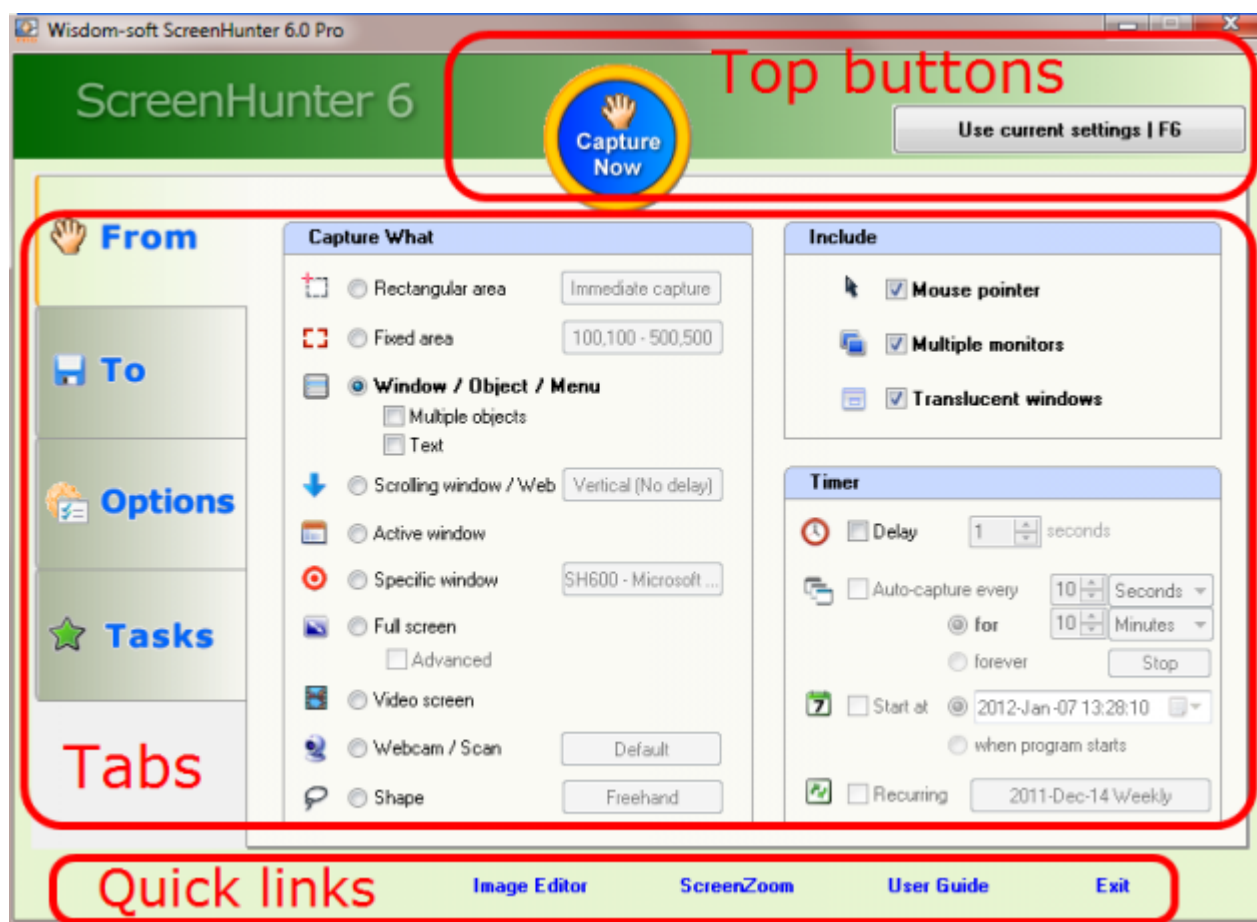
To Tab

Options Tab

Profiles

The Main Window

The Main Window consists of **top buttons**, **tabs**, and bottom **quick links**.



Top Buttons

These buttons are always available even you change tabs.

Capture Now

Press this button to capture immediately using the current settings.

Hotkey and Profile button

Press this button to change the hotkey, or select a profile to use. You can press your hotkey on your keyboard to start capturing.

Tabs

The ScreenHunter main window only has four tabs, and first two, **From** and **To** are used to set the screen capture settings.

From - for assigning what you want to capture and, what to include.

To - for assigning what to add and how you want to do with the capture.

Options - provides customization choices.

Tasks - lists other useful tools.

Quick links

These are quick links to quickly run some tasks including 'Exit' that ends ScreenHunter.

From Tab

The **From** tab is for assigning what and how you want to capture and what to include. You can [choose to show](#) the currently selected settings information on the settings button face.

The screenshot displays the 'From' tab of a software interface. On the left is a vertical sidebar with four buttons: 'From' (with a hand icon), 'To' (with a folder icon), 'Options' (with a gear icon), and 'Tasks' (with a star icon). The main area is divided into three sections:

- Capture What:** Contains radio buttons for 'Rectangular area' (with an 'Immediate capture' button), 'Fixed area' (selected, with a '100,100 - 500,500' text box), 'Window / Object / Menu' (with sub-options for 'Multiple objects' and 'Text'), 'Scrolling window / Web' (with a 'Vertical (No delay)' button), 'Active window', 'Specific window' (with a text box containing 'SH600 - Microsoft ...'), 'Full screen' (with an 'Advanced' checkbox), 'Video screen', 'Webcam / Scan' (with a 'Default' button), and 'Shape' (with a 'Freehand' button).
- Include:** Contains checkboxes for 'Mouse pointer', 'Multiple monitors', and 'Translucent windows', all of which are checked.
- Timer:** Contains a 'Delay' section with a '1' value and 'seconds' unit. Below it is an 'Auto-capture every' section with '10' and '10' values, 'Seconds' and 'Minutes' dropdowns, and radio buttons for 'for' (selected) and 'forever' (with a 'Stop' button). There is also a 'Start at' section with a date/time picker set to '2012-Jan-07 14:09:25' and a radio button for 'when program starts'. At the bottom is a 'Recurring' section with a checked checkbox and a date range '2011-Dec-14 Weekly'.

Capture What Group

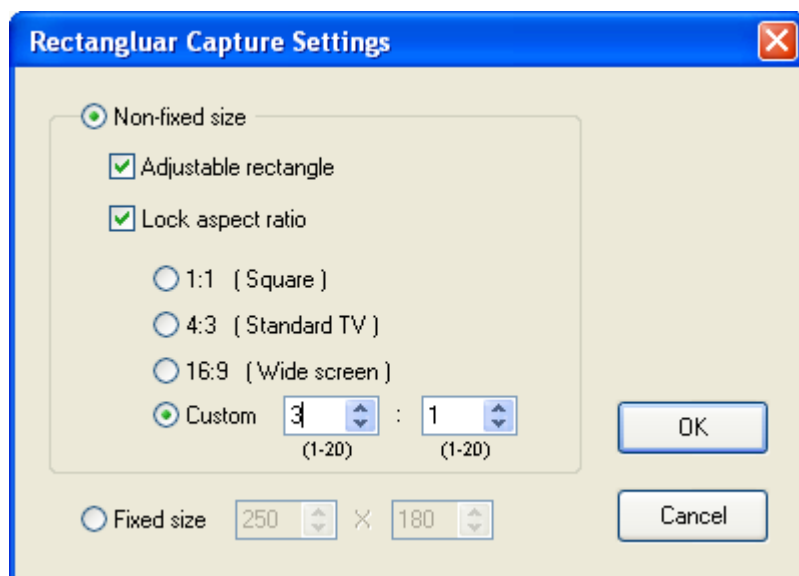
Select what you want to capture.

Rectangular area

Capture a rectangular area on the screen. A dynamic Zoombox enlarges the corner area to size precisely. Zoombox can be customized on the [Options tab](#). It uses the Highlight color (also set on the **Options** tab) to highlight the area.

Settings Dialog

More settings are available by clicking the settings button beside the radio button.



Non-fixed size

Choose to make an non-fixed size area to capture.

☐ Adjustable rectangle

Check to make the selected rectangular area adjustable. So you can further adjust the area using the mouse and keyboard. 

☐ Lock aspect ratio

Check to lock the area aspect ratio selected below.

- **1:1 (Square)**
Capture a square area.
- **4:3 (Standard TV)**
Capture an area with the standard TV ratio.
- **16:9 (Wide screen)**
Capture an area with the wide screen TV ratio.
- **Custom**
Capture an area with an aspect ratio of your choice (1-20).

Fixed size

Choose to make a fixed size area to capture. The max size is your main full screen size. This is useful when you want all your capture to be a certain size.

Fixed area

Capture a pre-defined fixed area on the screen.

The area can be defined by clicking the fixed area size button at right. Use the mouse and keyboard to adjust the area and press **Enter** or **Space** to set. The defined area is shown on the button.

Window / Object / Menu

Capture windows or objects on a form, such as buttons, menus and toolbar controls. The object is highlighted in the Highlight color.

☐ **Multiple objects**

Check to capture more than one object, such as cascading menu blocks, buttons and windows. When capturing multiple objects, click the left mouse button to add an object, and press **Enter** or **Space bar** on your keyboard to finish.

☐ **Text**

Check to capture the object text instead of image. The result is text and/or a text file. When Text is checked, on the 'To' tab, only controls related to the text file will be enabled.

Note

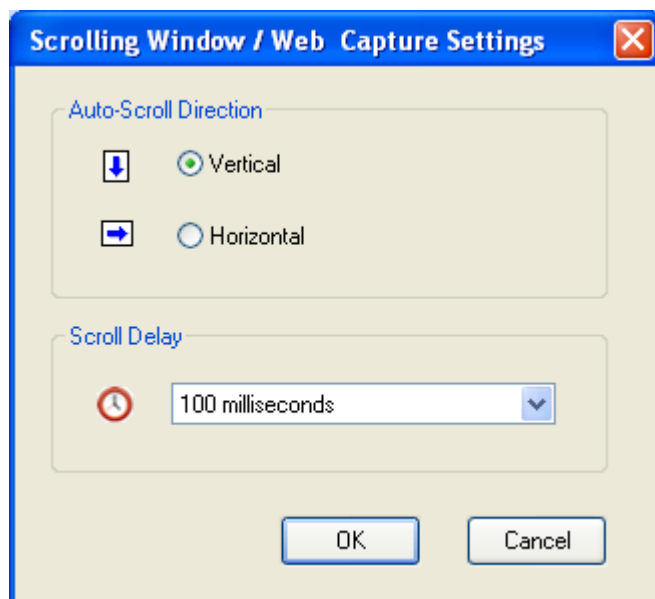
Multiple objects and **Text** are mutually exclusive, that only one of these can be checked at a time.

Scrolling window / Web

Capture a scrollable window or a web page that ScreenHunter can scroll it automatically, auto-scroll. A scrollable window usually is a child window, the smallest part containing the scrollable contents. Because scrolling is application-dependent, auto-scroll may not work with all applications, such as windows that contain constantly changing content. The scrolling speed also depends on the machine and content of the window.

Settings Dialog

More settings are available by clicking the settings button beside the radio button.



Auto-Scroll Direction

You can set to auto-scroll vertically or horizontally

Scroll Delay

Auto-scroll interval is the time to allow the scrolled part to appear properly after each scroll. It depends on the machine speed and content of the window. Adjust this when not scrolling properly.

Active window

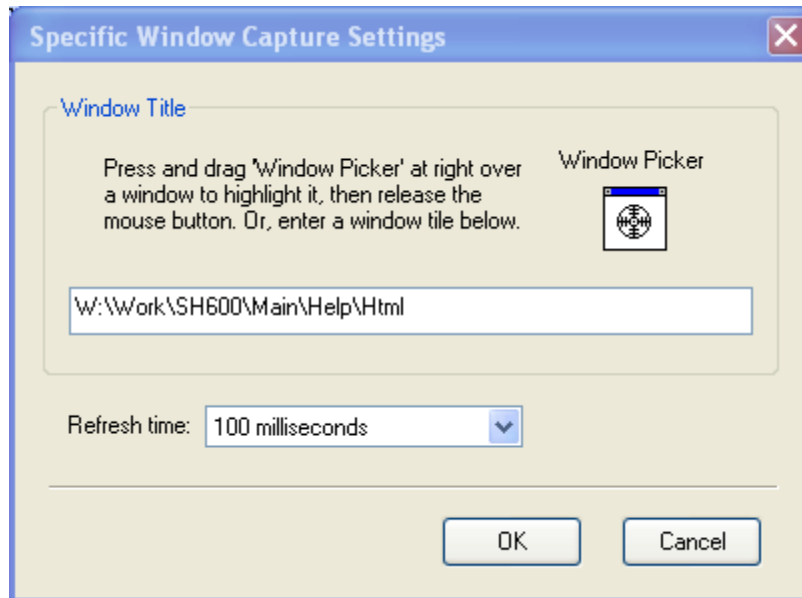
Capture the currently active window immediately. The currently active window is the one that gets the focus, usually the window title bar is highlighted.

Specific Window

Capture a specific window even it's minimized. This is useful when you need to capture a specific window periodically, and it's sometime minimized that you may work on other things.

Settings Dialog

More settings are available by clicking the settings button beside the radio button.



You can use the **Window Picker** tool to pick up your window to capture.

To pick a window, press your mouse button down on the Window Picker icon and drag your mouse to find your target window and release the mouse button.

Or, you can enter the exact window title of the window you want to capture.

Choose the **Refresh time** before capturing. This is needed when the window is minimized. It is also application dependent that it takes time to open the window before capturing.

Full screen

Capture the full screen immediately. You may use this to capture some DOS program screens.

☐ Advanced

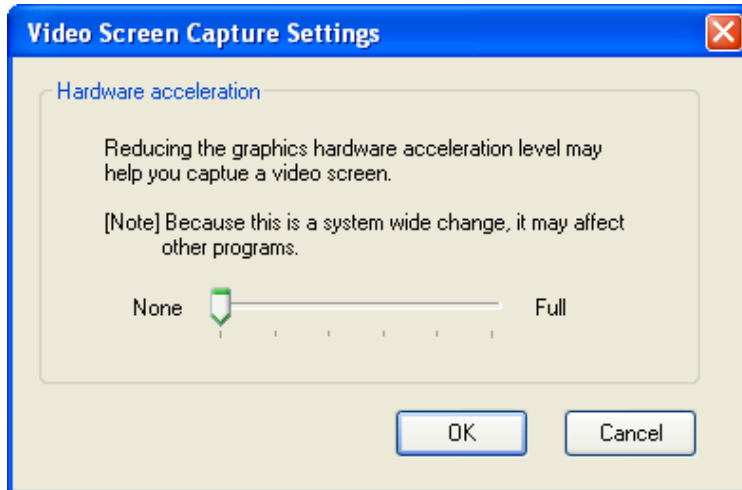
Capture full menu, game and screen saver screens. To ensure smooth capturing, the mouse pointer will not be included, no default emailing and printing, and no message box displayed.

Video screen

Capture video and movie screens. You may need to pause the movie and disable graphics hardware acceleration. The mouse pointer will not be included.

Video Screen Capture Settings

This is only available on **Windows XP** and earlier. Check the FAQ for how to set it on Windows Vista and Windows 7.

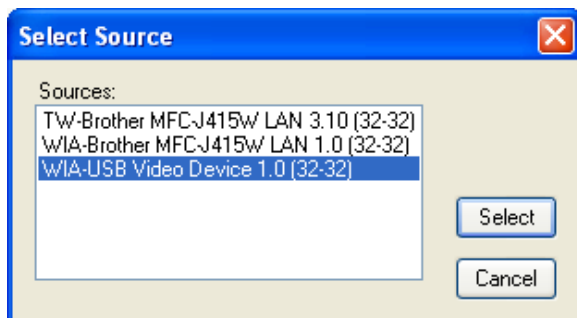


Webcam / Scan

When you have a webcam or scanner installed, ScreenHunter can capture your webcam and scan images directly.

Select Source to select your webcam or scanner

The Sources list will show the webcam and scanner drivers installed on the PC.



When click the **Capture Now** button or press your **hotkey** on your keyboard to capture, depending on the webcam driver, you may need to confirm on a webcam dialog box.

E.g.



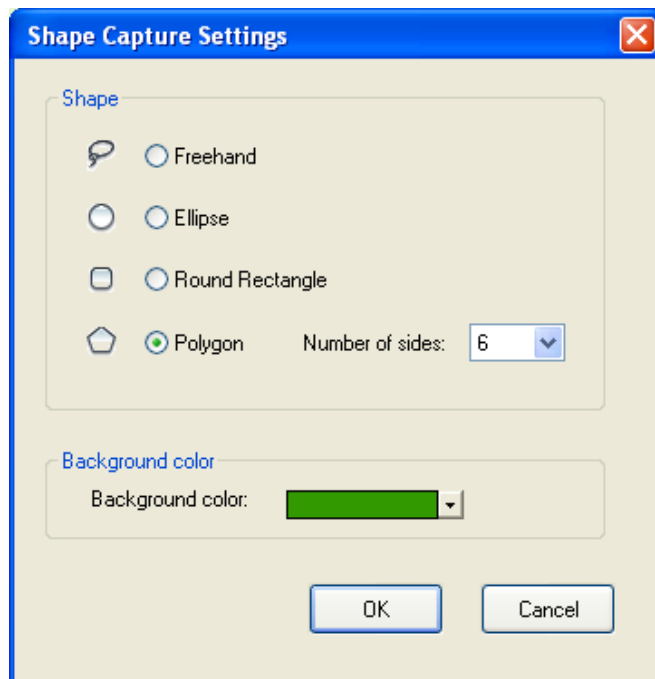
Note

You can also capture your webcam and scan images from the **Files** menu in the Image Editor.

Shape

Capture a non-rectangular area on the screen.

Shape Capture Settings



Select a shape from **Freehand, Ellipse, Round Rectangle and Polygon**.

Background color is used to mask a shape and multi-object capture.

Include Group

☐ Mouse pointer

Check to include the mouse pointer in the capture. Not available on DirectX or video screen capture.

☐ Multiple monitors

Check to add multiple monitor support. Check it only if you have more than one monitor to capture.

☐ Translucent windows

Check to include translucent windows. It's not available when **Rectangular area, Window / Object / Window** or **Non-rectangular area** is selected in the **Capture What** group.

Timer Group

Check only you need to use timed capture to set delay time, auto-capture or scheduled capture.

☐ Delay

Check to set delay from the time the [hotkey](#) is pressed to the time the actual capture is taking place.

☐ **Auto-capture**

Check to capture automatically at given intervals. Available when **Fixed area**, **Active window**, **Specific window** or **Full screen** is selected in **Capture What**.

for

Select to assign duration to stop when the duration is reached.

forever

Select to keep auto-capturing until it is manually stopped.



Tip

To stop auto-capturing when it has started

Press the **hotkey** again.

-Or-

Open the main screen and press the **Stop** button. The button will only be enabled when auto-capturing.

-Or-

Press the **Stop** button on the toolbar in Image Editor.



Note

If the interval is set to no more than 10 seconds, no messages are displayed after each capture.

☐ **Start at**

Check to capture at a given date and time - scheduled capture. Available when **Fixed area**, **Active window**, **Specific window** or **Full screen** is selected in **Capture What**.

Starting at a specific date/time

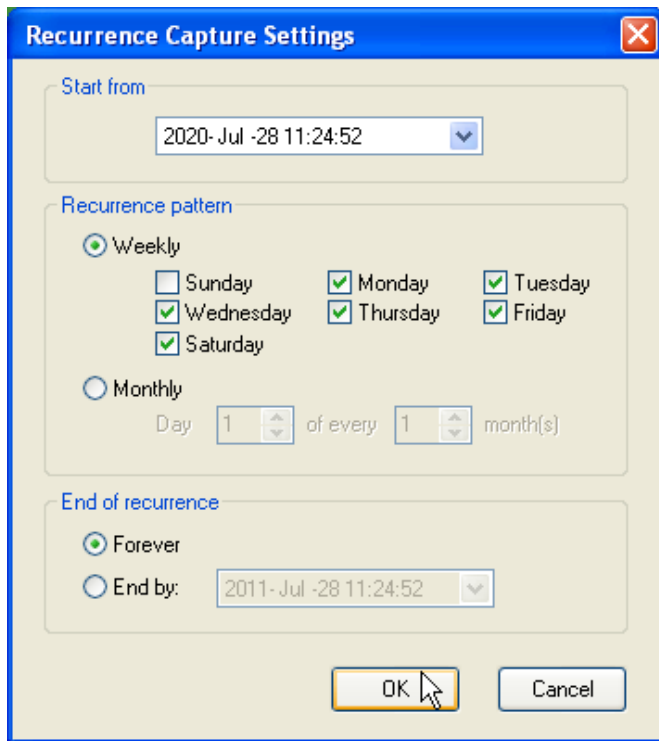
Click the drop-down to select the date. Type or press the **up** and **down** arrows to set the hour, minute and second.

Starting when program starts

Choose when you need to take screenshot as soon as the program starts up. If you want to take a screenshot when your PC starts up, you can add to start ScreenHunter when your Windows starts up and choose this to take a screenshot automatically.

☐ **Recurring**

Check to capture periodically. Available when **Fixed area**, **Active window**, **Specific window** or **Full screen** is selected in **Capture What**.



The image shows a 'Recurrence Capture Settings' dialog box with a blue title bar and a close button. It contains three main sections: 'Start from', 'Recurrence pattern', and 'End of recurrence'. The 'Start from' section has a date-time dropdown set to '2020-Jul -28 11:24:52'. The 'Recurrence pattern' section has two radio buttons: 'Weekly' (selected) and 'Monthly'. Under 'Weekly', there are checkboxes for days of the week: Sunday (unchecked), Monday (checked), Tuesday (checked), Wednesday (checked), Thursday (checked), Friday (checked), and Saturday (checked). Under 'Monthly', there are spinners for 'Day' (set to 1) and 'of every' (set to 1) month(s). The 'End of recurrence' section has two radio buttons: 'Forever' (selected) and 'End by:'. The 'End by:' option has a date-time dropdown set to '2011-Jul -28 11:24:52'. At the bottom are 'OK' and 'Cancel' buttons.

Start from

Set the starting point of the recurrence.

Click the drop-down to select the date. Type or press the **up** and **down** arrows to set the hour, minute and second.

Recurrence pattern

Weekly

Check days you want to capture.

Monthly

Choose a day in the month, and month intervals.

End of recurrence

Forever

Select to set no end date.

End by

Select to end at a specific date and time.

To Tab

The **To** tab is for assigning what to add and how you want to do with the capture. You can [choose to show](#) the currently selected option information on the settings button face.

The screenshot shows the 'To' tab selected in the left sidebar. The main area is divided into two panels: 'Add Effects' and 'Save to File'.

Add Effects Panel:

- Caption:** Checked, with a button showing '01/05 12:18'.
- Watermark:** Checked, with a button showing 'Not set'.
- Border:** Checked, with a button showing 'Shadow 10'.
- Auto-scale:** Checked, with a button showing 'Width 100'.
- Color effects:** Checked, with a button showing 'Color 0/0'.

Send Capture to Panel:

- Editor:** Checked, with a button labeled 'Editor...'.
- Clipboard:** Checked.
- Printer:** Checked, with a button labeled 'Fit to page (s)'.
- Email:** Checked, with a button labeled 'Show dialog'.

Save to File Panel:

- File Format Selection:**
 - ☒ BMP
 - ☒ JPG Quality: 99 (with a slider)
 - ☒ PDF
 - ☒ PNG
 - ☒ TIF
 - ☒ GIF Conversion:
 - ☒ Solid color (Closest match)
 - ☐ Dithered (Uniform)
 - ☐ Transparent color: (dropdown)
 - ☐ TXT
- Filename:**
 - ☒ Automatic: ScreenHunter_48 Jan. 06 ...
 - ☐ Ask me: ScreenHunter_
 - ☐ Fixed name: MyScreenHunter
- Folder:**
 - ☒ Use last used folder (Check)
 - Folder path: C:\

Add Effects Group

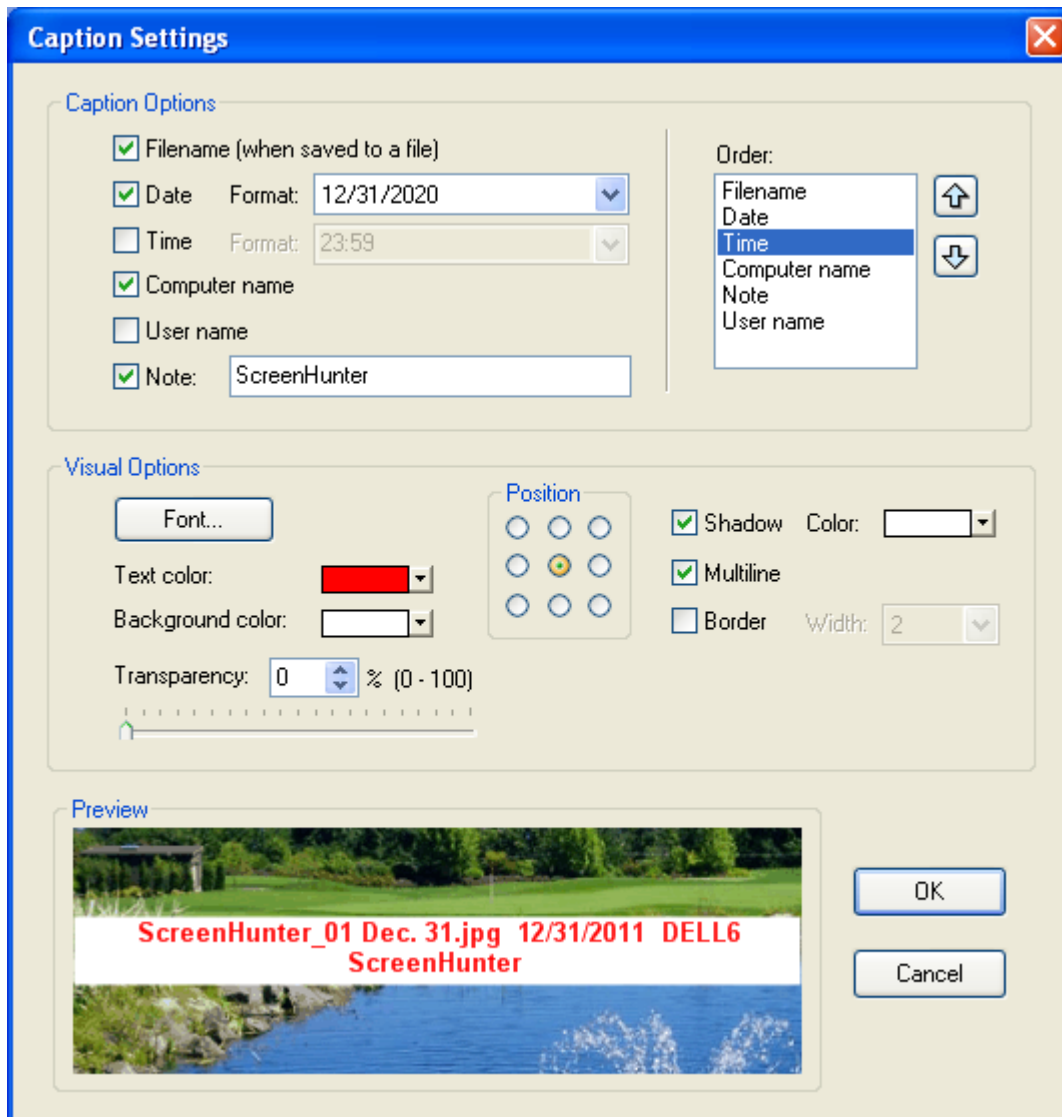
Select what to add to your capture.

☐ Caption

Check to add a caption including date/time, computer name and user name, or text note you want to add to your capture.

Caption Settings Dialog

It's available by clicking the settings button beside the checkbox.



Caption Options

Check to include the kind of text you want to add. A date and time format can be picked from the dropdown list.

Note

Filename will only be shown when the capture is saved to an image file. That is, one of the image files has to be checked.

Order

You can highlight an item in the list box and click the **up** and **down** buttons on the right to change the text sequence.

Visual Options

You can choose text font, color, background color and transparency of the caption, and choose the position, shadow/color, multiline and border as well.

Watermark

Check to add a watermark to your capture.

Watermark Settings Dialog

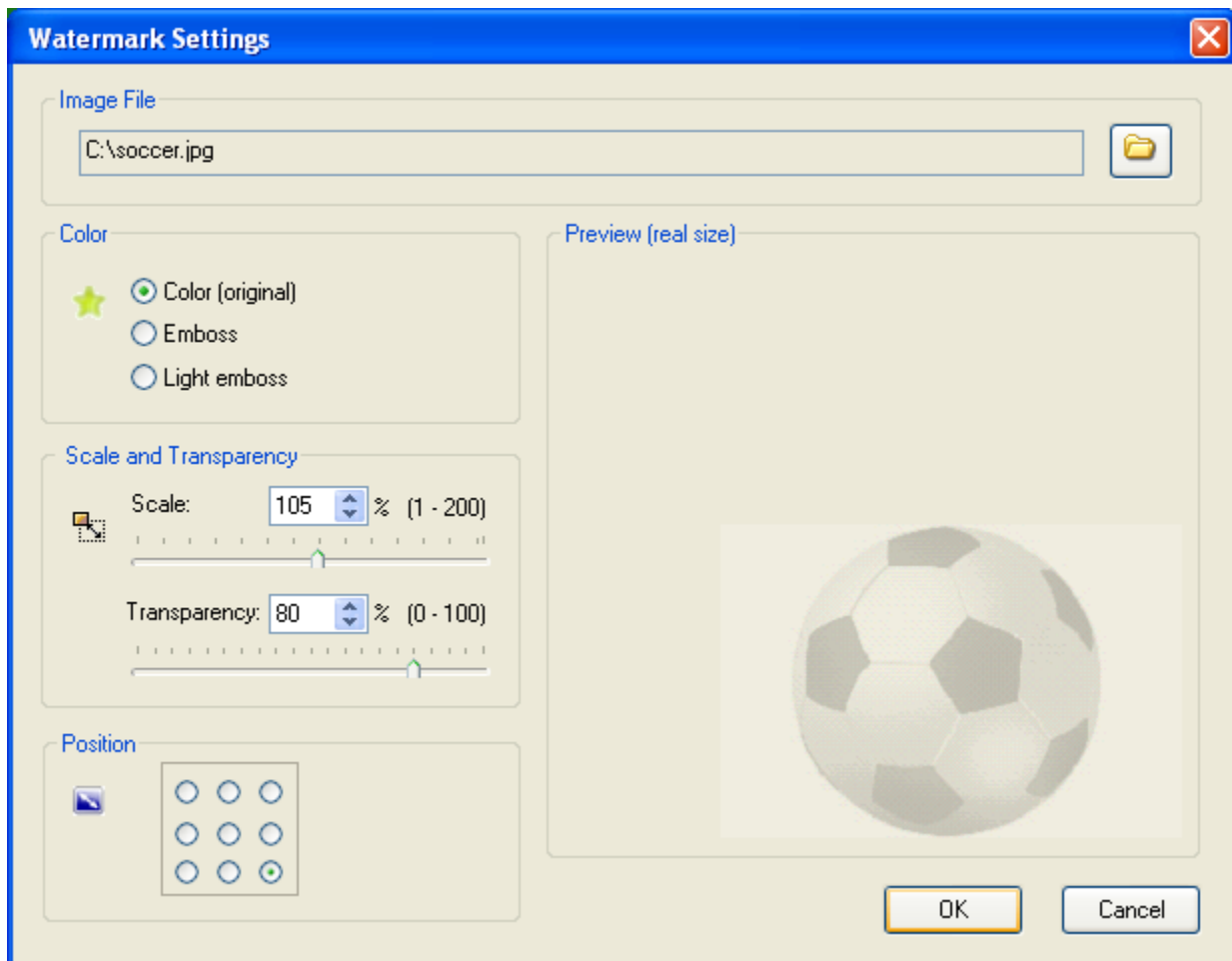


Image File

Click the folder icon at right to load your image as the watermark.

Color

Choose how your image will show as the watermark.

Scale and Transparency

Choose different scale and transparency options.

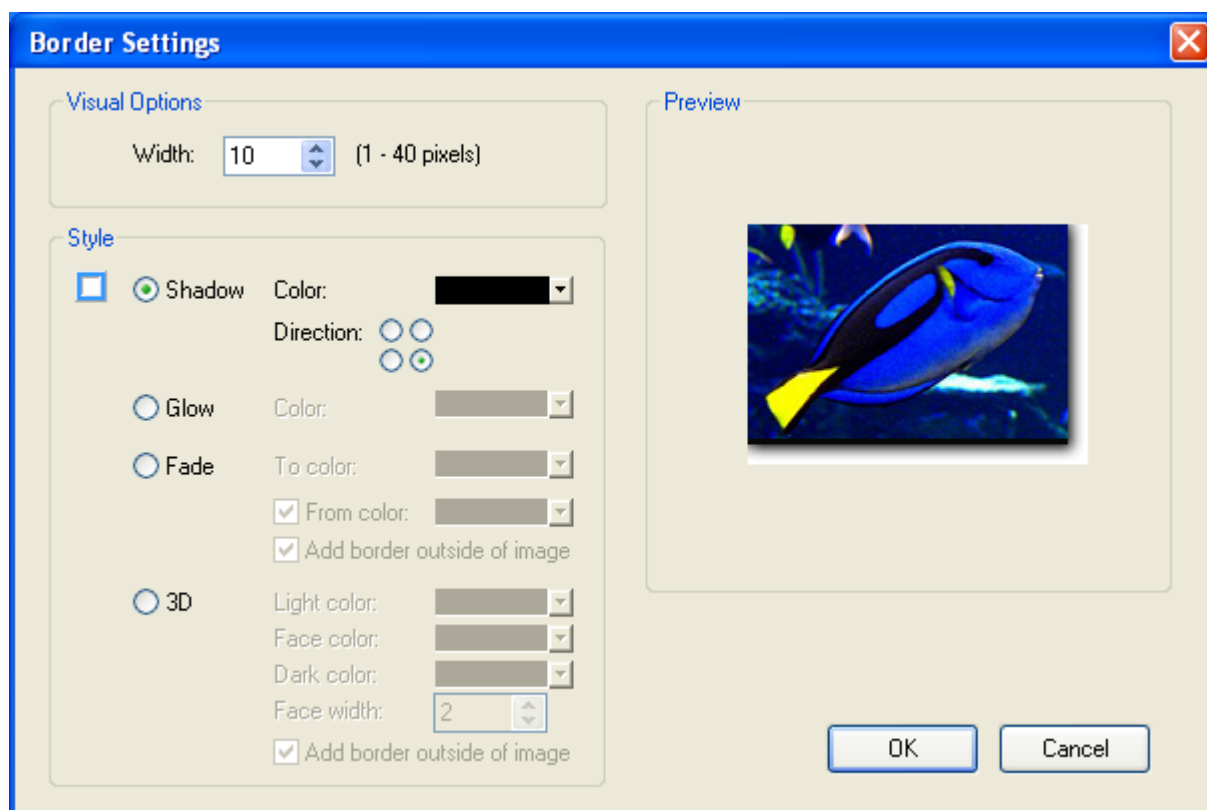
Position

Choose a position for the watermark to appear in the capture.

☐ Border

Check to add a border to your capture.

Border Settings Dialog

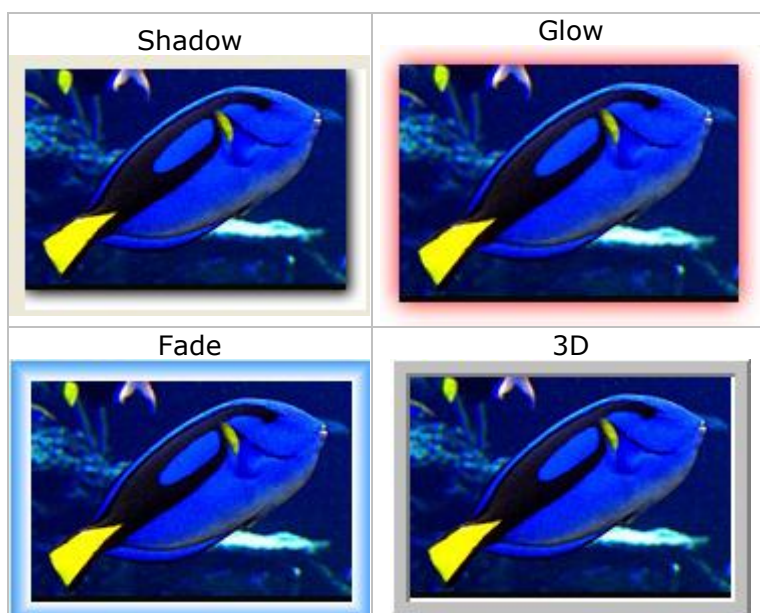


Visual Options

Enter the total border width.

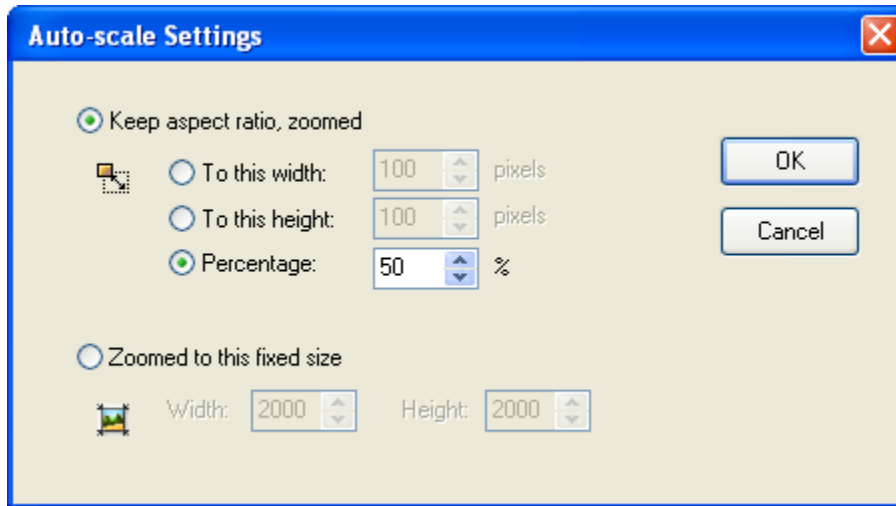
Style

Choose **Shadow**, **Glow**, **Fade** or **3D** effect of the border and color options.



☐ **Auto-scale**

Check to automatically scale the capture to a certain size.



Keep aspect ratio, zoomed

Select to keep the original capture width and height aspect ratio.

To this width

Scale the capture to this width, keeping the aspect ratio.

To this height

Scale the capture to this height, keeping the aspect ratio.

Percentage

Scale the capture by this percentage. E.g. 50% means half of the width and height.

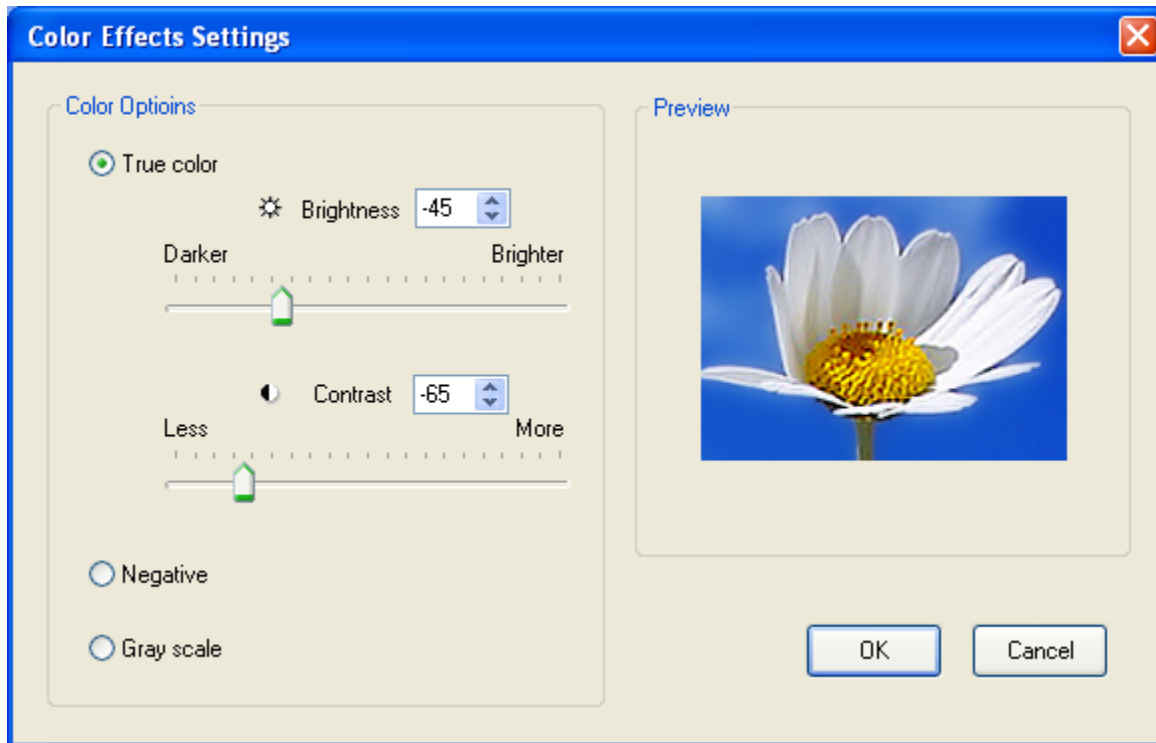
Zoomed to this fixed size

Scale the capture to a fixed size regardless of the aspect ratio.

☐ **Color effects**

Check to adjust the color of capture.

You can change brightness and contrast of the capture, or make it negative or gray automatically.



True color

Select to keep the true color, but adjust the brightness and contrast.

Negative

Select to change to negative.

Gray scale

Select to change to gray scale.

Send Capture To Group

Choose where you need to send your capture to.

☐ **Editor**

Check to copy the capture to **Image Editor** to show and edit.
Click the **Editor...** button at right to show Image Editor.

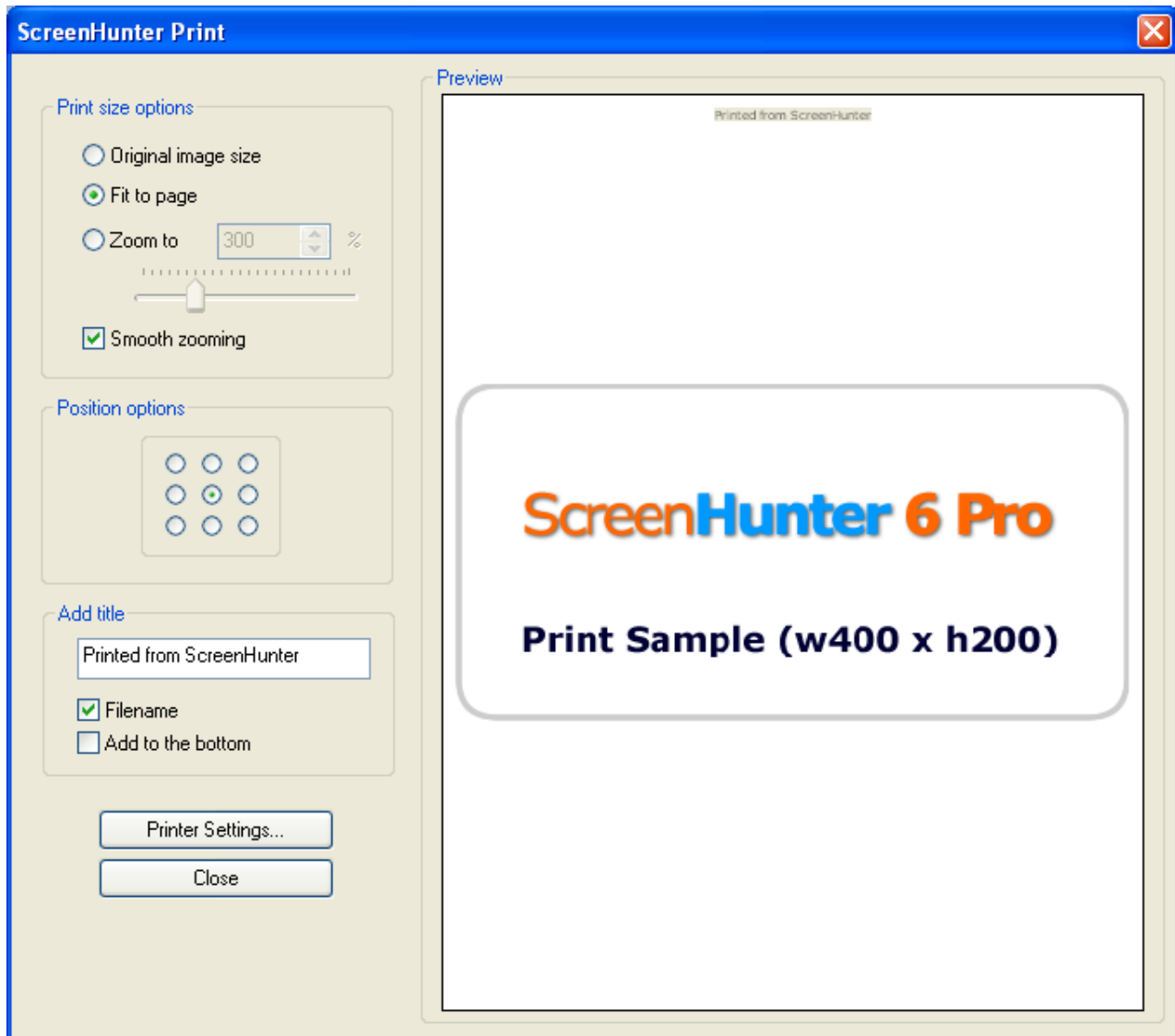
☐ **Clipboard**

Check to copy the capture to the standard Windows Clipboard to be pasted in other programs, such as Microsoft Word.

☐ **Printer**

Check to print the capture directly.

To change the printer and printing options, click the print settings button at right. The currently selected option information is shown on the button. (S) stands for smooth zooming. Printed image is previewed as it's printed on paper.



Print size options

Original image size

Select to print the image in the original image size, pixel by pixel on the page. Since the normal image captured on the screen has a resolution of the screen, usually 96 dpi (dot per inch) or 120 dpi, and a modern printer can have 600 dpi or more, the image may look small in the original size.

Fit to page

Select to zoom the image to the page size, keeping the aspect ratio.

Zoom to

Select to print the image zoomed to your choice. The maximum will be the size that fits to the page size.

☐ **Smooth zooming**

Check to use high quality zooming when zoomed.

Position options

Choose a position for the capture to appear on the paper.

Add title

Enter a title only if you want have a title on the printed paper.

☐ **Filename**

Check to include the filename if the capture is saved to a file.

☐ **Add to the bottom**

Check to show the title at the bottom. If unchecked, it will show at the top.

▶ **Printer Settings...**

Click to set up and change the printer.

▶ **Print Now**

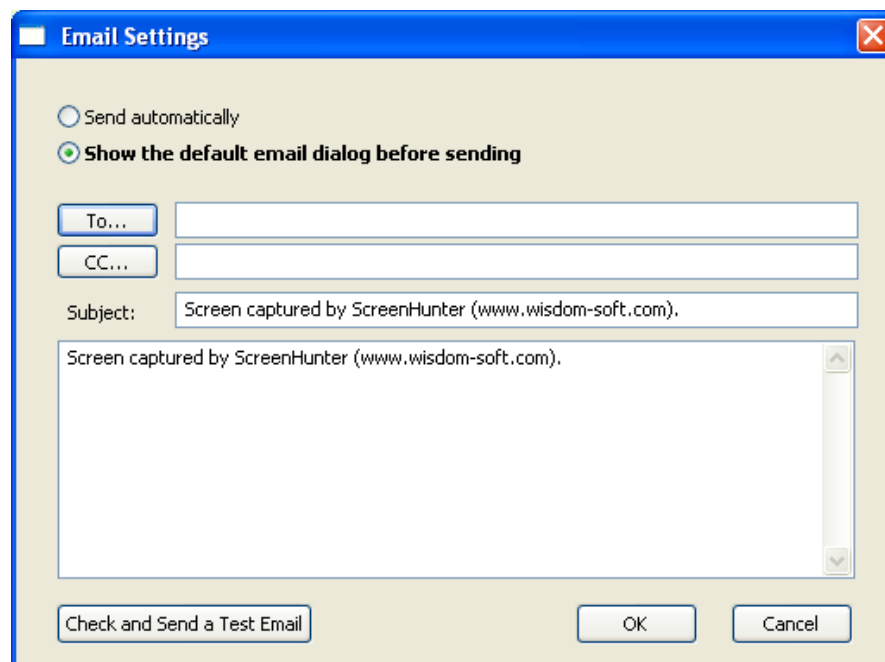
Click to print directly to the printer using the current settings.
This button is only available when loaded from Image Editor.

▶ **Print Multiple Copies...**

Click to show the print dialog where you can set the number of copies before printing.
This button is only available when loaded from Image Editor.

☐ **Email**

Check to send the capture via the default resident mail host on your PC with the capture as an attachment.



The image shows a Windows-style dialog box titled "Email Settings". It has a blue title bar with a close button (X) in the top right corner. Inside the dialog, there are two radio buttons: "Send automatically" (which is unselected) and "Show the default email dialog before sending" (which is selected). Below the radio buttons, there are three input fields: "To..." with a button to the left, "CC..." with a button to the left, and "Subject:" followed by a text box containing "Screen captured by ScreenHunter (www.wisdom-soft.com),". Below these fields is a large text area containing the same text: "Screen captured by ScreenHunter (www.wisdom-soft.com),". At the bottom of the dialog, there are three buttons: "Check and Send a Test Email", "OK", and "Cancel".

Send automatically

Automatically send the capture as an attachment directly to the default email outbox.

Show the default email dialog before sending

Show the default email dialog box each time. E.g. if you use Outlook as your email on your PC, it loads the Outlook email dialog box. It uses all settings on this dialog as the default.

▶ **To...**

Click to select your email recipients. Or, you can type email addresses in the text box.

▶ **CC...**

Click to select the CC list for your email recipients. Or, you can type email addresses in the text box.

▶ **Check and Send a Test Email**

Press this button to check the correctness of all the mailing recipients and send an email to your email outbox with a sample image file attached. The attachment will be replaced by your capture in the future.

Save to File Group

Check to save the capture to a file, or multiple files. [Click here](#) for details on file format.

☐ **BMP** - Bitmap file

☐ **JPG** - JPEG file

The JPEG **Quality** factor from 1 to 100, with 100 being the highest quality of the JPEG file.

☐ **PDF** - Adobe PDF file

☐ **PNG** - Portable Network Graphics file

☐ **TIF** - TIFF file

☐ **GIF** - GIF file

Because a GIF file has only maximum of 256 colors, it needs to convert from a true color capture.

Conversion using

Solid color

It converts to a solid color image and saves it to a GIF file.

Dithered

It converts to a dithered color image and saves it to a GIF file.

☐ **Transparent color**

Check and choose a transparent color if you need to make the GIF file transparent.

Note:

Conversion algorithm speed & image quality comparison

SOLID COLOR	Closest match	Median cut	Neural
SPEED	Fast	Fastest	Faster
QUALITY	Best	Good	Better

DITHERED COLOR	Error diffusion	Floyd-Steinberg	Uniform
SPEED	Fast	Faster	Fastest
QUALITY	Best	Good	Better

Filename has 3 choices, **Automatic**, **Ask me** or **Fixed name**. They are only available when there is at least one file type is checked above.

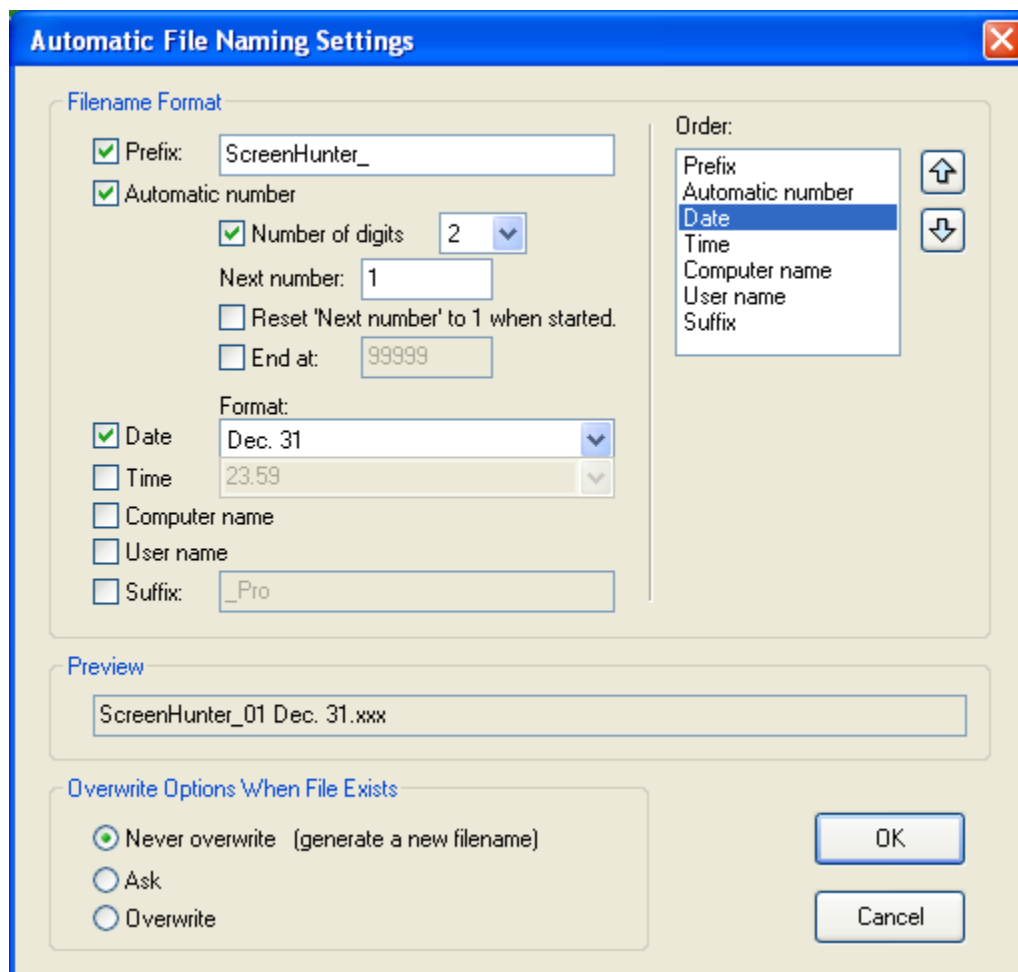
☐ **TXT** - Save to a Text file.

Note

This will only be available when 'Window / Object / Menu' is chosen in the 'Capture What' group on the 'From' tab, and 'Text' is checked.

Automatic naming

Select to automatically save the capture with a generated filename.



The dialog box is titled "Automatic File Naming Settings". It contains the following sections:

- Filename Format:**
 - ☒ Prefix: ScreenHunter_
 - ☒ Automatic number:
 - ☒ Number of digits: 2
 - Next number: 1
 - ☐ Reset 'Next number' to 1 when started.
 - ☐ End at: 99999
 - ☒ Date: Dec. 31
 - ☐ Time: 23.59
 - ☐ Computer name
 - ☐ User name
 - ☐ Suffix: _Pro
- Order:**
 - Prefix
 - Automatic number
 - Date** (highlighted)
 - Time
 - Computer name
 - User name
 - Suffix
- Preview:**

ScreenHunter_01 Dec. 31.xxx
- Overwrite Options When File Exists:**
 - ☒ Never overwrite (generate a new filename)
 - ☐ Ask
 - ☐ Overwrite

Buttons: OK, Cancel

Filename Format

Check to include the text you want to add to your filename.

☐ Prefix

Check to add a prefix text.

☐ Automatic number

Check to add an automatically generated sequence number.

☐ Number of digits

Check if you want to have a fixed number of digits, such as 2 for 01, 02, and 3 for 001, 002, etc.

Next number

ScreenHunter will keep increasing after each capture. You may enter any number to set, but it cannot be greater than the **End at** number.

☐ Reset 'Number number' to 1 when started

Check to reset the number. If not checked, it will keep increasing.

☐ End at

Check to set an end number. When the end number is reached, it will stop taking screenshots.

Order

You can highlight an item in the list box and click the up and down buttons on the right to change the text sequence.

Note

The Prefix or suffix can be set in any sequence. E.g. the prefix can be in the middle and suffix can be in the front.

Overwrite Options When File Exists

These options are only for actions when a newly generated filename already exists in the target folder.

Never overwrite (generate a new filename)

Select to always generate a new filename automatically.

Ask

Select to ask.

Overwrite

Select to overwrite all the time.

Ask me

Select if you need to name each file in a different way. A dialog box will be displayed after each capture. You can change the file format, name and location.

Fixed name

Select if you need to use this filename for all captures. It will overwrite the file if it exists.

Folder

The default location where captures will be saved.

► **Folder Picker button**

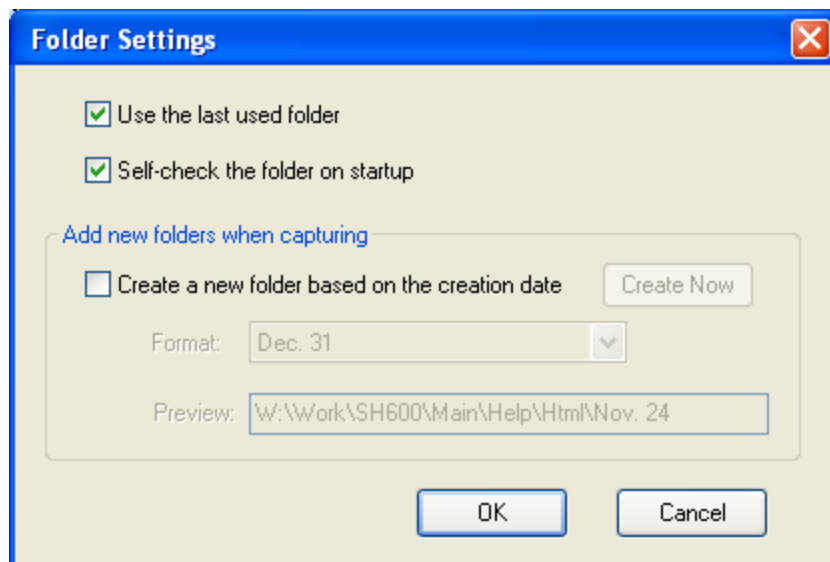
Click to assign a folder.

► **Open Folder button**

Click to open the default folder using Windows Explorer.

Folder Settings Dialog

Click the button at right to show more folder settings.



☐ **Use the last used folder**

Check to use the last used folder as the default capture folder. E.g. if you load an image file A in Image Editor, this will mean the folder where holds A will be used as the default folder to save captures.

☐ **Self-check the folder on startup**

When ScreenHunter is launched, it will check the availability and permission, etc., to see the default folder is OK to save captures.

Add new folders when capturing

☐ **Create a new folder based on the creation date**

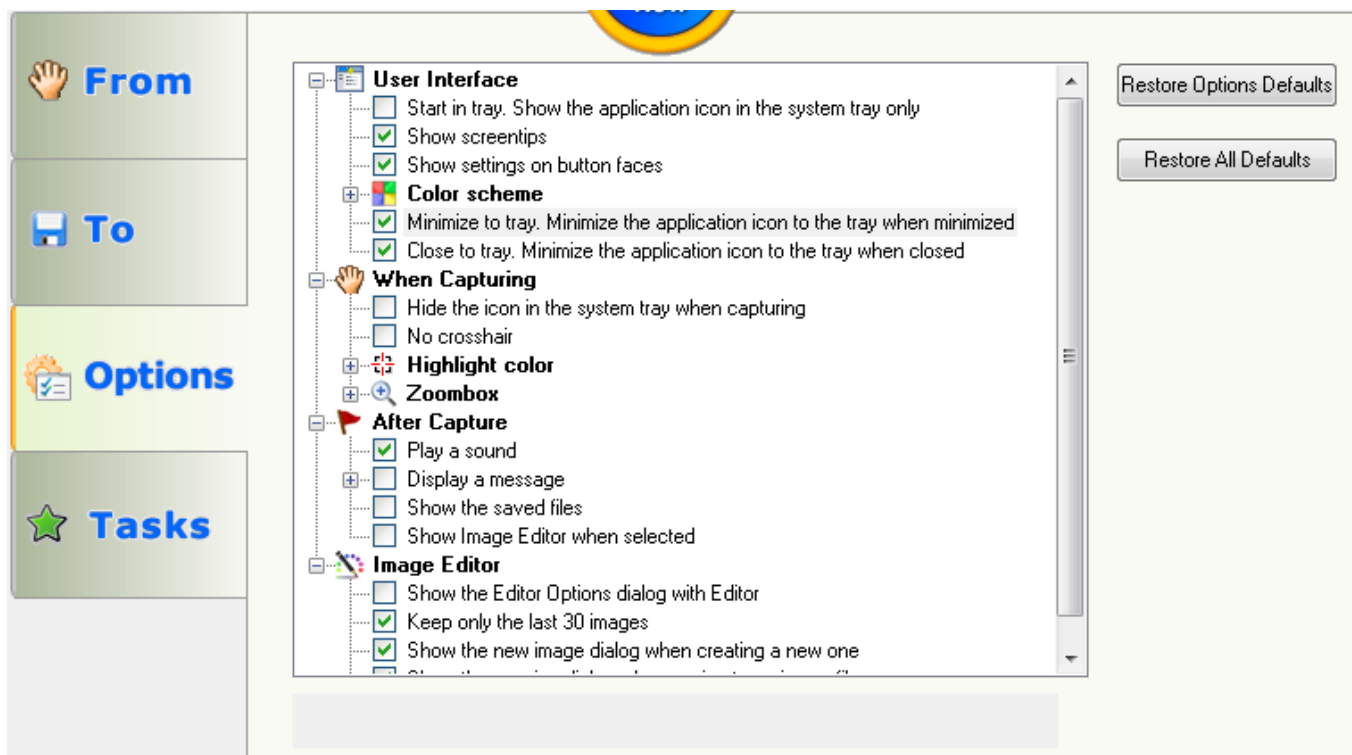
Check to create a new folder for your captures. It will be created in the default folder with date format of your choice.

► **Create Now**

Click to create the new folder.

Options Tab

The Options tab provides more options to further customize your ScreenHunter.



User Interface

☐ **Start in tray. Show the application icon in the system tray only**
Check to hide the main ScreenHunter window when ScreenHunter is launched. This option change will take effect when ScreenHunter is restarted.

☐ **Show Screentips**
Check to show screentips if available. This option change will take effect when ScreenHunter is restarted.

☐ **Show settings on button faces**
Check to show what you have chosen on the settings dialog on the button face.

Color scheme
Choose a color scheme from the list for your main window.

☐ **Minimize to tray. Minimize the application icon to the tray when minimized**
If **unchecked**, it will show the standard application icon on your Windows taskbar, usually at the bottom of your screen.

☐ **Close to tray. Minimize the application icon to the tray when closed**

If **unchecked**, it will exit ScreenHunter when the close button at top-right of the main window is clicked. You can always click the **Exit** link at the bottom of the main window or on the Tasks tab to exit the program.

When Capturing

☐ **Hide the icon in the system tray when capturing**

Check to hide the ScreenHunter icon in the system tray when capturing.

☐ **No crosshair**

Check to hide the screen wide crosshair when capturing.

Highlight color

Select a color used to draw the crosshair and highlight the rectangle, non-rectangle, object / window and video capture.

Zoombox

Zoom area size

Select the area size around the crosshair on the screen to be zoomed. You can choose to hide the Zoombox.

Zoom factor

Select how many times the zoom area is enlarged.

After Capture

☐ **Play a sound**

Check to play a sound.

☐ **Display a message**

Check to show a self-closing message box. It's not available for capturing DirectX screens. The duration is from 1 to 30 seconds.

☐ **Show the saved files**

Check to show the saved file name, location and size.

☐ **Show Image Editor when selected**

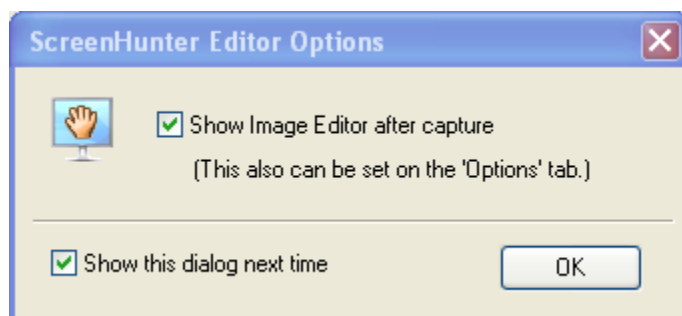
Check to show Image Editor only when **Editor** is checked on the **To** tab.

Image Editor

These options will only be effective when **Editor** is checked on the **To** tab.

☐ **Show the Editor Options dialog with Editor**

Check to show the Editor options dialog when Image Editor is displayed.



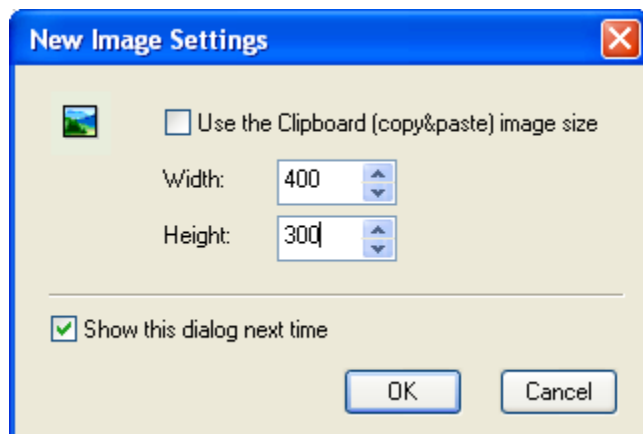
☐ **Keep only the last 30 images**

Check to keep only the latest 30 files in Image Editor and discard the old ones to reduce memory usage.

If not checked, the maximum number of images can be kept in Image Editor is 100.

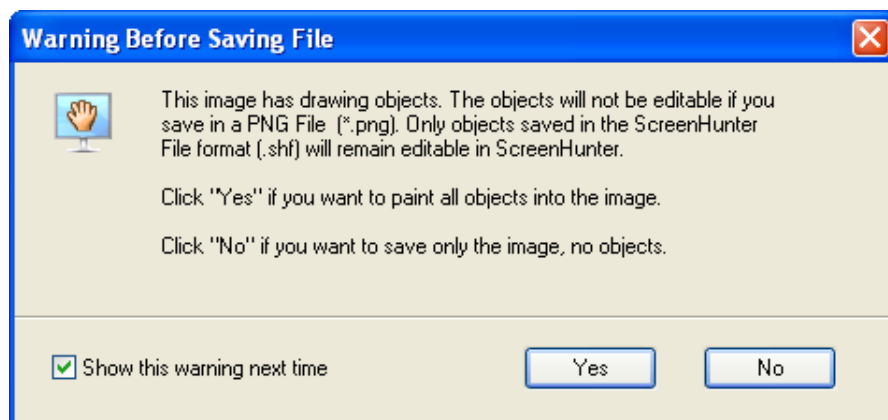
☐ **Show the new image dialog when creating a new image**

Check to show the new image dialog when creating a new image in Image Editor.



☐ **Show the warning dialog when saving to an image file**

Check to show the warning dialog when saving to an image file format (other than .shf) if that contains any drawing objects.



Profiles

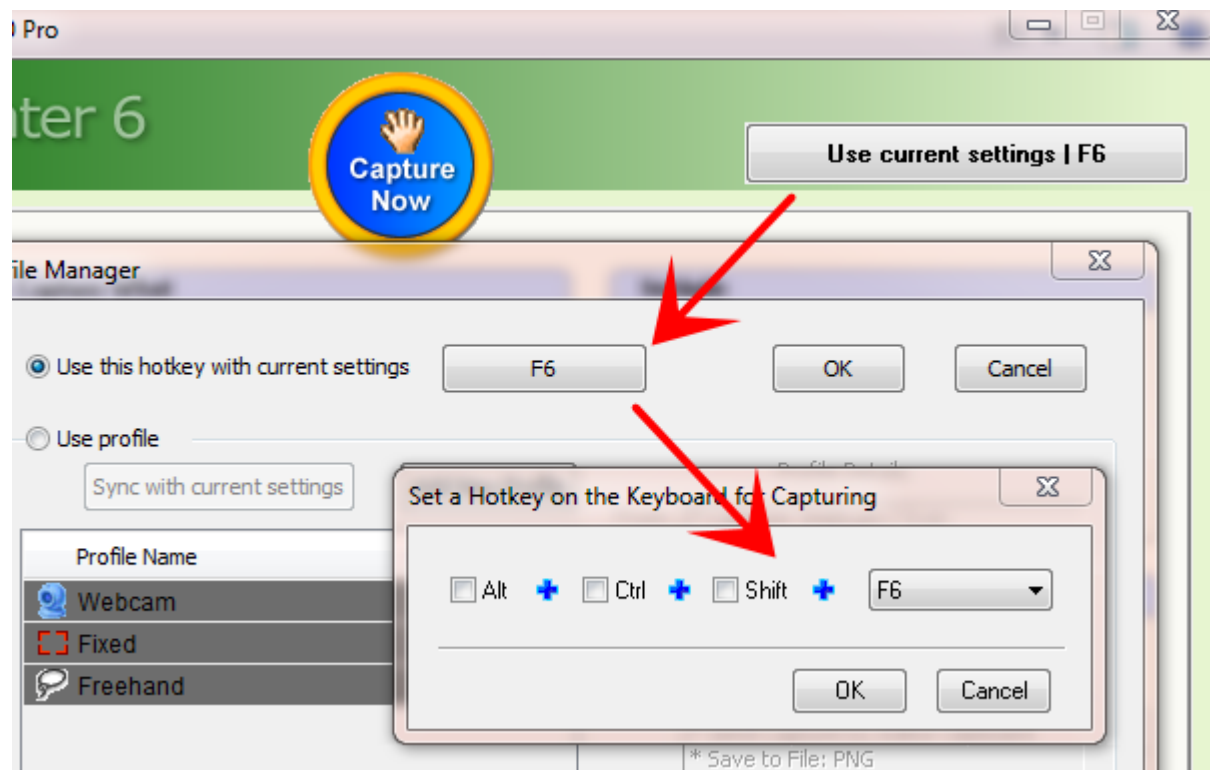
A **profile** is a collection of settings you picked on the **From** and **To** tab, such as what to capture and where to save your captures. You can name a profile and define a new hotkey and use it anytime by point and click.

The **top-right button** will show the current status that either a profile is used or no profile is used. Click the button to show the **Profile Manager** dialog.

Profile Manager

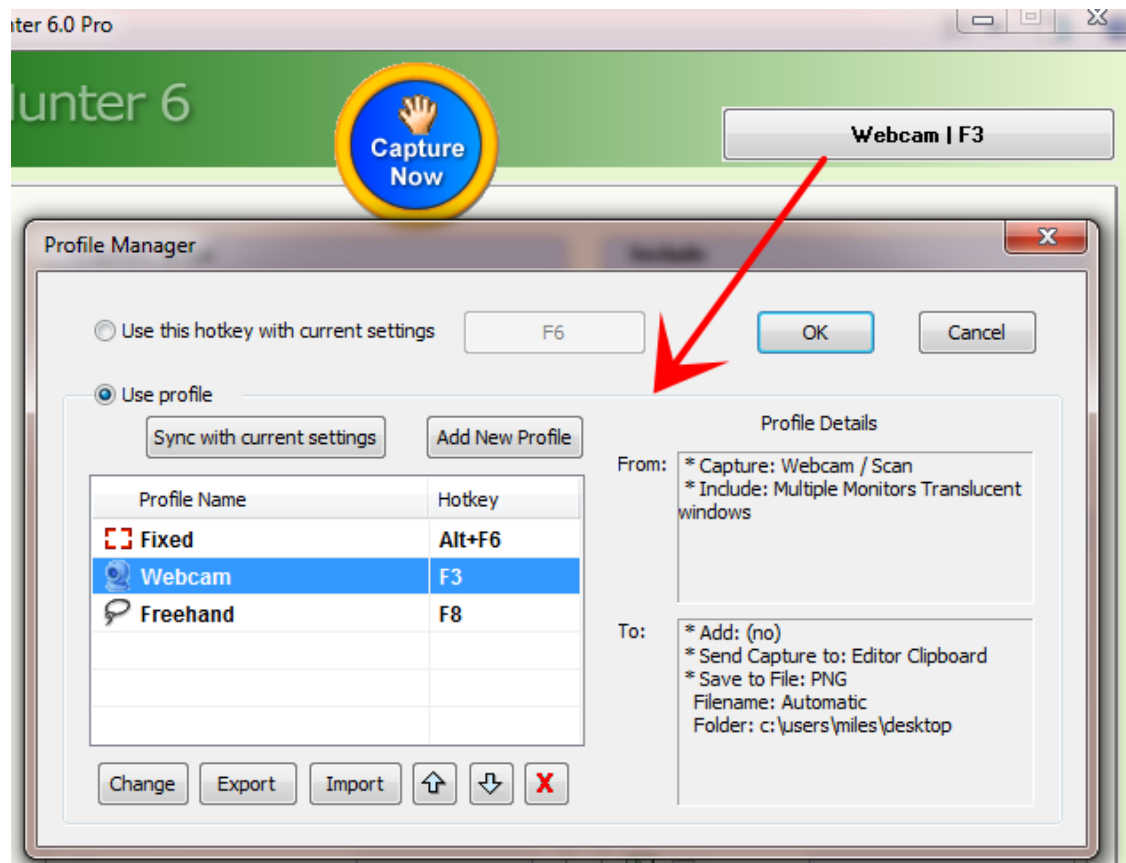
Use this hotkey with current settings

Choose to use no profile and set a hotkey for all captures. It will use the currently selected settings on the **From** and **To** tab to capture.



Use profile

Choose to use a profile. Some profile details are listed on the right as the **From** and **To** settings. All profiles are listed and currently selected profile is highlighted.



► **Sync with current settings**

It will use the currently selected settings on the **From** and **To** tab to update the selected profile (Profile name and hotkey will not change).

► **Add New Profile**

It will use the currently selected settings on the **From** and **To** tab to create a profile with your name and hotkey choices.

► **Change**

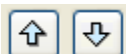
You can select a profile and change the Profile Name and Hotkey.

► **Export**

A profile can be exported to an external file that you can use it later or somewhere else. The Profile file is in the XML format.

► **Import**

You can import and use any profile file exported previously.



You may click the **Up** and **Down** buttons to change the order.



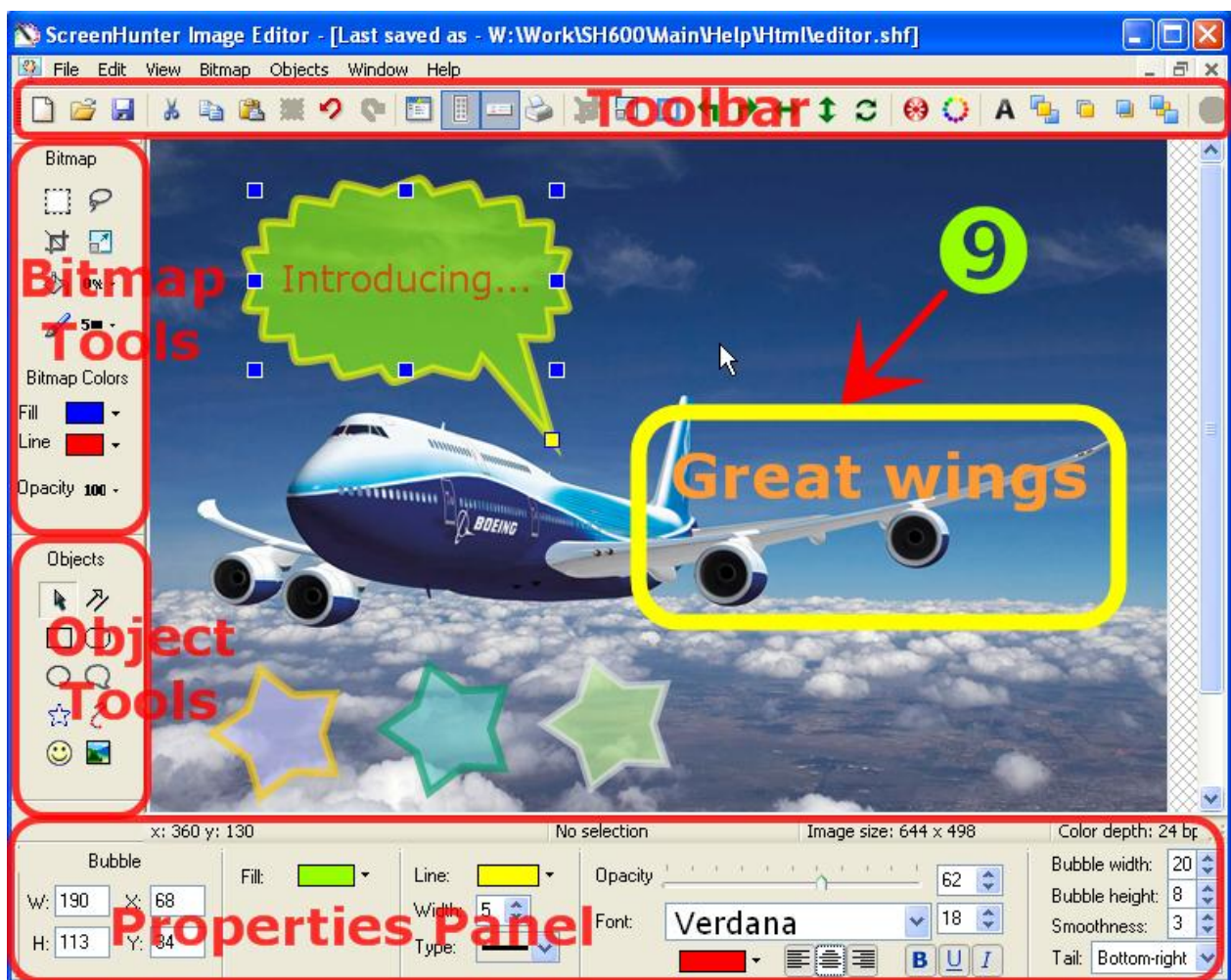
You can **Delete** a profile by highlighting the profile and clicking this button.

Image Editor

ScreenHunter Image Editor is an intuitive and versatile multiple image editor. It's a unique combination of a bitmap and vector object editor.

Image Editor interface is made up of four major elements: the menu & toolbar, tools panel (bitmap tools and object tools), properties panel and main workspace.

On top of your captured image as bitmap, you can add drawing objects such as arrows and bubbles and adding text. It comes with an array of bitmap editing features, such as cropping to shape and advanced image processing. As well, you will find object features like adding boxes, highlighting cycles, symbols and speech bubbles.



Note

When you first launch ScreenHunter Image Editor, the main workspace displays nothing. Once you capture or open an image, the menu and panels become activated for you to use.

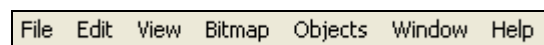
Menu & Toolbar

ScreenHunter Image Editor menu and toolbar provide a convenient way for viewing and editing captures.

Main Menu

After a capture is copied to the editor or an image is loaded, the main menu will be available to use.

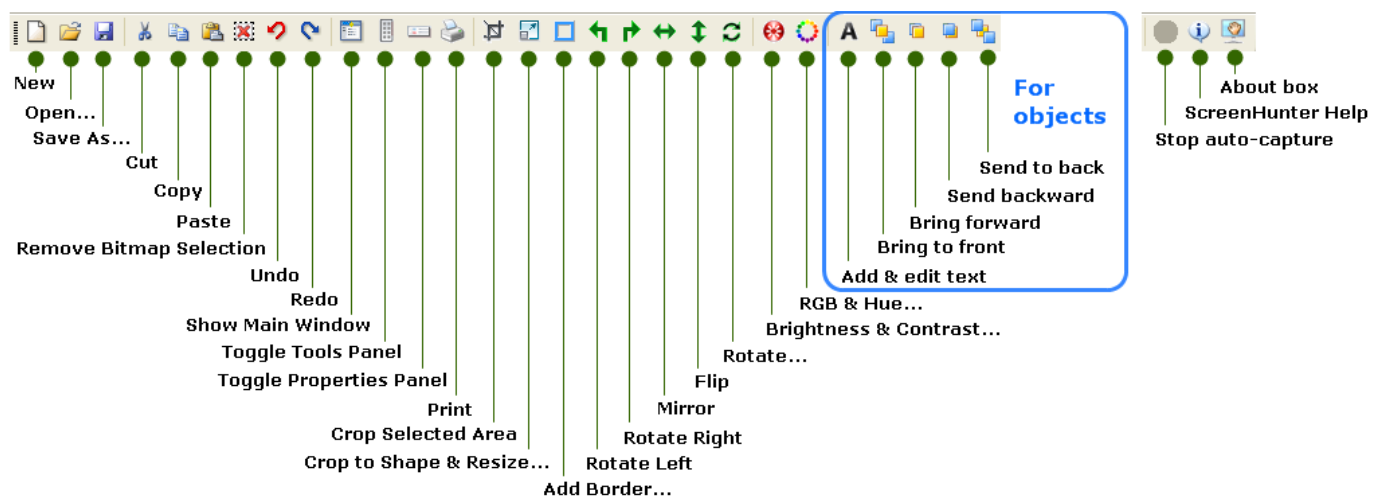
To avoid confusion, depending on your current selection, either a bitmap or object selection, unavailable menu items will be disabled (grayed out).



File	Edit	View
A standard file menu with all image file related items are listed.	Editing menu items are for the bitmap and objects, depending your current selection.	This assigns which elements are visible, or what kind of zooming you set for viewing the image.
New Ctrl+N Open... Ctrl+O Save As... Ctrl+S Close Image Ctrl+W Capture... Scan... Select Scan Source... Print... Ctrl+P Close Image Editor	Undo Ctrl+Z Redo Ctrl+Y Cut Ctrl+X Copy Ctrl+C Paste Ctrl+V Paste Bitmap as Object Ctrl+Alt+V Delete Delete Duplicate Ctrl+D Select All Bitmap Ctrl+A Remove Bitmap Selection Select All Objects Ctrl+Alt+A	Main Window Shift+Alt+M ☒ Toolbar Shift+Alt+B ☒ Tools Panel Shift+Alt+T ☒ Properties Panel Shift+Alt+P ☒ Status Bar Shift+Alt+S Zoom In Ctrl+= Zoom Out Ctrl+- Actual Size (1:1) Ctrl+1 Fit to Window ☒ Smooth Zooming ☒ Show Grid Full Screen Shift+Alt+Enter

Bitmap More bitmap related operations can be found here.	Objects More vector object related operations can be found here.	Window Standard windows arrangement menu items.
 Crop Selected Area Ctrl+Shift+C  Crop to Shape & Resize... Ctrl+Shift+S  Add Border... Ctrl+Shift+B Select All Bitmap Ctrl+A  Rotate Left Ctrl+Shift+L  Rotate Right Ctrl+Shift+R  Mirror Ctrl+Shift+M  Flip Ctrl+Shift+F  Rotate...  Brightness & Contrast ... Ctrl+Shift+O  RGB & Hue ... Ctrl+Shift+H Smoothness ... Gamma Correction ... Threshold... Auto Levels Ctrl+Shift+A Gray Scale Negative Artistic Effects ▶ Change Bit Depth (Bpp) ... Count Colors Mix Two Images ...	 Add & Edit Text Ctrl+Alt+T Convert Objects to Bitmap Ctrl+Alt+O Select All Objects Ctrl+Alt+A  Bring to Front Ctrl+Shift+Up  Bring Forward Ctrl+Up  Send Backward Ctrl+Down  Send to Back Ctrl+Shift+Down Align Left Ctrl+Alt+1 Align Center Vertically Ctrl+Alt+2 Align Right Ctrl+Alt+3 Align Top Ctrl+Alt+8 Align Center Horizontally Ctrl+Alt+5 Align Bottom Ctrl+Alt+0 Make Same Width Ctrl+Alt+9 Make Same Height Ctrl+Alt+6 Make Same Size Ctrl+Alt+7	Cascade Tile Horizontally Tile Vertically Close All 1 sh6_menu_object_1.png 2 sh6_menu_object_2.png ☒ 3 Last saved as - W:\Work\sh6.png

Toolbar Buttons



View

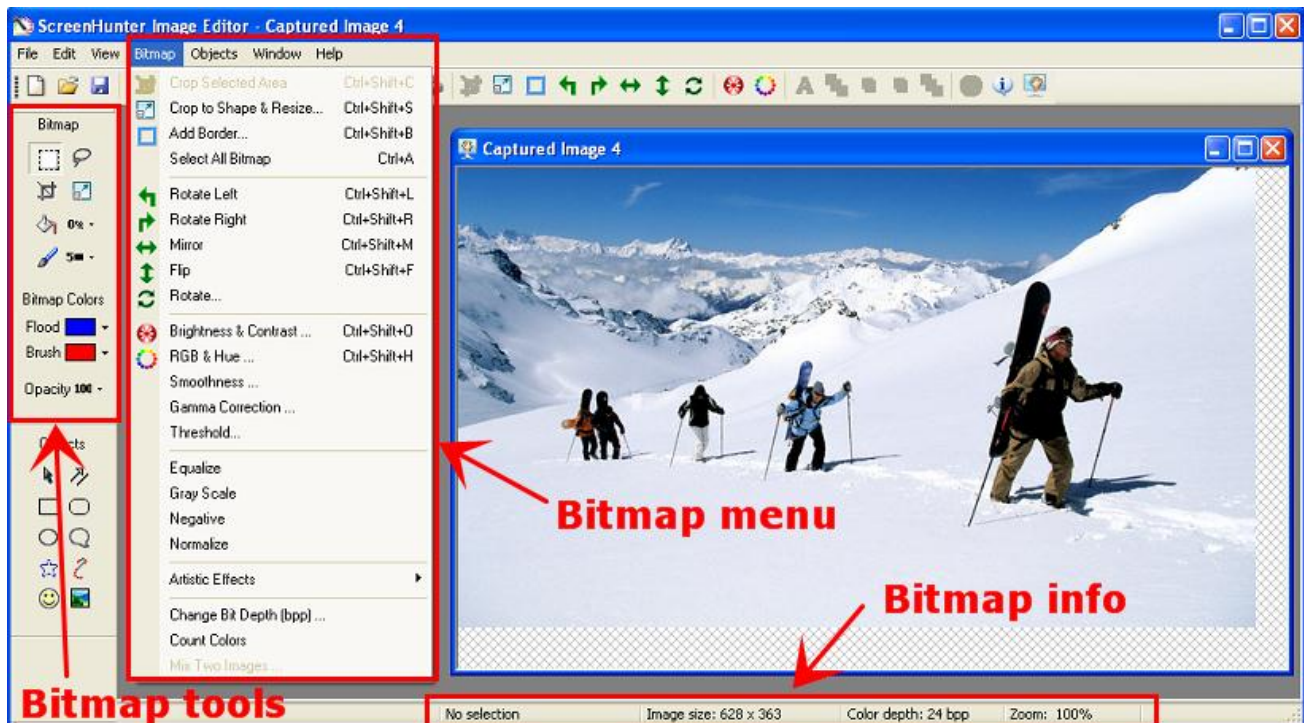
Menu Item	Press Key	Function
Zoom In	Ctrl++ or Ctrl+=	Enlarge image and objects (Scales: 150%, 200%, 400%, 800%, 1600%)
Zoom Out	Ctrl+-	Reduce image and objects (Scales: 13%, 25%, 50%, 75%)
Actual Size	Ctrl+1	Back to 100% image and objects
Fit to Window		Enlarge or reduce to fit the View window, keeping the aspect ratio. When this is checked, Zoom In and Out are not available.
Smooth Zooming		Check if you want to have smooth effect when zooming. Otherwise, it will show each actual pixel when zoomed in.
Show Grid		Check if you want to show grid when zoomed in 400% and more.
Full Screen	Shift+Alt+Enter	Toggle in the full screen mode. Hold down the Shift and Alt keys together and press Enter to toggle the mode.

Bitmap Editing 1: Bitmap Tools

A bitmap (or raster) image is one of the two major graphic types (the other being [vector objects](#)). A bitmap is composed of small colored dots called pixels in a grid. A photo or your screenshot is a bitmap.

ScreenHunter Image Editor combines the functionality of photo-editing, painting and vector-drawing in one easy-to-use user interface. You can take your screenshot and edit it by drawing and painting with bitmap tools, by converting vector objects to bitmap images, or by opening or importing images.

It has a powerful set of features for tone and color adjustment, as well as a number of ways to retouch your bitmap screenshots, including cropping, resizing, border adding and rotation. In addition, Image Editor has a set of artistic effect tools--Dilate, Edge, Erode and Jitter.



Bitmap Tools Panel

Pixel Selection Tools

The pixel selection tools draw selection marquees that define the area of selected pixels. After you draw the selection marquee, you can manipulate it by moving it, cut, copy, or apply other adjustments to the area selected, or delete pixels without affecting the pixels beyond the selection.



The **Marquee tool** selects a rectangular area of pixels in an image.



The **Lasso tool** selects a freehand area of pixels in an image.

Cropping and Resizing Tools

The crop tools enables us to remove unwanted areas of an image.



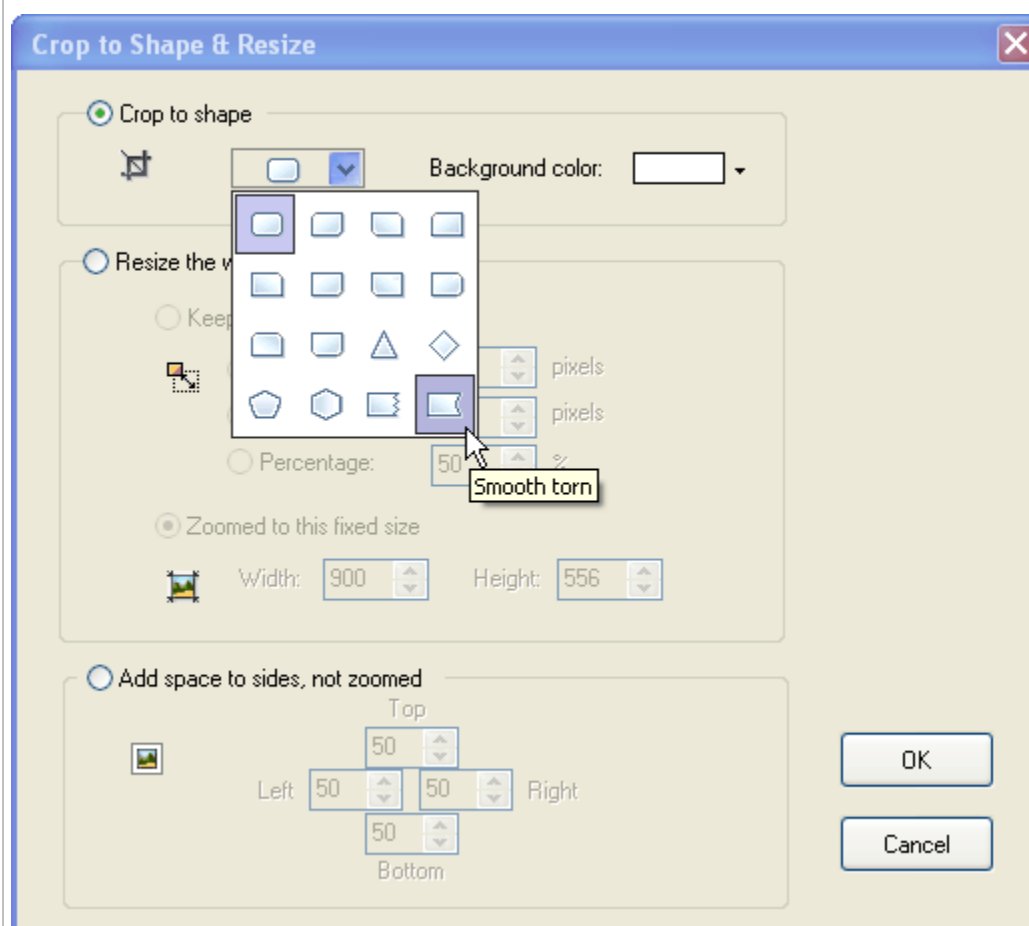
After an area is selected by one of the selection tools, you can click this **cropping tool** to crop right away.



Crop to shape or resize image...

Click this button to crop the entire image or a selected area to a shape or, resize the whole image.

Select the options on the following dialog and click OK to finish.



Crop to shape

You can crop to a shape from the list as "cookie cutters". You can use the selection tools to select an area first.

Note

If no area is selected, it will apply to the whole image.

E.g.



Resize the whole image

Resize the entire image with your choice.

- **Keep aspect ratio**
Choose to resize the image while keeping the aspect ratio.
 - **To this width**
Resize to match this width in pixels.
 - **To this height**
Resize to match this height in pixels.
 - **Percentage**
Resize to this percentage.
- **Zoomed to this fixed size**
Choose to zoom to this size regardless of the aspect ratio.

Add space to sides, not zoomed

Enter the number of pixels to the sizes you want to add space.

Paint Tools



The **Flood Fill** tool fills the pixels that you click, and neighboring pixels of similar color, with the Flood color and opacity set below.



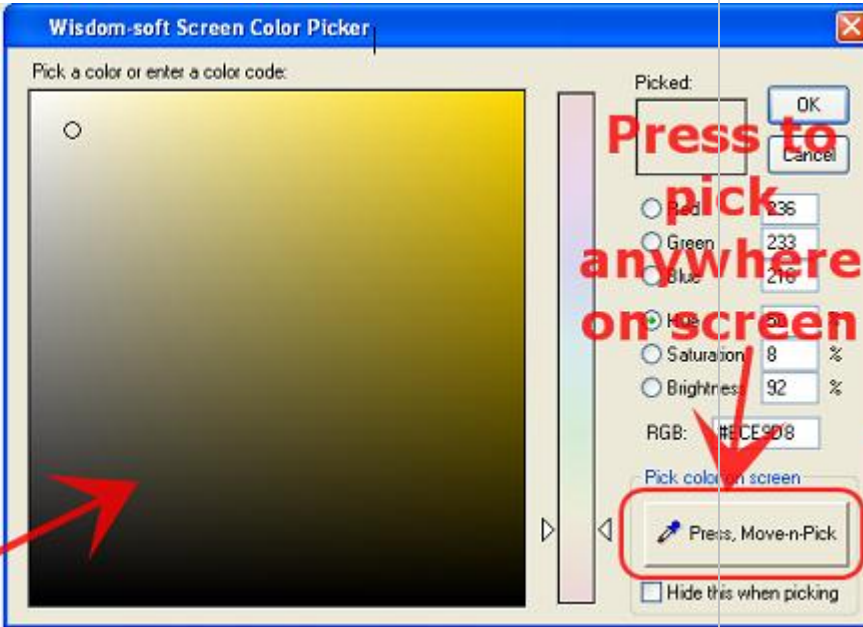
Flood Fill Tolerance

Neighboring pixels are only filled if their values fall within this range. So it can be used as a magic wand.

Eg. Click on the snowboard (both with 100% opacity)

With **10%** tolerance

With **50%** tolerance.

	
	The Brush tool is for painting brush strokes on the image. It uses the width, color and opacity set below.
	Brush Width
	Flood Fill Color You can click and pick any color on your screen using the color picker .
	
	Brush Color You can click and pick any color on your screen using the color picker .
	The Flood Fill and Brush Opacity (2%: Mostly transparent - 100%: Complete opaque)

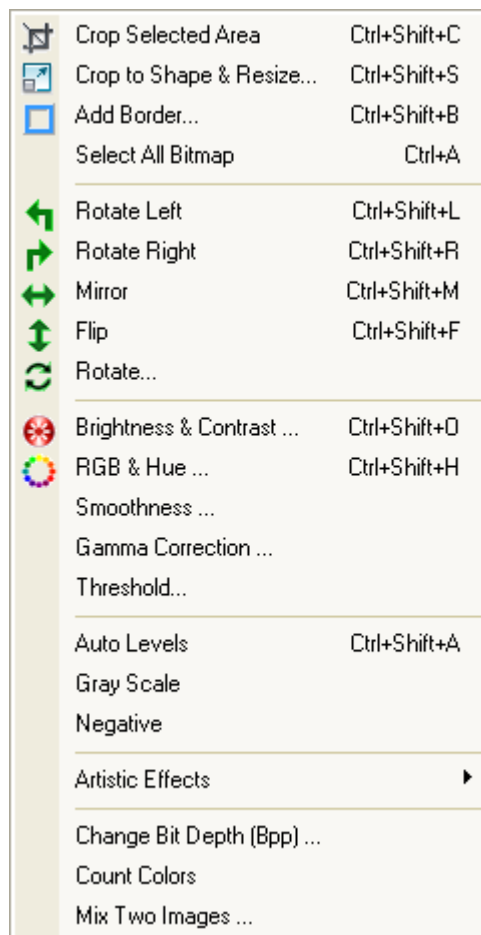


More bitmap features on the next section.

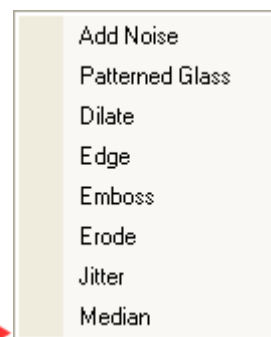
Bitmap Editing 2: Bitmap Menu

More bitmap editing features are available from the Bitmap menu.

Bitmap Menu



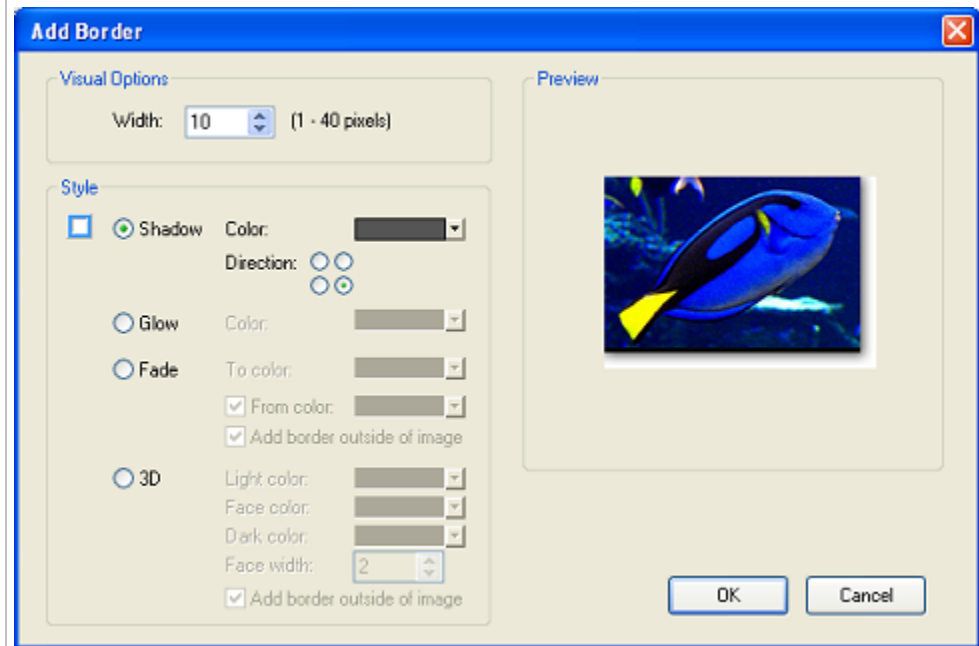
Artistic Effects Sub Menu



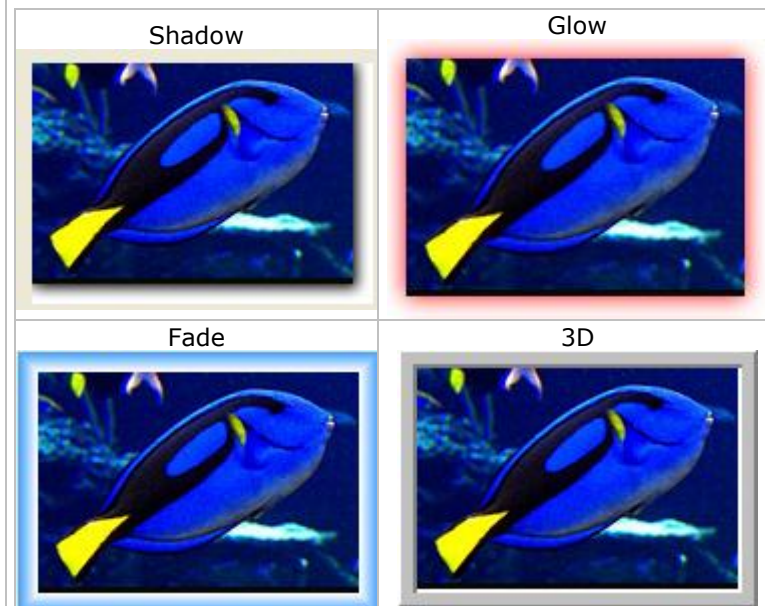
Menu Item	Function
Crop Selected Area Crop to Shape & Resize...	Click here to see the details.

Add Border...

Similar to adding a border to your capture right away on the To tab, you can add a border to your capture later or to any image.



You can set width and choose a style and colors.

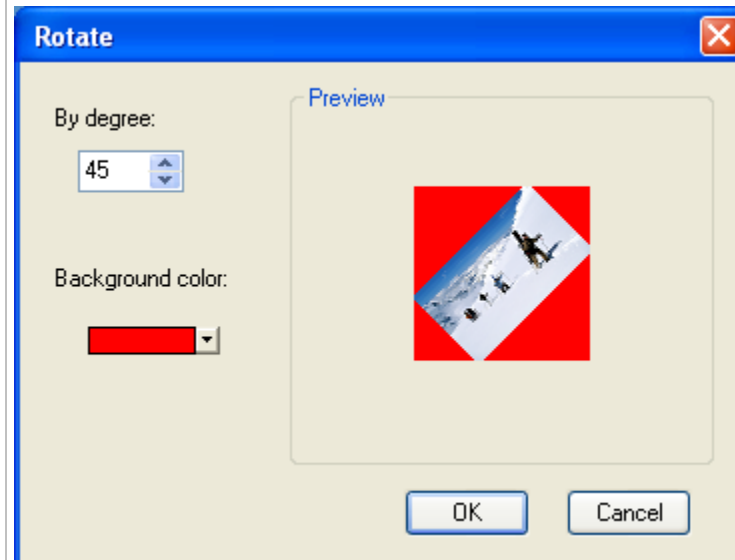


Rotate Left
Rotate Right
Mirror
Flip
Rotate...

On the Rotate dialog, you can choose a degree to rotate and a background color.

Note

Rotation will always apply to the whole image, not a selection.

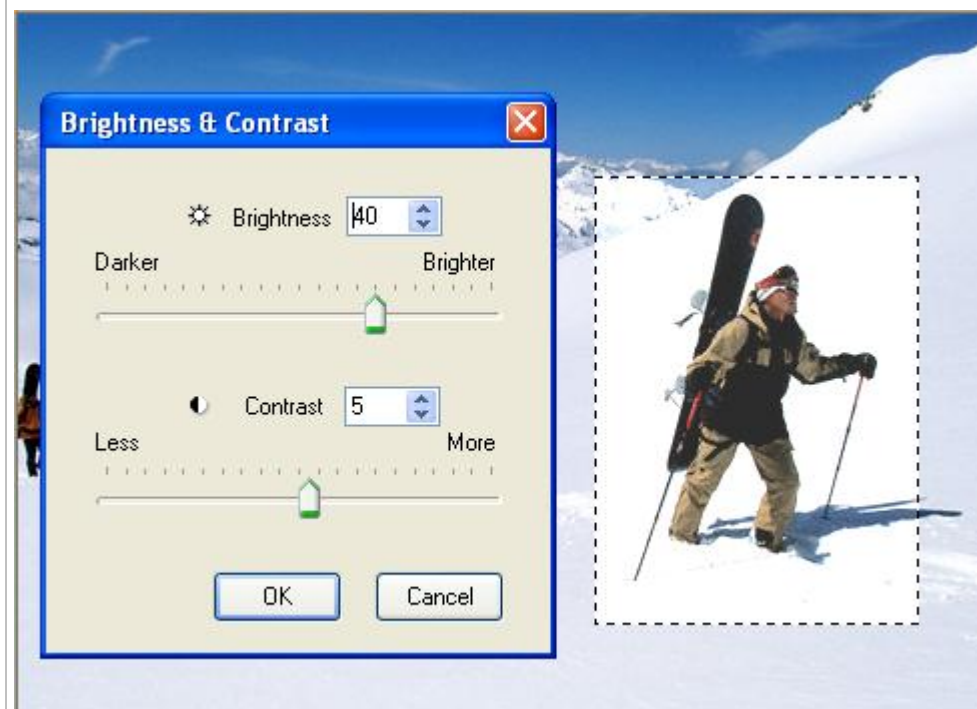


Brightness & Contrast...

You can make a selection and then apply the brightness & contrast changes through the dialog.

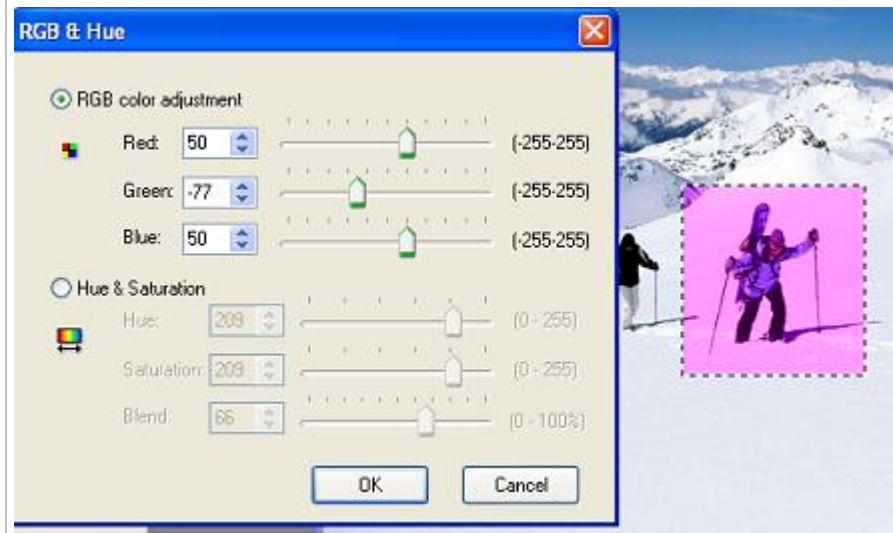
Note

If no selection is made, it will apply to the whole image.



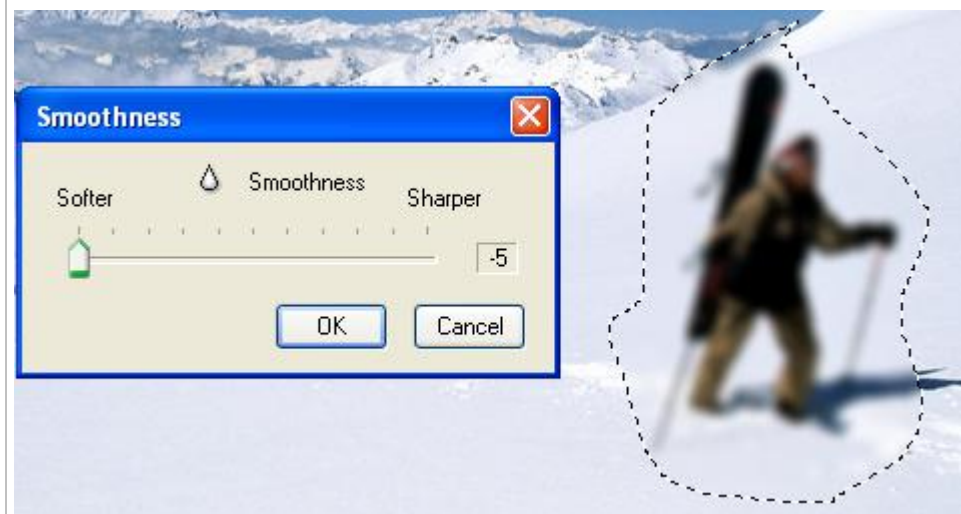
RGB & Hue...

You can make a selection and then apply the color changes through the dialog.



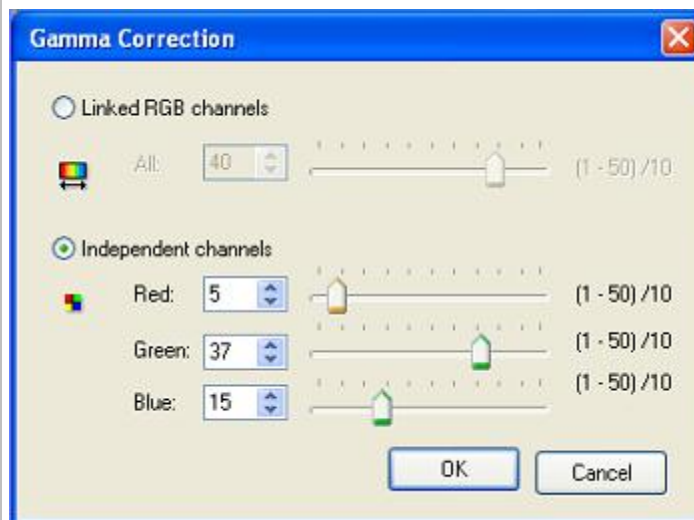
Smoothness...

You can make a selection and then apply the smoothness changes through the dialog.



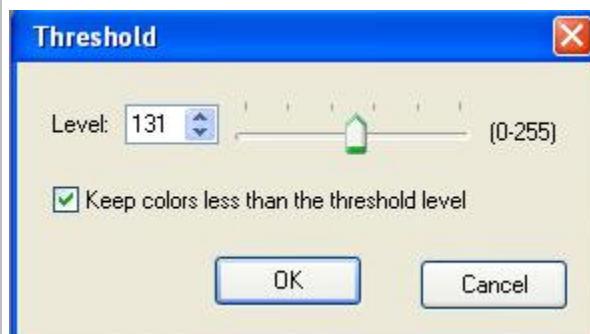
Gamma Correction...

You can make a selection and then apply the Gamma Correction through the dialog.



Threshold...

You can make a selection and then apply the Threshold changes through the dialog.



Auto Levels

You can use Auto Levels to make tonal range adjustments for a selection or the whole image. It will adjust highlights, midtones, and shadows automatically.

Gray Scale

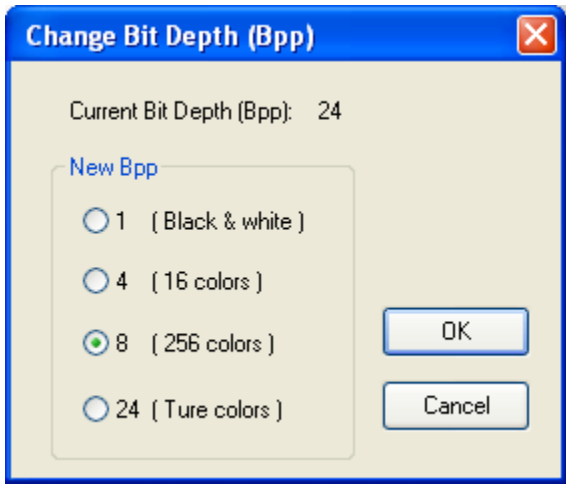
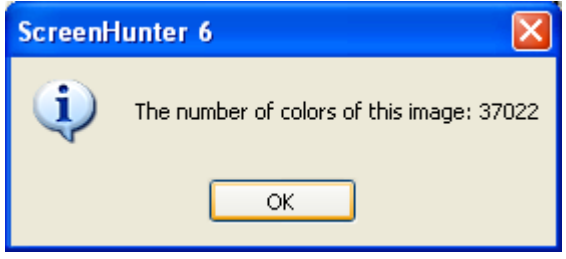
You can make it gray for a selection or the whole image.

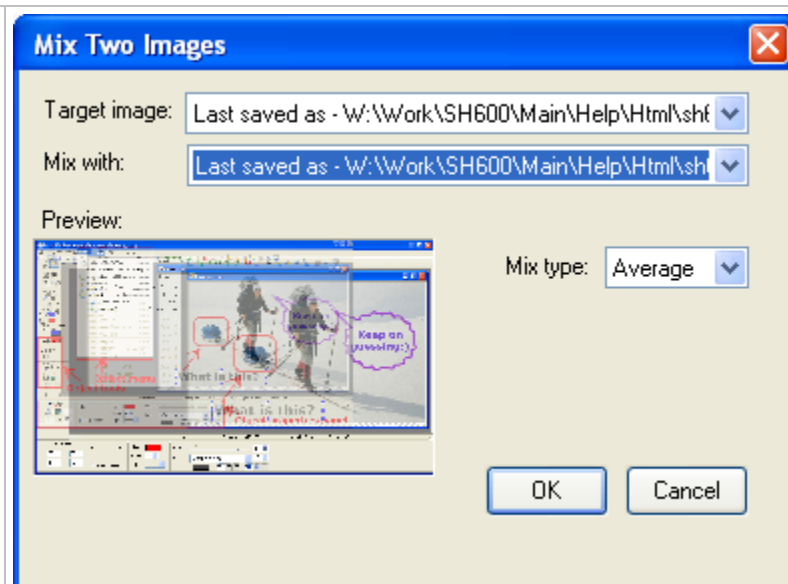
	
Negative	You can make it negative for a selection or the whole image. 
Artistic Effects Sub Menu	
Add Noise	You can add noise for a selection or the whole image. Note Each time you choose the menu, it will add noise on top of the current image. 

Patterned Glass	You can add a patterned glass effect for a selection or the whole image. 
Dilate	You can add a dilate effect for a selection or the whole image. 
Edge	You can add an edge effect for a selection or the whole image.

	
Emboss	You can add an emboss effect for a selection or the whole image. 
Erode	You can add an erode effect for a selection or the whole image.

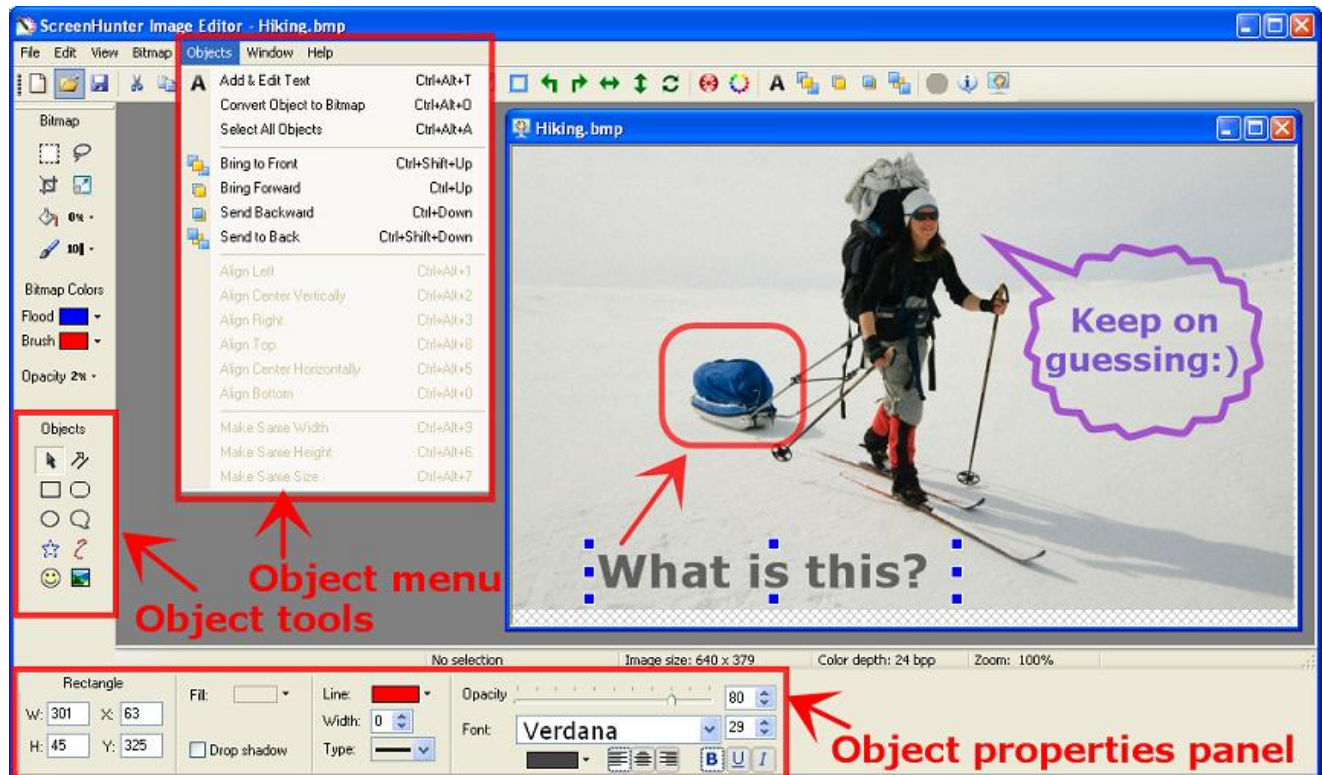
	
Jitter	You can add a jitter effect for a selection or the whole image. 
Median	You can add a median effect for a selection or the whole image.

	
Change Bit Depth (Bpp)...	You can change the color depth of an image through the dialog. 
Count Colors	You can count the number of colors used in an image. 
Mix Two Images...	You can mix two images together to be one new image. You can choose a mix type from the drop-down box. Note This menu item will be available only when there are two or more images open in the image editor.



Object Editing 1: Object Tools

Rather than painting directly on an image, you can draw a vector object on a layer that is composited over the image. Object drawing is a shape-based process where every line, brush stroke, and shape is editable.



Object Tools and Properties Panel

ScreenHunter has many tools for drawing vector objects. You can draw basic shapes, arrows, freehand paths, load symbols and pictures. Once an object is created or selected, the Properties panel displays the properties of the currently selected objects, and changes depending on the type of object selected.



The **Object Selection tool** selects one or more objects.

Note

Before you can do anything with any object, you must use this tool to select it.

Once an object is selected, the properties panel displays the properties of the object and you can make changes on the panel.

[To select an object]

- Click the object

- Drag an selection area around the objects
- To add an object to the selection, hold down the **Shift** key and click the object
- To toggle an object in the selection, hold down the **Ctrl** key and click the object

Note

All objects can be converted to the bitmap. Once they are converted, painted, they become part of the bitmap and not editable anymore.

Objects



The Arrow and Line tool



[To draw a vector object]

1. Click the object tool, e.g. arrow and line tool. It will appear as pressed down.
2. Point your mouse to the starting point on the image and press down the left mouse button.
3. Keep pressing down the mouse button and drag cross to the end point and release the left button.
4. Don't worry about the color, size or position of the object, you can change that on the properties panel.

Note

The last changed property values will be used as the default values to create a new object, such as Line Width, Color, etc.



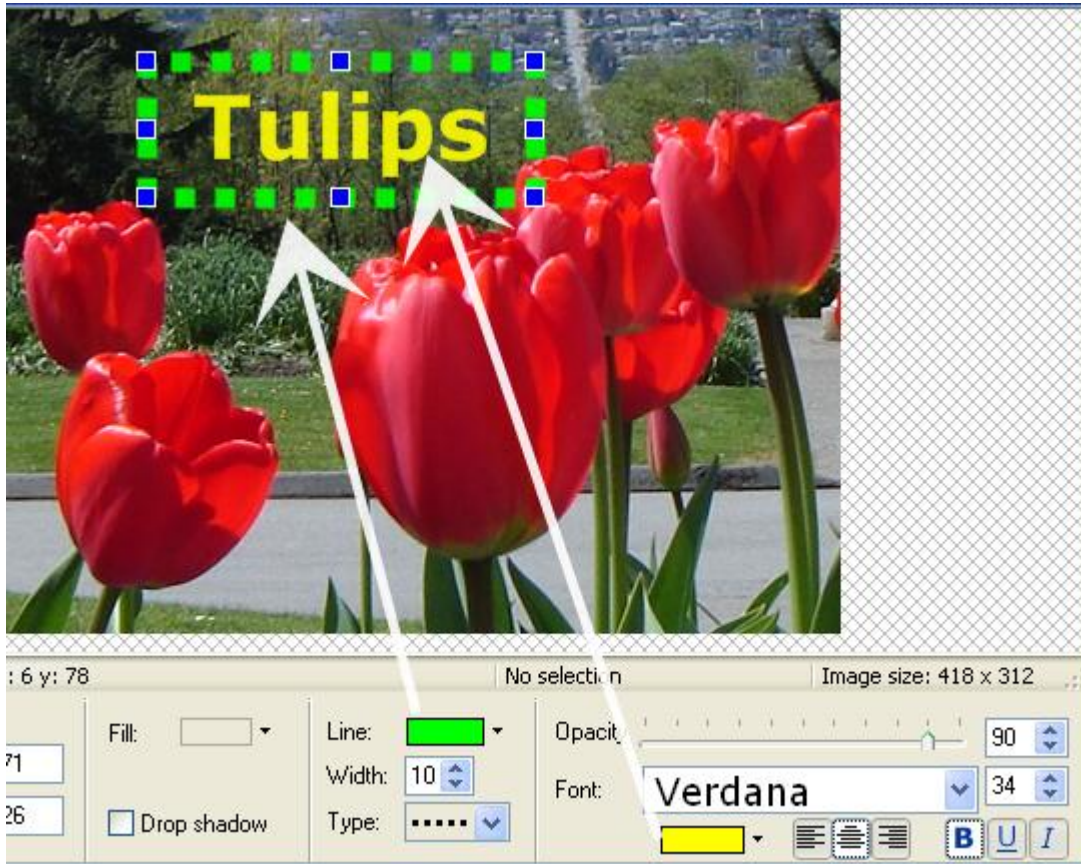
The Rectangle tool

Note

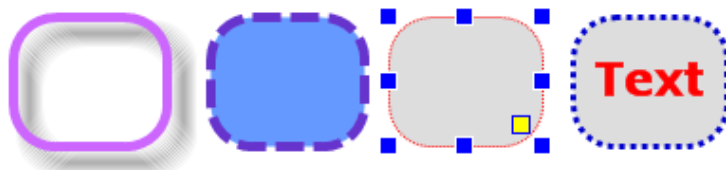
You can add **text** to any **rectangles, round rectangles, ellipses, bubbles** and **shapes**.

[To add & edit text on an object]

1. Select the object, e.g. rectangle.
2. Do any of the following,
 - **Double-click** the object
 - Press the **Enter** key or
 - Press the **Space** key or
 - Press **Ctrl + Alt + T** or
 - Select from the Objects menu



The Round Rectangle tool



To adjust the roundness, drag the **yellow handle** and move.

Note

You can add a **drop shadow** to any **rectangles, round rectangles, ellipses** and **pictures**.



The Ellipse tool

Please see the Rectangle and Round Rectangle tool for details.



The Bubble tool



Note

It uses the same way to add text as for rectangles above.



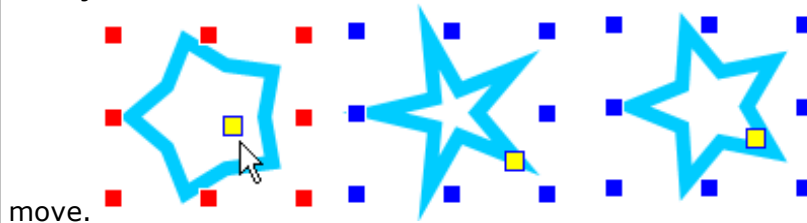
The Shape tool

You can change angle, sides color, and etc, on the Properties Panel.



Note

To adjust the side width, drag the **yellow handle** and



move.



The Freehand Line tool



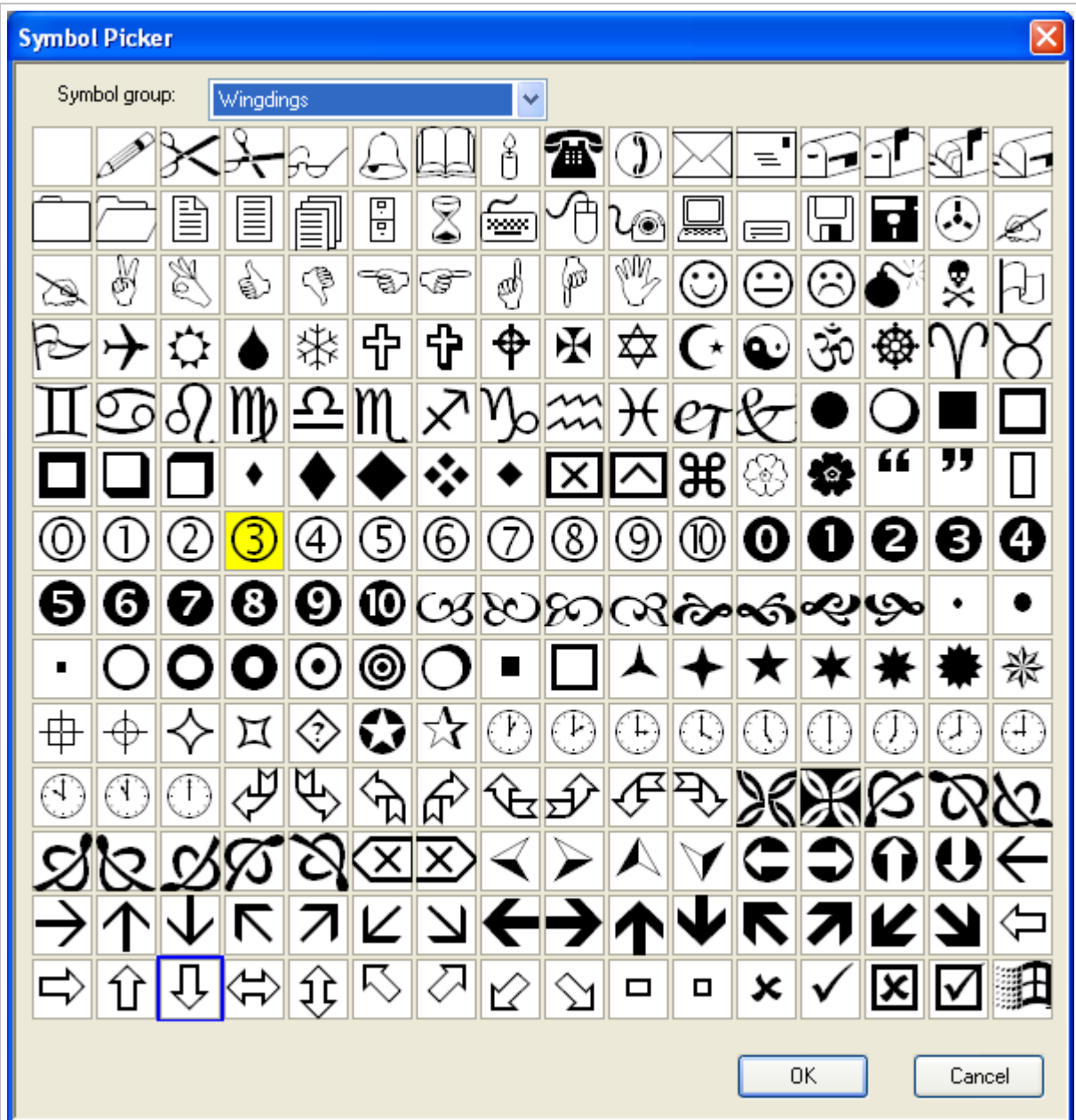
Note

To adjust the curves, drag a **blue handle** and move.



The Symbol tool

Symbols are like icons that you can place anywhere as an object. When the Symbol tool is clicked, you can choose a symbol from the Symbol Picker dialog. The **Symbol group** dropdown lists the available symbols.



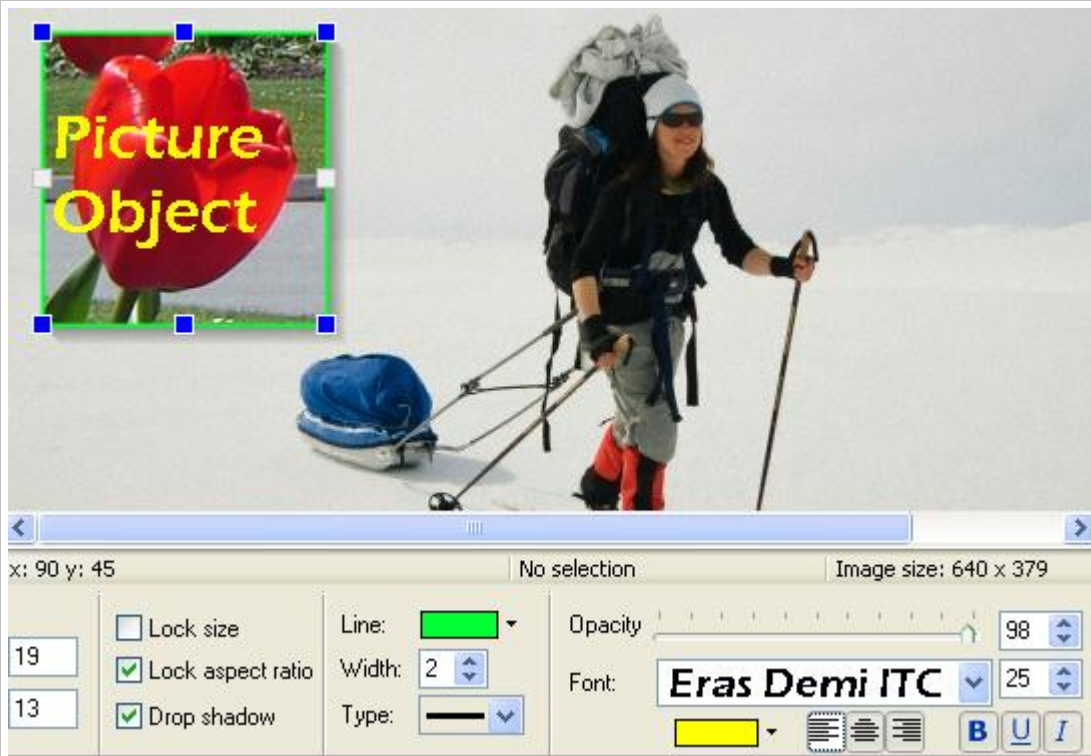
Note

To change a symbol that has been created, you can **double-click** on the symbol or click the **Change Symbol** button on the Properties Panel to change.



The Picture tool

A picture can be loaded using the Picture tool. As a picture object, you can resize and place anywhere on the image and remain float.



On the Properties Panel,

- When **Lock size** is checked, the picture will be kept in the original size and not resizable.
- When **Lock aspect ratio** is checked, the picture can be resized but the width and height aspect ratio will be kept as in the original picture.
- Check **Drop shadow** to add a drop shadow.

Note

You can add a **drop shadow** to any **rectangles, round rectangles, ellipses** and **pictures**.

Object Editing 2: Object Menu

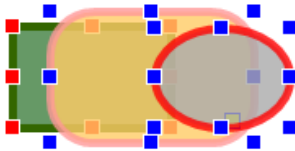
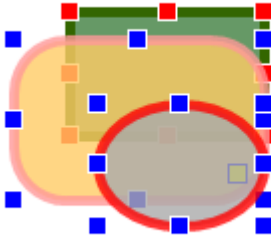
More object editing features are available from the Object menu.

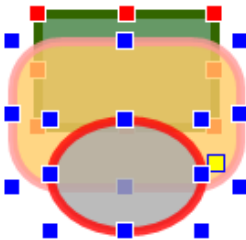
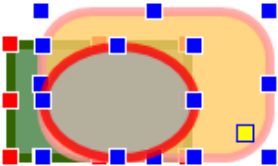
Object Menu

A	Add & Edit Text	Ctrl+Alt+T
	Convert Objects to Bitmap	Ctrl+Alt+O
	Select All Objects	Ctrl+Alt+A
	Bring to Front	Ctrl+Shift+Up
	Bring Forward	Ctrl+Up
	Send Backward	Ctrl+Down
	Send to Back	Ctrl+Shift+Down
	Align Left	Ctrl+Alt+1
	Align Center Vertically	Ctrl+Alt+2
	Align Right	Ctrl+Alt+3
	Align Top	Ctrl+Alt+8
	Align Center Horizontally	Ctrl+Alt+5
	Align Bottom	Ctrl+Alt+0
	Make Same Width	Ctrl+Alt+9
	Make Same Height	Ctrl+Alt+6
	Make Same Size	Ctrl+Alt+7

Menu Item	Function		
Add & Edit Text	See above for details.		
Convert Objects to Bitmap Select All Objects	When one or more objects are selected, you can convert them to bitmap.  Note Once they are converted, painted, they become part of the bitmap and they are not editable anymore.		
Bring to Front Bring Forward Send Backward Send Back	If there is more than one object and when they overlap, ScreenHunter stacks objects based on the order in which they were created, placing the most recently created object on the top of the stack. You can change the order by selecting the object and choosing the menu items. Eg. for the blue start object order: <table border="1"> <tr> <td>Bring to Front</td><td>Send Backward</td></tr> </table>	Bring to Front	Send Backward
Bring to Front	Send Backward		

	Send Back Bring Forward
Align Left	You can select more than one object and apply the alignment functions.  Note - Alignment menu items are only available when there is more than one object selected. - The red color handles indicate the first selected object and it is also the anchor object.

Align Center Vertically	You can select more than one object and apply the alignment functions. 
Align Right	You can select more than one object and apply the alignment functions. 
Align Top	You can select more than one object and apply the alignment functions. 

Align Center Horizontally	You can select more than one object and apply the alignment functions. 
Align Bottom	You can select more than one object and apply the alignment functions. 
Make Same Width Make Same Height Make Same Size  Note • These items are only available when there is more than one object selected. • The red color handles indicate the first selected and also anchor object.	

File Formats

You can save your capture in any of the main file formats. You can also read other image files in Image Editor.

Main File Format

Extension	Read	Save	File Format
-----------	------	------	-------------

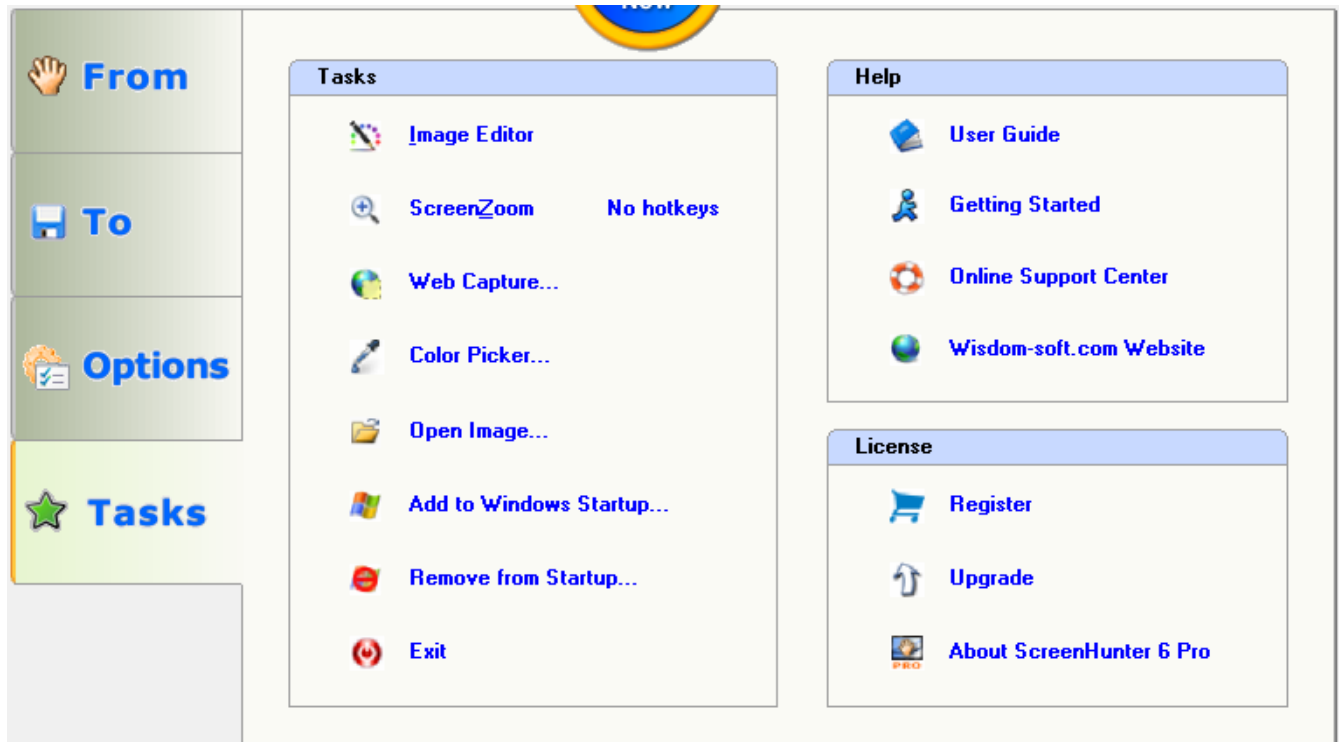
.SHF	✓	✓	ScreenHunter File This is a native ScreenHunter created file that keeps all objects editable when you read next time.																								
.BMP	✓	✓	Windows Bitmap, the Microsoft Windows graphic file format, is a common file format used to display bitmap images.																								
.JPG	✓	✓	JPEG is a commonly used graphic file format. It was developed by the Joint Photographic Experts Group specifically for photographic or high-color images. JPEG supports true colors (24-bit). JPG uses lossy compression. Lossy means that some image quality is lost when the JPG data is compressed and saved, and this quality can never be recovered. You can choose 1-100% for the quality factor, with 100 being no loss.																								
.GIF	✓	✓	GIF, or Graphics Interchange Format, is a popular web graphic format. GIFs contain a maximum of 256 colors. GIFs can also contain a transparent area and multiple frames for animation. Images with areas of solid color compress best when exported as GIFs. A GIF is usually ideal for cartoons, logos, graphics with transparent areas, and animations. You can use another our product, MotionGIF, to create animated GIF files. You can choose a different conversion algorithm to convert a high quality GIF. <table border="1"> <thead> <tr> <th>SOLID COLOR</th><th>Closest match</th><th>Median cut</th><th>Neural</th></tr> </thead> <tbody> <tr> <td>Speed</td><td>Fast</td><td>Fastest</td><td>Faster</td></tr> <tr> <td>Image Quality</td><td>Best</td><td>Good</td><td>Better</td></tr> <tr> <th>DITHERED COLOR</th><th>Error diffusion</th><th>Floyd-Steinberg</th><th>Uniform</th></tr> <tr> <td>Speed</td><td>Fast</td><td>Faster</td><td>Fastest</td></tr> <tr> <td>Image Quality</td><td>Best</td><td>Good</td><td>Better</td></tr> </tbody> </table>	SOLID COLOR	Closest match	Median cut	Neural	Speed	Fast	Fastest	Faster	Image Quality	Best	Good	Better	DITHERED COLOR	Error diffusion	Floyd-Steinberg	Uniform	Speed	Fast	Faster	Fastest	Image Quality	Best	Good	Better
SOLID COLOR	Closest match	Median cut	Neural																								
Speed	Fast	Fastest	Faster																								
Image Quality	Best	Good	Better																								
DITHERED COLOR	Error diffusion	Floyd-Steinberg	Uniform																								
Speed	Fast	Faster	Fastest																								
Image Quality	Best	Good	Better																								
.PNG	✓	✓	PNG, or Portable Network Graphic, is a newer format, designed to be both a lossless and royalty free web graphic format. A PNG can support up to 32-bit color.																								
.TIF	✓	✓	TIFF, or Tagged Image File Format, is a graphic format used for storing bitmap images. TIFFs are most commonly used in print publishing. Many multimedia applications also accept imported TIFF graphics.																								
.PDF		✓	PDF, Portable Document format, a file format developed by Adobe Systems. PDF is also a common format to view and print. To view a file in PDF format, you need Adobe Reader, a free application by Adobe Systems.																								

Other Image Files Supported to Read

Extension	File Format
.ICO	Windows Icon
.CUR	Windows Cursor
.ANI	Animated Cursor or Animated GIF
.TGA	Truevision Advanced Raster Graphics Adapter (TARGA)
.PCX	PC Paintbrush format from ZSoft Corporation
.PGM	Portable Greymap format
.DIB	Microsoft Device Independent Bitmap
.RLE	Microsoft Run Length Encoding
.WMF	Windows Metafile

Tasks Tab

The **Tasks** tab groups additional tasks, help information and version related items on a single tab.



Tasks Group

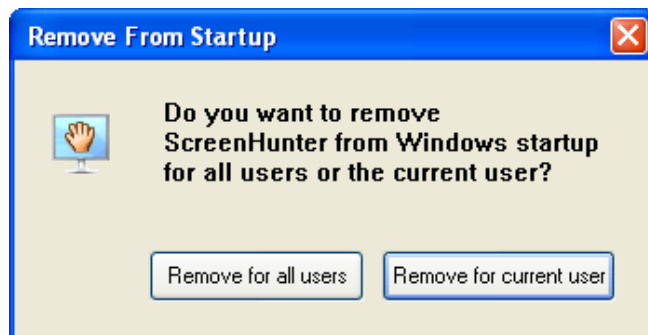
- ▶ **Image Editor**
- ▶ **ScreenZoom**
- ▶ **Web Capture**
- ▶ **Color Picker**
- ▶ **Open Image**

Open an existing image file to Image Editor to view and edit. ScreenHunter supports 16 popular image file formats. You can convert images to optimized JPEG, GIF, TIFF and PNG files. You can also drag & drop multiple image files from your desktop or Explorer.

- ▶ **Add to Windows Startup...**



► **Remove from Startup...**



► **Exit**

End the program and exit ScreenHunter completely.

Help Group

► **User Guide**

Show the external ScreenHunter help file.

► **Getting Started**

Show the short guide of the external HTML file.

► **Online Support Center**

Go to the online Support Center on the web.

► **Wisdom-soft.com Website**

Go to www.wisdom-soft.com.

License Group

► **Register**

Show the license key dialog.

 Note

If it has been licensed, this link will be grayed out.

▶ **Upgrade**

Go to the latest download page on web.

▶ **About ScreenHunter 6 Pro**

Show the About box.

ScreenZoom & ScreenDraw

ScreenHunter ScreenZoom provides a convenient way to enlarge your screen anytime to see what's going on on the screen and draw lines and notes on the screen. This can be integrated into your demo, discussion and training sessions, etc. You also can "freeze" the screen and directly draw on it by using ScreenDraw.

To enlarge the screen, run ScreenZoom

Press your ScreenZoom hotkey to enlarge, and you can then draw or highlight it on screen.

To draw on the screen without ScreenZoom

Press your ScreenDraw hotkey to enter the mode, and you can draw on screen.

To cancel the ScreenZoom or ScreenDraw mode

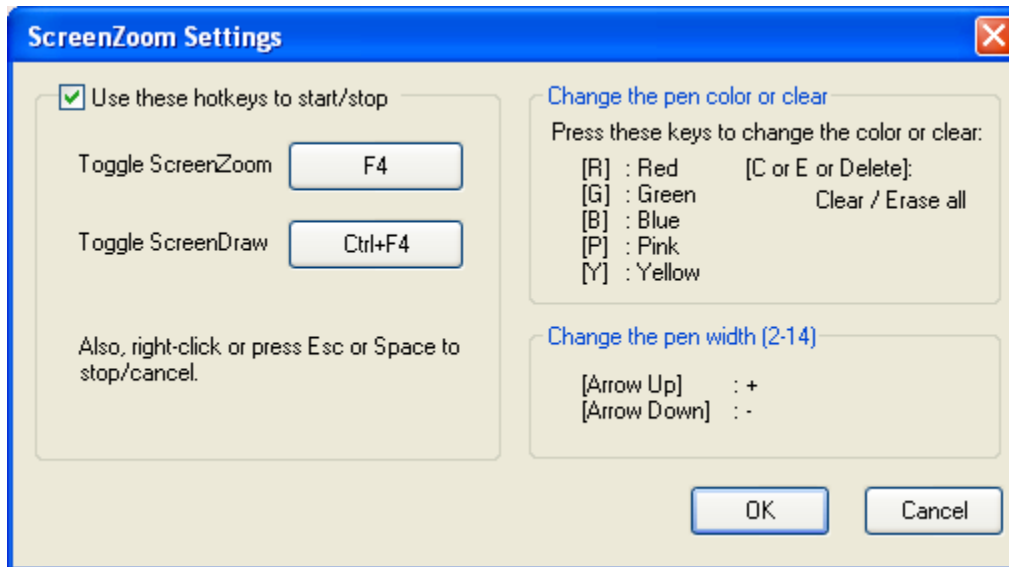
Press one of the following to cancel,

- The **hotkey** again
- **Right-click** the mouse
- The **Esc** key
- The **Space** key



ScreenZoom Settings

Click the settings button beside the ScreenZoom link in the **Tasks** group on the **Tasks** tab to set up.



Use these hotkeys to start/stop

This group is for setting up the hotkeys you press on your keyboard to start or stop zooming the screen, or just ScreenDraw.

Click the buttons to change the hotkeys.

Change the pen color or clear

You can press these keys on your keyboard to change the pen color when it's in the ScreenZoom or ScreenDraw mode.

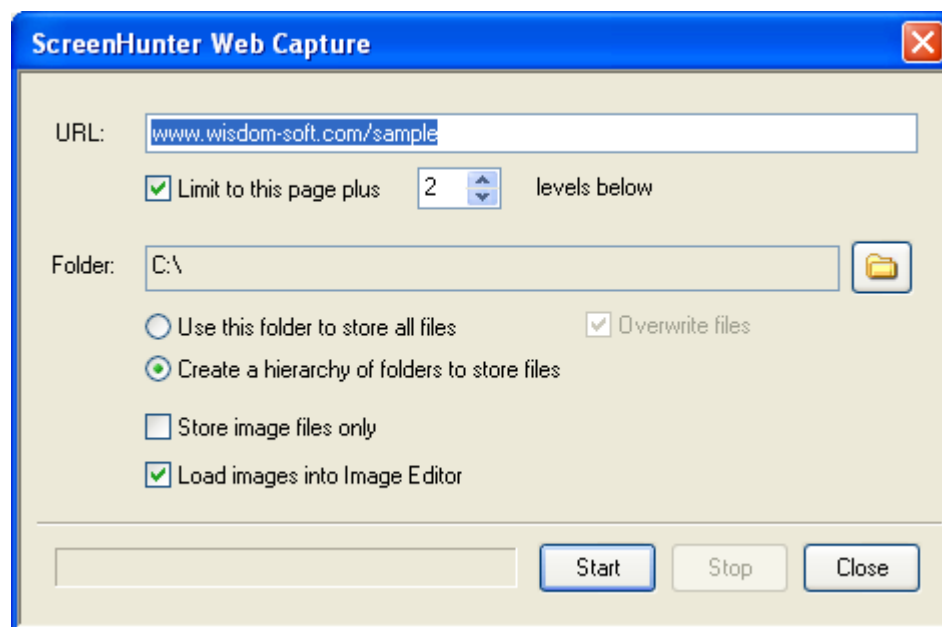
Change the pen width (2-14)

You can press these arrow keys on your keyboard to change the pen width when it's in the ScreenZoom or ScreenDraw mode.

The width can be 2 to 14 pixels.

Web Capture

ScreenHunter Web Capture provides a convenient way to search and download images from a website on the Internet.



URL

Enter the website URL.

☐ Limit to this page plus 0-99 levels below

Check to set the search level. Uncheck to search all from this page.

Folder and button

Assign the location where the downloaded files will be saved.

Use this folder to store all files

Select to use this folder to store all files.

☐ Overwrite files

Check to overwrite files with the same filename.

When it's unchecked, a new filename will be created if the file exists.

Create a hierarchy of folders to store files

Select to use the website name to create a new folder and store files according to the website structure.

☐ Store image files only

Check to download image files only, no html files.

☐ Load images into Image Editor

Automatically load downloaded image files into Image Editor.

 Note

On the **Options** tab, if **Keep only the last 30 images** is checked, Image Editor will keep only the latest 30 images and discard the old ones.

If not checked, the maximum number of images can be kept in Image Editor is 100.

▶ **Start**

Press to start searching and downloading. The current status is displayed at left.

▶ **Stop**

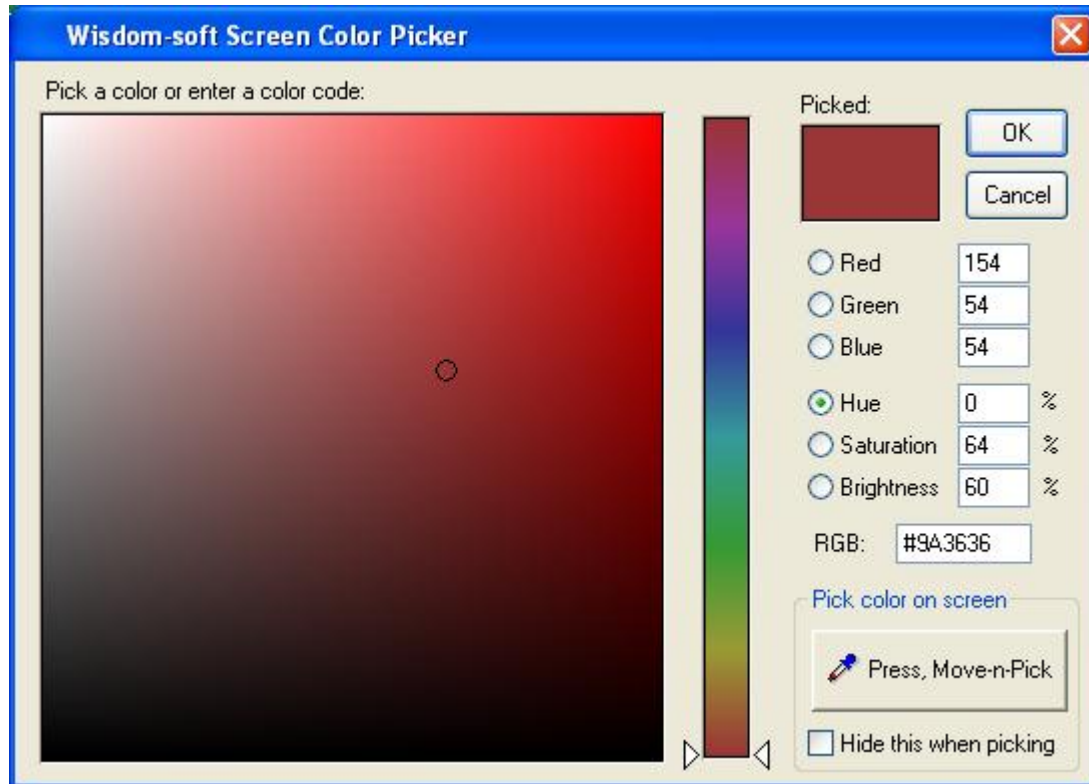
Press to stop the process when it's started.

▶ **Close**

Press to close the dialog.

Color Picker

Wisdom-soft Color Picker provides a convenient way to pick a color anywhere on your screen. It shows both the RGB and hexadecimal color code.



Pick color on screen

Press down **Press, Move-n-Pick** and holding down your left mouse button. Then, move your mouse to anywhere on the screen where you want to pick a color from, and release the mouse button.

☐ **Hide this when picking**

Check to hide the dialog when picking up a color on the screen.

Note

You can also enter a color code to set the color. You can select and copy the **RGB** field values to suit your needs.

Frequently Asked Questions (FAQ) & Support

The latest information and FAQs are posted on the website, www.wisdoms-soft.com

FAQ

▶ http://www.wisdom-soft.com/kb/faq_sh.htm

Video guides

▶ http://www.wisdom-soft.com/sh/sh_guide.htm

Step-by-step guides

▶ http://www.wisdom-soft.com/sh/sh_step.htm

Email

▶ support@wisdom-soft.com

Note

Registered users can send email to reg_support@wisdom-soft.com with your name and email address included.

Registered users take priority in the support queue.

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Order and Registration

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