



## ScanMan Help



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**About Help**

# **Beyond Help!**

**Boulder, Colorado**

OmniPage Direct Help System was created by **Beyond Help!** for, and in conjunction with Logitech Inc.



## Control Menu Box



Click this box to display the Control menu. Use the commands in the Control menu to move or close the ScanMan window. The About menu item in the Control menu displays copyright information and version number for your Logitech ScanMan software. To close the ScanMan window, double-click the Control-menu box.

**Move**

**Close Alt+F4**

**About ScanMan...**



## **Title Bar**

The title bar displays the name of the application. To move the ScanMan window, position the cursor on the title bar and drag.



## Preview Area

This large area in the ScanMan Window is where you see an image display as you scan, unless you have disabled Scan Preview mode in the ScanMan Options dialog box.

We recommend that you glance at this area while scanning to check your progress.

As you scan, the image scrolls in the Scan Preview area according to the current Scan Preview mode selected.

The way an image appears in the Scan Preview area depends on the Document Mode you've selected, your computer's graphics adapter, and your scanner model.



## Speed Indicator



The Speed Indicator in the **ScanMan Window** displays your scanning speed in lines per second. As you scan, glance occasionally at the Speed Indicator to see whether you're scanning at the right speed to capture the image. The Speed Indicator also lets you know how fast you can scan without exceeding the limit.

**OK (green).** Green indicates that your scanning speed is okay.

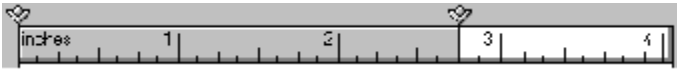
**Caution (yellow).** Yellow indicates that your scanning speed is almost too fast. If you do not slow down, your image may lose data or lines. If you enable the **Audible Speed Warning** option in the ScanMan Options dialog box, the software produces a beep when you enter the yellow zone.

**Too Fast (red).** Red indicates that you're scanning too fast for the computer to capture all the data. You may lose image data and you may have to rescan the image.

If you have a 16-color, standard VGA display adapter and you have enabled the Use VGA Palette option in the File menu Preferences dialog box of both FotoTouch Gray and FotoTouch Color software, the ScanMan window and the Speed Indicator will display in gray.



## Adjusting the Scan Width Ruler



The Scan Width ruler, located along the top of the Scan Preview area in the [ScanMan Window](#), determines the width of the scan strip. This example shows that the scanner will scan a strip  $2 \frac{3}{4}$  inches wide.

You can adjust the scan width to crop an unwanted area of an image as you scan. Use the margin sliders to adjust the Scan Width ruler from either side. Use your mouse or pointing device to drag a margin slider.

The current scan width appears in gray on the Scan Width ruler; the scan margin appears in white. The ruler uses the unit of measure you select from the International Measurement settings in the Windows Control Panel.



## Status Area

### See Also

The Status area in the [ScanMan Window](#) tells you the current status of the software and what you need to do next.

Ready to begin scanning. Press and release the Scan button on the scanner head, then pull the scanner smoothly down the image.

**Scanning messages.** A Status area message tells you when the software is ready for you to scan a single strip, the first strip of a multiple-strip scan, or an additional strip in a multiple-strip image.

**Resolution setting.** If your scanner has a resolution switch, a Status area message reminds you to change the setting on the scanner if you change it in the Scanner Setup area.

**Document mode setting.** A Status area message reminds you to change the document mode setting on the scanner when you change it in the Scanner Setup area.



**See Also:**

**[Setting Resolution](#)**

**[Choosing a Document Mode](#)**

**[Multiple-strip Scanning](#)**



## Scan Orientation Panel

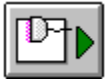
### See Also

The Scan Orientation Panel in the [ScanMan Window](#) has three icons to scan an image in different directions.

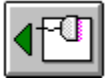
You can scan an image in up to four strips. ScanMan software's AutoStitch feature automatically stitches multiple scan strips into a single image. You can also click an icon to clear all scan strips.



Click the Portrait (Top to Bottom) icon to scan an image vertically, from top to bottom. This is the default scan orientation.



Click the Landscape (Left to Right) icon to scan an image horizontally, from left to right. This Scan Orientation icon may be more convenient if you're right-handed or when you scan the right page of a magazine or book. ScanMan software automatically rotates the image just before transferring it to the [host application](#).



Click the Landscape (Right to Left) icon to scan an image horizontally, from right to left. This Scan Orientation icon may be more convenient if you're left-handed or when you scan the left page of a magazine or book. ScanMan software automatically rotates the image just before transferring it to the host application.

**See also:**

**[AutoStitch](#)**

**[Single-Strip Scanning](#)**

**[Multiple-strip Scanning](#)**

**[Canceling a Scan](#)**

**[Rescan](#)**



## Rescan

### See Also

The Rescan button in the [ScanMan Window](#) is dimmed until you begin scanning. Once it's enabled, you can click Rescan or type R if you want to scan again. If you're scanning multiple strips, the Rescan button allows you to rescan the last strip. To rescan from the start, click any [Scan Orientation](#) icon.

**See Also:**

**[Multiple-Strip Scanning](#)**  
**[Canceling a Scan](#)**



## Next Strip

### See Also

The Next Strip button in the ScanMan window is dimmed until you start scanning. Once it's enabled, you click Next Strip or type N to scan another strip. The Status area will indicate that the software is ready to scan the next strip.

If you enable **AutoStop**, you don't have to click Next Strip after each strip. Simply stop moving the scanner for more than two seconds. This inactivity lets the software know that you want to scan another strip.

**See Also:**

**[Multiple-strip Scanning](#)**  
**[AutoStitch](#)**



## Help

Click the Help button, press H, or press F1 to display the ScanMan software Help window. The window displays topics that describe how to use the ScanMan software. Click a help topic for information.

To close the Help window and return to the ScanMan window, choose Exit from the File menu or **double-click** the Control-menu box.





## Cancel

Click this button in the ScanMan window or press Esc to clear the current image, exit the ScanMan window, and return to the application window.

To cancel a a single strip without exiting the ScanMan window, click [Rescan](#). To cancel multiple strips without exiting the window, click any [Scan Orientation](#) icon.



**Done**

**See Also**

Click this button in the ScanMan window or press Enter to end the scan session. The software then automatically transfers the scanned image, if there is one, to the application.

After you click Done, the software may perform the following functions:

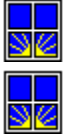
- | **Calibration**: if you have checked the **Use Calibration** option in the ScanMan Options dialog box and you have selected Gray or Color document mode
- | **AutoStitch**: if you scanned an image in more than one strip
- | **Rotation**: if you scanned using the Landscape scan orientation

If you haven't scanned an image, Done closes the ScanMan window, saves your settings, and returns you to the host application window without an image.

**See Also:**

[AutoStop](#)

[Choosing a Document Mode](#)



## ScanMan Options

Click a box or button for help



To display the ScanMan options click the Options button or type O in the **ScanMan Window**. We recommend that you explore different option settings when you scan. By doing this, you will learn what works and what doesn't for different document types.

Use the ScanMan Options dialog box to

- | calibrate your scanner and enable the software's ability to apply a calibration map automatically in Gray or Color document mode
- | choose how the scanned image displays in the preview area
- | have the software stop a scan or sound a warning beep when you begin to scan too fast to capture the image data
- | display the Hardware Setup dialog box, used to configure the ScanMan scanner hardware

**See Also:**

**[Resolution Setting](#)**

**[Choosing a Document Mode](#)**



## Hardware Setup

Click the Hardware Setup button in the [ScanMan Options](#) dialog box to view the current hardware settings.



Click the Hardware Setup button for more information



## Calibrate



Calibrate...

The Calibrate button in the **Options** dialog box displays the ScanMan Calibration dialog box with instructions to help you calibrate your scanner.

Calibration ensures the best results when you scan an image in Gray or Color document mode, and it may contribute to good results when using **AutoStitch**. Calibration ensures the scanner's ability to reproduce shades evenly and consistently across a scan strip, minimizing shade variation.

When you calibrate your scanner, the software saves the results as a calibration map. When you click the Done button after scanning a **continuous-tone** image, the software automatically calibrates the image. The software tells you what to do during calibration.

You should use the supplied calibration card to calibrate your scanner. Cover the entire card with the scanner. Keep the card clean and be sure that the plastic window under the scanner is dust-free. This will prevent streaks in your scanned images. Remove any dust with a lint-free cloth.

Recalibrate your scanner when you see vertical streaks, or when you notice that the shades of multiple strips vary, causing stitch lines.

**See Also:**

**[Multiple-strip Scanning](#)**  
**[Use Calibration](#)**





## Use Calibration Check Box



### Use calibration

Use this check box in the **Options** dialog box to indicate whether a gray or color image is to be calibrated automatically before transferring it to an application. Calibration doesn't apply to line art images.

If the Use Calibration check box is dimmed, your scanner is uncalibrated. After you calibrate the scanner, the software automatically places an X in the Use Calibration check box. To disable Use Calibration, click its check box. The X disappears.

You should leave the Use Calibration box checked. This has no effect on Line Art scans.

**See Also:**

**[Calibrate](#)**

**[Multiple-Strip Scanning](#)**

**[AutoStitch](#)**



## Scan Preview Mode



Scan Preview Mode

Scroll    Sweep    Off

The Scan Preview mode options in the **Options** dialog box determine how an image displays in the Scan Preview area as you scan. To choose a Scan Preview mode, click one of the option buttons. A dot appears in the current option button. You can only choose one option at a time.

### **Scroll**

As you scan, this mode displays an image from the top to the bottom of the Scan Preview area. It scrolls the image up when the display reaches the bottom of the area. The Scroll mode provides the most realistic display of an image. However, the software takes longer to display image data in this mode. Use the Scroll mode only if your system's processing and video speeds are capable of keeping up with the incoming image data.

### **Sweep**

This is the default Scan Preview mode. As you scan, the image displays from the top to the bottom in the Preview area. When the image fills the area, it displays from the top again. You should use the Sweep mode for most computers because it displays image data faster than the Scroll mode.

### **Off**

This option turns off the software's ability to display an image as you scan. Use this option if you have a computer with slow processing speed. You'll see the image in the application after you click Done.

**See Also:**

**[Scan Preview area](#)**



## AutoStop



**AutoStop**

This check box in the [Options](#) dialog box enables and disables the AutoStop option. AutoStop automatically stops the software from capturing the image when you stop moving the scanner for more than two seconds. AutoStop is disabled by default. To enable AutoStop, click its check box. An X appears.

When you scan multiple strips with AutoStop enabled, the software automatically engages the Next Strip option. This happens two seconds after you stop moving the scanner. You don't have to click the Next Strip button between strips. However, you must click Done to transfer the image.

**See Also:**

**[Done](#)**

**[Multiple-strip Scanning](#)**

**[Next Strip](#)**



## Audible Speed Warning

### Audible speed warning

The Audible Speed Warning check box in the [Options](#) dialog box enables and disables the Audible Speed Warning option. Audible Speed Warning causes your computer to beep when you begin scanning too fast for the software to accept the image data. Audible Speed Warning is enabled by default, and an X appears in its check box. To disable Audible Speed Warning, click its check box. The X disappears.

The beep sounds when your speed goes into the Caution (yellow) zone in the ScanMan window's [Speed Indicator](#). There is no distortion at this speed, but it's easy to slip into the red zone and distort your image.

## ScanMan Setup

The ScanMan Setup dialog box prompts you to select one of three setup options:

- 1) installing the EasyTouch scanner on a parallel port
- 2) installing a ScanMan scanner with a bus interface card
- 3) installing new software for a previously installed ScanMan scanner.

The EasyTouch scanner plugs into a parallel port on your computer without requiring any hardware cards to be added.

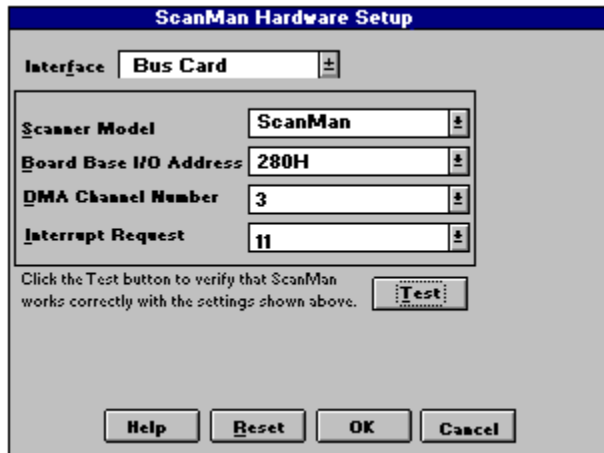
Installing a ScanMan scanner with a bus interface card requires opening your computer and adding a printed circuit board in an expansion slot. ScanMan scanners that use a bus interface include ScanMan Color, ScanMan 256, ScanMan 32, ScanMan Plus, and ScanMan.

If you are only upgrading the software for a scanner that has been in use, the third option loads the new software without requiring any hardware setting changes.



## Hardware Setup

Click a box or button for help



The image shows a Windows-style dialog box titled "ScanMan Hardware Setup". At the top, there is a dropdown menu for "Interface" set to "Bus Card". Below this is a group box containing four settings, each with a text input field and a small help icon (a square with a question mark): "Scanner Model" is set to "ScanMan", "Board Base I/O Address" is set to "280H", "DMA Channel Number" is set to "3", and "Interrupt Request" is set to "11". Below the group box, there is a line of text: "Click the Test button to verify that ScanMan works correctly with the settings shown above." To the right of this text is a "Test" button, which is currently dimmed. At the bottom of the dialog box are four buttons: "Help", "Reset", "OK", and "Cancel".

The Hardware Setup dialog box displays the current hardware settings.

If you're installing ScanMan software, and your scanner is specified, click the Test button to test your settings. If the test is successful than click OK.

If the Test button is dimmed, choose a new I/O address to match the address on your scanner board. Then click the test button. If the Test button is still dimmed, try the other I/O addresses.

If Test is still unavailable, you probably have an **I/O address conflict**. Refer to the ScanMan Installation Guide for information about setting the I/O address.

## **Interface**

The Interface drop-down box allows you to choose where to connect your scanner to your computer. Click the down arrow to view available options.

If your scanner is connected to a scanner controller board, select Bus Card. If your scanner is connected to your computer's parallel port (LPT1, 2 or 3), select Parallel Port.

## **Scanner Model**

The Scanner Model drop-down list box displays the name of the scanner connected to the ScanMan controller board installed in your computer. If you have a ScanMan 256, ScanMan Color, or ScanMan EasyTouch scanner, the software automatically detects them when connected to the controller board or parallel port.

If you have a black-and-white scanner, such as the Logitech ScanMan Model 32, ScanMan Plus, or ScanMan, the software cannot detect the model of scanner you have connected to the controller board. Therefore, the Scanner Model list box displays a list of possible scanners. To select your scanner, click the drop-down arrow and select the appropriate name.

"No Scanner Detected" appears in the Scanner Model list box if your scanner isn't attached to the controller board or if the ScanMan software can't detect your scanner for another reason, for example, if you have chosen a Board Base I/O Address that doesn't match the current address on your controller board.

## **Board Base I/O Address**

The Board Base I/O Address is the input/output address used by the software to communicate with the scanner controller board. The available addresses are 280H (hexadecimal), 2A0H, 330H, and 340H. The default address is 280H. You should use the default address unless you know that the scanner controller board conflicts with another board, such as a network adapter, installed in your computer.

If the I/O address displayed here does not match the address set on your scanner board, the Test button will be dimmed.

If a picture of your scanner board appears in the Setup dialog box, then the picture represents the current I/O software address settings.

## **DMA Channel Number**

The scanner controller board uses the DMA (Direct Memory Access) Channel Number to transfer an image to the computer's memory. The default DMA channel number is 3. Use any valid DMA channel that doesn't conflict with DMA channels used by other devices in your computer. To select an available DMA channel number, click the drop-down list box arrow and select an available channel number.

## **Interrupt Request**

The scanner controller board uses the Interrupt Request (IRQ) to signal the computer's central processing unit (CPU) that digital image data is ready for transfer to memory. The default IRQ is 11. Use any available IRQ that doesn't conflict with IRQs used by other devices in your computer. To select an available interrupt, click the drop-down list box arrow and select a number.

The scanner controller board only uses IRQs 3, 4, 5, and 7 if you have an IBM PC/AT and you have installed the scanner controller board into an 8-bit instead of a 16-bit expansion slot. The controller board also uses these IRQs if you have an earlier version of the board with jumper pins. If your scanner controller board has jumper pins that are not currently set, you need to set a jumper for the IRQ.

## **Test**

Click **Test** in the Hardware setup dialog box to display the ScanMan Test Procedure dialog box. This dialog box provides instructions for testing your scanner to ensure that the hardware settings you've chosen in the ScanMan Hardware Setup dialog box work properly.

Follow the instructions. If the test is successful click **OK**. If the test is not successful, on-screen error messages will recommend changes to your hardware settings.

You should always test the hardware setup whenever you change it from the ScanMan Hardware Setup dialog box.

The **Test** button is dimmed if either the software and hardware I/O addresses do not match, or you have an I/O address conflict. You will need to resolve this problem before you can use your Logitech scanner. Refer to the ScanMan Installation Guide.

**Reset**

Click this button to reset hardware settings to either their initial settings, which displayed when you first opened the ScanMan Hardware Setup dialog box, or when you last clicked OK.



## **Help**

Press this command button, or press the F1 key, to launch the on-line help screen that displays text describing how to use the ScanMan Hardware Setup dialog box. To clear the Help window, choose Exit from the Help File menu or double-click the control-menu box.

**OK**

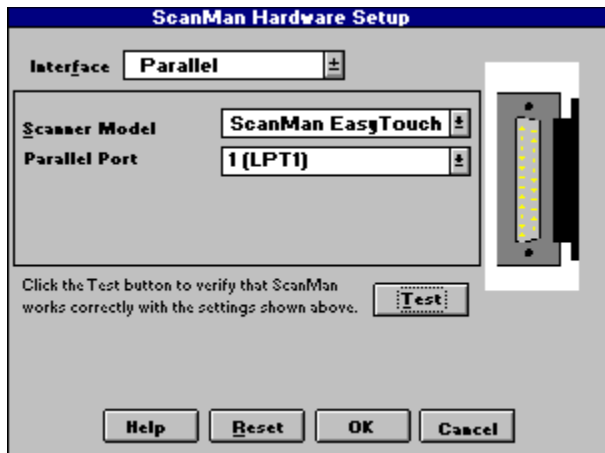
Click the OK button when done. The dialog box disappears and the procedure is completed.

**Cancel**

Click the Cancel button to close the dialog box without executing any procedure.

## Hardware Setup

Click a box or button for help



Change the hardware settings for the ScanMan scanner, if necessary, in the Hardware Setup dialog box. The Hardware Setup command button in the ScanMan Options dialog box displays the ScanMan Hardware Setup dialog box. From this box, you can change hardware settings for ScanMan.

## **Interface**

The Interface drop-down box allows you to choose where to connect your scanner to your computer. Click the down arrow to view available options.

If your scanner is connected to a scanner controller board, select Bus Card. If your scanner is connected to your computer's parallel port (LPT1, 2, or 3), select Parallel Port.

## **Scanner Model**

The Scanner Model box displays the name of the Scanner. If the software cannot detect a scanner, it displays the message, "No scanner detected," and provides text to help you determine why.

## **Parallel Port**

The Parallel Port drop down box displays the port where the ScanMan software has detected a scanner, or it allows you to change which parallel port is connected to the scanner.

## **Test**

ScanMan software automatically tests the scanner connection when you click the Test button.

You should always test the hardware setup whenever you change it from the ScanMan Hardware Setup dialog box.



## **Test**

Click Test in the Hardware setup dialog box to display the ScanMan Test Procedure dialog box. This dialog box provides instructions for testing your scanner to ensure that the hardware settings you've chosen in the ScanMan Hardware Setup dialog box work properly.

Follow the instructions. If the test is successful click OK. If the test is not successful, on-screen error messages will recommend changes to your hardware settings.

You should always test the hardware setup whenever you change it from the ScanMan Hardware Setup dialog box.

## **Test**

ScanMan software automatically tests the scanner connection when you click the Test button.

You should always test the hardware setup whenever you change it from the ScanMan Hardware Setup dialog box.



## **Scanning Preparation**

**[Adjusting the Scan Width Ruler](#)**

**[Calibrating Images Automatically](#)**

**[Calibrating the Scanner](#)**

**[Choosing a Document Mode](#)**

**[Choosing a Scan Preview Mode](#)**

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**[Using the Audible Speed Warning](#)**

**[Using the AutoStop Option](#)**



## Launching ScanMan Software

Because you can't launch ScanMan software directly from Windows Program Manager, you must first launch a **TWAIN**-compliant application.

Launch ScanMan software from within an application by choosing the Acquire command from the File menu.

If you have installed several TWAIN image sources, you must choose one source before you can acquire an image. The source remains selected until you select another one. If you have installed only one image source, you don't have to select it. Once you've selected ScanMan as the image source, you don't have to select the source every time you scan, only when you need to change sources.

### To Select and Launch ScanMan:

- 1. From the application's File menu, choose Select Source.** The Select Source dialog box appears, displaying the TWAIN image sources that you have installed.
- 2. In the Sources list box, click Logitech ScanMan.** If Logitech ScanMan is the only image source and is already selected, click cancel and skip step 3.
- 3. Click the Select button.** Or, as a shortcut, simply double-click Logitech ScanMan in the Sources list box. This clears the dialog box.
- 4. Launch ScanMan software by choosing the Acquire command from the File menu.** This displays the **ScanMan Window**



## **Closing the ScanMan Window**



After scanning, click Done, or press Enter to close the ScanMan window, and transfer the scanned image to an application. To close this window manually and return to the application without transferring a scan, do one of the following:

- | double-click the Control-menu box
- | click Cancel
- | press Alt-F4
- | press Esc

**See Also:**

[Done](#)

[Cancel](#)

[Control Menu](#)



## **Scanning**

**[Canceling a Scan](#)**

**[Closing the ScanMan Window](#)**

**[Previewing a Scan](#)**

**[Rescanning an Image](#)**

**[Scanning a Large Image \(Multiple-strip Scanning\)](#)**

**[Scanning an Image](#)**

**[Stopping a Scan](#)**

**[Using the Scanner](#)**

**[Viewing the Speed Indicator](#)**

**[Viewing the Status Area](#)**



## Using the Scanner

Use the Scanning Guides (the small notches) at the front and sides of the scanner to position the scanner over an image. The notches at the front of the scanner indicate the scan width. The notches at the sides indicate the scan start point. If you have a ScanMan Color scanner, look through the window in the scanner to position the scanner over an image. Use the marks at opposite edges of the window to determine the scan width, and use the horizontal line across the width of the window to determine the scan starting point.

Place fingers and thumb on or near the top of the scanner and hold it in a relaxed fashion. It's much easier to scan in a straight line if you don't press down hard, and if you don't hold the scanner too tightly.

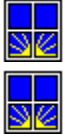
Roll the scanner over an image slowly and steadily in the direction of the cable. With ScanMan software, you can scan the image from top to bottom, left to right, or right to left.

As you roll the scanner, glance at the Scan Preview area of the ScanMan window to monitor the scan. Also be aware of the Speed indicators--one on the scanner, the other beneath the Scan Preview area. If either one shows yellow, slow your scan before it turns red, or you may lose image data and have to rescan.

ScanMan software will also sound a warning beep when you start scanning too fast (if you enable the **Speed Warning** option in the ScanMan Options dialog box).

Scan more slowly when you scan at a high **resolution** such as 300 or 400 dpi. The computer has to receive more image data from the scanner, especially if the image is gray or color.





## Scanning an Image

You should explore different settings, features, and options when you scan, to discover what works and what doesn't

### To scan an image:

- 1. Choose the image you want to scan.**
- 2. Launch the application.** Double-click the application's icon from Windows.
- 3. (Optional) Select ScanMan software as the image source.** Do this only if you have more than one image source, and the ScanMan software isn't already selected. Choose Select Source from the application's File menu. This displays the Select Source dialog box.
- 4. Launch ScanMan software from the application.** Choose Acquire from the application's File menu.
- 5. Choose the scanner controls for the image.** The Scanner Setup area displays the current **Document Mode** and **Resolution**. Depending on your scanner model and controller board, either change the settings on the scanner unit and/or from the Scanner Setup area.
- 6. (Optional) Choose a Scan Orientation and other scan options.** Click a **Scan Orientation** icon to choose a direction for scanning. Also, choose other appropriate options in the ScanMan Options dialog box.
- 7. Position the scanner over the image.** Use the Alignment Guides on the scanner unit or look through the scanner window.
- 8. Activate the scanner.** Depending on your scanner model, press and release or press and hold the Scan Button. This activates the scanner's image-capturing ability.
- 9. Slowly and steadily roll the scanner over the image in the direction shown on the Scan Orientation icon.** Always roll the scanner toward the cable. Some Logitech scanners have a self-tracking mechanism that keeps the scanner rolling in a straight line. Don't press down on the scanner or hold the scanner tightly (especially with your thumb). This produces a slanted scan.
- 10. Glance at the Scan Preview area and the Speed Indicator.** Also glance at the Speed Indicator on the scanner. If you scan too fast, image data may be lost. The resulting image may be distorted, and you may have to rescan.
- 11. Deactivate the scanner.** Depending on your scanner model, release or press and release the Scan button. This prevents the scanner from accidentally capturing additional, unwanted data.
- 12. End the scan session.** Click **Done**. ScanMan software manipulates the image and transfers it to the application automatically.

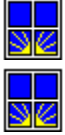
**See Also:**

**[ScanMan Window](#)**



## Canceling a Scan

Clicking any Scan Orientation icon cancels a single-scan strip or multiple-scan strips without clearing the ScanMan Window. You must rescan from the beginning. To rescan only the last strip in a multiple-strip scan, click Rescan or type R.



## AutoStitch

AutoStitch is a powerful ScanMan feature that enables you to scan more than a full page, merging up to four consecutive strips into a single image. Stitching automatically occurs after you click **Done**, just before the software transfers the image to the application. AutoStitch speed depends on how many strips you scanned, image size, document type, resolution, your computer type, and available RAM.

AutoStitch involves these phases: Finding Features, Matching Features, and Merging. The software tells you when these phases occur.

The Finding Features phase searches along the right edge of each strip to identify unique details, such as horizontal or vertical lines, or strong shade variations. The Matching Features phase matches the unique details found along the right edge of a strip with those found along the left edge of the next strip. The Merging phase straightens, stretches, and merges the strips together to make a single image.

AutoStitch is disabled under the following circumstances:

- | If you select Color document mode and 300 or 400 dpi resolution. At these settings, there is too much data for the software to AutoStitch.
- | If you select 100 dpi and gray document mode with a black-and-white scanner, such as ScanMan 32, ScanMan Plus, or ScanMan. The image isn't wide enough for the software to AutoStitch.
- | If you use an **OCR** application, such as OmniPage Direct AnyFont. OCR applications do their own stitching.

**See Also:**

**[Multiple-strip Scanning](#)**



## **Tips & Tricks**

**[Document Mode](#)**

**[Image Quality](#)**

**[Image Types](#)**

**[Multiple-Strip Scanning](#)**

**[Printing Tips](#)**

**[Resolution](#)**

**[Scaling Scanned Images](#)**

**[Scanning Straight](#)**

**[Single-Strip Scanning](#)**



## **Image Quality**

**Images Printed on Glossy Paper**

**Images Printed on Textured Paper**

**Images That Contain the Color Red**

**Images with Poor Contrast**

**Images with Poor Detail**

**Small Images**



## **Images with Poor Detail**

Prepare an original image carefully before you scan. Image preparation saves hours of image editing time later. For example, use a pen or pencil to repair broken lines or use correction fluid to remove unwanted spots. If you can't work on the original, work with a photocopy or photostat of the image.





## **Images Printed on Glossy Paper**

Scanning glossy originals produces brighter, higher contrast images than original images printed on dull paper. To reduce distortion, put a glossy original in the **ScanPad**, reduce area light, or lower the scanner's contrast dial setting.

**ScanPad**

The Logitech ScanPad, available at computer stores, makes scanning easier. It's a folder with a clear, matte, plastic cover. The ScanPad insert contains a grid that helps you align images and scan in a straight line. The ScanPad cover holds images in place. Use the ScanPad for scanning small, single-strip glossy and textured images. For best results, keep the surface of the ScanPad clean.



## Images with Poor Contrast

When you scan high-contrast images with a scanner that has a contrast dial, adjust the dial to a lighter setting. If an image has low contrast, adjust the dial to a darker setting. [Rescan](#) the original until you're satisfied with the contrast, or edit it in an image-editing application such as FotoTouch Color.



## **Images Printed on Textured Paper**

To scan original images printed on textured or coarse paper, use the [ScanPad](#) or cover the original with a clear, matte, plastic sheet.



## Small Images

To scan pocket-size photographs, business cards and other small images that you have to hold in place as you scan, use the [ScanPad](#), or tape the image to your desktop and cover it with a clear, matte, plastic sheet.



## **Images that Contain the Color Red**

Sometimes scanners have difficulty reading a color that is identical to the scanner light. If the scanner light is green, the color green in an image appears white, or is lighter than you would expect. The same distortion happens to the color red when the scanner light is red. To correct this problem, set the scanner's contrast dial to a darker setting, or scan a photocopy of the image. You can also use a felt-tip pen to change an area's color, or place a colored plastic sheet over the image -- yellow works well.



## **Image Types**

**Continuous Tone (Photographs)**

**Halftone**

**Line Art (Black & White)**

**Scanning Gray with a Black-and-White Scanner**

**Scanning in Gray Scale or Color**



## Line Art (Black & White)

Clip art, text, architectural plans, sketches, and bar charts are line-art images. Line art images can have

- | black and white areas.
- | lines of one density. The line before you scan it can be any color.
- | colors of one density. All colors are represented as black, as long as they're all similar in density.
- | patterns or fills, such as lines or dot patterns used to separate adjacent areas.

The best line art images are sharp and have good contrast. To scan line art, set your scanner's **Document Mode** switch to Line Art, or choose Line Art document mode in the Scanner Setup area.





## Continuous Tone (Photographs)

A black-and-white or color photograph printed on photographic paper is a continuous-tone image.

Continuous-tone images are composed of gradient levels that have a full range of tones. Black-and-white photos shade from black to white. Color photos shade from darker to lighter hues. The best continuous-tone images have a broad, even distribution of tones. Avoid scanning images that limit tones to a narrow range of dark and light.

To scan continuous-tone images, set **Document Mode** to Gray or Color.



## Halftone

A black-and-white or color photograph printed in a book, magazine, or newspaper is a halftone image.

Halftoning is a printing process that allows devices, such as laser printers and Linotronic imagesetters, to reproduce the effect that continuous-tone images have on the eye. Halftoning approximates continuous tones with various sizes of small, solid dots. The eye merges these dots with the surrounding white area and perceives continuous tones. Look at a photo in a book, magazine, or newspaper with a magnifying glass, and you'll see the pattern of fine dots.

To scan a halftone image, set **Document Mode** to Gray or Color.

However, when you scan halftone images, the scanner applies its own dot pattern on top of the halftone dot pattern in the image. This can result in a noticeable grid affect or **moiré** pattern. To reduce moiré, try the following:

- | Scan at a slight angle.
- | Reduce the scanner's dpi setting, then save the image at an even lower resolution. You can also start by scanning at a higher resolution.
- | Use Smooth and Sharpen commands in an image editing application, such as FotoTouch.



## Scanning Gray Scale with a Black-and-White Scanner

If you have a black-and-white scanner, such as the ScanMan 32, ScanMan Plus, or ScanMan, you can scan in Gray document mode. To do so, set the scanner's **Document Mode** switch to the dither setting (the smallest dot) and select Gray in the Scanner Setup area. Also, set the scanner's **Resolution** Switch to 4 (400 dpi). Make sure that 400 dpi displays or is selected in the Scanner Setup area.

If you have a 200 dpi ScanMan scanner, you can't adjust the resolution.

ScanMan software automatically converts the black-and-white image data to gray scale. In the conversion process, ScanMan software divides the black-and-white image's resolution by 4. For example, if you scan an image at 400 dpi, the resulting gray-scale image is 100 dpi.



## **Scanning in Gray Scale or Color**



When you scan in Gray or Color Document Mode with a ScanMan 256 or ScanMan Color scanner, set the scanner's resolution to 1 or 2 (100 or 200 dpi). Although scanning at 300 or 400 dpi reads more information per inch, you may not need it unless you plan to enlarge the image significantly.

A scanning resolution of 100 dpi is sufficient for most scans if you print your image on a laser printer with a resolution of less than 1200 dpi. Use 200 dpi if you print on a high-resolution Linotronic Imagesetter. An image scanned at 100 or 200 dpi usually produces the same results when printed, as when scanned at 300 or 400 dpi.

Using a lower scanning resolution has the advantage of making a smaller image file. Smaller image files can be a great advantage if you print magazine articles or high-quality newsletters that contain a number of large gray scale or color images.

**See Also:**

**[Setting Resolution](#)**

**[Choosing a Document Mode](#)**



## Scanning Straight

Some Logitech ScanMan scanners include a self-tracking mechanism that keeps them rolling in a straight line. Pressing down hard produces a slanted scan. If you have a scanner that requires you to press and hold the Scan Button, don't press hard with your thumb. You can guide your scanner by using a ruler or book as a straightedge or by using the grid on the **ScanPad**.



## Single-strip Scanning



Before you scan an image in one strip, check the Status area of the ScanMan window to make sure you aren't ready to scan strip 2, 3, or 4.

Then activate the scanner and scan the image. When you finish, click **Done** or press Enter to transfer the scanned image to the application.

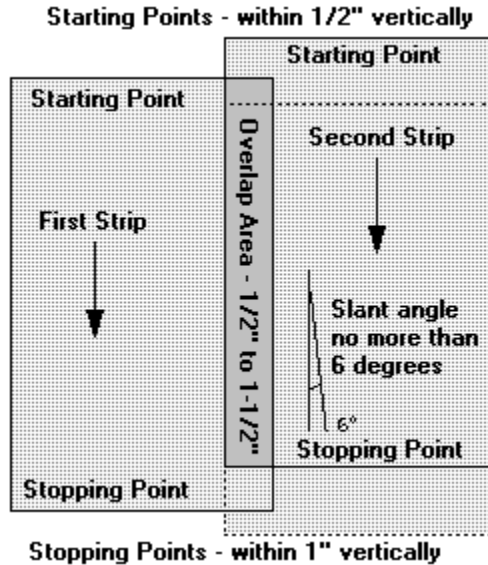
**See Also:**

**[Status Area](#)**





## Scanning a Large Image (Multiple-strip scanning)



Follow these guidelines when scanning in multi-strip scan mode.

**Document Mode and Resolution.** Don't use AutoStitch in Color document mode at 300 or 400 dpi to scan an image in multiple strips.

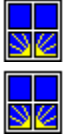
**Enable AutoStop.** When you enable the AutoStop option in the ScanMan Options dialog box, the software automatically gets ready to receive the next strip if you stop moving the scanner for more than two seconds. With AutoStop enabled, you don't have to click the Next Strip button after each strip.

**Enable Use Calibration.** Make sure that you enabled the [Use Calibration](#) option in the ScanMan Options dialog box if you scan in Gray or Color document mode. (The Use Calibration option is automatically enabled when you calibrate your scanner.) The Use Calibration option ensures that similar shades appear evenly across the width of a multiple-strip scan so that the stitching seam isn't visible.

**See Also:**

[AutoStitch](#)

[Canceling a Scan](#)



## Resolution

The resolution at which you scan or save an image determines the number of dots per square inch required to make up that image. More dots per inch means greater image detail and a larger file size.

<b>Scanner Resolution (B/W)</b>	<b>Line Art</b>	<b>Gray</b>	<b>Color</b>
1 (100 dpi)	5K	40K	120K
2 (200 dpi)	20K	160K	480K
3 (300 dpi)	45K	360K	1,081K
4 (400 dpi)	80K	640K	1,922K

Approximate image size for a 4.1"x 1" scan saved in uncompressed TIFF format.

Notice that in any document mode, doubling the resolution quadruples the file size. Therefore, it's important to avoid scanning at resolutions higher than necessary.

**See Also:**

**[Setting Resolution](#)**



## **Document Mode**

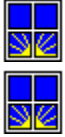


The document mode at which you scan determines the number of bits per pixel (bpp) required to make up the image.

More bits per pixel means higher gray or color values, and thus a better looking image. However, the more bits per pixel in an image, the larger the file size.

**See Also:**

**[Choosing a Document Mode](#)**



## Scaling Scanned Images

If you resize a scanned image, remember these guidelines.

### **Reducing Image Size**

If you reduce the size of a Gray image after you scan it, set the scanner's resolution switch to 1 (100 dpi) and the Document Mode switch to Gray. If you have a ScanMan 256 scanner, set the Document Mode switch to 256. The 256 Gray document mode setting ensures that the image contains plenty of gray-scale data even after you reduce it, because some gray scale data is lost when you reduce the size of an image.

Avoid reducing a line art image. Unlike gray scale images, line art images are often distorted when reduced. If you must reduce a line art image, scan it at a resolution lower than your printer's resolution. For instance, scan an image at 100 or 200 dpi if you print it on a 300 dpi laser printer. Generally, you will achieve better results when reducing an image by a factor of 2 (50%).

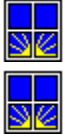
### **Enlarging Image Size**

If you enlarge an image after you scan it, set the scanner's resolution switch to 200, 300, or 400, dpi depending on the amount of enlargement. If you have a ScanMan 256 scanner and want to enlarge a gray image, set the scanner's document mode switch to 256.

**See Also:**

**[Setting Resolution](#)**





## **Printing Tips**

Printer resolution depends on the type of printer you use. Printer resolution ranges from 60 dpi on some dot matrix printers, to 300 dpi on laser printers, to over 2,000 dpi on a Linotronic 300 imagesetter.

For the best image quality for a Line Art image on a laser printer, scan at the printer's resolution: 300 or 400 dpi.

For the best image quality for a Gray or Color image on a laser printer, scan at 100 dpi and print at as high a resolution as possible. Print on a laser printer equipped with an add-on enhancement board designed to improve resolution, or print on a Linotronic imagesetter at 1200 to 2400 dpi with an appropriate screen ruling. Linotronic imagesetters render more gray shades than laser printers.

**See Also:**

**[Resolution](#)**



## Troubleshooting

Click the

+ for help

- + Why do I get image shifting or a gray background (or other image quality problems)?
- + Why don't I see an image when I scan?
- + Why won't the light turn off in the Scanning Window when I click the Stop or Done buttons?
- + Why do images scroll so slowly in the Scan Preview area?
- + When I scan in Gray document mode on my black-and-white scanner, why doesn't the final image resolution match the original scanning resolution?



Why do I see shade variation between strips when I scan using AutoStitch?



Why does a "Not Enough Features to Overlap" error message appear even though I have provided approximately 2 inches of overlap in my multiple-strip scan?



Why do images appear in black and white in the Scan Preview area when I'm scanning in gray-scale or color document mode?



Why is my image washed out even though the contrast dial is set at a darker setting?



Why are vertical streaks in images I scan in gray scale or color document mode?

If you have any problems you can't solve, please contact Logitech [Product Support](#).

**Why do I get image shifting or vertical lines in Line Art mode or a gray background in gray document mode (or other image quality problems)?**

Image distortion may be caused by a DMA or IRQ hardware conflict in scanners that use a bus card interface. Try selecting different settings in the [ScanMan Hardware Setup](#) dialog box.

Image shifting can also be caused by scanning too fast. Check the [Speed Indicator](#) in the ScanMan Window as you scan.

## Why don't I see an image when I scan?

Make sure that you activate the scanner properly. Depending on your scanner model, press and hold or press and release the Scan button.

Check the scanner's Contrast Dial. If the notch in the dial is positioned at the lightest setting, you may only see a white image in the Scan Preview area as you scan.

Check to see that you have enabled a [Scan Preview mode](#) in the ScanMan Options dialog box. If the Off option is selected, you don't see an image in the Scan Preview area as you scan.

If you have a scanner with a bus adapter, there may be an Interrupt Request or DMA conflict. Try selecting a different Interrupt Request or DMA channel number in the [ScanMan Hardware Setup](#) dialog box.

In the Hardware Setup dialog box, select a different Interrupt Request from the drop-down list box. Click Test to ensure that the scanner works properly. Follow the instructions in the ScanMan Test Procedure dialog box. If the test is successful, scan again. You should now see an image display in the Scan Preview area. If the test is unsuccessful, try another Interrupt Request, and retest the scanner. Follow the same procedure to change the DMA Channel Number.

## **Why won't the light turn off in the Scanning Window when I click the Stop or Done buttons?**

It's normal for the light to stay on when you click Next Strip. The light remains on until you click Done. If the light remains on after you click the Done button, there may be a conflict with the current Board Base I/O Address setting, or there could be a conflict with a memory-resident application.

To determine whether there is a conflict with the current hardware Board Base I/O Address setting, change the current setting in the [ScanMan Hardware Setup](#) dialog box, and select a different Board Base I/O Address. If you have a scanner board with DIP switches, change the DIP switch settings to match. Click Test to ensure that the scanner works properly.

If the test is successful, scan again. The light should turn off. If the test is unsuccessful, try another Board Base I/O Address setting. If you have an older scanner board with jumper blocks, check your scanner manual for how to change the jumpers and for jumper settings.

To determine whether there is a conflict with a memory-resident application, unload each memory-resident application, reload each application one at a time, and scan until you determine which application is causing the conflict.

## **Why do images scroll so slowly in the Scan Preview area?**

It could be that your computer's video display adapter can't scroll fast enough for the Scan Preview mode that you've enabled. To see the current Scan Preview mode, click Options in the ScanMan window to display the ScanMan Options dialog box.

The default Sweep Scan Preview mode should be selected. The Scroll option is slower than the Sweep option. Use Scroll only if you have a fast video display adapter. If the image still displays slowly, use the Off Scan Preview mode. You can't see the image as you scan, only after you click Done and the image is transferred to the host application.

**When I scan in Gray document mode on my black-and-white scanner, why doesn't the final image resolution match the original scanning resolution?**

ScanMan software automatically converts the image to gray scale. In the conversion process, ScanMan software divides the black-and-white image's resolution by 4. For example, if you scan an image at 400 dots per inch (dpi), the resulting gray-scale image is 100 dpi.

To scan in Gray document mode on a black-and-white scanner, set the scanner's Document Mode Switch to the smallest dither setting (the smallest dot) and set the resolution switch to 4 (400 dpi). Be sure that the settings in the Scanner Setup area match the settings you've set on your scanner.



## **Why do I see shade variation between strips when I scan using AutoStitch?**

Maybe you haven't calibrated your scanner. [Calibrating the scanner](#) corrects the scanner's ability to read shades accurately, thus reducing shade variation between strips in a multiple-strip image.

If you still see shade variations, recalibrate your scanner with the contrast knob set to a lighter setting. (This doesn't apply to the EasyTouch scanner.)

**Why does a "Not Enough Features to Overlap" error message appear even though I have provided approximately 2 inches of overlap in my multiple-strip scan?**

You may have created too much overlap for the [AutoStitch](#) feature. The overlap area should be between 1/2 inch and 1 1/2 inches wide.

If you're scanning in Line Art mode, this message can appear if the strips don't have enough details for the software to find similarities. You can give the software a point of reference by writing an "X" near the top and bottom of the overlap area.

**Why do images appear in black and white in the Scan Preview area when I'm scanning in gray-scale or color document mode?**

This happens because of your computer's graphics adapter. For example, if you run Windows in standard VGA mode, an image appears in the Scan Preview area as black and white. However, when ScanMan software transfers the image to a host application, it appears in gray scale or color if the host application is able to display gray-scale or color image data.

**Why is my image washed out even though the contrast dial is set at a darker setting?**

A nearby bright light could be shining through your scanner's scanning window. Bright overhead light washes out image detail or causes a white line in the image. Turn off the overhead light or shade the scanner's window with your hand as you scan.

If your scanner uses a bus interface card, you should also check for DMA conflicts. You may need to change the DMA channel in the [Hardware Setup](#) dialog box.

## **Why are vertical streaks in images I scan in gray scale or color document mode?**

**Calibrate** your scanner, if you haven't already.

If you have calibrated your scanner, recalibrate it, but first make sure that the plastic window under the scanner is dust-free. If it isn't, clean the window with a lint-free cloth. Be sure to use the calibration card that came with your scanner. The card should be clean.

Because strong surrounding light can cause streaking, don't calibrate your scanner or scan near or under bright lights. While scanning, you should also turn off overhead lights or cover the scanner window.



## Get Product Support

Logitech offers a variety of services to support you and our products, including an automated fax service, customer service, electronic bulletin board services, and technical support.

### Register your Logitech product

This entitles you to product warranty coverage, special offers, upgrade programs and free product support. Fill out the registration card and return it or call us at 1-800-732-3108

### FAX for support

FaxBack is a toll-free, automated fax response service available *only* in the U.S. and Canada. Using your touch-tone telephone and fax machine, you can request documents that contain information about commonly asked questions, product upgrade policies, and promotional materials. FaxBack then sends the documents to your fax machine in minutes.

Call FaxBack and order the Logitech FaxBack Catalog that lists the latest available product support documents. To reach FaxBack, call: 1 (800) 245-0000

### On-line Systems

**LBBS.** (Logitech Bulletin Board Service). You can call the LBBS 24 hours a day, with a 300, 1200, or 2400 baud modem. Set the communication parameters on your modem to 7 bits, 1 stop bit and even parity; or 8 bits, 1 stop bit and no parity.

In the USA, call: 1 (510) 795-0408

In the UK, call: ++44 (0) 344-89-14-90

In the rest of Europe: ++41 (0) 21-869-98-17

**CompuServe.** From the CompuServe system prompt, you can reach Logitech by typing GO LOGITECH.

### Technical Support Hotlines

If you are having a problem and need to call or write for technical support, please do the following things first:

**Consult the manual.** Read the section describing the operation you're trying to perform.

**Try to identify the problem's source.** If you're still having trouble, we can help you better if we know exactly what you're experiencing. Write down the sequence of events that led to the problem. If the problem is a new one, ask yourself: did you do something you've never done before? If you repeat your actions, does the problem recur? Are you having the problem with other products, or just this one?

**Get the product version number** by looking at the [About FotoTouch](#) dialog box. We will also need to know the product serial number located on your original FotoTouch disks.

**Have information about your system at hand.** In most cases we need to know your computer model, version of your operating system, contents of your CONFIG.SYS and AUTOEXEC.BAT files, the amount of RAM installed, and names of upgrade boards, peripherals, and memory-resident programs.

### Addresses and Phone Numbers

#### USA and Canada

Logitech Inc., 6505 Kaiser Drive

Fremont, CA 94555

Support Hotline: 1 (510) 795-8100

**Switzerland**

Logitech Suisse  
CH-1122 Romanel/Morges  
Switzerland  
Support Hotline: ++41 (0) 21 869 98 51

**Europe, Africa, & Middle East**

Logitech SA  
CH-1122 Romanel/Morges  
Switzerland  
Support Hotline: ++41 (0) 21 869 98 55

**United Kingdom**

LOGI (UK) Ltd.  
Hawus Hill Court, Drift Rd.  
GB - Windsor SL4 4QQ  
Support Hotline: ++44 (0) 344 89 14-52

We also have addresses and phone numbers for the Far East, Germany, France, Italy, Scandinavia the Netherlands, and Spain. Please see Appendix B in the FotoTouch User's Guide for these listings.



## Glossary

Click tab for more entries

**ABC** DEF GHI JKLM NOP QRS TUV WXYZ

### A

**Acquire**  
**Address**  
**AutoStitch**

### B

**Bit**  
**Bits Per Pixel**  
**Board Base I/O Address**

### C

**Calibration**  
**Click**  
**Clip Art**  
**Color**  
**Continuous-tone Image**  
**Contrast**  
**Controller Board**



**Acquire**

A command in a host application's File menu that launches an image source, such as ScanMan software, and allows you to capture an image using a digital imaging device, such as a scanner or digital camera.

**Address**

(See Board Base I/O Address)

**AutoStitch**

An option in ScanMan software that automatically stitches up to four scan strips into a single image.

**Bit**

(Binary Digit) The smallest unit of data recognized by a computer. It's a single digit in a binary numbering system-1 or 0. A file stored on disk is a series of binary digits.

## **Bits Per Pixel**

(BPP) The measure of the amount of data that can be stored in a pixel--the smallest element in a digital image. The more bits per pixel, the more gray or color value a pixel can have. A 1-bit pixel can only represent white or black. A 4-bit pixel can represent up to 16 gray shades. An 8-bit pixel can represent up to 256 gray shades. A 24-bit pixel can represent up to 16 million colors.

**Board Base I/O Address**

The "address" used by the software to communicate with the scanner controller board or adapter that distinguishes it from all the other devices connected to your computer.

## **Calibration**

A procedure that enhances the scanner's ability to reproduce a continuous shade evenly and consistently across the width of a scan strip. When you calibrate your scanner, ScanMan software saves a calibration map and enables the Use Calibration option in the Options dialog box. ScanMan software applies the calibration map to your scan when you click Done. It's important to enable the Use Calibration option when you scan in Gray or Color document mode in a multiple-strip scan mode. This ensures minimal shade variation, or none at all, between strips.

## **Click**

To point to a screen item and quickly press and release a button on a mouse or pointing device. When you press a button, you hear a click sound.



**Clip Art**

Art or graphics available in hardcopy or on disk that you can use without permission from the originator or publisher.

**Color**

A document composed of continuous colors. The Logitech ScanMan® Color scanner allows you to scan color images in Color document mode.

## **Continuous-tone Image**

A black-and-white or color photograph composed of gradient gray shades or colors.

**Contrast**

The range between the light and dark shades in an image. A high contrast image has a wide range between light and dark shades. A low contrast image has a narrow range between light and dark shades.

**Controller Board**

(Interface Card or Adapter) A board installed in your computer that permits the connection of peripheral devices, such as a scanner.



## Glossary

[Click tab for more entries](#)



### D

- Digital Image**
- DIP Switch**
- Dithering**
- DMA Channel Number**
- Document Mode**
- Double-Click**
- DPI**
- Drag**

## **Digital Image**

An image converted to a binary numeric format that your computer can read and manipulate. The ScanMan Scanner converts hardcopy images into digital form.

**DIP Switch**

(Dual In-line Package) A series of small toggle switches built into a housing and mounted on a printed circuit board. DIP switches are used to configure a controller board.



## **Dithering**

A method used to create a dot pattern to render a continuous tone image on a black and white output device, such as a monitor or printer. The eye merges the dither pattern so you see a continuous tone image.

**DMA Channel Number**

(Direct Memory Access) A channel through which data is transferred between a peripheral device and internal memory without first being loaded into the central processing unit.

## **Document Mode**

A type of document that you can scan--line art (black and white), gray-scale (continuous tone), or color (continuous tone). Some Logitech ScanMan scanners also have several dither document modes for scanning continuous tone images.

**Double-Click**

To point to a screen item and press and release a mouse button (usually the left button) twice in rapid succession.

**DPI**

(Dots Per Inch) A unit of measurement for resolution.

**Drag**

To point to a screen item, press and hold usually the left mouse button, and move the mouse.



## Glossary

[Click tab for more entries](#)



### G

**Gray Document**

### H

**Halftone**

**Halftone Image**

**Hardcopy Image**

**Host Application**

### I

**Icon**

**Image Source**

**Interrupt Request**

**I/O Address**

**I/O Address Conflict**

**Gray Document**

A type of image comprising up to 256 gray shades.



**Halftone**

A process of reproducing a continuous tone image using a screen of various sized fine dots. Images you see in newspapers, magazines, and books are halftones. The human eye merges the dots so that you see gray shades.

## **Halftone Image**

A hardcopy image reproduced by halftoning. Scanning halftoned images can produce an unwanted moiré pattern.

**Hardcopy Image**

An image printed on paper or a material that you can lay flat on your desk and scan.

**Host Application**

A TWAIN-compliant application (such as FotoTouch Image Editing Software) that launches an image source (such as ScanMan software) or acquires images from an imaging device (such as the ScanMan scanner).

**Icon.**

A graphic or symbol used to represent a file, disk drive, tool, or command. In ScanMan software, icons represent the available scan modes.

**Image Source**

An application (such as ScanMan Software) launched from within a host application (such as FotoTouch Color) that controls the process of using an imaging device (such as a ScanMan scanner) to capture an image and then transfer it back to the host application.

## **Interrupt Request**

(IRQ) A hardware feature that signals the CPU that a device requires attention. For example, key strokes, mouse or pointing device movement, or scanner activation generates an interrupt.

**I/O Address**

(See Board Base I/O Address.)



## **I/O Address Conflict**

An I/O address conflict occurs when two different hardware devices use the same physical memory address.



## Glossary

Click tab for more entries



### L

**Landscape Scan Mode**  
**Line Art**  
**Linotronic Imagesetter**  
**LPI**

### M

**Moiré Pattern**  
**Multiple-Strip Scan**

## **Landscape Scan Mode**

A scan mode that allows you to scan an image horizontally, from left to right or right to left. ScanMan software landscape scan modes allow you to scan an image from left to right or from right to left in single or multiple strips.

## **Line Art**

A type of image that has no tone gradations. Black and white clip art, text, and line drawings are examples of line art. All Logitech ScanMan scanners have line art document mode.

## **Linotronic Imagesetter**

A series of high-resolution imagesetters developed by Allied Linotype Company that are PostScript compatible, have a resolution of up to 2400 dpi, and are available at local service bureaus. Gray scale images look much smoother when you have them printed on a Linotronic imagesetter,.

**LPI**

(Lines Per Inch) A measurement of the frequency of dots in a halftone screen.

## **Moiré Pattern**

(Pronounced mwa-ray) An interference pattern that occurs in a digital image when you scan from a halftoned image. To avoid a moiré pattern, scan at a slight angle or scan at a higher resolution and save the image at a lower resolution. For example, scan a halftoned image at 200 dpi and Export it at 100 dpi in FotoTouch Color.

## **Multiple-Strip Scan**

Scanning an image in more than one pass. ScanMan software allows you to scan an image in up to four passes or strips. The AutoStitch option automatically stitches the strips together into a new image.





## Glossary

Click tab for more entries

ABC DEF GHI JKLM **NOP** QRS TUV WXYZ

**O**

**OCR**

**P**

**Pass**

**Portrait Scan Mode**

**PostScript**

**OCR**

(Optical Character Recognition) An application that converts hardcopy text into a format that a text editor, word processing application or desktop publishing application can read and manipulate.

**Pass**

One movement of the scanner across an image to scan it.

## **Portrait Scan Mode**

A scan mode that allows you to scan an image vertically from top to bottom. ScanMan software scan modes allow you to scan a portrait image from top to bottom in single or multiple strips.

**PostScript**

A page description language created by Adobe Systems that drives imaging devices, such as laser printers and Linotronic imagesetters.



## Glossary

[Click tab for more entries](#)

ABC DEF GHI JKLM **QRS** TUV WXYZ

### R

**Resolution**

### S

**Service Bureau**

**Screen Ruling**

**Scroll**

**Single-Strip Scan**

**Sweep**

## **Resolution**

The number of dots per inch in a digital image. Resolution is the measurement of the visible quality of a document. If a document's resolution is high enough, it tends to appear smooth and crisp. If its resolution is too low, it tends to appear rough and coarse. In gray-scale images, quality tends to increase with the number of gray levels. The more gray levels there are, the smoother the image looks.

**Service Bureau**

A company that provides various publishing services, including imagesetting, for a fee.



**Screen Ruling**

The frequency of lines in a halftone screen, measured in lines per inch (lpi). The screen ruling of newspapers is approximately 85 lpi, magazines approximately 133 lpi, and very high-quality publications 150 lpi.

## **Scroll**

A preview mode that displays an image during scanning by scrolling from the top of the Scan Preview area to the bottom. When the image reaches the bottom of the Scan Preview area, the image scrolls up.

## **Single-Strip Scan**

To scan an image in one pass.

## **Sweep**

The default preview mode of ScanMan Software. The Sweep mode displays an image as you scan it by unrolling it from the top of the Scan Preview area to the bottom. When the Scan Preview area is full, the next section of the image is shown from top to the bottom.



## Glossary

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ABC DEF GHI JKLM NOP QRS **TUV** WXYZ

**T**

**TWAIN**

## **TWAIN**

An API (application programming interface) for the Microsoft Windows and Apple Macintosh environments that provides a standard and convenient way of acquiring images and data from a compliant image source application and transfer them to a compliant host application, such as a word processing, desktop publishing, image editing, or optical character recognition application. TWAIN was created by a group of developers that includes Logitech.



## Glossary

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