

# Stretch Help Index

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The Index contains a list of all Help topics available for Stretch. Click on the topic you wish to look up. For information on how to use Help, press F1 or choose Using Help from the Help menu.

## Stretch Keys

Use the following keys in Stretch:

<b>Key(s)</b>	<b>Function</b>
Ctrl+Home	Captures a picture from the screen into stretch.
Ctrl+Ins	Copies the picture from stretch to the clipboard
Shift+Ins	Copies the picture from the clipboard to stretch.
F1	Starts Windows Help and displays the Help Index for the application. If the Help window is already open, pressing F1 displays the Index to Using Help.
Shift+F1	Adds a question mark to the pointer icon. You can then use the question mark pointer to choose the command, or press the key or key combination you want to know more about.
Alt+F4	Closes the window.
Alt+space	Drops down the system menu, thus Alt space C is the same as Alt F4.
Alt+letter	Moves to the option or group whose underlined letter matches the one you type.

## **Stretch Commands**

To get help with a command, choose the appropriate menu.

### **File Menu Commands**

- New
- Open
- Save
- Save As
- Print
- Exit

### **Edit Menu Commands**

- Capture
- Copy
- Paste
- Flip Vertical
- Flip Horizontal
- Rotate +90
- Rotate -90

### **View Menu Commands**

- Stretched
- Unstretched

### **Help Menu Commands**

- Index
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## **File Menu**

The File menu includes commands that enable you to load and save pictures, and to print them.

For more information, select the File menu command name.

- New Clears picture and file name.
- Open Load a BMP file.
- Save Save it.
- Save As Save it under a new name.
- Print Print a picture (if your printer supports this).
- Exit Close stretch.

## **Edit Menu**

The Edit menu includes commands that enable you to capture a picture, and to copy it to and from the clipboard,

For more information, select the Edit menu command name.

<u>Capture</u>	Allows you to capture a picture from anywhere on the screen.
<u>Copy</u>	Copies text to the clipboard.
<u>Paste</u>	Moves text from the clipboard to the edit window.
<u>Flip Vertical</u>	Flips the picture vertically.
<u>Flip Horizontal</u>	Flips the picture horizontally.
<u>Rotate +90°</u>	Rotates the picture 90 degrees counter clockwise.
<u>Rotate -90°</u>	Rotates the picture 90 degrees clockwise

## View Menu

The View menu includes commands that enable you to view the picture in its standard screen size, or to view it stretched. .

For more information, select the View menu command name.

Stretched Displays the picture in a size that fits the window. Has no effect on the bitmap itself, only on your view of it.

Unstretched Displays the picture its actual size, one screen pixel for each bitmap pixel.

## Help Menu

The Help menu includes commands that tell you about stretch.

For more information, select the Help menu command name.

<a href="#"><u>Index</u></a>	You are here
<a href="#"><u>Context help</u></a>	Enables you to click on things for an explanation
<a href="#"><u>Keyboard</u></a>	Tells you about the keyboard short cuts.
<a href="#"><u>Using Help</u></a>	Help on help
<a href="#"><u>About</u></a>	Explains uses, Begs for money, declares copyright.
<a href="#"><u>Documentation</u></a>	Regular text help instead of hypertext.

## **Copying to the Clipboard**

You can copy a picture to the clipboard by using the copy item from the edit menu. If you wish to capture an picture from anywhere on screen and use it in paint or word you should use capture from the stretch edit menu then copy from the stretch edit menu. Then in the edit menu of the program that you wish to move the picture to, you use paste.

## **Distorting a picture**

If you are in view stretched mode you can display the picture distorted in any way you wish, but this does not stretch the actual picture, merely the display, as you will find if you save it and then load it in another program, or transfer it to another program by copy and paste.

To actually distort it use capture to capture the distorted display or select stretched from the file save dialog when you save. If you select stretch mode when you save, the saved copy is stretched, but this will not affect the copy in memory, as you will see if you select Unstretched from the view menu

A simple game that shows you what this program does is to capture a rectangle that includes the stretch window, then do it again, and again, so that you get an picture within an picture within an picture.

## **Glossary**

clipboard

bitmap

## **Clipboard**

The clipboard is simply an area that all conforming windows programs use to store information that has been cut or copied, so that information can be cut and pasted between programs. It may be viewed by the clipboard viewer. When one program cuts or copies something to the clipboard it usually throws out whatever was there previously, even if the previous program stored text in the clipboard and the new program stores an picture.

## **Bitmap**

A bitmap is a representation of a picture pixel by pixel. For most purposes you can think of a bitmap as a picture in a square frame.

You cannot stretch the pixels when you stretch a bitmap . If you stretch a bitmap to be one and a half times larger, then some pixels will be doubled, some won't. So when a bitmap designed for a device with so many pixels per inch is printed or displayed on a device with a different number of pixels per inch it looks ragged.

This command is not really needed, since the original picture is cleared whenever you select a new picture, but it is useful to protect you from inadvertently saving over an old picture.

This enables you to load a picture file. You can only load BMP files. If you attempt to load any other format the results may be strange.

This saves the picture under the current file name. If the current filename is untitled you drop through into Save As.

This saves the picture under a name that you select. You may simply type in the name, as with most windows programs, or you may select the name from a file menu, overwriting the file that was originally there.

The save dialog contains the options Stretched and Unstretched. If you save unstretched (the default) it is saved in its actual size, the size of the region you captured, pasted, or loaded. If you save stretched it saves it the same size you see on the screen. Rotations and flips are not affected by these options.

## **Print Menu**

The Print menu includes commands that enable you to print the picture in several different sizes.

For more information, select the Print menu command name.

Printer resolution Prints the picture as if the it was sized for the printer

Unstretched size Prints the picture the size it is supposed to be.

Stretched size Prints the picture the same size as when stretched in the window.

This prints the picture one bitmap pixel for each printer pixel. Unless the bitmap was designed for that particular printer the result may be small, distorted and strange looking. Generally this will only print correctly if the bitmap was created by a dithering program for that printer resolution.

A BMP file contains information as to what size it should be printed. Unfortunately paintbrush and Microsoft word ignore this information and instead assume that all bitmaps are sized for the screen, which is a grave pain in the lower parts when you want to print a bitmap created for your printer that uses the full resolution of your printer.

For maximum compatibility with Paintbrush and Microsoft Word most programs size their bitmaps for the screen, so this option will usually, but not always, print a BMP file the same size as paintbrush or word would have.

This prints the picture the same size as its stretched size on the screen. If you capture the stretched picture and then print it from within paintbrush or word this is the size it will print.

This is the same as close or Alt+F4

The cursor changes to a cross, and you can mark out a rectangle anywhere on the screen to capture into stretch.

Copies the picture into the clipboard, so that you can then copy it into paintbrush for reworking.

Copies the picture in the clipboard to Stretch. Often you copy a picture from paintbrush via the clipboard, use stretch to flip it, rotate it, or stretch it, and then copy it back to paintbrush via the clipboard.

This mirror reflects the picture right to left.

This mirror reflects the picture top to bottom.

This rotates the picture counterclockwise by a right angle.

This rotates the picture clockwise by a right angle.

The picture will be displayed enlarged, shrunk, or distorted so that it fits exactly into the window. This has no effect on the file, only on the way that you see it.

This displays the picture with one bitmap pixel for each screen pixel, which is the same way other programs usually display pictures.

This displays the help index, which is the root of the help file, the starting point for your travels through the help hypertext.

When you click on this item the cursor changes to a question mark arrow. When you click on a menu item with the question mark arrow the item will not execute. Instead it will tell the help file to tell you about itself.

This loads the help file for using help, rather than help file for using stretch. The basic instructions are: Click on the green things to go deeper in to the help file, click on the back button to back up, search does the obvious thing.

About stretch. Please send \$10.00 to:  
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For those who find that hypertext makes them tired, use this old fashioned linear document to tell you about stretch instead of help. It may be less high tech, but it is quicker and much more restful.