

Clap 3.0

ClapSE 3.0 Help File

Images capturing and organizing system.
32 bits version.

Captures Organizes, Edits Images and Digital Videos for the Internet Age.
Scanner Twain support & Video for Windows video capture devices support.
Captures, organizes and distributes your images and videos. Easily makes printed and Internet catalogs.

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Brief Tutorial
Brief Tutorial

**See
also:**

Quick Start Information
Step by Step Example

Quick Start Information

Many people who have used Windows applications will be able to use **ClapSE** without reading all the documentation. Here are pointers to portions of the documentation that can help you get started quickly:

The section titled [ClapSE Installation](#) contains Brief installation instructions.

The section titled [Step by Step Example](#) shows you how to work with existing album/image files and how to create new ones.

Press the F1 key at any time while running **ClapSE** to access complete context sensitive help

**See
also:**

[Step by Step Example](#)

Overview

With **ClapSE** you can easily create images and digital videos. Scanner Twain support & Video for Windows video capture devices support. Captures, organizes and distributes your images and videos. Easily makes printed and internet catalogs.

Key Benefits:

- Captures, organizes and distributes your images and videos
- Adds information, searches, copies, pastes, and more!
- Video for Windows devices support (Video Blaster, Video Spigot, Media Vision, QuickCam, Intel Create and Share, etc.)
- Twain scanners support (HP, Microtek, Artec, Acer, Snappy, etc.)
- Contact (thumbnail) view
- Easily makes printed and internet catalogs
- JPEG compression
- Image files: BMP, DIB, WMF, GIF, PNG, AVI and JPEG ready for Internet
- Browse files mode for easy file view
- Quick Browse for fast access (full version only)
- Convert BMP files to an AVI movie (full version only)
- Convert AVI file to MPEG movie (full version only)
- Easy image transformations (crop, size and more).
- Add sound annotations to the image.
- Add graphical annotations to the image (lines, text, rectangles, circles, other images, group, ungroup, and more).
- Send image or movies by e-mail, easy!
- Easy video editor.
- Conversion utilities. (full version only)
- Free 16 bits DOS and Windows run-time. (full version only)
- More Internet Wizard templates. (full version only)
- Synopsis SpyCam Web Server included (Beta version). (full version only)
- Full support on Internet.
- 32 bits executable, Windows 95/98/NT and Up! (File format compatible with **ClapSE** 2.05 16 bits)

ClapSE Video Capture Features:

- Motion video and audio capture.
- Still image capture.
- Live video monitoring – allows you to preview video before capturing.

ClapSE captures video, audio, or both together. You can preview the incoming video to select frames for capture, and adjust video quality or resolution before capturing. **ClapSE** provides three ways to capture:

■ Video

Capture a stream of fullmotion video and audio, and save it to an .AVI file.

■ Photo capture

Capture single frames in Bitmap (BMP/DIB/JPEG) format.

■ MCI capture

Capture video from an MCIcontrolled device.

MCI Device Control – Lets you control MCIcompliant video sources for improved capturing.

ClapSE is distributed as Shareware. This means that users are encouraged, subject to restrictions described in the License Agreement, to share copies of the evaluation version of **ClapSE** with friends, associates and bulletin boards. Please remember that if you use **ClapSE** you are required to pay the registration fee of \$45 as described in the section titled [Copyright / License / Warranty](#).

**See
also:**

[Capture - An overview](#)

Step by Step Example

To create a photo album and take a picture:

1. Select the capture device you are going to use with the command **Capture devices** on **Options** menu.
2. If you want to use scanner select **Twain** or if you want to use any video capture device select **Video for Windows**.
3. Now the device is active.
4. Press **F5** to take a picture.
5. Press **OK**.
4. Fill the Photo card.
5. Save your Work with the **Save** command into the File menu

To load a photo album:

1. Use the **Load** command into the File menu
2. Select the album file (*.crp)
1. Select the image and press **Enter**
1. **ClapSE** will show the image selected.

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On Internet:

English: <http://www.sinopsis.net>

Spanish: <http://www.sinopsis.net/latino>

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This is not free software. You are hereby licensed to use this software for evaluation purposes without charge for a period of 21 days. If you use this software after the 21 day evaluation period a registration fee of \$45 is required. Payments must be in US dollars drawn on a US bank, and should be sent to

Jorge A. Dana
Argensystems Inc.
1230 York Ave. Suite 411, MailBox 140,
NY ZIP: 10021, USA.
Phone: 1-212-879-4076, Fax: 1-212-879-4076

When payment is received you will be sent a registered copy of the latest version of **ClapSE**.
Unregistered use of **ClapSE** after the 21-day evaluation period is in violation of U.S. and international copyright laws.

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Direct Order Form

ClapSE ®

Ordering by check: To order by check send this order form and a check to:

Jorge A. Dana

and sent to:

Argensystems Inc.

1230 York Ave. Suite 411, MailBox 140,

NY ZIP: 10021, USA.

Phone: 1-212-879-4076, Fax: 1-212-879-4076

Payments must be in US dollars drawn on a US bank, or you can send international postal money orders in US dollars.

Purchase Orders.

Site licenses: a site license for **ClapSE** entities an organization to receive one copy of the distribution package and duplicate the distribution disk for the specified number of copies.

ClapSE is shipped on 3.5 inch disks only.

Prices include shipping by postal mail (airmail outside USA).

Prices guaranteed through December, 2000.

Pricing

DESCRIPTION	PRICE
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ClapSE Personal single user	\$ 45
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ClapSE Full Personal single user	\$ 190
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ClapSE OEM licence (100 pack)	\$ 400
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ClapSE Full OEM licence (100 pack)	\$ 1680
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ClapSE Single Copy	_____	copies at \$45 each =	_____
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ClapSE Full Single Copy	_____	copies at \$190 each =	_____
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Total payment	_____
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Name: _____ Date: _____

Company: _____

Address: _____

City, State, Zip: _____

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Day Phone: _____ Eve: _____

Electronic Mail address: _____

How did you hear about **ClapSE**? _____

Comments:

To Register by Internet

Register and order by Internet

To make it easy for you to order by Internet, we have contracted another company, NorthStar Solutions, to process any orders you may wish to place with your **Visa**, **MasterCard**, or **Discover card**. Please note **NorthStar Solutions** does not provide technical support.

Please to order go to: <http://www.nstarsolutions.com/1120.htm>

Others topics:

[Copyright / License / Warranty](#)

[Shareware License](#)

[Direct Order Form](#)

Support and Questions

To check whether you have the most recent version of **ClapSE**, please check the **ClapSE** home page at <http://www.sinopsis.net>, send email to root@simanavi.ba.ar, or download the file.

Technical support is available at no charge by sending electronic mail to: root@simanavi.ba.ar, on Internet, or by sending postal mail to:

USA:

Argensystems Inc.
1230 York Ave. Suite 411, MailBox 140,
NY ZIP: 10021, USA.
Phone: 1-212-879-4076, Fax: 1-212-879-4076

Argentina:

Sinopsis Corp.
Zapiola 2376, Cap.Fed.
Buenos Aires, ZIP: 1428, Argentina
Phone: 54-1-541-3323

How to Report Problems

When reporting problems, please include the following information:

- 1) Is the problem reproducible? If so, how?
- 2) What version of Windows are you running? For example, Windows 3.1, Windows for Workgroups, Windows NT, etc.
- 3) What version of **ClapSE** are you running? Select About **ClapSE** from the **ClapSE** Help pull-down menu. Please include the entire "version" line in your problem report.
- 4) If a dialog box with an error message was displayed, please include the full text of the dialog box, including the text in the title bar.

Thank you! Internet addresses for submitting problems are: <http://www.sinopsis.net/Prod/ClapSE/defaultCS.asp>

System Requirements

Software:

- **ClapSE** 3.0 requires Windows 95/98 or Windows NT 4.0 or later.

Hardware:

- Pentium Processor
- Minimum 32 Mb RAM
- Minimum 40 Mb free hard disc space
- Mouse or any pointer device
- True-colors display adapter
- Video for windows compatible video capture board or any scanner Twain compatible to capture images or videos.

ClapSE - Related Files

Basic files Non Redistributables

Setup.exe	installation program.
ClapSE.exe	ClapSE application.
AviEdit.exe	AVI editor.
ClapSE.hlp	ClapSE Help file.
ClapSE.tip	Tips file.
file_id.diz	Brief description for bulletin boards.
license.txt	License agreement/warranty.
order.txt	order form.
readme.txt	introductory information.
*.crp	ClapSE album documents, examples.
*.bmp	Graphics examples.
*.jpg	Graphics examples.
*.avi	Video examples.
*.wav	Sound examples.
*.pal	Palette file.
\HTMLwiz*.*	Internet Wizard folder.
\Template*.cdw	ClapSE annotation drawings templates.
...	

ClapSE Installation

To install **ClapSE** follow one of these procedures:

Windows 95/98/NT Users: choose Run from the Start menu, type **a:setup**, and press the **Enter** key.

The Setup program will issue a number of prompts. Unless you have a reason to override the defaults it is strongly recommended that you press the OK or Yes buttons to accept the installation default settings.

ClapSE Uninstallation

Under Windows 95/98/NT you can uninstall **ClapSE** from the Control Panel Add/Remove Applications window. Activate the Control Panel, double click Add/Remove Programs, and double click on the **ClapSE** list box entry.

File menu commands

The File menu offers the following commands:

<u>New</u>	Creates a new album (new folder on previous versions).
<u>Open</u>	Opens an existing album.
<u>Save</u>	Saves an opened album using the same file name.
<u>Save As</u>	Saves an opened album to a specified file name.
<u>Album Information</u>	General information about the album.
<u>Print</u>	Prints the current photo album view.
<u>Print Preview</u>	Displays the album on the screen, as it would appear printed.
<u>Print Setup</u>	Selects a printer and printer connection.
<u>Send...</u>	Sends selected image through electronic mail.
<u>Exit</u>	Exits ClapSE .

Edit menu commands

The Edit menu offers the following commands:

<u>Undo</u>	Reverse previous editing operation. On image view restore to the original image.
<u>Cut</u>	Deletes data from the document and moves it to the clipboard.
<u>Copy</u>	Copies data from the document to the clipboard.
<u>Copy Card</u>	Copies the current card from the album to the clipboard.
<u>Paste</u>	Pastes data from the clipboard into the document.
<u>Paste Card</u>	Pastes cards from the clipboard into the album.
<u>Paste Palette</u>	Pastes palette information from the clipboard into the image or Video for Windows view.
<u>Del</u>	Delete the selected object.
<u>Insert New</u>	Inserts and embeds an object, such as a chart or an equation in a document.
<u>Object</u>	
OLE verbs	OLE verbs to play and edit any selected object.

Cards menu commands

The Cards menu offers the following commands:

<u>Add...</u>	Add one card to the current photo folder.
<u>Delete</u>	Delete card from the current photo folder.
<u>Modify or view data...</u>	Modify or view data card.
<u>Search...</u>	Find specific text.
<u>Restore. View all cards</u>	Return to original list after search.
<u>Goto Top</u>	Go to top first image.
<u>Goto Prev</u>	Go to previous image.
<u>Goto Stop</u>	Stop run images.
<u>Goto Run</u>	Run images.
<u>Goto Next</u>	Go to next image.
<u>Goto Bottom</u>	Go to last image.

Images menu commands

The Images menu offers the following commands:

<u>View current image</u>	Show current card image.
<u>Image Operations: Association</u>	Execute shell association.
<u>Image Operations: Edit current image</u>	Edit current image. Open the default editor.
<u>Image Operations: Transform: Save transform</u>	Save current image transformations.
<u>Image Operations: Transform: Size</u>	Change current image pixel size and scale.
<u>Image Operations: Transform: Crop</u>	Crop current image.
<u>Image Operations: Transform: Rotate 180°</u>	Rotate current image 180°.
<u>Image Operations: Transform: Rotate 90° CW</u>	Rotate current image 90° CW.
<u>Capture: Photo/Scan</u>	Take a picture/scan.
<u>Capture: Capture video</u>	Start video capture.
<u>Capture: Edit captured movie</u>	Edit captured movie file.
<u>Capture: Color palette: Do palette</u>	Create palette for Video for Windows device.
<u>Capture: Color palette: Load</u>	Load palette over the Video for Windows window
<u>Capture: Color palette: Save</u>	Save the Video for Windows window palette.
<u>Capture: Freeze image</u>	Freeze/Unfreeze the image at Device Window.
<u>Capture: Freeze sequence</u>	Freezes sequence (MCI Overlay).
<u>Capture: Autophoto: Begin</u>	Start autophoto.
<u>Capture: Autophoto: End</u>	Stop autophoto.
<u>Capture: Authphoto: Synopsis SpyCam & Web Server...</u>	Begin Synopsis SpyCam WEB Server (FULL version).
<u>Disk Image Browser</u>	Activate Disk Image Browser.
<u>Quick browser</u>	Activate Quick browser (FULL version).
<u>Multimedia browser</u>	Show all multimedia objects (video,

sound, etc.).

Annotations menu commands

The Annotations menu offers the following commands:

Sound:

Sound annotations: Play
Sound annotations: Record

Begin plays sound annotation.
Begin record sound annotation.

Draw:

New draw annotation

Create new draw annotation for the current image.

Manage draw annotations: Load draw annotation

Load existing draw annotation.

Manage draw annotations: Merge draw annotation

Merge existing draw annotation into the current draw.

Manage draw annotations: Save draw annotation

Stores draw annotation for the current image.

Manage draw annotations: Save as... draw annotation

Save the active draw annotation with a new name.

Draw annotation properties

Draw annotation properties.

Make read only

Make read only annotation.

Find object

Find any draw annotation object.

Select object: Next

Select next draw annotation object.

Select object: All

Select all draw annotation objects.

Select object: By name

Select draw annotation objects by name.

Objects: Select

Selection tool.

Objects: Line

Line tool.

Objects: Arc

Arc tool.

Objects: Rectangle

Rectangle tool.

Objects: Rounded rectangle

Rounded rectangle tool.

Objects: Ellipse

Ellipse tool.

Objects: Polygon

Polygon tool.

Objects: Curve

Curve tool.

Objects: Text

Text tool.

Objects: Image Link

Image link tool.

Attributes: Line color

Change line color.

Attributes: Line type: 1/8 points

Change line type.

Attributes: Fill color

Change file color.

Attributes: Fill type: solid... cross vert-hor

Change file type.

Attributes: Fonts

Change font properties.

Attributes: Paper color

Change paper color

Attributes: Properties

Change object properties.

Layout: Size and position

Change object size and position.

Layout: Original size

Get original size from object (OLE).

Layout: Move first

Object move first.

Layout: Move last

Object move last.

Layout: To front

Object move to front.

Layout: To back

Object move to back.

Layout: Fix object

Fix object position to the background.

Layout: Group

Make objects group.

Layout: Ungroup

Explode objects group.

Options menu commands

The Options menu offers the following commands, which enable you to change the program options:

<u>Capture devices: Activate device</u>	Activate the "Device Window".
<u>Capture devices: Normalize device</u>	Normalize device. (MCI Overlay)
<u>Capture devices: No</u>	Select "NO" if you do not have a capture device.
<u>Capture devices: Screen capture</u>	Select source of image: "Screen capture".
<u>Capture devices: Twain scanner</u>	Select source of image: "Scanner Twain compatible".
<u>Capture devices: MCI Overlay</u>	Select source of image: "MCI Overlay".
<u>Capture devices: Video for Windows</u>	Select source of image: "Video for Windows" (digital video).
<u>Generals</u>	Modify general options.
<u>Utilities</u>	Define the applications to be used in the "Utilities" menu.

Utilities menu commands

The Utilities menu offers the following commands:

<u>Welcome menu</u>	Open the easy welcome menu.
<u>Internet: HTML assistant</u>	Activate the Internet assistant to create HTML pages.
<u>Internet: Explore web page</u>	Explore the WebPage created.
<u>Internet: Explore HTML dir</u>	Explore the web page files created.
<u>Internet: HTML Edit</u>	Open the HTML editor.
<u>Internet: Publish</u>	Send your WebSite to the Internet.
<u>Internet: Internet properties</u>	Open the Internet properties dialog box.
<u>Presentations: Begin</u>	Execute the cyclic slide show of current images.
<u>Make movie from album</u>	Make one movie (AVI file) from all the images on the album.
<u>Make MPEG movie from AVI</u>	Make one MPEG movie from an AVI movie (FULL version).
<u>MCI devices</u>	Activate one multimedia device.
<u>1 Utility</u>	Open this application...
...	Open this application...

**See
also:**

Modify the Utilities Menu
Utilities Dialog

View menu commands

The View menu offers the following commands:

<u>Toolbars...</u>	Shows or hides selected the toolbars.
<u>Status Bar</u>	Shows or hides the status bar.
<u>Next view</u>	Switch to the next window pane.
<u>Previous view</u>	Switch back to the previous window pane.
<u>Maximize: List view... Image && contact &view</u>	Maximize the selected view
<u>Restore all views</u>	Restore all views to the normal state.
<u>Split view</u>	Split the active window into panes.
<u>Stretch image</u>	Stretch image to window.
<u>Zoom: 1:1 tNormal... 5:1 Close</u>	Select the zoom magnification, or 1:1 Normal for no magnification.
<u>Signal</u>	Load the video signal (MCI Overlay).
<u>Captured video window</u>	Toggle captured video/live video (Video for Winsows).
<u>Ruler</u>	Put a scale.
<u>Grid</u>	Put a grid.
<u>View objects</u>	View OLE objects.
<u>Refresh screen</u>	Redraw the screen.

Window menu commands

The Window menu offers the following commands, which enable you to arrange multiple views of multiple documents in the application window:

<u>New Window</u>	Creates a new window that views the same document.
<u>Cascade</u>	Arranges windows in an overlapped fashion.
<u>Tile</u>	Arranges windows in non-overlapped tiles.
<u>Arrange Icons</u>	Arranges icons of closed windows.
<u>Split</u>	Split the active window into panes.
<u>Window 1, 2, ...</u>	Goes to specified window.

Help menu commands


The Help menu offers the following commands, which provide you assistance with this application:

<u>Help Topics</u>	Offers you an index to topics on which you can get help.
<u>Tutorial</u>	Open the ClapSE Tutorial.
<u>Show Tip of the day</u>	Displays a Tip of the Day window.
<u>Hardware/Software detection</u>	Detect problems. Hardware/Software detection window.
<u>Sinopsis Web Site links...</u>	Go to the Sinopsis Web Site on Internet. Follow the link for more information.
<u>Register the software STANDARD version</u>	Register the software now!
<u>Register the software FULL Version</u>	Register the software now!
<u>About</u>	Displays the version number of this application.

New command (File menu)

Use this command to create a new album in **ClapSE**
You can open an existing album with the Open command.

Shortcuts

Toolbar: 
Keys: CTRL+N

File New dialog box

Specify the type of document you wish to create:

Open command (File menu)

Use this command to open an existing album in a new window.
You can create new documents with the New command.

Shortcuts

Toolbar: 
Keys: CTRL+O

File Open dialog box

The following options allow you to specify which file to open:

File Name

Type or select the filename you want to open. This box lists files with the extension you select in the List Files of Type box.

List Files of Type

Select the type of file you want to open:

*.crp **ClapSE** Album files

Drives

Select the drive in which **ClapSE** stores the file that you want to open.

Directories

Select the directory in which **ClapSE** stores the file that you want to open.

Network...

Choose this button to connect to a network location, assigning it a new drive letter.

Close command (File menu)

Use this command to close all windows containing the active album. **ClapSE** suggests that you save changes to your document before you close it. If you close a document without saving, you lose all changes made since the last time you saved it. Before closing an untitled document, **ClapSE** displays the Save As dialog box and suggests that you name and save the document.


You can also close a document by using the Close icon on the document's window, as shown below:



Save command (File menu)

Use this command to save the active album to its current name and directory. When you save a album for the first time, **ClapSE** displays the Save As dialog box so you can name your album. If you want to change the name and directory of an existing document before you save it, choose the Save As command.

Shortcuts

Toolbar: 
Keys: CTRL+S

Save As command (File menu)

Use this command to save and name the active album. **ClapSE** displays the Save As dialog box so you can name your document.

To save a album with its existing name and directory, use the Save command.

Send command (File menu)

Use this command to send the active album, image or video through electronic mail. This command presents a mail window with the active document attached to it. You may then fill out the To: field, Subject: field, etc., and add text to the body of the message if you wish. When you are finished you may click the "Send" button to send the message.

File Save As dialog box

The following options allow you to specify the name and location of the file you're about to save:

File Name

Type a new filename to save a document with a different name. **ClapSE** adds the extension you specify in the Save File As Type box.

Drives

Select the drive in which you want to store the document.

Directories

Select the directory in which you want to store the document.

Network...

Choose this button to connect to a network location, assigning it a new drive letter.

1, 2, 3, 4 command (File menu)

Use the numbers and filenames listed at the bottom of the File menu to open the last four albums you closed. Choose the number that corresponds with the album you want to open.

Exit command (File menu)

Use this command to end your **ClapSE** session. You can also use the Close command on the application Control menu. **ClapSE** prompts you to save albums with unsaved changes.

Shortcuts

Mouse: Double-click the application's Control menu button.



Keys: ALT+F4

Undo/Can't Undo command (Edit menu)

Use this command to reverse the last editing action, if possible. The name of the command changes, depending on what the last action was

Shortcuts

Toolbar: 
Keys: CTRL+Z or
ALT-BACKSPACE


Redo command (Edit menu)

Cut command (Edit menu)

Use this command to remove the currently selected data from the document and put it on the clipboard. This command is unavailable if there is no data currently selected.

Cutting data to the clipboard replaces the contents previously stored there.

Shortcuts


Toolbar: 
Keys: CTRL+X

Copy command (Edit menu)

Use this command to copy selected data onto the clipboard. This command is unavailable if there is no data currently selected.

Copying data to the clipboard replaces the contents previously stored there.


Shortcuts

Toolbar: 
Keys: CTRL+C

Paste command (Edit menu)

Use this command to insert a copy of the clipboard contents at the insertion point. This command is unavailable if the clipboard is empty.

Shortcuts

Toolbar: 
Keys: CTRL+V

Toolbar command (View menu)

Use this command to display and hide the Toolbar, which includes buttons for some of the most common commands in **ClapSE**, such as File Open. A check mark appears next to the menu item when the Toolbar is displayed.

See [Toolbar](#) for help on using the toolbar.

Toolbar



The toolbar is displayed across the top of the application window, below the menu bar. The toolbar provides quick mouse access to many tools used in **ClapSE**,

To hide or display the Toolbar, choose Toolbar from the View menu (ALT, V, T).

Click To

- Open a new document.
- Open an existing document. **ClapSE** displays the Open dialog box, in which you can locate and open the desired file.
- Save the active document or template with its current name. If you have not named the document, **ClapSE** displays the Save As dialog box.



- Print the active document.
- Remove selected data from the document and stores it on the clipboard.
- Copy the selection to the clipboard.
- Insert the contents of the clipboard at the insertion point.

...

Status Bar command (View menu)

Use this command to display and hide the Status Bar, which describes the action to be executed by the selected menu item or depressed toolbar button, and keyboard latch state. A check mark appears next to the menu item when the Status Bar is displayed.

See [Status Bar](#) for help on using the status bar.

Status Bar



The status bar is displayed at the bottom of the **ClapSE** window. To display or hide the status bar, use the Status Bar command in the View menu.

The left area of the status bar describes actions of menu items as you use the arrow keys to navigate through menus. This area similarly shows messages that describe the actions of toolbar buttons as you depress them, before releasing them. If after viewing the description of the toolbar button command you wish not to execute the command, then release the mouse button while the pointer is off the toolbar button.

The right areas of the status bar indicate which of the following keys are latched down:

Indicator	Description
CAP	The Caps Lock key is latched down.
NUM	The Num Lock key is latched down.
SCRL	The Scroll Lock key is latched down.

New command (Window menu)

Use this command to open a new window with the same contents as the active window. You can open multiple document windows to display different parts or views of a document at the same time. If you change the contents in one window, all other windows containing the same document reflect those changes. When you open a new window, it becomes the active window and is displayed on top of all other open windows.

Cascade command (Window menu)

Use this command to arrange multiple opened windows in an overlapped fashion.

Tile command (Window menu)

Use this command to arrange multiple opened windows in a non-overlapped fashion.

Tile Horizontal command (Window menu)

Use this command to vertically arrange multiple opened windows in a non-overlapped fashion.

Tile Vertical command (Window menu)

Use this command to arrange multiple opened windows side by side.

Window Arrange Icons Command

Use this command to arrange the icons for minimized windows at the bottom of the main window. If there is an open document window at the bottom of the main window, then some or all of the icons may not be visible because they will be underneath this document window.

Split Command (View menu)

Use this command to split the active window into panes. You may then use the mouse or the keyboard arrows to move the splitter bars. When you are finished, press the mouse button or enter to leave the splitter bars in their new location. Pressing escape keeps the splitter bars in their original location.

1, 2, ... command (Window menu)

ClapSE displays a list of currently open document windows at the bottom of the Window menu. A check mark appears in front of the document name of the active window. Choose a document from this list to make its window active.

Index command (Help menu)

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using **ClapSE** and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

Using Help command (Help menu)

Use this command for instructions about using Help.

About command (Help menu)

Use this command to display the copyright notice and version number of your copy of **ClapSE**.

Context Help command



Use the Context Help command to obtain help on some portion of **ClapSE**. When you choose the Toolbar's Context Help button, the mouse pointer will change to an arrow and question mark. Then click somewhere in the **ClapSE** window, such as another Toolbar button. The Help topic will be shown for the item you clicked.

Shortcut

Keys: SHIFT+F1

Title Bar

FileName.crp - ClapSE

The title bar is located along the top of a window. It contains the name of the application and document.

To move the window, drag the title bar. Note: You can also move dialog boxes by dragging their title bars.

A title bar may contain the following elements:

- Application Control-menu button
- Document Control-menu button
- Maximize button
- Minimize button
- Name of the application
- Name of the document
- Restore button

Scroll bars

Displayed at the right and bottom edges of the document window. The scroll boxes inside the scroll bars indicate your vertical and horizontal location in the document. You can use the mouse to scroll to other parts of the document.

Size command (System menu)

Use this command to display a four-headed arrow so you can size the active window with the arrow keys.



After the pointer changes to the four-headed arrow:

1. Press one of the DIRECTION keys (left, right, up, or down arrow key) to move the pointer to the border you want to move.
2. Press a DIRECTION key to move the border.
3. Press ENTER when the window is the size you want.

Note: This command is unavailable if you maximize the window.

Shortcut

Mouse: Drag the size bars at the corners or edges of the window.

Move command (Control menu)

Use this command to display a four-headed arrow so you can move the active window or dialog box with the arrow keys.



Note: This command is unavailable if you maximize the window.


Shortcut

Keys: CTRL+F7

Minimize command (application Control menu)

Use this command to reduce the **ClapSE** window to an icon.


Shortcut

Mouse: Click the minimize icon  on the title bar.
Keys: ALT+F9

Maximize command (System menu)

Use this command to enlarge the active window to fill the available space.

Shortcut

Mouse: Click the maximize icon  on the title bar; or double-click the title bar.
Keys: CTRL+F10 enlarges a document window.

Next Window command (document Control menu)

Use this command to switch to the next open document window. **ClapSE** determines which window is next according to the order in which you opened the windows.

Shortcut

Keys: CTRL+F6

Previous Window command (document Control menu)

Use this command to switch to the previous open document window. **ClapSE** determines which window is previous according to the order in which you opened the windows.

Shortcut

Keys: SHIFT+CTRL+F6

Close command (Control menus)

Use this command to close the active window or dialog box.

Double-clicking a Control-menu box is the same as choosing the Close command.

Note: If you have multiple windows open for a single document, the Close command on the document Control menu closes only one window at a time. You can close all windows at once with the Close command on the File menu.

Shortcuts

Keys: CTRL+F4 closes a document window
 ALT+F4 closes the application window or dialog box

Restore command (Control menu)

Use this command to return the active window to its size and position before you chose the Maximize or Minimize command.

Switch to command (application Control menu)

Use this command to display a list of all open applications. Use this "Task List" to switch to or close an application on the list.

Shortcut

Keys: CTRL+ESC

Dialog Box Options

When you choose the Switch To command, you will be presented with a dialog box with the following options:

Task List

Select the application you want to switch to or close.

Switch To

Makes the selected application active.

End Task

Closes the selected application.

Cancel

Closes the Task List box.

Cascade

Arranges open applications so they overlap and you can see each title bar. This option does not affect applications reduced to icons.

Tile

Arranges open applications into windows that do not overlap. This option does not affect applications reduced to icons.

Arrange Icons

Arranges the icons of all minimized applications across the bottom of the screen.

Ruler command (View menu)

Choose Font dialog box

Select the font.

DIALOG BOX OPTIONS

Font. Displays a list of all the enabled fonts installed in Microsoft Windows. To change the font, choose from the list, which includes all fonts installed and enabled on your computer.

The symbol TT precedes TrueType fonts. A printer icon precedes printer fonts that are not TrueType fonts. Fonts with neither icon are Windows fonts but not TrueType, so they may not size or print as well as TrueType or printer fonts.

Size. Determines the point size of selected text.

Color. Determines the text color.

Language. When you choose a language (such as French) from this box, when you use Spelling, Visio uses the appropriate dictionary (such as the French dictionary) to check the spelling of the formatted text.

Style. Determines whether text is displayed in bold, italic, underline, or small caps style.

Choose Color dialog box

Select the color.

Opens a dialog box where you can edit the basic color palette and create up to 16 custom colors.

DIALOG BOX OPTIONS

Basic Colors. Displays the Microsoft Windows basic color palette. Select any of the colors and use the Color Selector Palette to change the default color.

Custom Colors. Specifies up to 16 custom colors.

Define Custom Colors. This button is dimmed because the Edit Color dialog box is already in custom color mode.

Add To Custom Colors. Use the Color Selector Palette to create a custom color by adjusting the hue, saturation, and luminosity of the color. Alternatively, specify its red, green, and blue values. Once you're satisfied with the color displayed in the Color/Solid box, choose the Add To Custom Colors option.

Find command (Edit menu)

Find dialog box

Replace command (Edit menu)

Replace dialog box

Repeat command (Edit menu)

Use this command to repeat the last editing command carried out. The Repeat menu item changes to Can't Repeat if you cannot repeat your last action.

Shortcut

Key: F4

Clear command (Edit menu)

Delete selected object.

Clear All command (Edit menu)

Delete all selected objects.

Next Pane

Switch to the next window pane.

Prev Pane

Switch to the previous window pane.

Modifying the Document

Please select one command.

No Help Available

No help is available for this area of the window.

No Help Available

No help is available for this message box.

Video Tips

In many cases, you can use **ClapSE**'s default capture settings for much of your work. But if you want to get the most out of digital video, here are a few techniques and hints for creating, manipulating, and displaying your files.

How We See Things

People perceive the visual world in the following sequence:

- first, we see motion
- then brightness
- then color
- then resolution

The fact that color and resolution are less important to the viewer (especially for a short clip) means that we can often capture at a lower resolution to save memory, and obtain virtually the same effect as if we had captured at a higher resolution.

VIDEO CAPTURE DEVICES SPECIAL NOTES:

CONFIGURATION:

Video Format

Sets the dimensions and color format of captured images.

Use this dialog box to select the video characteristics of the captured video sequence. These characteristics include the frame size and color format. Because the capabilities of capture boards vary, the contents of this dialog box depend vary among different capture boards. For information about the options, see the documentation for your capture board.

Capture setup:

Capture sound On/Off

Audio Setup Format Sets characteristics for the audio track of the video sequence.

Temporary File Identifies and creates the file that stores captured video sequences.

Compression Sets software compression routines to use during the capture session.

Video Compression dialog box

This dialog box lets you specify software compression techniques to apply during a capture session. Because software compression requires processing time, it's generally inappropriate to use during a real-time capture, except at very slow frame rates. You can, however, use software compression during a step-frame capture.

Note The RLE compression method, which requires similar processing time during capture and playback, is the only one usable during real-time capture.

Some capture boards provide hardware-based compression that can be used during capture; however, these compression schemes are specified in the Video Format dialog box, not in this dialog box.

The contents of this dialog box are dependent on the video formats supplied by your capture board.

Video Source

Sets the type of input signal supplied by the video source.

Use this dialog box to specify the signal type and format of the incoming video signal.

Options for controlling video-source signals vary among capture boards, so the options displayed in this dialog box depend on your video capture board. For information about setting the video-source attributes, see the documentation for your capture board.

Some capture boards can process several types of video signals. Depending on the capabilities of the capture board, ClapSE might provide any of the following options for specifying the video source:

- Source format (for example, RGB, composite, or SVideo)

- Video standards (NTSC, PAL, or SECAM)

- Hue, saturation, and contrast levels

These options vary among different capture boards. You should consult the documentation for your capture board.

To set the video-source type and component levels

- 1 From the Options | Video menu, choose Video Source.

- 2 Select the appropriate video-source options. For more information about the options, see Video Source Dialog Box.

- 3 Choose OK.

Video Display

Sets the source for the video monitor or, for capture hardware with overlay capability, sets the display characteristics of the video overlay.

ClapSE can display one of the following images in its window:

- The incoming video signal (before capture)

- A preview of the captured video frames (after capture)

To display the incoming video signal in the ClapSE window, you need a capture board that supports video overlay. You can view the video-overlay signal to find the frames you want to include in the sequence. However, to view the captured frames, you must preview the captured video sequence.

If your capture board lacks overlay capability, you might be able to display the video signal or the captured frames on a secondary display monitor connected to the output port of the capture board.

Note During video capture, ClapSE places highest priority on maintaining the flow of data from the capture board to the capture file. Because displaying captured frames requires some processing resources, ClapSE might not be able to update the display area during capture. (This is not a problem when displaying the incoming video signal using an overlay board.)

Video Display Options for Overlay Boards

When displaying the incoming video signal, you can adjust the colors, contrast, and saturation of the signal to improve the picture quality in the ClapSE display area. These settings don't affect the quality or color of images captured; they just adjust the look of the display area.

To display captured frames in the ClapSE display area

From the View menu, choose Preview.

To display the video-overlay signal in the ClapSE display area

From the View menu, choose Overlay.

To adjust the picture quality of an overlay display

- 1 From the Options | Video menu, choose Video Display.
- 2 Adjust the video-overlay signal characteristics as needed. For information about the options, see Video Display Dialog Box.
- 3 Choose OK.

Video Display Options for Non-Overlay Boards

With non-overlay boards, ClapSE always displays the captured video frames in the display area. You might be able to connect a second monitor to the output port of the capture board and use this monitor to display either the incoming video signal or the captured video frames.

To select what to display on the output monitor

- 1 From the Options | Video menu, choose Video Display.
- 2 Choose the appropriate signal source for the output monitor. To display captured frames (the contents of the frame buffer on the capture card), select Frame Buffer Image. To display the incoming video signal (from which the capture hardware builds video frames), select Video Input Signal.
- 3 Choose OK.

Capturing Audio

On Video capture configuration dialog select **Capture audio**.

Capture is the step where options matter most. Audio capture, in particular, can needlessly eat up lots of disk space.

- Stereo audio takes up twice the storage room of monaural audio. If your audio track is stereo and consists mainly of dialogue (rather than music) consider changing it to mono.
- Sound sampled at a frequency of 22kHz is twice the size of the same sound sampled at 11kHz. Music is usually better sampled at a higher frequency; speech suffers little when it's sampled at 11 kHz.
- Audio sample size (in bits) affects the audio's dynamic range and signalto noise ratio. 16-bit sample size is equivalent to that used in CD playback, and is preferred for music; 8bit is fine for dialogue. Keep in mind that good quality audio depends on the source - poor microphones or a dirty tape playback head can produce disappointing results. Audio can have a large impact, so if it's important to your video, you may want to use the 16bit setting to maintain fidelity and minimize noise, while ensuring the capture source is providing the highest possible performance.

Capturing Video

The person receiving your file may have software-only playback, in a smaller window.

· If you capture in a larger window size that is later reduced, your file may exhibit "jaggies" ("stairstep" effects on diagonal lines). For most desktop presentations, quarterscreen (320x240) is the best size.

Compression

A key frame is a single video frame that contains much of the image information of subsequent frames, and is therefore used as a reference to compressing following video frames. In other words, a keyframe contains enough redundant information to produce a copy of itself for the next few frames instead of having to read new information for all frames, saving data and disk space. The key frame is the baseline against which **ClapSE** compares other frames for differences. The Key Frame option specifies the rate at which the clip is sampled for key frames.

- Generally, set the Key Frame option to match the playback rate of the clip. For example, if you have set the frame rate of your clip to 15 frames per second (fps), set the Key Frame option to 15.
- Key Frame provides increased compression and playback speed, but it can slow access to individual frames in the clip. If you want to view the clip without skipping to different parts, set the Key Frame option higher than the frame rate.

Data Rate

The data rate is the speed, in kilobytes per second (KBps), at which the playback computer can transfer data from disk to screen.

- Use this option to specify the anticipated data transfer rate of the playback computer system.
- You will speed up compression if you do not select this option when you are editing.
- When producing a file for print to tape, set the Data Rate to the same value used during capture, and set Quality to 100%.

See Also Capture
 Capture Options
 Capture Driver

Audio Format

Use the Audio Format setting to specify the sampling frequency and sample size. Generally:

- Increase to improve fidelity.
- Decrease to reduce the file size.

Generally, a setting of 22.05 kHz, Stereo, 8-bit is best overall for good quality and smooth playback.

See Also [Capture Options](#)
 [Capture - overview](#)
 [Capture](#)

Capture - An overview

ClapSE video/audio capture and editing software transforms analog video into digitized .AVI files (Video for Windows) that you can play back on your computer. The resolution and frame rate will depend on the capabilities of your capture hardware.

Using **ClapSE**, you can capture video with audio. Using your PC and a PCcontrollable video source (VCR, laserdisc player), you can use the Windows MCI device controller to capture video with frame accuracy (MCI stands for Media Control Interface, Microsoft's Platform-independent multimedia specification providing a consistent way to control devices such as CDROMs and video playback units).

Use **ClapSE** to capture and edit video from a video camera, television, VCR, or laserdisc player. Used with a sound card, the capture software provides CDquality sound with sampling rates of up to 44kHz. Depending on the audio hardware, you can capture audio at 11 kHz, 22 kHz, or 44 kHz, in 8bit or 16bit mono or stereo.

ClapSE also offers a full range of video and audio editing features, allowing you to play back captured video from your hard disk, or view live video before capturing.

Capture Driver

Click the Start button at the top of the Toolbar, and select Options from the menu displayed. A series of panels is displayed of which CaptureDriver is one. Use this panel to select capture driver options. If no video capture card is installed on your computer, video capture options will be unselectable, or grayed out.

Capture Video

Select this control to capture video.

Capture Audio

Select this control to capture audio.

Prompt before starting

Select this control to be prompted before beginning the capture. The Capture Video control must be selected to use this option.

No preview

Select this control to disable screen preview during capture. The Capture Video control must be selected to use this option.

Video Controls

Frame Rate

Specify the number of frames per second for the video capture. It may be that your capture board can capture video at 30 frames per second but is unable to display it at that rate. Generally, a frame rate of 15 offers good display capabilities with smooth playback.

Capture to memory

Capturing to your computer's random access memory (RAM) is faster than capturing to disk. If you do not have enough free memory for capture, use a dedicated hard disk or create a separate partition on your hard disk drive for capturing video.

Recording to a fragmented hard disk can reduce the capture frame rate. To defragment your hard disk drive use a defragmenting utility such as Norton Utilities Speed Disk, or in Windows 95, use the Disk Defragmenter found in Accessories/System Tools.

Limit capture to

Because of the large size of audio and video files, the default capture size limit is 10 megabytes (see Capture File below) or 10 seconds, whichever comes first. If you want to capture a longer file, simply change the values. The time limit is useful if you know precisely how long your audio or video capture needs to be. For example, you would need 30 seconds of music to accompany a 30 second commercial.

Capture File

In the text field provided, assign a name to the capture file. Use the Browse button to set a name and path.

Preallocate file of size

If your hard disk is not completely defragmented, you should preallocate disk space for your capture file. When you enter a size - 10 Megabytes, for example -ClapSE reserves 10 Megabytes of contiguous (unfragmented) disk space, so that you can capture up to 10 Megabytes without disk problems.

If you capture less than the allocated amount, the file will still occupy 10 Megabytes on your disk.

If you capture more than the amount you've allocated, ClapSE will continue recording until the available disk space is consumed, although performance may be affected.

Default values - Make MPEG Movie from AVI file

Restore the **Make MPEG Movie** dialog to the default values.

Add command (Cards menu)

Add one card to the current photo folder.

Shortcuts

Keys: Ins

Delete command (Cards menu)

Delete card from the current photo folder.

Shortcuts

Keys: Del

Find command (Cards menu)

Find specific text.

Shortcuts

Keys: Shift+F3

**See
also:**

[Restore. View All Cards](#)

Restore. View All Cards command (Cards menu)

Return to original list after search operation.

**See
also:**

[Search...](#)

Modify or view command (Cards menu)

Modify or view data card.

Shortcuts

Keys: Ctrl+Enter

Show current image command (Images menu)

Show current selected image.

Shortcuts

Keys: Enter

Utilities 1 command (Utilities menu)

Open this application.

**See
also:**

[Modify the Utilities Menu](#)
[Utilities Dialog](#)

Utilities 2 command (Utilities menu)

Open this application.

**See
also:**

[Modify the Utilities Menu](#)
[Utilities Dialog](#)

Page Setup dialog

Change the printed page margins and options.

MCI Overlay Video dialog

Change the MCI overlay options.

Freeze/Unfreeze command (Images > Capture menu)

Freeze/Unfreeze the image into the "Device Window".
Toggle live video / paused video.

Photo/Scan command (Images > Capture menu)

Take a picture/scan.

Ruler command (View menu)

Put a scale

Begin command (Images > Capture > Autophoto menu)

Start time-lapse photo.

End command (Images > Capture > Autophoto menu)

End time-lapse photo.

Autophoto options dialog

Autophoto options to control the internal timer for time-lapse photography.

Normalize device (Options > Capture devices menu)

Normalize the capture device (MCI Overlay only).

Signal command (View menu)

Load the video signal (MCI Overlay only).

Freeze sequence (Images > Capture menu)

Freeze sequence (MCI Overlay only).

Stretch Video command

Stretch video on/off.
(Video for Windows and MCI Overlay)

Stretch Image command (View menu)

Stretch image to window on/off.

Play command (Images > Sound Annotations menu)

Begin plays sound annotation.

Record command (Images > Sound Annotations menu)

Begin record sound annotation.

Grid command (View menu)

Put a grid into the drawing.

Select tool command (Annotations > Objects menu)

Use the selection tool (on the toolbar) to select shapes so you can move, format, and size them.

Selection net

You can select more than one shape by dragging the pointer tool to form a selection net that encloses all the shapes you want to select.

Selection handles

The number of handles on a selected shape depends on its type and size. A line segment has handles at each endpoint. A shape displays at least four handles.

Album information command (File menu)

Open the Album Information dialog shows information about the current loaded album.

**See
also:**

[Album information dialog](#)

Line tool command (Annotations > Objects menu)

Use the line tool to draw lines.
Lines are open shapes.

Rectangle tool command (Annotations > Objects menu)

Use the rectangle tool to draw rectangles or squares. Both rectangles and squares are closed shapes.

Rounded rectangle tool command (Annotations > Objects menu)

Use the rounded rectangle tool to draw rounded rectangles or rounded squares. Both rounded rectangles and rounded squares are closed shapes.

Use the extra handle to change the corner size.

Ellipse tool command (Annotations > Objects menu)

Use the ellipse tool to draw ellipses and circles. Drag diagonally to draw an ellipse. Both ellipses and circles are closed shapes. To size an ellipse or circle, drag a selection handle

Line color command (Annotations > Attributes menu)

Change line color.

Select the new line color from the color selector.

Association command (Images > Image Operations menu)

Execute shell association.

Use the File Manager to change the shell association.

The association allows starting the appropriate editor for a file, simply by double clicking on the file. The association is not restricted to **ClapSE**, but also works in File Manager.

Move first command (Annotations > Layout menu)

Bring To Front

Moves selected shapes to the front of the stacking order for shapes on a page. If multiple shapes are selected, they all move to the front and keep their original stacking order in relation to each other.

Screen capture command (Options > Capture devices menu)

To capture single frame images from the screen select source of image to "Screen capture".

To front command (Annotations > Layout menu)

Moves selected shapes forward one position in the stacking order. If multiple shapes are selected, they all move closer to the front and keep their original stacking order in relation to each other.

SynopsisSpyCamWebServer command (Images > Capture > Autophoto menu)

Beta version. Wait for final release or ask to **root@simanavi.ba.ar** for full documentation.

Move last command (Annotations > Layout menu)

Send To Back

Moves selected shapes behind other shapes in the stacking order. If multiple shapes are selected, they keep their original stacking order in relation to each other.

To back command (Annotations > Layout menu)

Moves selected shapes back one position in the stacking order. If multiple shapes are selected, they all move back one position and keep their original stacking order in relation to each other.

Paper color command (Annotations > Attributes menu)

Changes the paper color.

Export command (Images > Image operations menu)

Export current selected image.

Disk Image Browser command (Images menu)

Activate Disk Image Browser.

The Disk Image Browser allows you browse from the disk folders and assign all images to the current album.

Edit current image command (Images > Image operations menu)

Edit current image. Launch external editors.

HID_VIEW_SHOWOBJECTS

View OLE objects.

Preview on/off command

Freezes/Unfreeze-Capture Preview on/off\

Text tool command (Annotations > Objects menu)

Use the text tool to create a freestanding text block.

To create new freestanding text, choose the text tool, drag a rectangle, double click on it and then type.

Choose OK.

Twain scanner command (Options > Capture devices menu)

To capture from the scanner select source of image to: **Scanner Twain** compatible.

**See
also:**

[Scanning images](#)
[Twain scanner](#)

Video for Windows command (Options > Capture devices menu)

To capture single frame images and digital video select source of image to: "Video for Windows". (Digital video)

**See
also:**

[Video capture devices special notes](#)

MCI Overlay command (Options > Capture devices menu)

To capture images from the MCI Overlay device select source of image to "MCI Overlay".

Refresh screen command (View menu)

Redraw the screen.

Paste card command (Edit > Paste menu)

Paste clipboard stored cards.

General command (Options menu)

Modify general options. Opens the general options dialog.

Utilities 3 command (Utilities menu)

Open this application.

**See
also:**

[Modify the Utilities Menu](#)
[Utilities Dialog](#)

Go top command (Cards > Go to menu)

Go to top. First album image.

Paste palette command (Edit > Paste menu)

Paste palette from the Clipboard to the Video for Windows window.

Go prev command (Cards > Go to menu)

Go to previous. Previous album image.

Go next command (Cards > Go to menu)

Go to next. Next album image.

Go bottom command (Cards > Go to menu)

Go to bottom. Last album image.

Contact viewer properties command

Open the contact properties dialog.

Captured video window command (View menu)

Toggle captured video/live video window.
Video For Windows

Image viewer properties command

Open the images viewer proprieties dialog.

List viewer properties command

Open the list viewer properties dialog.

Size and position command (Annotations > Layout menu)

Change object size and position.

Template command

Show template. (MCI Overlay only).

Multimedia browser command (Images menu)

Show multimedia objects.

Show all multimedia objects (video, sound, etc.).

80x60 command (Contact size menu)

Change the contact size to 80x60 pixels.

160x120 command (Contact size menu)

Change the contact size to 160x120 pixels.

240x180 command (Contact size menu)

Change the contact size to 240x180 pixels.

Load command (Images > Capture > Color palette menu)

Load palette over the "Video for Windows" window.

MCI devices command. (Utilities menu)

Activate one multimedia device.

Zoom commands (View > Zoom command)

1:1 Normal	No zoom.
1:2 Pan	Panoramic
1:3 Pan	Panoramic
2:1 Close	x2 Zoom
3:1 Close	x3 Zoom
4:1 Close	x4 Zoom
5:1 Cose	x5 Zoom

Utilities 4 command (Utilities menu)

Open this application.

**See
also:**

[Modify the Utilities Menu](#)
[Utilities Dialog](#)

Utilities 5 command (Utilities menu)

Open this application.

**See
also:**

[Modify the Utilities Menu](#)
[Utilities Dialog](#)

Image information command (Image > Image operations menu)

Show current image information dialog.

HTML Assistant command (Utilities > Internet menu)

Internet wizard

Activate the Internet assistant to create HTML pages.

Rename command (Images > Image operations menu)

Rename current image (change the file name and card name)

Utilities (Options menu)

Define the applications to be used in the "Utilities" menu.

Begin command (Utilities > Presentations menu)

Begin presentation.

Execute the cyclic slide show of current images.

Copy card command (Edit > Copy menu)

Copy cards to the clipboard.

No command (Options > Capture devices menu)

If you don't have any capture device hardware select "No".

HID_OBJETOS_TIPODELNEAS

HID_1_PLANTILLAS_REASIGNAR

HID_OBJETOS_TIPODERELLENO

HID OPCIONES BORRAR MODELO

HID_EDICIN_BUSCAR

HID_CLAPDRAW_SEARCH

HID_PROPERTIES

HID_DIBUJAR_ARCO

HID_CAP_AUTOPAL

Arc tool command (Annotations > Objects menu)

Use the arc tool to draw elliptical quarter-arc segments

The way you drag the mouse determines whether the arc has a horizontal axis or vertical axis .

HID_CAP_SEQUENCE

HID_OBJETOS_SOMBRA

HID_ENCENDER

HID_POPUP_SAVEAS

HID_OBJETOS_ORDENARBIOTECA

HID_POPUP_INFORMATION

HID_OBJETOS_CREARBIBLIOTECA

HID_EDICIN_SELECCIONAR_PORNOMBRE

HID_POPUP_SHOWINFO

HID_EDT_SELPORNOMBRE

HID_CLAPDRAW_EDIT_SELPORNOMBRE

Fix object command (Annotations > Layout menu)

Fix object position to the background.

HID_1_1

HID_1_2

HID_1_3

HID_OBJETOS_TIPODELNEA_1

HID_OBJETOS_TIPODERELLENO_1

HID_CLAPDRAW_TIPODERELLENO_1

HID_OBJETOS_TIPODERELLENO_4

HID_CLAPDRAW_TIPODERELLENO_4

HID_UTILITIES_ASOCIATION

HID_IMAGES_IMAGEOPERATIONS_CONVERTAS

HID_HELP_SHOWTIPOFTHEDAY

HID_VIEW_TOOLBARS

HID_ANNOTAR

HID_VIEW_MAXIMIZE

HID_EDICIN_SELECCIONAR_PRXIMOOBJETO

HID_VIEW_RESTOREALLVIEWS

HID_OBJETOS_TAMAOORIGINAL

Rotate commands (Transform submenu)

The Rotate commands let you rotate or flip the entire image.

To rotate or flip an entire image:

Choose **Image > Image Operations > Transform** and, from the submenu, choose one of the following commands:

- Rotate 180° to rotate the image by a half-turn.
- Rotate 90° CW to rotate the image clockwise by a quarter-turn.
- Rotate 90° CCW to rotate the image counterclockwise by a quarter-turn.
- Rotate... arbitrary to rotate the image by the angle you specify. If you choose this option, enter an angle between -359.99 and 359.99 in the angle text box, then select the background color. Click OK.
- Flip Horizontal
to flip the image horizontally, along the vertical axis.
- Flip Vertical
to flip the image vertically, along the horizontal axis.

**See
also:**

[Save transform command](#)

Rotate command (Image > Image Operations > Transform menu)

Arbitrary to rotate the image by the angle you specify. If you choose this option, enter an angle between -359.99 and 359.99 in the angle text box, then select the background color. Click OK.

**See
also:**

[Rotate commands](#)

[Save transform commad](#)

Rotate 180° command (Image > Image Operations > Transform menu)

Use **Rotate 180°** to rotate the image by a half-turn.

**See
also:**

[Rotate commands](#)

[Save transform command](#)

Rotate 90° CW (Image > Image Operations > Transform menu)

Use **Rotate 90° CW** to rotate the image clockwise by a quarter-turn.

**See
also:**

[Rotate commands](#)

[Save transform command](#)

Rotate 90° CCW (Image > Image Operations > Transform menu)

Use **Rotate 90° CCW** to rotate the image counterclockwise by a quarter-turn.

**See
also:**

[Rotate commands](#)

[Save transform command](#)

Flip Horizontal (Image > Image Operations > Transform menu)

Use **Flip Horizontal** to flip the image horizontally, along the vertical axis.

**See
also:**

[Rotate commands](#)

[Save transform commad](#)

Flip Vertical (Image > Image Operations > Transform menu)

Use **Flip Vertical** to flip the image vertically, along the horizontal axis.

**See
also:**

[Rotate commands](#)

[Save transform command](#)

HID_IMAGES_IMAGEOPERATIONS_TRANSFORM_SCALE

**See
also:**

[Save transform commad](#)

Size command (Images > Image operations > Transform menu)

Change current image pixel size and scale.

Changing the pixel dimensions of an image:

When preparing images for online distribution (on a Web site, for example), it's useful to specify image size in terms of the pixel dimensions. Keep in mind that changing pixel dimensions affects not only the size of an image on-screen but also its image quality and its printed characteristics.

To change the pixel dimensions of an image:

- 1 Choose **Images > Image operations > Transform > Size** command.
- 2 Specify the new image width and height.
- 3 Select the resample filter (BOX, BILINEAR...)
- 4 Press **OK**
- 5 Save your work (**Images > Image operations > Transform > Save transform**).

**See
also:**

[Save transform command](#)

Crop command (Images > Image operations > Transform menu)

Crop current image.

Cropping an image:

First, select the image rectangle and then use the crop command.

To crop an image using the Crop command:

- 1 Use the rectangle tool to select the part of the image you want to keep.
- 2 Choose **Images > Image operations > Transform > Crop** command.

**See
also:**

[Save transform command](#)

Save Transform command (Images > Image operations > Transform menu)

Saves all image transformations. You can't undo this action.

Hardware/Software detection command (Help menu)

Use this command to open the **Hardware/Software Autodetection Dialog** to detect problems with your hardware and know yours resources.

Edit captured movie command (Images > Capture menu)

Edit captured movie file. Open the movie editor.

Make movie from album command (Utilities menu)

Make one movie (AVI file) from all the images on the album.
The images must be in the same size and resolution (true-colors).

Run command (Cards > Go to menu)

Run the album images.

Select **Cards > Go to > Stop** to stop.

Stop command (Cards > Go to menu)

Stop the album images.

Select **Cards > Go to > Run** to begin image run.

Select none command

Cancels current image selection.

HID_CLAPDRAW_EDIT_CUT

HID_CLAPDRAW_EDIT_COPY

HID_CLAPDRAW_COPYBITMAP

HID_CLAPDRAW_EDIT_PASTE

HID_CLAPDRAW_EDIT_CLEAR

HID_CLAPDRAW_SELECTNEXT

HID_CLAPDRAW_EDIT_SELECT_ALL

HID_CLAPDRAW_PROP

Polygon command (Annotations > Objects menu)

Polygon tool is like a pencil. Use the polygon tool to draw line segments. You also use the pencil tool to edit shapes by dragging an endpoint, a control point, or a vertex.

Line segment

To draw a line segment, drag the pencil tool in a straight line in any direction. The pointer displays a small line.

HID_CLAPDRAW_LINE1

Fill color command (Annotations > Attributes menu)

Changes fill color.

Select the new fill color from the color selector.

HID_DRAW_OBJETOS_TIPODERELLENO_1

HID_CLAPDRAW_TIPOGRAF

HID_CLAPDRAW_TAMORIG

HID_MOVELAST

HID_OBJECT_MOVELAST

HID_DRAW_NEW

HID_DRAW_OPEN

HID_DRAW_SAVE

HID_DRAW_SAVEAS

HID_DRAW_DRAWANOTATIONPROPRIETES

HID_UTILITIES_INTERNET_EXPLOREHTMLDIR

HID_DRAW_STORE

HID_DRAW_LOAD

HID_DRAW_MERGEDRAWANOTATION

Image link tool (Annotations > Objects menu)

Link a graphic file to the drawing.

To create new image link, choose the image link tool, drag a rectangle, and double click on it and then type the file name.

Choose OK.

HID_DRAW_ERASEDRAWANOTATION

HID_ANNOTATIONS_LOADDRAWANOTATION

HID_DRAW_STOREAS

HID_LOADDRAWANOTATION

Group command (Annotations > Layout menu)

Creates a group from the shapes and objects from other programs selected on the drawing annotation page. Group members keep their original spatial relationships to each other.

To group shapes:

1. Select the shapes you want to include in the group.
2. From the Annotations menu, choose Layout, then choose Group.

**See
also:**

[Ungroup](#)

Ungroup command (Annotations > Layout menu)

To ungroup shapes:

1. Select the group.
2. From the Annotations menu, choose Layout, then choose Ungroup.

**See
also:**

[Group](#)

Curve tool command (Annotations > Objects menu)

Draws smooth curves (also called splines). For example, you can draw a flower bed with an irregular border that is smooth, not jagged.

Deleting segments from shapes

If you want fewer segments in a shape, you can delete segments you don't want.

To delete a segment:

1. With the select tool, select the shape.
2. Point to a vertex on the segment you want to delete.

When the pointer is directly over a vertex, it changes from a arrow to a four-headed arrow.

3. Click the vertex to select it.
4. Press the Delete key, or choose Clear from the Edit menu.

After you delete segments, you may need to adjust the shape by dragging vertexes and control points to make the shape look the way you want.

HID_HELP_TUTORIAL

HID_UTILITIES_WELCOMEMENU

HID_UTILITIES_INTERNET_EXPLOREWEBPAGE

HID_UTILITIES_INTERNET_HTMLEDIT

HID_UTILITIES_INTERNET_PUBLISH

HID_UTILITIES_INTERNET_INTERNETPROPRIETIES

HID_VERFOTOACTUALNEWWINDOW

HID_POPUP_GOHOME

HID_EDIT_COPYIMAGE

HID_HELP_REGISTERTHESOFTWARE

HID_UTILITIES_MAKEMPEGMOVIEFROMAVI

HID_POPUP_MOVIEPLAY

HID_ANNOTATIONS_MAKEREADONLY

HID_IMAGES_QUICKBROWSER

HID_VIEW_GOFROMQUICKFOLDERS

HID_HELP_REGISTERTHESOFTWAREFULLVERSION

Sinopsis Web Site commands (Help menu)

Use these commands to go to the Sinopsis Web Site:

On Internet:

English: <http://www.sinopsis.net>

Spanish: <http://www.sinopsis.net/latino>

HIDR_DRAW

HIDR_DRAWCLTYPE

HIDR_DIBTYPE

HIDR_BMPTYPE

HIDR_POPUP_MENU_DRAW

HIDR_POPUP_IMG_VIEW

HIDR_POPUP_CLAP_SEVIEW

HIDR_CLAPSETYPE

HIDR_POPUP_IMG_CONTACTO

HIDR_MENULINE

HIDR_PALMENU

HIDR_DIALOGBAR

HIDR_MENU1

HIDR_FILES

HIDR_EDIT

HIDR_POPUP_OVLMENU

HIDR_POPUP_VFWMENU

HIDR_CARDS

HIDR_DEVICES

HIDR_UTILES

HIDR_ANNOTATIONS

HIDR_CLASSIC

HIDR_WINDOWPRESENTATION

HIDR_WINDOWOVERLAY

HIDR_POPUP_TOOLBARMENU

HIDR_MAXIMIZERESTORE

HIDR_MAINFRAME_CNTR_IP

HIDR_DEVICESVFW

HIDR_WINDOWVFW

HIDR_IMAGES

HIDR_IMAGESOP

HIDR_POPUP_WIN_IMG_EX

HIDR_DRAWTOOLBAR

HIDR_GOTO

HIDD_DRAWPROP_RECT

Object properties text dialog

Use this dialog to insert text and change text settings.

Fields:

Text enter your text here

Buttons:

OK accept changes

Cancel cancel, close this dialog

Font > Select change fonts

...

HIDD_SCANNEROPTS

HIDD_DRAWTAMAYPOS

HIDD_FILEOPENPREVIEW

HIDD_DRAWINFORMACION

HIDD_EDITFOTOOBJ

Search dialog

Use this dialog to search text into the card data.

Find object dialog

Find any drawing object by name.

Scanner Photo: Multiple scanner Twain capture dialog

Use this dialog to capture images from the Twain scanner.

Fields:

Name prefix change the file name prefix

Buttons:

Acquire from scanner open the Twain scanner interface (use this button to take a picture)

Select source select the Twain scanner source

Properties change image properties

Insert all inserts all scanned images to the album and close the dialog

Insert selected insert only the selected images to the album and close the dialog

Cancel cancel, close this dialog

MCI Devices dialog

Select the MCI device to control.

MCI (Media Control Interface) allows controlling physical devices not caring about their technologies.

Page setup dialog

Change the page layout settings.

Define utilities dialog

Use this dialog to set the **Utilities** menu.

Format:

MenuName;path argument1 argument2...

for example:

&1 PlayClap;\CLAPSE\REDIST\PC.BAT {CRPNAME}

Video Photo: Capture dialog

This dialog appears before the image captures to assign the file name and the image properties.

Fields:

File File name.

Format The image format.

Buttons:

Browse Select a file.

Properties Change image properties.

OK Take a picture

Cancel Close the dialog

New Directory dialog

Create a new directory for the document dialog.

Album information dialog

This dialog shows information about the current loaded album.

Buttons:

OK accept changes and close

Close close this dialog

SpyCamWebServer dialog

SpyCamWebServer options dialog (Beta) wait for extensive documentation.

Video capture configuration dialog

Use this dialog to set the video for windows options.

Frame Rate

Specify the number of frames per second for the video capture. It may be that your capture board can capture video at 30 frames per second but is unable to display it at that rate. Generally, a frame rate of 15 offers good display capabilities with smooth playback.

Capture to memory

Capturing to your computer's random access memory (RAM) is faster than capturing to disk. If you do not have enough free memory for capture, use a dedicated hard disk or create a separate partition on your hard disk drive for capturing video.

Recording to a fragmented hard disk can reduce the capture frame rate. To defragment your hard disk drive use a defragmenting utility such as Norton Utilities Speed Disk, or in Windows 95, use the Disk Defragmenter found in Accessories/System Tools.

Capture Audio

Select this control to capture audio.

Temporary capture file:

In the text field provided, assign a name to the capture file. Use the Browse button to set a name and path.

Preallocate file of size

If your hard disk is not completely defragmented, you should preallocate disk space for your capture file. When you enter a size - 10 Megabytes, for example -ClapSE reserves 10 Megabytes of contiguous (unfragmented) disk space, so that you can capture up to 10 Megabytes without disk problems.

If you capture less than the allocated amount, the file will still occupy 10 Megabytes on your disk.

If you capture more than the amount you've allocated, ClapSE will continue recording until the available disk space is consumed, although performance may be affected.

Tip of the day dialog

Shows the tip of the day.

Buttons:

Next tip displays the next tip of the day.

Close close this dialog

Show tips at startup When selected, shows a new Tip of the day every time you start ClapSE.

Hardware/Software Autodetection dialog

Use this dialog to detect problems with your hardware and know yours resources.

Buttons:

OK accept and close

Close close this dialog

HIDD_PRESCONTROL

HIDD_ALLOCCAPSP

HIDD_NoCapHardware

HIDD_VFWERROR

HIDD_MCISETUP

HIDD_RECLVLMONO

HIDD_RECLVLSTEREO

HIDD_PALETA

HIDD_MAKEPALCOLORS

HIDD_IMAGEOPTS

HIDD_ALBUMOPTS

HIDD_AUTOFOTOOPTS

HIDD_MARGENESOPTS

HIDD_MCIOVERLAYOPTS

HIDD_CONTACTOPTS

HIDD_IMAGEBROWSEROPS

HIDD_PROPPAGEHTMLW1

HIDD_PROPPAGEHTMLW2

HIDD_PROPPAGEHTMLW3

HIDD_PROPPAGEHTMLW4

HIDD_PROPPAGEHTMLW5

HIDD_GODLG

HIDD_PRESENTDLG

HIDD_SCREENCAPTURE

HIDD_NEWDRAW

HIDD_DRAWLINK

Convert dialog

Use this dialog to convert one image format to another.

Buttons:

Preserve original name on album Don't change the image card.

New format Select the destination format.

OK Begins conversion.

Cancel Close this dialog.

Change image Size dialog

Change current image pixel size and scale.

To change the pixel dimensions of an image:

- 1 Choose **Images > Image operations > Transform > Size** command.
- 2 Specify the new image width and height.
- 3 Select the resample filter (BOX, BILINEAR...)
- 4 Press **OK**
- 5 Save your work (**Images > Image operations > Transform > Save transform**).

**See
also:**

[Save transform commad](#)

Rotate image dialog

Use this dialog to sets the rotations angle for image rotation transformation.

Fields:

Angle Sets the rotation angle.

Buttons:

Background color Changes the background color for rotation.

OK Begins rotation.

Cancel Close this dialog.

See also:

[Save transform commad](#)

Welcome to ClapSE 32 bits dialog

Use this dialog to access to the basic functions of ClapSE -the easy way-.

Buttons:

Create new album	Creates a new album for images.
Open last album	Open last image album edited.
Open album	Open a saved album.
Learn ClapSE	Begins the ClapSE tutorial.
Create new annotation	Creates a new annotation draw.
Open last annotation	Open a saved annotation draw.
Browse for images	Browse for images into the hard disk.
Cancel	Close this dialog.
Show welcome dialog on StartUp	Open this dialog every time the program starts.

HIDD_SHAREINFO

HIDD_AVI2MPG_DIALOG

HIDD_PLAYMOVIE

HIDD_QUICKBROWSER

HIDD_REGISTROSINOPSIS

HIDD_RENAME

HIDD_EDITORESOPTS

HIDD_PRESENTDLG1

HIDD_FOTOFILM

HIDD_DRAWSELECT

HIDD_DRAWOBJ_PROP

HIDD_DRAW SOM_PROP

Video for Windows Options dialog

Change the Video for Windows options.

Please, first select the Video for Windows device to allow configuration.

Note:

If Devices: Current = [Not active] ClapSE can't find any Video for Windows device.

Internet Options dialog

Change the internet options.

Bitmap images

ClapSE and other paint and image-editing programs generate bitmap images, also called raster images. Bitmap images use a grid (the bitmap or raster) of small squares known as pixels to represent images. Each pixel is assigned a specific location and color value. For example, a bicycle tire in a bitmap image is made up of a mosaic of pixels in that location. When working with bitmap images, you edit pixels rather than objects or shapes.

A bitmap image is resolution-dependent—that is, it contains a fixed number of pixels to represent its image data. As a result, a bitmap image can lose detail and appear jagged if viewed at a high magnification on-screen or printed at too low a resolution. Bitmap images are the best choice for representing subtle gradations of shades and color—for example, in photographs or painted images.

Vector graphics

Drawing programs such as ClapDraw create vector graphics, made of lines and curves defined by mathematical objects called vectors. Vectors describe graphics according to their geometric characteristics. For example, a bicycle tire in a vector graphic is made up of a mathematical definition of a circle drawn with a certain radius, set at a specific location, and filled with a specific color. You can move, resize, or change the color of the tire without losing the quality of the graphic.

A vector graphic is resolution-independent—that is, it can be scaled to any size and printed on any output device at any resolution without losing its detail or clarity. As a result, vector graphics are the best choice for type (especially small type) and bold graphics that must retain crisp lines when scaled to various sizes—for example, logos. Because computer monitors represent images by displaying them on a grid, both vector and bitmap images are displayed as pixels on-screen.

Pixel dimensions

The number of pixels along the height and width of a bitmap image. The display size of an image on-screen is determined by the pixel dimensions of the image plus the size and setting of the monitor. The file size of an image is proportional to its pixel dimensions. A typical 13-inch monitor displays 640 pixels horizontally and 480 vertically. An image with pixel dimensions of 640 by 480 would fill this small screen. On a larger monitor with a 640 by 480 setting, the same image (with pixel dimensions of 640 by 480) would still fill the screen, but each pixel would appear larger. Changing the setting of this larger monitor to 1152 pixels by 870 pixels would display the image at a smaller size, occupying only part of the screen.

When preparing an image for online display (for example, a Web page that will be viewed on a variety of monitors), pixel dimensions become especially important. Because your image may be viewed on a 13-inch monitor, you'll probably want to limit the size of your image to a maximum of 640 pixels by 480 pixels.

On-screen display size

How large an image appears on-screen depends on a combination of factors--the pixel dimensions of the image, the monitor size, and the monitor resolution setting.

Image resolution

The number of pixels displayed per unit of printed length in an image, usually measured in pixels per inch (ppi). An image with a high resolution contains more, and therefore smaller, pixels than an image of the same printed dimensions with a low resolution. For example, a 1-inch-by-1-inch image with a resolution of 72 ppi contains a total of 5184 pixels (72 pixels wide x 72 pixels high = 5184). The same 1-inch-by-1-inch image with a resolution of 300 ppi would contain a total of 90,000 pixels.

Because they use more pixels to represent each unit of area, higher-resolution images usually reproduce more detail and subtler color transitions than lower-resolution images when printed. However, increasing the resolution of an image scanned or created at a lower resolution only spreads the original pixel information across a greater number of pixels and rarely improves image quality.

To determine the image resolution to use, consider the medium of final distribution for the image. If you're producing an image for online display, the image resolution only needs to match the typical monitor resolution (72 or 96 ppi). However, using too low a resolution for a printed image results in pixelation— output with large, coarse-looking pixels. Using too high a resolution (pixels smaller than what the output device can produce) increases the file size and slows the printing of the image; furthermore, the device will be unable to print the image at the high resolution.

Monitor resolution

The number of pixels or dots displayed per unit of length on the monitor, usually measured in dots per inch (dpi). Monitor resolution depends on the size of the monitor plus its pixel setting. The typical resolution of a PC monitor is about 96 dpi, of a Mac OS monitor 72 dpi. Understanding monitor resolution helps explain why the display size of an image on-screen often differs from its printed size.

In ClapSE, image pixels are translated directly into monitor pixels. This means that when the image resolution is higher than the monitor resolution, the image appears larger on-screen than its specified print dimensions. For example, when you display a 1-inch-by-1-inch, 144-ppi image on a 72-dpi monitor, it appears in a 2-inch-by-2-inch area on-screen. Because the monitor can display only 72 pixels per inch, it needs 2 inches to display the 144 pixels that make up one edge of the image.

Printer resolution

The number of ink dots per inch (dpi) produced by an imagesetter or laser printer. For best results, use an image resolution that is proportional to, but not the same as, printer resolution. Most laser printers have output resolutions of 300 dpi to 600 dpi and produce good results with images from 72 ppi to 150 ppi. High-end imagesetters can print at 1200 dpi or higher and produce good results with images from 200 ppi to 300 ppi.

File size

The digital size of an image, measured in kilobytes (K), megabytes (MB), or gigabytes (GB). File size is proportional to the pixel dimensions of the image. Images with more pixels may produce more detail at a given printed size, but they require more disk space to store and may be slower to edit and print. For instance, a 1-inch-by-1-inch 200-ppi image contains four times as many pixels as a 1-inch-by-1-inch 100-ppi image and so has four times the file size. Image resolution thus becomes a compromise between image quality (capturing all the data you need) and file size.

Scanning images

Before you scan an image, make sure that the software necessary for your scanner has been installed. To ensure a high-quality scan, you should predetermine the scanning resolution and dynamic range your image requires. These preparatory steps can also prevent unwanted colors casts from being introduced by your scan.

Scanner drivers are provided and supported by the manufacturers of the scanners, not Sinopsis Systems. If you have problems with scanning, make sure that you are using the latest version of the appropriate scanner driver.

**See
also:**

[Twain scanner](#)

[Select scanner for image capture](#)

Twain scanner

TWAIN is a cross-platform interface for acquiring images captured by certain scanners, digital cameras, and frame grabbers. The manufacturer of the TWAIN device must provide a Source Manager and TWAIN Data source for your device to work with ClapSE. ClapSE supports the current TWAIN_32 standard for scanning. ClapSE 3.X 32 bits does not support TWAIN software used with Windows 3.1 (use ClapSE 16 bits). Contact your scanner manufacturer for information on the availability of TWAIN_32 source modules.

To capture an image using the TWAIN interface:

- 1 If you're using the TWAIN device for the first time with ClapSE, choose Options >Generals... > Scanners > Select Source button. Then select the device you're using. You do not need to repeat this step for subsequent uses of the TWAIN module. If more than one TWAIN device is installed in your system and you want to switch devices, use the Select Source command.
- 2 To select the scanner, choose Twain scanner from the Options > Capture Devices menu.
- 3 To scan the image use the Photo/Scann command from the Images > Capture menu.

**See
also:**

[Scanning images](#)
[Select scanner for image capture](#)

Browse Dialog

Whenever **ClapSE** requires a folder path name, you can click on the Browse or [...] button to bring up this dialog box. From it, you simply select the desired folder path. **ClapSE** also remembers the last place selected for each operation and initializes the dialog box to the last picked folder.

Windows Display Drivers

ClapSE works best with highcolor (15 or 16 bit) and truecolor (24 bit) color, but also works well in 256-color (8 bit) modes. You should select an appropriate driver for your display adapter using the Control Panel.

[Click here](#) to set up your display drivers using the Control Panel.

Several different color depths and screen resolutions may be available; here is some information on the possible choices:

Four different color depths are generally considered "Super VGA;" these are:

256-color (8 bits required per pixel)

This provides the minimum number of colors to display a single color graphic; multiple graphics must usually share some colors, so quality is sacrificed on all but the "top most" window. 24-bit graphics must be pre-processed before display to achieve reasonable color;

ClapSE uses a fast "quick-dither" to the thumbnail palette. This is indicated by a [Q8] appended to the file name in the view window title bar.

32768-color (16 bits required per pixel)

This mode divides the 16 bits into 5 red, 5 green and 5 blue pixels. One pixel is not used. This provides much better viewing capability than the 256-color mode, but requires more video memory. You can simultaneously view multiple 256-color graphic files. Truecolor (24-bit) files will suffer some loss in quality (because nine bits of each pixel are ignored), and may be somewhat slower to display because the display driver has to "map" the colors.
65536-color (16 bits required per pixel)

This mode provides similar capability to the 32768-color mode, with (very) slightly better results. The extra (16th) bit is usually used for green.

16-million color (24 bits required per pixel)

Eight bits are used for each color (red, green, blue). This provides true color viewing -- no color information is lost from 24-bit images, and as many as desired may be viewed simultaneously. This is the most accurate color mode, but generally slower than 256-color mode.

Your video card may be capable of several different color depths and several different resolutions. Here is a table showing the minimum amount of video memory required for most popular color resolutions for each color depth, rounded up to 512Kb (Kilobytes) increments. Note that video memory is separate from system memory -- it's on the video card itself, and not usable for programs or data.

	256 (8-bit)	32768/65536(Hicolor r)	16.7 Million(Truecolor)
640x480	512Kb	1Mb	1.5Mb
800x600	512Kb	1Mb	2Mb
1024x768	1Mb	2Mb	2.5Mb
1280x1024	1.5Mb	3Mb	4Mb
1600x1200	2Mb	4Mb	6Mb

Video cards with less than 512K of memory are not capable of running Windows with more than 16 colors.

Your monitor must also be capable of displaying the required vertical and horizontal resolution.

Using higher color depths also requires more system memory, as bitmaps are often stored in system memory at the color depth (bits per pixel) required for the current display.

Print command (File menu)

Use this command to print a document. This command presents a Print dialog box, where you may specify the range of pages to be printed, the number of copies, the destination printer, and other printer setup options.

Shortcuts

Toolbar: ■
Keys: CTRL+P

Print dialog box

The following options allow you to specify how the document should be printed:

Printer

This is the active printer and printer connection. Choose the Setup option to change the printer and printer connection.

Setup

Displays a Print Setup dialog box, so you can select a printer and printer connection.

Print Range

Specify the pages you want to print:

All Prints the entire document.

Selectio Prints the currently selected text.

n

Pages Prints the range of pages you specify in the From and To boxes.

Copies

Specify the number of copies you want to print for the above page range.

Collate Copies

Prints copies in page number order, instead of separated multiple copies of each page.

Print Quality

Select the quality of the printing. Generally, lower quality printing takes less time to produce.

Print Progress Dialog

The Printing dialog box is shown during the time that <<YourApp>> is sending output to the printer. The page number indicates the progress of the printing.

To abort printing, choose Cancel.

Print Preview command (File menu)

Use this command to display the active document as it would appear when printed. When you choose this command, the main window will be replaced with a print preview window in which one or two pages will be displayed in their printed format. The print preview toolbar offers you options to view either one or two pages at a time; move back and forth through the document; zoom in and out of pages; and initiate a print job.

Print Preview toolbar

The print preview toolbar offers you the following options:

Print

Bring up the print dialog box, to start a print job.

Next Page

Preview the next printed page.

Prev Page

Preview the previous printed page.

One Page / Two Page

Preview one or two printed pages at a time.

Zoom In

Take a closer look at the printed page.

Zoom Out

Take a larger look at the printed page.

Close

Return from print preview to the editing window.

Print Setup command (File menu)

Use this command to select a printer and a printer connection. This command presents a Print Setup dialog box, where you specify the printer and its connection.

Print Setup dialog box

The following options allow you to select the destination printer and its connection.

Printer

Select the printer you want to use. Choose the Default Printer; or choose the Specific Printer option and select one of the current installed printers shown in the box. You install printers and configure ports using the Windows Control Panel.

Orientation

Choose Portrait or Landscape.

Paper Size

Select the size of paper that the document is to be printed on.

Paper Source

Some printers offer multiple trays for different paper sources. Specify the tray here.

Options

Displays a dialog box where you can make additional choices about printing, specific to the type of printer you have selected.

Network...

Choose this button to connect to a network location, assigning it a new drive letter.

Page Setup command (File menu)

No help.

