



## Introduction

SnapShot 3 is an easy-to-use screen capture utility that uses a camera metaphor. Once you have loaded the "Film," you can take snapshots of the screen using your right mouse button. "Film" can be loaded from the File menu or the Toolbar. Snapshots can be placed into the Clipboard for pasting into other applications, printed or saved in a number of graphics formats.

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## Commands

There are four menus in SnapShot 3

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Edit

View

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## File Menu Commands

The *File* menu contains the following commands:

New

Open

Save As...

Print

Printer Setup...

Developer...

Auto Save...

Options

Load Film

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Exit

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**File/New**

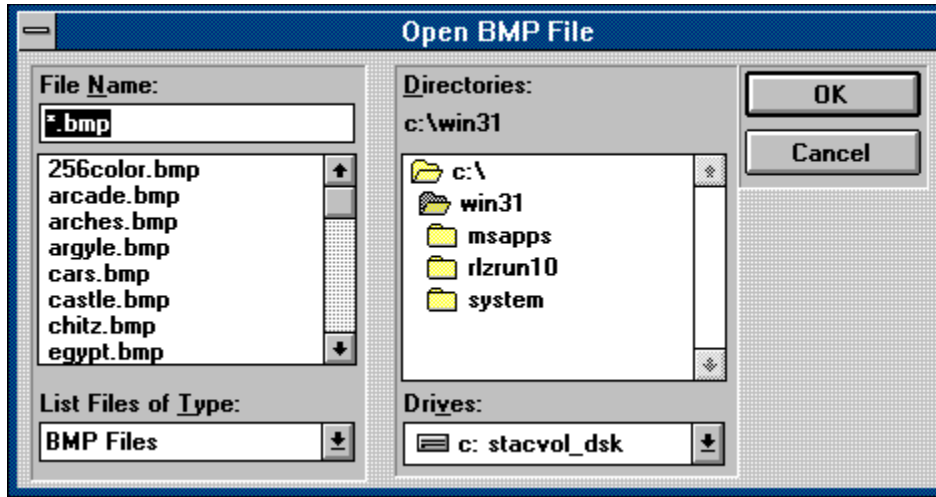
*New* clears the current picture.

## File/Open

*Open...* displays the *Open* dialog box. This dialog box allows you to select a bitmap file and load it into SnapShot 3.

You can enter the filename directly or you can search for it using the list boxes and combo boxes.

When you have the correct file in the File Name: edit box, click **OK** to load the file into SnapShot 3.



You can read the following formats:

BMP	Windows bitmaps
GIF	CompuServe graphics interchange file format
ICO	Windows icons
JPG	JPEG (Joint Photographic Experts Group)
PCX	Zsoft PCX format
PCD	Photo CD files
PCT	Apple Pict files
TGA	Targa file format
TIF	TIFF (Tagged Image File Format) files

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## File/Save As...

Save As... displays the Save As dialog box where you can save the current picture to a file.

The bottom row of radio buttons allow you to save the picture to a different format. The choices available allow for changes in color content, compression, and size.

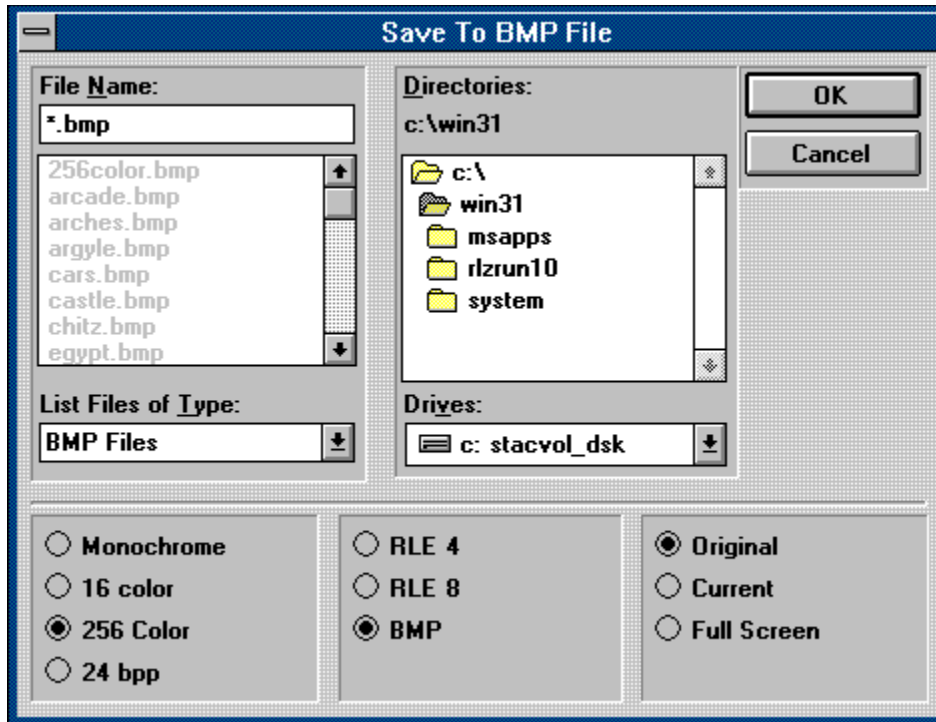
Option	Description
1 bpp	Black and white picture
4 bpp	16 colors
8 bpp	256 colors
24 bpp	24 BPP
RLE4	Run length encoded 16 Color
RLE8	Run length encoded 256 Color
BMP	BMP format
Original	Original size
Stretched	Stretched to current client size
Full Screen	Stretched to full screen size

When you first open the Save As dialog the current settings will reflect the current condition for the picture.

Click OK to save the picture according to your settings.

Please note that the center section is only valid for BMP file types. The following chart shows the support file types and bit-per-pixel settings (bpp).

Type	1 bpp	4 bpp	8 bpp	24 bpp
BMP	X	X	X	X
GIF		X	X	
JPG			X	X
PCX	X	X	X	X
PCT	X	X	X	X
TGA			X	X
TIF	X	X	X	X



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## **File/Print**

*Print* lets you print the current picture on your installed printer.

The picture can be printed in a variety of sizes. These sizes include:

Option	Description
Original	Original Picture Size
Stretch to Client Size	Stretch picture to size of SnapShot 3's client area
Stretch to Full Screen Size	Stretch picture to size of screen
Stretched to Page	Stretch to full page size

These options are set via the *Options* dialog accessible from the File menu.

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## **File/Printer Setup...**

*Printer setup...* lets you change the setup for your currently installed printer. You'll see the standard *Windows* printer *Setup* dialog box. See your Microsoft *Windows* documentation for information concerning this dialog box.

Any changes you make are only for your session with SnapShot 3. If you desire to change the printer settings for other applications you can do so through the *Windows* Control Panel.

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## **File/Developer**

Displays the *Developer* dialog. With the *Developer* dialog you can quickly preview bitmap files. *Developer's* listbox lets you search for bitmap files quickly. Double-click on a file to have SnapShot 3 open it. You can traverse directories or drives by double-clicking on those items in *Developer's* listbox.

The *Developer* dialog is modeless, so it stays on top of SnapShot 3 thereby letting you quickly preview a number of bitmaps without repeatedly selecting *File/Open* and researching

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## **File/Auto Save...**

Prompts you for an initial filename and type using the *Save As...* dialog. Each subsequent screen capture will be saved to this filename with an increasing count appended to the name.

For example, you select TEST.BMP. Your first screen capture will be saved to TEST00.BMP. The next to TEST01.BMP and so on.

**To turn off Auto Save select Cancel from the dialog box.**

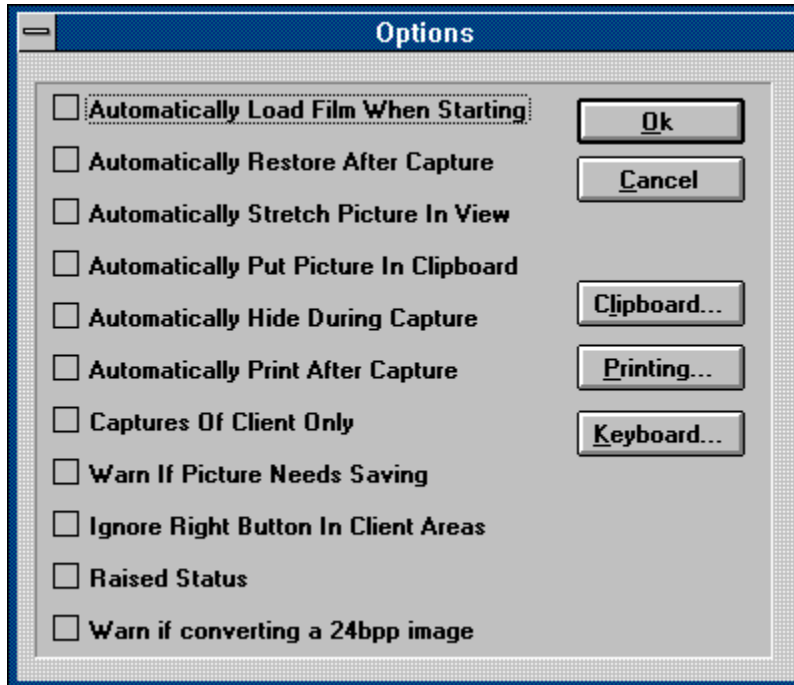
**See...**

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File/Save As...

## File/Options...

Options... displays the SnapShot 3 Options dialog box where you can modify snapshot 3's behavior. Click on an option or button to see more information.



See...

[Clipboard Options](#)

[Printing Options](#)

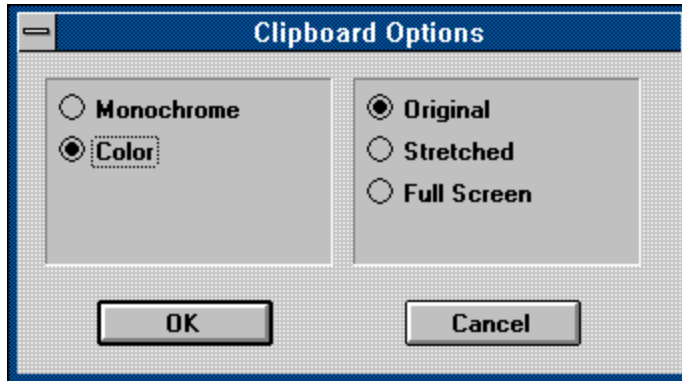
[Keyboard Options](#)

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## Clipboard Options

The Clipboard Options dialog determines if and how SnapShot 3 converts an image before placing it in the Clipboard.

Click on an option or button to see more information.



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## **Monochrome**

The image is converted to black and white before being placed in the Clipboard

## **Color**

The image is placed unconverted in the Clipboard.

## **Original**

The image is placed in the Clipboard without any changes to it's size



## **Stretched**

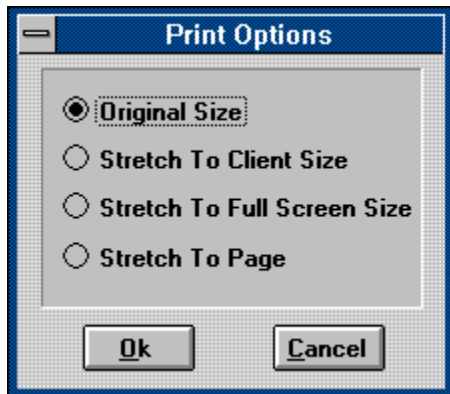
The image is stretched to the current client size of SnapShot 3 before being placed in the Clipboard.

## **Full Screen**

The image is stretched to full screen size before being placed in the Clipboard.

## Printing Options

Click on an option or button to see more information.



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## **Keyboard Options**

Allows you to enable capture with the keyboard. If the checkbox is selected then that option is enabled.

To capture the Active window use the keyboard combination of Ctrl + Alt + A

To capture the entire desktop use the keyboard combination of Ctrl + Alt + D

## **Original Size**

Prints the image at it's original size

## **Stretch To Client Size**

Prints the image stretched to the size of SnapShot 3's client area

## **Stretch To Full Screen Size**

Prints the image stretched to the size of the screen

## **Stretch To Page**

Prints the image stretched to the size of an entire page.



## **File/Load Film**

*Load Film* enables the right mouse button as your shutter for SnapShot 3.

Film can be loaded using this menu command or from the Control menu bar (you'll use the Control menu bar option to load film when you have minized SnapShot 3 ).

Film can be automatically loaded by selecting **Automatically Load Film When Starting** using the *File/Options...* command.

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## **File/Unload Film**

*Unload Film* disables the right mouse button so that you can no longer take pictures.

Film can be unloaded using this menu command or from the Control menu bar (you'll use the Control menu bar option to unload film when you have minimized SnapShot 3.)

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## **File/Exit**

Exit terminates SnapShot 3.



## Edit Menu Commands

The *Edit* menu contains the following commands.

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Paste

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## **Edit/Copy**

*Copy* copies the contents of SnapShot 3 to the Windows Clipboard. Once the file is in the Clipboard, you can paste it into other Windows applications.

## **Edit/Paste**

*Paste* inserts the contents of the Windows Clipboard into SnapShot 3. Clipboard contents must be in a bitmap format. Other formats are not supported and are ignored



## View Menu Commands

The *View* menu contains the following commands:

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Status Line

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## **View/Stretch**

Toggles the stretch mode between *Original* and *Stretched*.

*Original* draws the picture in its originally captured size.

*Stretched* stretches the picture to fill the current size of SnapShot 3. If you resize SnapShot 3 this stretching is repeated. You can save the picture at a stretched size using the format option *Current* in the *Save As* dialog.

When in stretched mode this menu item will have a checkmark next to it.

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## **View/Full Screen**

*Full Screen* blanks the entire screen and displays the current picture. If the stretch mode is set then the image is stretched to fill the entire screen. If the stretch mode is set to original then the image is displayed at the center of the screen.

When you are finished viewing, hit any key or click a mouse button to restore SnapShot 3.

You can save the picture at the size of the screen using the format option *Full Screen* in the *Save As* dialog box.

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## View/Toolbar

Allows you to select whether the toolbar is visible. When selected this item will have a checkmark next to it and the toolbar will be displayed just below the menu bar.

Click on the toolbar bitmap for more information.



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## View/Status Line

Allows you to select whether the Status Line is visible. When selected this item will have a checkmark next to it and the Status Line will be displayed at the bottom of SnapShot 3's window.

Click on the status line bitmap for more information.



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## Status Line Filename

Displays the current filename. If the images was just captured an not yet saved then this field will display <<Capture>>. If the images was just pasted into SnapShot 3 and has not been saved then this field will display <<Clipboard>>.

If you double-click on this region of the status line the File Open dialog is displayed allowing you to select a new file to view.

**See...**

Status Line

## **Status Line Film**

Displays the Film status, either Loaded or Un-Loaded.

If you double-click on this region of the status line you will toggle the Film status. If Film is Loaded then double-clicking will un-load the film. If Film is not currently loaded then it will be loaded.

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[File Load Film](#)

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[Status Line](#)

## **Status Line Stretched / Actual**

Displays the view mode status. Either Actual or Stretched.

If you double click on this region of the status line you will toggle the view mode status. If you are viewing in Actual size mode the view will change to the Stretched mode. If you are currently viewing in Stretched mode, double clicking will change the view mode to Actual.

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[View Stretch](#)

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### **Status Line Size**

Displays the current image size.

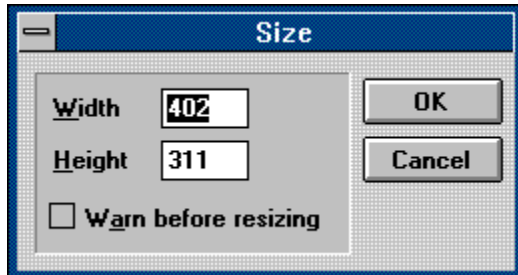
Double clicking on this area when in stretch mode will present the Size dialog. This dialog allows you to precisely change the size of the current image.

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## Size Dialog

The Size dialog lets precisely change the size of the current image. Resizing changes effect the internal copy of the image. Save the image before resizing so you can reload the image if you do not like the result of resizing.



### **Important:**

If you are in stretch mode you will not see the Size dialog after double clicking on the size area of the status line. You can only size the image if it is being displayed as actual size.

To use the Size dialog you enter the new Width and Height of the image in the areas provided. Select Ok to have SnapShot 3 resize the image. If you select the Warn before resizing you will receive a Warning box letting you change your mind after selecting Ok.

### **Important:**

Resizing can result in a distorted image. If you shrink an image some information will be removed to squeeze the image to it's new size. If you resize back to a large image it will not look the same. You may consider saving a copy of the image before you experiment with resizing so you can easily start over.



### **Status Line AutoSave**

Displays whether Auto Save is enabled or not.

If you double click on this region the Auto Save dialog is presented just as when you select the File Auto Save menu pick.

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## Help Menu Commands

The *Help* menu contains the following commands:

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## Help/Index

*Index* opens this help file at the *Introduction* page. This page can also be reached by pressing the **Contents** button of the Help Window menu.

## **Help/Commands**

*Commands* opens this help file at the *Menu Commands* page.

## Help/Procedures

*Procedures* opens this help file at the *Procedures* page. This page can also be reached by pressing the **Procedures** button of the Help Window menu.

### **Help/About SnapShot 3...**

*About SnapShot 3...* opens the *About* box describing SnapShot 3, Beacon Hill Software and other information about SnapShot 3



## Procedures

SnapShot 3 is easy to use. Once the film is loaded (activating your right mouse button), you can capture screen images and paste them into other *Windows* applications or save them. You can stretch the picture to fit the size of the client area of the SnapShot 3 window. By tiling SnapShot 3 and other *Windows* applications, you can quickly capture images, enhance them, save them and then use them in other applications.

**Note:** You can quickly jump to this page by clicking on the **Procedures** button.

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## Taking Pictures

Taking pictures using SnapShot 3 is simple. To take a picture of the screen you must first enable the shutter. The right mouse button is your shutter.

- Load film by choosing *File/Load Film* (unless it was automatically loaded).
- To capture an entire window, click the right mouse button on the Window Title Bar. Your pointer is not included in the picture.
- To capture a section of the screen, you'll click-and-drag using your right mouse button. Position your pointer at the upper left corner of the rectangular area you want to capture. Click-hold-and-drag the right button to the lower right corner of the area you want to capture. You'll see an outline of the area you are about to capture as you drag your mouse. When you release the right mouse button, the outlined area is captured. You have taken a picture.
- The captured picture may automatically be placed into the Clipboard, depending on your *Options* dialog box settings.

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## Viewing Pictures

Pictures can be viewed in different ways. *Stretch* keeps the client area of SnapShot 3 filled with the picture by stretching it whenever the window is resized. *Full Screen* stretches the picture to fill the entire screen.

Also, you can load bitmaps and cut-and-paste between SnapShot 3 and the Clipboard to view bitmaps.

When the picture is the way you want it, you can save it in a number of graphics formats.

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## **Saving Pictures**

If you wish to save a screen capture, pasted in picture or to another file select *File/Save As...*

For more info click [here](#).

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## **Stretching Pictures**

To stretch the current picture to fit the client size of the SnapShot 3 window, select *View/Stretch*.

If you change the size of the SnapShot 3 window, the picture will automatically change to fit the window.

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## **Pasting from the Clipboard**

To paste a bitmap from the Clipboard, select *Edit/Paste*. The bitmap will be displayed in the SnapShot 3 window.

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## Erasing Pictures

To erase the current bitmap, select *File/New*.

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## Viewing Saved Pictures

To view a previously-saved bitmap file, select *File/Open...* and choose the file you want to load into SnapShot 3.

You can also view previously-saved files using the File Manager and SnapShot 3. You'll need to change the association of bitmaps to SnapShot 3 with the File Manager's *File/Associate* menu selection (don't worry, it's easy). Changing the File Manager association to SnapShot 3 will let you easily view many bitmaps.

Arrange the File Manager and SnapShot 3 so they are both visible on the screen. You can easily browse through sub-directories of BMP files and view them with just a double-click of the mouse.

For more information click [here](#).

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## Setting Options

You can setup SnapShot 3 to automatically perform certain operations - saving you the time and making SnapShot 3 easier to use.

Select *File/Options...* to display the SnapShot 3 *Options* dialog box where you can modify SnapShot 3's behavior.

For more information click [here](#)

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## **Drag and Drop**

SnapShot 3 support Drag and Drop from the File Manager in Windows 3.1. You can select a bitmap file from the File Manager and drag and drop it on SnapShot 3 and SnapShot 3 will open it. If you select a group of files at one time and drop them on SnapShot 3 only the last one in the list will be opened.

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**Help, I cannot take a picture!**

Make sure you have loaded film. To load film, select *File/Load Film*.

## **How do I capture the entire screen?**

If you want to capture the entire screen, and the screen is one window, click on the Title Bar.

If you want to capture the entire screen, and it is composed of many windows, click on an area of the screen that is not occupied by a window. You may have to move the windows a bit to make a small space.

### **Why is only a portion of a window captured?**

If you are having problems capturing the entire window, click on the Title Bar with the right mouse button.

If you are manually capturing a window, make sure the window is fully exposed. SnapShot 3 will take a picture of anything partially covering a window.

### **How do I select only a portion of a window or screen?**

You'll use the click-and-drag technique with your right mouse button to capture portions of the screen or window.

Press down on the right button when the cursor is in the upper left corner of the rectangular region you wish to select. While holding the button down, drag the mouse to the lower right corner. The area you are about to capture is outlined. When you are at the lower right corner release the button. The area will then be captured. You have taken a picture.

## How do I save a picture I have captured?

If you have a picture you want to save, do the following:

- 1) Select *File/Save As...* to display the *Save As...* dialog box
- 2) Choose a radio button for the file type you want
- 3) Click the *Original* radio button
- 4) Select a destination path
- 5) Type a file name
- 6) Click *OK*

The file will be saved as indicated.

## How do I save a picture as a monochrome bitmap?

If you have a picture you want to save as a monochrome (black and white) BMP file, do the following:

- 1) Select *File/Save As...* to display the *Save As...* dialog box
- 2) Click the *Monochrome* radio button
- 3) Click the *Current* radio button
- 4) Select a destination path
- 5) Type a file name
- 6) Click *OK*

The file will be saved as a monochrome bitmap.

**After I have stretched a bitmap, how do I save it at this size?**

If you have stretched a picture and you want to save it, do the following:

- 1) Select *File/Save As...* to display the *Save As...* dialog box
- 2) Select a file type
- 3) Click the *Current* radio button
- 4) Select a destination path
- 5) Type a file name
- 6) Click *OK*

This will save the bitmap at its current size.





## Using Dynamic Data Exchange

You can use Dynamic Data Exchange (DDE) to access SnapShot 3 from other applications.

### Basic Steps for Using DDE

Opening a Channel

Requesting Information

Advise Transactions

Executing Commands

Closing a Channel

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## Basic Steps for Using DDE

All DDE conversations take place on a channel between two applications. The application that initiates a conversation is the client, the other application is the server. The client controls the channel and requests information from the server. SnapShot 3 can only act as a server.

The basic steps required to use DDE with SnapShot 3 are:

1. Open a channel to SnapShot 3 from another application.
2. Request data, set up an advise loop or execute a SnapShot 3 command.
3. Close the channel.

The exact syntax of the commands used for DDE depend on the macro or programming language of the client application that you are using. Typically, establishing a channel is accomplished by an INITIATE command, requesting data by a REQUEST, setting up an advise transaction with an ADVISE, executing a command by EXECUTE, and closing a channel by a TERMINATE. These terms will be used throughout the rest of this topic. You should consult the documentation for your application for more specific details on these types of commands.

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## Opening a Channel

To begin a DDE conversation, you must first open a channel between your application and SnapShot 3 using an INITIATE function.

Channel = INITIATE( application, topic )

To communicate with SnapShot 3, the application parameter must be "SNPSHOT3". SnapShot 3 supports only one topic, "SYSTEM".

Channel = INITIATE( "SNPSHOT3", "SYSTEM" )

The result of the INITIATE command is a channel number. This value is used as a parameter in all subsequent DDE functions. If SnapShot 3 is not running or the topic is invalid, an error is returned.

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## Requesting Information

Once a channel has been established, you can retrieve information from SnapShot 3 using the REQUEST function:

REQUEST( channel, item )

SnapShot 3 supports the following item specifications:

Item	Returns
BITMAP	Current Screen capture in Windows BITMAP format

For example,

REQUEST( channel, "BITMAP" )

**Note:** The bitmap returned will be in the format specified by the Clipboard Options setting. To set this option via DDE see [File.SetOption.Clipboard](#)

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## Advise Transactions

You can use advise transactions to receive the current image whenever it is updated. For example, whenever a screen capture is taken a copy of the image will be sent via DDE to the client which has requested an advise transaction.

To request an advise transaction use the ADVISE function:

```
ADVISE( channel, item )
```

SnapShot 3 supports the following item specifications:

Item	Returns
BITMAP	Current Screen capture in Windows BITMAP format

For example,

```
ADVISE( channel, "BITMAP" )
```

Whenever the image in SnapShot 3 is updated a copy in Windows BITMAP format will be sent over the channel to the client application.

**Note:** The bitmap returned will be in the format specified by the Clipboard Options setting. To set this option via DDE see [File.SetOption.Clipboard](#)

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## Executing Commands

The EXECUTE function is used to pass commands to SnapShot 3 through DDE.

EXECUTE( channel, [command\_string] )

The command\_string parameter consists of one of the following commands enclosed in square braces:

(Note: the square braces are optional).

**Important!** Only one command can be passed to SnapShot 3 at a time. To execute multiple commands use multiple EXECUTE commands.

### Commands:

### Description:

<u>File.New()</u>	Clears image in SnapShot 3, Erase
<u>File.Open( filename )</u>	Opens a BMP file.
<u>File.SaveAs( filename, [bpp,type,size]</u>	Saves a screen capture to a BMP file.
<u>File.Print()</u>	Prints the current screen capture
<u>File.PrinterSetup()</u>	Displays Printer Setup dialog
<u>File.Developer()</u>	Displays Developer Dialog
<u>File.AutoSave(filename,[bpp,type,size])</u>	Sets AutoSave to On, initializes first filename
<u>File.LoadFilm(0/1)</u>	Loads film if parameter is 1
<u>File.UnLoadFilm</u>	Unloads film
<u>File.Exit()</u>	Exits (closes) SnapShot 3
<u>File.SetOption.AutoLoad(1/0)</u>	Sets up SnapShot 3 to automatically load film when starting
<u>File.SetOption.AutoRestore(1/0)</u>	Sets up SnapShot 3 to restore (show itself) after a screen capture.
<u>File.SetOption.Stretch(1/0)</u>	Sets up SnapShot 3 in stretch mode. Screen captures will be stretched to fit within SnapShot 3's client area
<u>File.SetOption.AutoCopy(1/0)</u>	Sets up SnapShot 3 to automatically place a copy of each screen capture in the Clipboard.
<u>File.SetOption.AutoHide(1/0)</u>	Sets up SnapShot 3 to hide itself during each screen capture.
<u>File.SetOption.AutoPrint(1/0)</u>	Sets SnapShot 3 to print each capture after it has been taken.
<u>File.SetOption.CaptureClientOnly(1/0)OR</u>	Sets up SnapShot 3 capture only the client area of a Window it is capturing.
<u>File.SetOption.Client(1/0)</u>	Sets up SnapShot 3 to warn if an action is going to erase the current image if it has not been saved.
<u>File.SetOption.SaveWarning(1/0)</u>	
<u>File.SetOption.IgnoreClient(1/0)</u>	Sets up SnapShot 3 to ignore right button presses in the client area of applications.
<u>File.SetOption.RaisedStatus(1/0)</u>	Sets up the Status Line orientation, either raised or depressed.

<a href="#"><u>File.SetOption.Clipboard(value)</u></a>	Sets up SnapShot 3's clipboard options.
<a href="#"><u>File.SetOption.Printing(value)</u></a>	Sets up SnapShot 3's printing options
<a href="#"><u>Edit.Copy()</u></a>	Copies the current image to the clipboard.
<a href="#"><u>Edit.Paste()</u></a>	Pastes the current image from the Clipboard into SnapShot 3.
<a href="#"><u>View.Stretch(1/0)</u></a>	Sets the current stretch mode.
<a href="#"><u>View.FullScreen(1/0)</u></a>	Displays the current image Full screen.
<a href="#"><u>View.ToolBar(1/0)</u></a>	Show or hide ToolBar
<a href="#"><u>View.StatusLine(1/0)</u></a>	Show or hide Status Line
<a href="#"><u>Help.Index()</u></a>	Displays this help file.
<a href="#"><u>Help.Commands()</u></a>	Displays this help file at the Commands page.
<a href="#"><u>Help.Procedures()</u></a>	Displays this help file at the Procedures page.
<a href="#"><u>Help.About()</u></a>	Displays SnapShot 3's About Box.
<a href="#"><u>Window.Maximize()</u></a>	Maximizes SnapShot 3.
<a href="#"><u>Window.Minimize()</u></a>	Minimizes SnapShot 3.
<a href="#"><u>Window.Restore()</u></a>	Restores SnapShot 3.
<a href="#"><u>Window.Move()</u></a>	Moves SnapShot 3.
<a href="#"><u>Window.Size()</u></a>	Sizes SnapShot 3.
<a href="#"><u>Window.Hide(1/0)</u></a>	Hides (and un-hides) SnapShot 3.
<a href="#"><u>Capture.Window(hwnd)</u></a>	Captures a specific window.
<a href="#"><u>Capture.ActiveWindow()</u></a>	Captures the currently active window.
<a href="#"><u>Capture.Desktop()</u></a>	Captures the entire desktop.
<a href="#"><u>Capture.Region(X0,Y0,X1,Y1)</u></a>	Captures a specific region.

See...

[Using Dynamic Data Exchange](#)

## **Closing a Channel**

To close the channel, use the TERMINATE command.

```
TERMINATE( channel )
```

**See...**

[Using Dynamic Data Exchange](#)



## **File.New**

Clears the current picture.

Syntax:

**File.New()**

**Note:** If you have the option **Warn If Picture Needs Saving** set, **File.New** will return FALSE if there is an image in SnapShot 3 that needs to be saved. You can turn off this option via DDE with the command [File.SetOption.SaveWarning](#)

See...

[Executing Commands](#)

## **File.Open**

Opens a bitmap file.

Syntax:

**File.Open( *filename* )**

Where *filename* is a valid bitmap filename.

**Note:** If you have the option **Warn If Picture Needs Saving** set, **File.Open** will return FALSE if there is an image in SnapShot 3 that needs to be saved. You can turn off this option via DDE with the command File.SetOption.SaveWarning

**See...**

Executing Commands

## File.SaveAs

### Syntax

**File.SaveAs( *filename* [ ,*bpp,type,size* ] )**

Where ***filename*** is the name of the file you wish to save the current capture to.

The optional parameters ***bpp***, ***type*** and ***size*** refer to values to modify the image before it is saved. *bpp* determines the color content, *type* determines the file format and *size* determines the size of the image. The following is a table of values for each of these parameters.

Bpp	Value	Description
	0	Monochrome
	1	16 Colors
	2	256 Colors
Type	3	24 BPP
	0	RLE 4
	1	RLE 8
	2	BMP
Size	0	Current
	1	Stretched
	2	Full Screen

For additional information on these parameters and their means refer to the [File Save As](#) dialog.

**NOTE:** The brackets [ and ] are for notating that the enclosed are optional parameters. they are not part of the command string.

See...

[Executing Commands](#)

## **File.Print**

Prints the current image.

Syntax:

**File.Print()**

**See...**

[Executing Commands](#)

## **File.PrinterSetup**

Displays the *Printer Setup* dialog box.

Syntax:

**File.PrinterSetup()**

**See...**

[Executing Commands](#)

## **File.Developer**

Displays the *Developer* dialog box.

Syntax:

**File.Developer()**

**See...**

[Executing Commands](#)

## File.AutoSave

Sets the initial filename for SnapShot 3's auto save functionality. Each subsequent screen capture will be saved to this filename with an increasing count appended to the name.

Syntax:

**File.AutoSave( *filename* [ ,*bpp*, *type*, *size* ] )**

Where ***filename*** is the name of the file you wish to auto save to.

The optional parameters ***bpp***, ***type*** and ***size*** refer to values to modify the image before it is saved. *bpp* determines the color content, *type* determines the file format and *size* determines the size of the image. The following is a table of values for each of these parameters.

Bpp	Value	Description
	0	Monochrome
	1	16 Colors
	2	256 Colors
Type	3	24 BPP
	0	RLE 4
	1	RLE 8
Size	2	BMP
	0	Current
	1	Stretched
	2	Full Screen

For additional information on these parameters and their means refer to the [File Save As](#) dialog.

To turn off Auto Save send the File.AutoSave command with no parameters:

For example:

**File.AutoSave( )**

**NOTE:** The brackets [ and ] are for notating that the enclosed are optional parameters. they are not part of the command string.

See...

[Executing Commands](#)

## **File.LoadFilm**

Enables the right mouse button as your shutter for SnapShot 3.

Syntax:

**File.LoadFilm()**

**See...**

[Executing Commands](#)



## **File.UnLoadFilm**

Disables the right mouse button so that you can no longer take pictures.

Syntax:

**File.UnLoadFilm()**

See...

[Executing Commands](#)

## **File.Exit**

Terminates SnapShot 3

Syntax:

**File.Exit()**

See...

[Executing Commands](#)

## **File.SetOption.AutoLoad**

Sets the **Automatically Load Film When Starting** option. Film will be automatically loaded by SnapShot 3 each time it is run.

Syntax:

**File.SetOption.AutoLoad( 1/0 )**

Where **1** sets the option and **0** resets the option.

See...

[Executing Commands](#)

## **File.SetOption.AutoRestore**

Sets the **Automatically Restore After Capture** option so SnapShot 3 automatically restores (show itself) after each screen capture.

Syntax:

**File.SetOption.AutoRestore( 1/0 )**

Where **1** sets the option and **0** resets the option.

See...

[Executing Commands](#)

## **File.SetOption.Stretch**

Sets the **Automatically Stretch Picture In View** option. Each time SnapShot 3 is run it will automatically place itself in stretched view mode.

Syntax:

**File.SetOption.Stretch( 1/0 )**

Where **1** sets the option and **0** resets the option.

See...

[Executing Commands](#)

## **File.SetOption.AutoCopy**

Sets the **Automatically Put Picture in Clipboard** option. Screen captures will be automatically placed in the Clipboard.

Syntax:

**File.SetOption.AutoCopy( 1/0 )**

Where **1** sets the option and **0** resets the option.

See...

[Executing Commands](#)

## **File.SetOption.AutoHide**

Sets the Automatically Hide During Capture option. When this option is set, SnapShot 3 will hide itself during a screen capture.

Syntax:

**File.SetOption.AutoHide( 1/0 )**

Where **1** sets the option and **0** resets the option.

**See...**

[Executing Commands](#)

## **File.SetOption.AutoPrint**

Sets the Automatically Printer After Capture option. When this option is set SnapShot 3 will automatically print after each capture is performed.

Syntax:

**File.SetOption.AutoPrint( 1/0 )**

Where **1** sets the option and **0** resets the option.

See...

Executing Commands



## **File.SetOption.CaptureClientOnly**

## **File.SetOption.Client**

Sets the **Captures Of Client Only** option. Screen captures of Windows will only be of there client area.

Syntax:

**File.SetOption.CaptureClientOnly( 1/0 )**

or

**File.SetOption.Client( 1/0 )**

Where **1** sets the option and **0** resets the option.

**See...**

[Executing Commands](#)

## **File.SetOption.SaveWarning**

Sets the **Warn If Picture Needs Saving** option. When this option is set SnapShot 3 will prompt you to save the current image if it has not been saved and you are attempting an operation that will erase it, such as pasting in an image, opening a file or capturing another image.

Syntax:

**File.SetOption.SaveWarning( 1/0 )**

Where **1** sets the option and **0** resets the option.

See...

[Executing Commands](#)

## **File.SetOption.IgnoreClient**

Sets the **Ignore Right Button In Client Areas** option. When set SnapShot 3 will ignore a Right Button click in a window's client area. This reduces interference with applications that use the right mouse button. If you wish to capture a portion of such a window's client area capture the entire window and then capture the portion you need from the screen capture taken by SnapShot 3.

Syntax:

```
File.SetOption.IgnoreClient( 1/0 )
```

Where **1** sets the option and **0** resets the option.

**See...**

[Executing Commands](#)

## **File.SetOption.RaisedStatus**

Sets the **Raised Status** option. When set SnapShot 3 will draw the Status Line with a raised look rather than a depressed look.

Syntax:

**File.SetOption.RaisedStatus( 1/0 )**

Where **1** sets the option and **0** resets the option.

See...

[Executing Commands](#)

## **File.SetOption.Clipboard**

Sets the Clipboard copy options. With these options you can have SnapShot 3 modify an image before placing it in the clipboard.

Syntax:

**File.SetOption.Clipboard( 0/1, 0/1/2 )**

Where the first option sets color of **0** for monochrome, **1** for color.

The second option sets size, **0** for original, **1** for stretched and **2** for full screen.

See...

[Executing Commands](#)

## **File.SetOption.Printing**

Sets the Printing options. With these options you can have SnapShot 3 print images at different sizes.

Syntax:

**File.SetOption.Printing( 0/1/2/3 )**

Where

- |          |                         |
|----------|-------------------------|
| <b>0</b> | original size           |
| <b>1</b> | stretched size          |
| <b>2</b> | full screen size        |
| <b>3</b> | stretched to paper size |

See...

[Executing Commands](#)

## **Edit.Copy**

Copies the current image to the Windows Clipboard.

Syntax:

**Edit.Copy()**

**See...**

[Executing Commands](#)

## **Edit.Paste**

Pastes the current contents of the Windows Clipboard into SnapShot 3. If the contents of the clipboard is not a bitmap then no action is taken.

Syntax:

### **Edit.Paste()**

**Note:** If you have the option **Warn If Picture Needs Saving** set. **Edit.Paste** will return FALSE if there is an image in SnapShot 3 that needs to be saved. You can turn off this option via DDE with the command [File.SetOption.SaveWarning](#)

See...

[Executing Commands](#)



## **View.Stretch**

Sets the view mode to stretched mode. When set images are stretched to fill SnapShot 3's client area.

Syntax:

**View.Stretch( 0/1 )**

Where **0** resets to original and **1** sets the view mode to stretched.

**See...**

[Executing Commands](#)

## **View.FullScreen**

Sets the view mode to full screen. If the stretch mode is set then the image is displayed stretched to the size of the screen. If the stretch mode is not set then the screen is blanked and the image is displayed at the center of the screen.

When set images are displayed full screen until the user clicks the mouse, taps the keyboard or is reset by sending this command with a 0 parameter.

Syntax:

**View.FullScreen( 0/1 )**

Where **0** resets to original and **1** sets the view mode to full screen.

See...

[Executing Commands](#)

## **View.ToolBar**

Sets whether the ToolBar is displayed.

Syntax:

**ViewToolBar( 0/1 )**

Where **0** hides the ToolBar and **1** displays it.

**See...**

[Executing Commands](#)

## **View.StatusLine**

Sets whether the ToolBar is displayed.

Syntax:

**View.StatusLine( 0/1 )**

Where **0** hides the Status Line and **1** displays it.

**See...**

[Executing Commands](#)

## **Help.Index**

Opens this help file at the *Introduction* page.

Syntax:

**Help.Index()**

**See...**

[Executing Commands](#)

## **Help.Commands**

Opens this help file at the *Menu Commands* page.

Syntax:

**[Help.Commands\(\)](#)**

**See...**

**[Executing Commands](#)**

## **Help.Procedures**

Opens this help file at the *Procedures* page.

Syntax:

**Help.Procedures()**

**See...**

[Executing Commands](#)

## **Help.About**

Displays SnapShot 3's *About Box*.

Syntax:

**Help.About()**

**See...**

[Executing Commands](#)



## **Window.Maximize**

Maximizes SnapShot 3.

Syntax:

**Window.Maximize()**

**See...**

[Executing Commands](#)

## **Window.Minimize**

Minimizes SnapShot 3

Syntax:

**Window.Minimize()**

**See...**

[Executing Commands](#)

## **Window.Restore**

Restores SnapShot 3

Syntax:

**Window.Restore()**

**See...**

[Executing Commands](#)

## **Window.Move**

Moves SnapShot 3.

Syntax:

**Window.Move( X, Y )**

Where **X** and **Y** are the screen coordinates you wish to move SnapShot 3 to.

**See...**

[Executing Commands](#)

## **Window.Size**

Changes the size of SnapShot 3's window.

Syntax:

**Window.Size( X, Y )**

Where **X** is the desired new width and **Y** the desired new height.

**Note:** This command will return FALSE if SnapShot 3 is iconized.

See...

[Executing Commands](#)

## **Window.Hide**

Hides SnapShot 3.

Syntax

**Window.Hide( 0/1 )**

Where **1** hides SnapShot 3 and **0** un-hides.

**See...**

[Executing Commands](#)

## **Capture.Window**

Performs a screen capture of the Window whose handle you pass in as the first parameter.

Syntax:

**Capture.Window( hWnd )**

Where **hWnd** is the handle of the window you wish to capture. The value for **hWnd** must be in hex format 0x0000.

See...

[Executing Commands](#)

## **Capture.ActiveWindow**

Performs a screen capture of the currently active Window.

Syntax:

**Capture.ActiveWindow()**

**Note:** If you have the option **Warn If Picture Needs Saving** set, **Capture.ActiveWindow** will return FALSE if there is an image in SnapShot 3 that needs to be saved. You can turn off this option via DDE with the command [File.SetOption.SaveWarning](#)

See...

[Executing Commands](#)



## **Capture.Desktop**

Performs a screen capture of the entire desktop.

Syntax:

**Capture.Desktop()**

**Note:** If you have the option **Warn If Picture Needs Saving** set, **Capture.Desktop** will return FALSE if there is an image in SnapShot 3 that needs to be saved. You can turn off this option via DDE with the command [File.SetOption.SaveWarning](#)

See...

[Executing Commands](#)

## **Capture.Region**

Performs a screen capture of the region defined by the parameters passed with this command.

Syntax:

**Capture.Region( X0, Y0, X1, Y1 )**

Where the parameters define the rectangular region to capture. **X0, Y0** is the upper left of the rectangle and **X1, Y1** is the lower right.

**Note:** If you have the option **Warn If Picture Needs Saving** set. **Capture.Region** will return FALSE if there is an image in SnapShot 3 that needs to be saved. You can turn off this option via DDE with the command [File.SetOption.SaveWarning](#)

See...

[Executing Commands](#)

**Filename:**

Edit box for entering filenames or wildcard characters. The file that will be opened with by the dialog will be the one entered here. Searching with the listboxes below put filenames into this edit box.

**Pathname:**

The current pathname is show here.

## **Files Listbox**

Listbox that displays the files in the current directory.

## **Directories Listbox**

Listbox that displays the current subdirectories.

**Ok**

Opens the file selected in the Filename command window.

**Cancel**

Closes the open dialog aborting the open procedure



**List Files of Type**  
Select type of file.

## **Drives**

Select current drive.

**Filename:**

Edit box for entering filenames or wildcard characters. The file that will be saved with by the dialog will be the one entered here. Searching with the listboxes below put filenames into this edit box.

**Pathname:**

The current pathname is show here.

## **Files Listbox**

Listbox that displays the files in the current directory.

## **Directories Listbox**

Listbox that displays the current subdirectories.

**Ok**

Saves the current picture to the currently selected filename.

**Cancel**

Closes the save dialog and aborts the save procedure.



**BPP**

Bits per pixel. Determines the level of color information saved in the bitmap file.

## **Type**

The type of bitmap.

RLE stands for run-length-encoding and results in compressed (smaller) bitmap files.

BMP is for standard bitmap files

**Size**

The size of the picture to save.

The current view is as seen in SnapShot client. If the picture is stretched this size will be used. Original will save the picture at the same size as when the picture was loaded or the capture was made.

Full screen saves the picture stretched to the size of the screen.

**List Files of Type**  
Select type of file.

## Drives

Select current drive

**Automatically Load Film When Starting** automatically loads the film when you start SnapShot 3. You are ready to start taking pictures!

**Automatically Restore After Capture** automatically displays the picture you just captured in the SnapShot 3 window.

**Automatically Stretch Picture In View** automatically stretches the picture you are viewing to the current size of the SnapShot 3 window.



**Automatically Put Picture In The Clipboard** automatically copies the picture you just took to the Clipboard, as well as displays it in the SnapShot 3 window.

**Automatically Hide During Capture** automatically hides SnapShot 3 when you take a picture. With this option, you can take screen captures which do not contain SnapShot 3.

**Automatically Print After Capture** automatically have SnapShot 3 print after performing a capture. With this option set you now have a Print Screen feature available from your right mouse button.

**Captures Of Client Only** captures only the client area of the window (the area inside the window borders and Title Bar). SnapShot 3 will not include the title and border areas.

**Warn If Picture Needs Saving** informs you when a picture needs to be saved. If you try to open another picture, paste in a picture, capture another image or close SnapShot 3 without saving the current picture a warning box will prompt you.

**Ignore Right Button In Client Areas** sets SnapShot 3 to ignore Right Button presses over client areas of applications. This is useful if you are trying to capture a portion of an applications window that itself uses the Right button.

**Raised Status** sets the Status Line to have a raised look.

**Warn if converting 24bpp Image** sets SnapShot 3 to warn you when you attempt to open a 24bpp image on a 256 color device. In this case SnapShot 3 needs to reduce the color content of the image. The image will not look as good as it would if you viewed with your monitor set for more colors. Due to the reduced color content stretching the image may produce a distorted image.

You should not save this image or you will lose some of the color.





## Using OLE (Object Linking and Embedding)

SnapShot 3 supports object linking and embedding. Two applications are necessary for OLE to work: One that includes objects in a file, the **client** (for example a word processor). A second that creates and modifies objects is called the **server**.

SnapShot 3 supports creating and modifying of screen captures and performs the role of a **server**.

In a typical scenerio the user of a word processor desires to insert a screen capture. With OLE and SnapShot 3 they only need to select **Edit - Insert Object** and select SnapShot from the list of installed objects. SnapShot 3 will be run. After you have created a screen capture select the **File - Update** menu item. This will pass the new capture back into your word processor. If you had selected **File - Exit** SnapShot 3 would have asked you if it should update your word processor before closing. In this scenerio the user has embedded a screen capture. If at any time in the future they decided to change or update the screen capture they only need to double click on the screen capture image in the word processor to get SnapShot 3 running with that image loaded. Taking another capture and selecting **File - Update** causes a new capture to replace the old in the word processor's document.

You can also link a saved screen capture into a word processing document. Linking inserts only the location and type of object into the document thereby reducing the size of the document. You can still edit the document by double clicking on it but the information for the screen capture is saved in a separate file from the document. To link a screen capture run SnapShot 3 and capture an image. Save the image to a file. Select the **Edit - Copy** menu item to place the image on the clipboard. Return to your word processor and select **Edit - Paste Link**.

### Note:

The above examples used Microsoft Write as an example. Some applications may differ in their menu naming convention. Also, you should review to **client** applications documentation for more information about embedding objects and linking objects.

### Examples...

[Embedding a screen capture](#)

[Linking a screen capture](#)

### See...

[Introduction](#)

[Commands](#)

[Procedures](#)

[Tips](#)

[Using Dynamic Data Exchange](#)

[Contacting Beacon Hill Software](#)

## Embedding a screen capture

It is possible to embed a SnapShot 3 screen capture into a client application such as Microsoft Write, Microsoft Word and Microsoft Excel.

The following is a step-by-step example of embedding a SnapShot 3 screen capture into Microsoft Write. When using other client applications the process should be the same.

### **To embed a screen capture into a client application**

1. Start Write. The Write application icon is typically in the Program Manager's Accessories Group.
2. From the Edit Menu select Insert Object
3. In the Insert Object dialog box scroll through the Object Type listbox items until you find SnapShot 3 Capture. If you do not find it then you might not have run SnapShot 3. When SnapShot 3 is run for the first time it notifies your system of its existence. This is necessary for it to be displayed in the Insert Object dialog.
4. After you select SnapShot 3 Object click on the OK button. SnapShot 3 will be launched.
5. SnapShot 3's caption will be SnapShot 3 - (Untitled) in Write.
6. Perform a capture with the right mouse button.
7. Next you can have the capture embedded in your Write document by selecting the Update Write menu item off the File menu in SnapShot 3.
8. Exit SnapShot 3. If you did not manually update Write SnapShot 3 will prompt you select Yes if you want the capture embedded into Write.
9. If you ever want to update the capture you have embedded into Write all you need to do is double click it and SnapShot 3 will start with the capture loaded. Then you can redo the capture if desired and following the above steps Update the embedded capture to the new version.

## Linking a screen capture

It is possible to link a SnapShot 3 screen capture into a client application such as Microsoft Write and Microsoft Excel.

The following is a step-by-step example on linking a SnapShot 3 screen capture to a Write document. When using other client applications the process should be the same.

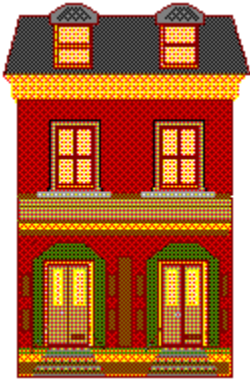
### **To link a screen capture into a client application**

1. Start Write. The Write application icon is typically in the Program Manager's Accessories Group.
2. Start a copy of SnapShot 3.
3. Perform a screen capture and save it to a file.
4. Select Edit - Copy to place the screen capture in the Clipboard.
5. Return to Write and select Paste Link off of the Edit menu in Write.
6. This will place a link to the screen capture into Write. With a linked object the data for the object is stored in a separate file and can be updated separately if desired. You can also update a linked object by double-clicking on it. If you double click on a linked screen capture SnapShot 3 will be started.



## Contacting Beacon Hill Software

We hope you find this software easy to use and helpful. If you have any questions, comments, or suggestions please contact us at:



**Beacon Hill Software  
Box 8494  
Boston, MA 02114**

**Phone: (800) BHS-1236  
or  
(627) 926-2956**

**Fax: 617-926-3805**

**Internet: [info@beaconhill.com](mailto:info@beaconhill.com)**

**CompuServe ID: 74130,2452**

**See...**

[Introduction](#)

[Commands](#)

[Procedures](#)

[Tips](#)

[Using Dynamic Data Exchange](#)

[Using OLE \(Object Linking and Embedding\)](#)

## Version 1.3

SnapShot 3 now supports more graphic file types.

You can now read the following image types:

BMP	Windows bitmaps
GIF	CompuServe graphics interchange file format
ICO	Windows icons
JPG	JPEG (Joint Photographic Experts Group)
PCX	Zsoft PCX format
PCD	Photo CD files
PCT	Apple Pict files
TGA	Targa file format
TIF	TIFF (Tagged Image File Format) files

You can save to the following formats:

BMP	Windows bitmaps
GIF	CompuServe graphics interchange file format
JPG	JPEG (Joint Photographic Experts Group)
PCX	Zsoft PCX format
PCT	Apple Pict files
TGA	Targa file format
TIF	TIFF (Tagged Image File Format) files

**See...**

[Open](#)

[Save As...](#)

[Introduction](#)

[Commands](#)

[Procedures](#)

[Tips](#)

[Using Dynamic Data Exchange](#)

[Using OLE \(Object Linking and Embedding\)](#)

[Contacting Beacon Hill Software](#)

## SnapShot 3 Eval Version

The evaluation version of SnapShot 3 allows you to evaluate SnapShot 3. It is fully functioning. The only limitations over the retail product are:

The evaluation copy runs out on a certain day. When you first run it a message box will remind you of this date.

The evaluation copy only supports BMP file types. The full retail product supports much more.

See...

[Introduction](#)

[Contacting Beacon Hill Software](#)

## **SnapShot 3 NT/Win95**

There are a few characteristics and limitations in using SnapShot 3 NT/Win95 under NT or Windows 95.

If you are running Windows NT click [here](#)

If you are running Windows 95 click [here](#)

**See...**

[Introduction](#)

[Contacting Beacon Hill Software](#)

## Windows NT

If you are using SnapShot 3 NT/Win95 under Windows NT you should know about the following characteristics and limitations.

You cannot capture the desktop or a Command Prompt window with the right mouse button. Use the desktop keyboard combination (Ctrl+Alt+D) to capture the desktop. If you are trying to capture the Command Prompt window you can then select it by cutting from within SnapShot itself.

If you are selecting an area of a window and move the mouse outside of the window the selection rectangle may get stuck as you try to move off the window. If you need more than the window you are dragging over capture the desktop and do your cutting from within SnapShot.

**See...**

[Introduction](#)

[Contacting Beacon Hill Software](#)



## Windows 95

There is one characteristic in using SnapShot 3 NT/Win95 under Windows 95. Sometimes when you click on something to perform a screen capture, a menu will popup when you release the right mouse button.

If you wish to avoid this use the desktop keyboard combination (Ctrl+Alt+D) to capture the desktop into SnapShot and do your capture of this image.

See...

[Introduction](#)

[Contacting Beacon Hill Software](#)

