

# Read Me

## ScrapX™: Scrapbook for Mac OS X

### Version 1.3

This Read Me document has instructions for downloading, installing, registering, and updating ScrapX. For information about using ScrapX please see the User Guide. For a summary of new features in ScrapX 1.3 see the What's New document.

## Introduction

ScrapX from Aqueous Software LLC is a shareware scrapbook utility built for Mac OS X. As a scrapbook it allows content to be collected from diverse sources, viewed (or listened to), annotated, searched and sorted, and dispensed multiple times. Making ScrapX the premier scrapbook utility for OS X remains our primary design objective, and version 1.3 adds an undo capability, image zoom, slideshow view, and simpler ways to open URLs. But, the capabilities of version 1.3 go beyond those of just a scrapbook and include rich text editing, creation of text items, and addition of text types. For a more complete description of ScrapX 1.3 features see the User Guide.

## System Requirements

ScrapX 1.3 requires Mac OS X v10.2 (Jaguar) or v10.3 (Panther).

## Localization

ScrapX 1.3 is localized in English and French. Translation to French was done by Ronald Leroux.

## Shareware Info

ScrapX is shareware. The unregistered form (also called the trial form) may be downloaded and used at no cost for up to thirty (30) days. After the trial period a Registration Key must be entered to continue using ScrapX 1.3, and scrapbooks saved with the trial form can be opened only with the registered form of ScrapX 1.3 (that is, after entry of a Registration Key).

*Note: A Registration Key purchased for an earlier version of ScrapX 1.x is valid for ScrapX 1.3.*

Certain features are limited in the trial form of ScrapX: each scrapbook is limited to ten items, only two scrapbooks can be open at once, the export command is disabled, and the maximum number of search and sort criteria is reduced. These limitations are removed in the registered form. A Registration Key can be purchased via Kagi.com. Just go to the ScrapX Registration panel and click on the Purchase Registration Key button. You can pay by credit card, check, or cash. The Registration Key that you purchase will be delivered by email, or optionally by USPS postcard. (For more information see the section "Registering ScrapX" in the chapter: **More Information**.)

# Quick Start

**Download ScrapX 1.3.** Download ScrapX 1.3 (or the latest version if newer) from [www.aqueoussoftware.com/scrapx/download.lasso](http://www.aqueoussoftware.com/scrapx/download.lasso) .

**Install ScrapX.** There are two procedures to install ScrapX for the first time:

- If you have administrator permissions, move the ScrapX folder to the Applications folder of your computer. All users will have access to ScrapX and be able to set personal User Preferences.
- If you do not have administrator permissions, move the ScrapX folder to the Applications folder in your Home folder. (If there is not an Applications folder there, first create one.) Without administrator permissions you will be able to use only the unregistered (trial) form of ScrapX.

**Update ScrapX.** To update to ScrapX 1.3 from an earlier version:

- Quit the older ScrapX application if it running.
- Replace the older ScrapX application and its documentation.
- If you have a ScrapX icon in the Dock, delete it by dragging it out of the Dock. Then drag the ScrapX 1.3 application to the Dock.
- Designate ScrapX 1.3 as the default application for opening files of type ".scrap." This step is not absolutely necessary, but is recommended because it will ensure that double-clicking a scrapbook will open it with ScrapX 1.3 rather an earlier version.
  - Click on the icon for any ScrapX scrapbook file in order to highlight it. Under **File** in the Menu bar select **Get Info** (or press -I) to open the "Info" window for the file.
  - Open the "Open with:" panel. In the pop-up menu select ScrapX 1.3, or if this choice is not presented, select "Other..." Navigate to ScrapX 1.3 (or the latest version if newer) and select it.
  - In the Get Info panel, click the "Change All..." button. A message will open asking: "Are you sure you want to change all your ScrapX documents to open with the application ScrapX?" Click "Continue." Then close the Info window.

**Run ScrapX.** Open ScrapX as you would any application: if there is a ScrapX icon in the Dock, click on it. Otherwise, double-click on the icon for the ScrapX application.

*Note: if you already have entered a Registration Key there will be no need to re-enter it or re-accept license terms when you open ScrapX 1.3.*

## More Information

*Note: Many steps in the following procedures require write permissions equivalent to administrator permissions.*

### Downloading and Installing ScrapX

1. Download the latest release of ScrapX 1.3 and its documentation from: [www.aqueoussoftware.com/scrapx/download.lasso](http://www.aqueoussoftware.com/scrapx/download.lasso) . You can download ScrapX with documentation either in English or in French. The downloads are Stuffit archives named ScrapX.sit or ScrapX.Fr.sit that contain folders with the following items:

English	Français
<ul style="list-style-type: none"><li>• ScrapX 1.3 Application</li><li>• ScrapX 1.3 What's New document</li><li>• ScrapX 1.3 Read Me document</li><li>• ScrapX 1.3 User Guide</li><li>• ScrapX 1.3 License Agreement</li><li>• Introductory Scrapbook 1.3</li></ul>	<ul style="list-style-type: none"><li>• Application ScrapX 1.3</li><li>• Quoi de neuf ScrapX 1.3</li><li>• Lisez-moi ScrapX 1.3</li><li>• Guide de l'utilisateur ScrapX 1.3</li><li>• ScrapX 1.3 License Agreement</li><li>• Album de présentation 1.3</li></ul>

*Note: Individual documents can be downloaded from the ScrapX support page at: <http://www.aqueoussoftware.com/scrapx/support.html> .*

*Note: The ScrapX License Agreement is available only in English.*

2. If the archive does not open automatically, double-click on it. Decompressing ScrapX.sit requires Stuffit Expander™, which is freeware and can be downloaded from: <http://www.stuffit.com/mac/expander/index.html> .

3. A new window labeled ScrapX.sit will open. This window contains the ScrapX folder. Or, the ScrapX folder will appear in the same location as the archive.

*Note: Instructions in the remainder of this section and in the sections: "Using Unregistered Software" and "Using Registered Software" assume that you are the only user on your computer and that you have administrator permissions. If these assumptions are not correct see the section "Multiple Users" for important additional information.*

4. Drag the ScrapX folder to the Applications folder. Optionally, first open the ScrapX folder and drag the ScrapX application to the Dock to create an icon for ScrapX.

### Using Unregistered Software

Open ScrapX as you would any application. If there is a ScrapX icon in the Dock, click on it. Alternately, double-click on the ScrapX application in the Applications or Home folder.

The first time you open the unregistered form of ScrapX 1.3 a License Agreement panel will appear and you will be offered two choices: Accept or Decline.

- Click "Accept" if you accept the terms of the ScrapX 1.3 License Agreement that apply to unregistered software. The Introductory Scrapbook will open. You are ready to use the trial form of ScrapX 1.3. For more information see the User Guide.
- Otherwise, click "Decline." ScrapX will quit. The next time you open ScrapX you will have another opportunity to accept the terms of the License Agreement.

## Shareware Reminders

During the 30 day trial a panel will display periodically to remind you when the trial will expire.

If, while using the trial form of ScrapX, you attempt to place more than ten items in a scrapbook or to have more than two scrapbooks open at once, you will be alerted that a Registration Key is required in order to complete the operation. When this occurs you have three options: click "Purchase Registration Key" to be taken to Kagi.com, click, "Enter Registration Key..." to enter a Registration Key that you already have, or click "Not Yet" to continue using the trial form.

## Registering ScrapX

To enter a Registration Key, or to purchase one:

1. Open ScrapX. In the main menu bar select **ScrapX > Register...** to open the Registration Panel.

*Note: In ScrapX documentation ">" means "then select." For example, "ScrapX > Register..." means: go to "ScrapX" in the Menu bar then select "Register..."*

2. If you already have a Registration Key, go to step 3. If you want to purchase a Registration Key click on the Purchase Registration Key button. This will take you to the Aqueous Software page at Kagi where you can place your order. Or, go to <http://www.aqueoussoftware.com/scrapx/purchase.html> for more information about license options. After you have your Registration Key continue with step 3.

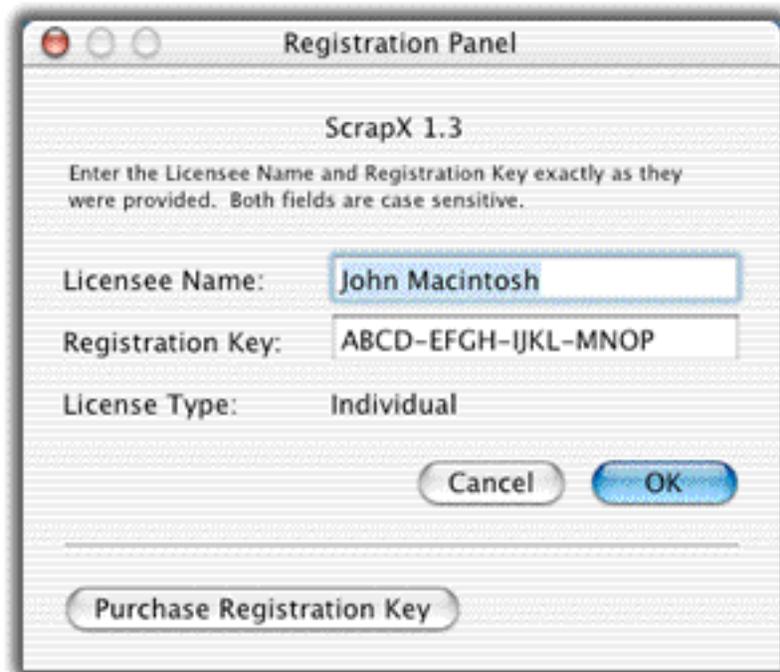
3. In the Registration Panel, enter your Licensee Name and Registration Key exactly as they appear in the "Thanks for Your Payment" email sent to you by Kagi. *Note: Both fields are case sensitive; the Registration Key must be all upper case.*

*Note: Entering a Registration Key requires write permissions that basically are administrator permissions.*

If your information has been entered correctly, the License Type will be identified and the "OK" button will brighten; click on it. If the OK button does not brighten, correct any

differences between the information in the email and what you have entered into the Registration Panel.

**Important Note:** Keep a copy of the registration information in a safe place. After the OK button has been clicked the first twelve letters of the Registration Key will be replaced by Xs. This is done to protect your registration information.



The image shows a screenshot of a macOS-style dialog box titled "Registration Panel" for "ScrapX 1.3". The dialog contains the following text and fields:

- Header: "ScrapX 1.3"
- Instruction: "Enter the Licensee Name and Registration Key exactly as they were provided. Both fields are case sensitive."
- Licensee Name: A text field containing "John Macintosh".
- Registration Key: A text field containing "ABCD-EFGH-IJKL-MNOP".
- License Type: A dropdown menu currently set to "Individual".
- Buttons: "Cancel" and "OK" buttons.
- Footer: A button labeled "Purchase Registration Key".

4. A License Agreement panel will appear. You will be offered two choices: Accept and Decline.

- Click "Accept" if you accept the terms of the License Agreement that apply to registered software. You are ready to use the registered form of ScrapX.
- Otherwise, click "Decline." Data will be cleared from the Registration Panel and ScrapX will remain in the unregistered form.

### Changing a Registration Code

If you want to replace registration information that was entered previously, open the Registration Panel, enter the alternate Licensee Name and Registration Key as described in Step 3, click OK, and proceed as described in Step 4.

### Multiple Users

Thus far, the instructions for installing and using ScrapX have assumed that you are the only user on your computer and that you have administrator privileges. This section provides recommendations for and additional information about installation, registration, and use of ScrapX in other situations.

## **With Administrator Permissions**

Instructions in this section apply in situations that range from a business setting in which a computer has two user accounts (one the *de facto* sole user and the other a system administrator) to a school computer laboratory in which each computer has many user accounts.

When installation and registration will be performed by the system administrator some special considerations apply:

- If the box "Use only these applications" has been checked in the account information for any user who is to have access to ScrapX, ensure that ScrapX is in the list of allowed applications.
- Only the system administrator is asked to accept terms of the license agreement for registered software. (New users never see the License Agreement panel.)

## **Without Administrator Permissions**

If you do not have administrator permissions Mac OS X will not allow you to put ScrapX *or any other application or file* in the Applications folder. In this case, drag the ScrapX folder inside your Home folder (which is inside the Users folder; it is shaped like a house). When you are ready to register ScrapX we recommend that a user with system administrator permissions place ScrapX in the Applications folder and complete the registration process so that every user on your computer will be able to use ScrapX in the registered form.

# Appendix A

## Uninstalling ScrapX

### Uninstalling Unregistered Software

Uninstalling unregistered software requires deleting the ScrapX application and user preferences files.

If ScrapX has been placed in the system Applications folder, delete the ScrapX application and the ScrapX preference file: `com.aqueous.scrapx.plist` from the Preferences folder of each user account. These steps will require administrator permissions. A user's Preferences folders can be found at:

(HD name) > Users > (user account) > Library > Preferences

If ScrapX has been placed in a user's home folder, delete the ScrapX application and the ScrapX preference file: `com.aqueous.scrapx.plist` from the user's Preferences folder.

### Uninstalling Registered Software

Uninstalling registered software requires deleting the ScrapX application, user preferences files, and the ScrapX preferences file.

Delete the ScrapX application and all user preferences files as described in the preceding section. In addition, delete the ScrapX preference file: `com.aqueous.scrapx.plist` from the system Preferences folder. This step will require administrator permissions. The system Preferences folder can be found at:

(HD name) > Library > Preferences

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## Notices

ScrapX was written by Tim Kokesh and is a copyrighted work of Aqueous Software LLC, all rights reserved. ScrapX is a trademark of Aqueous Software LLC.

Translations of the ScrapX 1.3 application and documentation were performed by Ronald Leroux. These translations are copyrighted works of Aqueous Software LLC, all rights reserved.

ScrapX is a Cocoa app developed using Apple Computer's Project Builder, Interface Builder, and Cocoa framework. The glue bottle and scissors images are the property of the Animation Factory and are used under license.

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