

## **Capture context-sensitive help**

Opens the Corel CAPTURE Help file on the Contents page.

## Source

Lets you specify the type of capture you want to perform.

## Hotkey

Designates a hotkey or key combination to initiate the capture process. Allows you to close the tool bar and set up your screen with the images to be captured before activating the capture process.

Displays the hotkey combination that you specify.

## Clipboard



Sends the captured image to the Windows Clipboard. If you capture a series of images in succession, only the final capture will remain on the clipboard at the end of the capture process.

## File

Lets you specify a file format or through Options, saves the captured image(s) to a file that you designate.

## **File menu**

Exports the image to a Corel PHOTO-PAINT image. (corel photo-paint image .cpt)  
Exports the image to a Corel PHOTO-PAINT 6 image.(corel photo-paint image 6 .cpt)  
Exports the image to a Windows Bitmap. (windows bitmap .bmp)  
Exports the image to a OS/2 Bitmap (OS/2 bitmap .bmp)  
Exports the image to a PaintBrush image (paintbrush .pcx)  
Exports the image to a CompuServe Bitmap (.gif)  
Exports the image to a TIFF Bitmap (.tif)  
Exports the image to a GEM Paint File (.IMG)  
Exports the image to a Adobe Photoshop image (.psd)  
Exports the image to a MACPaint Bitmap (.MAC)  
Exports the image to a CALS Compressed Bitmap (.CAL)  
Exports the image to a Portable Network Graphic (.png)  
Exports the image to a Targa Bitmap (.tga)  
Exports the image to a JPEG Bitmap (.jpg)  
Exports the image to a Scitex CT Bitmap (.SCT)  
Exports the image to a Kodak FlashPix Image (.FPX)  
Exports the image to a Wavelet Compressed Bitmap (.WI)

## File, Options

Applies the file name specified in the File Name box to each image within a series of images that are to be captured in succession.

Assigns consecutive numbers to the end of the filename. When you capture images in succession, this option prevents each capture from overwriting the previous one.

Sets a starting number for the automatic naming option. The initial value that you specify is attached to the first capture. The next capture begins with the next consecutive number, unless you reset the starting number.



Chooses the type of compression to use to save the captured image.

To decrease its file size, you can compress a captured animation when you saving it.

Provides options for creating an animation file.

Specifies the length of action in the animation file. The unit of measurement is seconds.

Allows you to set how long each frame is displayed when the animation file is run in a media viewer. The unit of measurement is frames per second.

**OLE**

(Object Linking and Embedding) Provides a choice between CoreDRAW and Corel PHOTO-PAINT, from which you can choose one to be launched when the capture is complete.

## Printer



Lets you choose a printer or specify pre-print settings before capturing an image.

## Color Depth

Lets you choose a tone and color range for a captured image. If the captured image will be displayed on a monochrome monitor, choose Black & White.

If you will be editing the image in another application, you should restrict the color depth to the maximum number of colors supported by that application.

## Color Depth, types

Determines the range and tone of colors of an image from a black-and-white spectrum.

Determines the range and tone of colors of an image from a color spectrum.

Determines the range and tone of colors of an image from a 256-color spectrum.

Determines the range and tone of colors of an image from a grayscale spectrum.



Determines the range and tone of colors of an image from a 16-color spectrum.

Determines the range and tone of colors of an image from a 16.7-million color spectrum (24 bit color).

## Resample

Allows you to change the size of the captured image. If disabled, the image will be the size it appears on the screen.

## Resample dialog box

Provides options to resize the captured image.

Determines the width of the captured image. The unit of measurement can be changed by clicking in the number box with the right mouse button.

Determines the height of the captured image. The unit of measurement can be changed by clicking in the number box with the right mouse button.



Lets you choose a unit of measurement.

Specifies the size of the printed image. You can specify from 25% to 400% of the original size. 400% prints an image four times larger than the original.

Specifies the width of the printed image. You can specify from 25% to 400% of the original size. 400% prints an image four times larger than the original.

Specifies the height of the printed image. You can specify from 25% to 400% of the original size. 400% prints an image four times larger than the original.

Maintains the height to width ratio of the image as it appears on the screen. When resizing the image, the width is the governing dimension. The height is calculated at the time of the capture.

Specifies the resolution you want in dots per inch (dpi). If the captured image is to be displayed electronically, you don't need a high resolution. When printing the image, a higher resolution setting produces higher-quality printing; however, high-resolution images take longer to print.

## Resample - Settings dialog box

Provides a space for you to type the value you want to type in the current control.



Shows the minimum value you can enter in the Full Value box.

Shows the maximum value you can enter in the Full Value box.

Shows the smallest increment you can enter in the Full Value box.

Shows the minimum value you can enter in the Full Value box.

Shows the maximum value you can enter in the Full Value box.

Shows the smallest increment you can enter in the Full Value box.

**Capture button**

Closes this tool bar and saves any changes you have made. Once you click this button, set up the image for capture and press the hotkey.



## Options

Provides options that let you fine tune the image capturing process.

## Options dialog box

Sets a delay between pressing the hot key and initiating the capture. Allows you time to set up certain elements on the screen, such as flyouts and menu lists or to position your cursor in the appropriate area when using the Capture Cursor option.

Sets the delay period between pressing the hot key and launching the capture process. You can set the delay up to 60 seconds.

Directs the application to display a dialog box notifying you when all the captures have been completed. This dialog box must then be closed before you can continue working on your computer.

Hides the Corel CAPTURE icon during the capture process. If the icon is within the area you want to capture, but you do not want to capture the icon itself, enable this option.

Lets you view the capture area in detail. This option can be used only for the Rectangular, Elliptical, and Freehand area captures.



Includes the active cursor or a custom cursor in the capture.

Lets you capture the active cursor.

Lets you choose a cursor from the Cursor Style list box.

Lets you choose a custom cursor style.

# About CAPTURE

**screen**

Displays copyright and licensing information regarding this product.

Displays copyright information regarding this product.



Displays the registration information about this product.

Opens the Serial/PIN dialog box where you can enter your Serial and personal identification number (PIN).

Opens the System Info dialog box where you can get information about your system, display, printing, Corel EXEs & DLLs and system DLLs.

Displays copyright information regarding this product.

Displays licensing information regarding this product.

**Edit Serial/pin**

Displays the serial number located on your proof of purchase.

Displays the personal identification number (PIN). This number is not needed to run the software but is necessary to receive customer support.



## System info

Displays the system information for the chosen category.

Provides a list of system information categories, including: System, Display, Printing, Corel EXEs and DLLs, and System DLLs.

Saves all system information as SYSINFO.TXT. Once it's saved, a message box appears informing you of the location of the saved file.

## Copyright info

Displays copyright and licensing information regarding this product.

Opens the Print dialog box, which allows you to print your work, modify print options, and change the printer and its properties.

**What's this help**



Changes the cursor to the What's This? cursor. When you click a component of the application with this cursor, a context-sensitive Help topic about the object you clicked is displayed in a pop-up window.





Lets you specify values for the size of your image.



Lets you send your captured image to the System Clipboard.



Lets you choose a tone and a depth of color for your image.



Lets you print your captured image.



Lets you specify various settings for your capture.

# Corel CAPTURE





## Corel CAPTURE

Corel CAPTURE lets you capture images of your computer screen or record your on-screen actions as animation files. You can capture images of the entire screen, individual windows, toolbars, flyouts, menu lists, or any rectangular, elliptical or freehand area you define. These images can be used in technical documentation, course materials, presentations, or wherever you require a "snapshot" of your screen.

The application is a standalone toolbar and lets you view your screen without obstruction. You can move the Corel CAPTURE toolbar to any side of the Application Window.

### Capturing an image to a destination

You can send your captured image to the Clipboard, a file, and a printer. The captured image can also be opened in an application, such as Corel DRAW or Corel PHOTO-PAINT, through an Object Linking and Embedding (OLE) process.

### Capturing images in succession

You can capture a series of images in a successive process to a file through an auto-naming and auto-numbering process. For example, if you assign the filename "arrow" to the entire series and set an initial value as one, your first capture is saved as "arrow1," your second capture is saved as "arrow2," and so on.

### Color Depth

Color depth determines the range and tone of color in your image. The choice of color depths for your output image ranges from black-and-white to 16.7 million colors (24-bit color). However, keep in mind that not all color depths are supported by every file format.

### Sizing your image

You can choose specific dimensions for the size and scale of your image. Your choice of a high or low resolution depends on where you want to use your captured image. For example, if you are going to display your captured image on the World Wide Web, you don't need a high resolution. In this case, you can choose a monitor resolution of 96 dots per inch (dpi).



#### Note

- The definition of "window" depends on the application you are running. In some cases, only the Application Window itself is considered a window. However, in other applications, flyouts, rulers, toolbars, and other screen elements may be considered windows. In those instances, to capture the application's parent window, enable the Current Object or Object With Border and place your cursor on an area specific to the parent window, such as the Title Bar.



## Capturing an image

When capturing an image, you need to press a key or a combination of keys to initiate the capture process. These keys are called Hotkeys. You can choose a preset Hotkey, or you can choose one from the user defined set. Elements such as menu lists and flyouts disappear when you press the Hotkey. Therefore, to capture these elements, you can set a delay period between the time you click the Hotkey and the time the capture is completed. The delay period gives you the time to set up any elements that have disappeared from your screen. If you want to include your cursor in your capture, choose your current cursor or one from a predefined set.

### To capture an image

1. Choose a source type (other than Animation Window) from the Source list box.
2. Choose a Hotkey from the Hotkey list box.  
If you choose User Defined, a dialog box opens from which you can define your own Hotkey.
3. Click the Capture button.
4. Set up the image, and click the Hotkey button.
5. Right-click the green capture icon on the Windows taskbar, and click Restore to reopen the application.  
This capture icon is red during the capture process.

### To set a delay period

1. Click the Options button.
2. Enable the Initial Delay Before First Capture check box.
3. Type a value in the Initial Delay Before First Capture box.

### To capture the current cursor

1. Click the Options button.
2. Enable the Capture Cursor check box.
3. Enable the Current Cursor button.

### To capture a predefined cursor

1. Follow steps 1 and 2 from the previous procedure.
2. Enable the Use Custom Cursor button.
3. Choose a cursor from the Cursor Style list.



#### Note

- Hiding the capture icon is useful if you are capturing the entire screen but don't want to capture the icon. If you enable this option, the icon disappears briefly during capture and returns when the capture is complete.

---

{button ,AL("PRC CoreI CAPTURE";0,"Defaultoverview",)} Related Topics



## Capturing a series of images

If you need to capture a series of images in succession, you can use the automatic naming and numbering features to speed this process. You can capture a series of images to a file by specifying a filename for the entire series. Set an initial numeric value to launch the automatic numbering system that assigns a value to each captured image. Only the File option can be used for this capture process.

### To capture a series of images

1. Choose a source type (other than Animation Window) from the Source list box.
2. Choose a Hotkey from the Hotkey list box.

If you choose User Defined, a dialog box opens from which you can define your own Hotkey.

3. Choose Options from the File list box.

Choose a folder and a filename to send your captured set to.

4. Enable the Use Automatic Naming check box.

The specified filename applies to all the images in the series.

5. Type a value in the Start Naming At box.

Your first captured image is given the filename you type in the File Name box and the value you type in the Start Naming At box.

6. Click the Capture button.

7. Set up the image and click a Hotkey button.



### Note

- When the capture process is complete, a message notifies you of the end of the capture process. If you don't want this message to appear after every capture, disable the Notify End Of Capture check box.

---

{button ,AL("PRC Corel CAPTURE";0,"Defaultoverview",)} [Related Topics](#)



## Specifying the item to capture

Specifying Current Window, Client Window, or Full Screen as the item to capture, enables automatic capture after you press the Hotkey. The Client Window is the same as the Current Window, without the Title Bar, Status Bar or window borders. The Full Screen option captures the entire area of your desktop. Corel CAPTURE lets you capture specific elements, such as Roll-Ups, menu lists, flyouts, etc. using the Current Object option. However, if you want to capture these images with a border around them, choose the Object With Border option.

### To specify an item for capture

1. Choose one of the following from the Source list box:

- Current Window
- Client Window
- Full Screen
- Current Object
- Object With Border



#### Note

- When capturing a specific element using the Current Object or the Object With Border option, type a value in the Initial Delay Before First Capture box. Highlight or open the menu or control item you want to capture during this delay period.

---

{button ,AL('PRC Corel CAPTURE';,0,"Defaultoverview",)} [Related Topics](#)



## Specifying a user-defined capture area

To specify the shape of the image you want to capture, choose one of the Area options. You can create an elliptical or rectangular marquee around your image. If you want to create other shapes or need only specific parts of an image, choose the Freehand Area option. This option lets you use a maximum of 50 corners to define the area you want to capture.

### To specify a user-defined capture area

1. Choose one of the following from the Source list box:

- Elliptical Area
- Rectangular Area
- Freehand Area

2. Click the Capture button.

3. Set up the image, and click a Hotkey button.

4. Position the tip of your cursor where you want to anchor the user-defined area.

5. Drag to create a marquee around the area you want to capture.

The capture is completed as soon as you release the mouse button.



#### Tip

- Click Options, and enable the Use Zoom In Tool check box, if you want to see the area of the image you are specifying in detail.

---

{button ,AL('PRC Corel CAPTURE;',0,"Defaultoverview",)} [Related Topics](#)



## Recording Animations

You can use the Animation Window option to record a sequence of tasks in video form. For example, you can record the process of opening a file. You can choose the duration of the animation file and the number of frames per second. When you record an animation, only the activity in the Client area of the active window will be captured.

### To record an animation

1. Choose Animation Window from the Source list box.
2. Choose a Hotkey from the Hotkey list box.  
If you choose User Defined, a dialog box opens from which you can define your own Hotkey.
3. Choose Options from the File list box.
4. Type a filename in the File Name box.
5. Choose a file format from the Save As Type list box.
6. Type values in the Duration and Frame Rate boxes.
7. Click the Capture button.
8. Set up the activity you want to capture, and click a Hotkey button.

The screen is captured at the interval specified in the Frame Rate box.



### Note

- When recording an animation, you cannot send the capture to the Clipboard or to a printer, or use Object Linking and Embedding (OLE). This type of capture can only be sent to a file.
- If you enable the Notify End Of Capture check box, the message "The Capture Has Been Completed" is displayed after the time specified in the Duration box has elapsed.

---

{button ,AL("PRC Corel CAPTURE";0,"Defaultoverview",)} Related Topics



## Specifying the destination for an image

In Corel CAPTURE, you can send your captured image to the Clipboard, a file, and a printer. The captured images can also be opened in an application, such as Corel DRAW or Corel PHOTO-PAINT, through Object Linking and Embedding (OLE).

You can capture your image to these destinations simultaneously, unless you are capturing an animated process. For more information about capturing an animated process, see "[Recording Animations.](#)"

### To capture an image to the Clipboard

- Enable the [Clipboard button](#).

### To capture an image to a File

1. Choose Options from the File list box.
2. Specify a folder and filename.
3. Choose a file format from the Save As Type list box.

### To capture an image to an application through OLE automation

1. Enable the OLE button.
2. Choose an application from the OLE list box.  
The captured image is sent to the OLE application selected.

### To capture an image to a Printer

1. Enable the [Print button](#).
2. Do one of the following:
  - Choose a Printer type from the Printer list box.
  - Choose Options from the Printer list box.



#### Note

- If you don't specify a destination, you send the captured image to the file path specified in a previous capture.
- To save your image in compressed form, choose a file format from the Compression Type list box.

---

{button ,AL('PRC Corel CAPTURE';,0,"Defaultoverview"),} [Related Topics](#)



## Choosing a color depth for your image

You can choose a color depth to determine the range and tone of color in your image. Whatever file format you choose depends on the choice of color depth. If a file format can't support a particular color depth, the file automatically takes on a format that does. Click on any color depth and view the File window to see this effect. Therefore, to retain the file format you want choose a color depth that supports it.

### To choose a color depth for your image

- Click the [Color Depth button](#) and choose a color depth.



#### Tip

- If choosing a color depth is more important than choosing a file format, choose your color depth first and click the File list box to preview the file formats available for that color depth.

---

{button ,AL('PRC Corel CAPTURE;',0,"Defaultoverview",)} [Related Topics](#)





## Specifying an image's size, scale, and resolution

Corel CAPTURE lets you specify the size, scale, and resolution of the image you want to capture.

### To specify an image size

1. Click the Resample button.
2. Click the Specific Size button.
3. Type dimension values in the Width and Height boxes.
4. Choose a measurement type from the list box.

### To scale the image

1. Click the Resample button.
2. Click the Scale button.
3. Type a percentage value in the Width and Height boxes.

### To specify an image resolution

1. Click the Resample button.
2. Type a value in the Resolution box.



### Tips

- Enable the Maintain Aspect Ratio check box to maintain the height-to-width ratio of the image as it appears on the screen. When resizing the image, the width is the governing dimension. The height is calculated at the time of the capture.
- The Scale option scales the image relative to the original screen item's dimensions and expresses the values as a percentage.
- Resolution is expressed in terms of dots per inch (dpi). A high resolution increases the file size.

---

{button ,AL("PRC Corel CAPTURE";0,"Defaultoverview",)} Related Topics



