



HyperSnap-DX **Contents**

Note: all references to HyperSnap-DX Pro are not valid for DEC Alpha versions of this software. On DEC Alpha processors, only Basic version of HyperSnap-DX is available.

- **Overview** a good place to start, with a listing of items of special interest to all, with hypertext jumps to further information
- **Tutorial** a step-by-step lesson on how to capture, edit, and save a screen shot
- **QuickHelp** a convenient hypertext-linked listing of each menu item for quick reference and to conveniently learn all about [HyperSnap-DX](#). Also accessible from the QuickHelp toolbar button above.
- **Tips & Hints** suggestions for the best use of the program and how to make those difficult captures.
- **Advanced** [HyperSnap-DX](#) command line option documentation
- **What's New** the latest list of enhancements to [HyperSnap-DX](#), including information about the **PRO** version
- **Support** Troubleshooting, and how to contact the author for technical support
- **Registration** how to purchase [HyperSnap-DX](#)
- **Other Software** additional software products from Hyperionics

Hyperionics

Software by Greg Kochaniak



Check out [HyperCam](#), another quality product from Hyperionics, that allows you to record the action from your Windows 95 or NT screen as an AVI movie. You can include cursor movements and sound, and take advantage of many other options, designed with the same care as [HyperSnap-DX](#). Find out more about [HyperCam](#) and download a trial version from our web site at <http://www.hyperionics.com>



[Scribbler 98](#) - software product sold by Hyperionics. This is a unique DHTML and JavaScript editor, written by [Cream Software](#)



HyperSnap-DX *Feature Overview*

Note: all references to HyperSnap-DX Pro are not valid for DEC Alpha versions of this software. On DEC Alpha processors, only Basic version of HyperSnap-DX is available.

HyperSnap-DX brings professional quality, convenient Windows 95 and NT screen captures to your fingertips. It was designed for ease of use, with powerful and useful features to aid the professional as well as support the needs of the occasional user. Use it just a few times -- you'll find it to be indispensable.

Click on any of the buttons or help hotspots below to learn more about the HyperSnap-DX feature mentioned.

- ▣ **Save your image** as a BMP, GIF or JPEG file. GIFs can optionally be interlaced and include transparent backgrounds, and **HyperSnap-DX** can create progressive JPEGs, perfect for World Wide Web page use. Choose your color depth for BMP captures, too.
- ▣ **New! The PRO version** adds TIFF, LEAD (cmp), CALS, CCITT Fax (fax), Encapsulated Postscript (eps), GEM Image (img), IBM IOCA (raw), Macintosh Picture (pic, pict), MacPaint (mac), Microsoft Paint (msp), OS/2 Bitmap (bmp), SUN Raster (ras), Targa (tga), WinFax (wfx), Windows Metafile (wmf), WordPerfect (wpg), Portable Graphics PNG, and Adobe PSD, many with optional sub-formats and variations, to the file formats that you can open and save. Use **HyperSnap-DX for file format conversions and editing!**
- ▣ **New! Capture in DirectX or 3Dfx GLIDE Applications!** Now you can make those special game and other captures you could never do before.
- ▣ **New! Resize captures or image files you open in HyperSnap-DX** when you use the **PRO version**
- ▣ **New! Change the color depth of your image** to 2, 16, 256, or 16 million colors, with eight dithering choices, or grayscale or halftone images when you use the **PRO version**
- ▣ **Include the cursor image** in your image to better display your product shot or call attention to a specific item.
- ▣ **New! Use the built-in Crop feature** to remove rectangular sections from within an image, or use conventional cropping for making final edits to your capture without transferring it to another program. And thankfully, there's an Undo feature to mitigate the "oops!" factor.
- ▣ **Capture an image of an entire web page, file listing, or other scrolling windows, beyond the scroll bar** by using the **unique Auto Scroll Window capture** option.
- ▣ The flexible and labor-saving **Window capture option** captures whole windows and smaller sections of windows, highlighting the boundaries of each of your options, to make a quick and accurate capture without eyestrain and further editing.
- ▣ **Minimize HyperSnap-DX to a system tray icon**, ready for action with a convenient right-click capture menu.
- ▣ **Choose your own HotKeys** that quickly capture the entire Desktop, any Rectangle you outline, or the highlighted Window or Client, and **automatically repeat the capture** every *x* seconds or by using another HotKey.
- ▣ **Automatically save each of your captures to a file** by default -- you can even trigger new captures every *x* seconds and have the filename incremented.
- ▣ **Print your capture direct from HyperSnap-DX** -- it will expand the image to the size of the paper and margins that you set, print multiple pages, and even add a frame, reverse, or reduce the output to black and white!
- ▣ **Drag and Drop** files on **HyperSnap-DX** to open them!

There's so much more... just use **HyperSnap-DX**. It will quickly become your tool of choice.

HyperSnap-DX is marketed through the distribution of this fully functional trial version; its only limitation is that the captures that are produced are "branded" to indicate its trial use. After a reasonable time period has passed, giving you the opportunity to use this software (a maximum of thirty days is suggested as appropriate), you must purchase this software to continue to use it legally. It must otherwise be removed from your machine. Purchase information can be found under [Registration](#).

SEE ALSO [QuickHelp](#) displays an image of all the menu options that you can click for explanations of their use.

SEE ALSO

The [HyperSnap-DX Tutorial](#) can be a great way to get to know **HyperSnap-DX**



HyperSnap-DX QuickHelp

Note: all references to HyperSnap-DX Pro are not valid for DEC Alpha versions of this software. On DEC Alpha processors, only Basic version of HyperSnap-DX is available.

This menu listing conveniently tells you everything you need to know about [HyperSnap-DX's](#) many features. It serves as both as a quick introduction to all [HyperSnap-DX](#) can do to make screen captures easier, as well as an ongoing reference when required.

Click on any menu selection for a complete but concise explanation.

File	Edit	View
Open	Copy	Full Screen
Save as	Paste	Previous File
Acquire	Clear	Next File
Select Source	Copy Format	Menu
Page Setup	Undo	Status Bar
Print		Tool Bar
Send by Email		
Capture	Image	Options
Full Screen	Crop	Configure Hot Keys
Window	Crop Out Rectangle	Hide Help in Region Capture
Active Window	Select Crop-Out Color	Display Tray Icon Only
Active Window without Frame	More Image Functions	Set Auto-Scroll Refresh Time
Region	Resize	
Repeat Last Capture	Color Resolution	
Enable DirectX and GLIDE	Grayscale	
Capture	Halftone	
Quick Copy		
Quick Print		
Quick Save		
Auto Scroll Window		
Include Cursor Image		
Restore After Capture		



*Menu items shown in **blue** are included in the **PRO** Version of HyperSnap-DX, a free upgrade if you purchased the basic HyperSnap-DX.*

Please note that keyboard shortcuts are available for many menu entries, but are omitted from this listing for space considerations and the fact that you can [configure certain hot keys](#) to your own preference. Keyboard shortcuts are shown on the actual menus.


[Feature Overview Page](#)

Open (File)

Open a GIF, BMP, or JPEG file.

 The  **version** adds TIFF, LEAD (cmp), CALS, CCITT Fax (fax), Encapsulated Postscript (eps), GEM Image (img), IBM IOCA (raw), Macintosh Picture (pic, pict), MacPaint (mac), Microsoft Paint (msp), OS/2 Bitmap (bmp), SUN Raster (ras), Targa (tga), WinFax (wfx), Windows Metafile (wfm), WordPerfect (wpg), Portable Graphics PNG, Adobe PSD, and AVI video file formats to the available options.

Page Number to Open is also added with the installation of the Pro version. The option is applicable only when file types that support multiple images, like animated GIFs, TIFFs, AVIs, etc., are opened. When you select such a file, the total number of pages is displayed adjacent to the field, into which you can enter the image number you wish to open.

 You can also open these file formats simply by dragging and dropping a file to [HyperSnap-DX](#) or specifying a filename in a command line.

Save As (File)

Save File As Type lets you choose from Windows Bitmap (bmp, dib), GIF, or JPEG (jpg) file formats.

PRO The

PRO version adds TIFF, LEAD (cmp), CALS, CCITT Fax (fax), Encapsulated Postscript (eps), GEM Image (img), IBM IOCA (raw), Macintosh Picture (pic, pict), MacPaint (mac), Microsoft Paint (msp), OS/2 Bitmap (bmp), SUN Raster (ras), Targa (tga), WinFax (wfx), Windows Metafile (wfm), WordPerfect (wpg), Portable Graphics PNG, and Adobe PSD file formats to the available options.

Sub-Format will gray out or become active as you choose each File type. You may select from the available sub-formats to more fully tailor the output format to your needs.

Bits Per Pixel allows you to specify the color resolution of the image, or let the program choose by checking off **Auto Select Best**. If you select color resolution manually, and it's 8 bits per pixel or less, you may also select *Optimized* or *Standard Windows* color palette.

Quality Factor will gray out or become active depending on whether the option is applicable to the file format chosen. It typically adjusts the compression level of the format, and results in a compromise between quality and size.



Note that the **checkbox selections** on the right side of the dialog will gray out and change depending on the file format you choose. They allow you to select from various options available depending on the file format:

Interlaced applies to GIF files, which allows for gradual loading by a browser when shown on the web.

Transparent, a GIF format option, will prompt you to specify your transparent color choice.

Progressive is for JPEG files, which also loads gradually in a browser when displayed in a web page.

Append is applicable to the multi-page file formats added with the Pro version. When you save a file, if append is checked, the image is added as a new page in that file. *If not, the entire file will be overwritten by that image.*

Acquire (File)

Acquire activates HyperSnap-DX's TWAIN-compatible interface, so you can use a scanner, digital camera, or other device to capture an image.

The [Select Source](#) option may be used to specify the desired TWAIN device

Select Source (File)

The option lets you specify the TWAIN device that you want to use when you use the [Acquire](#) function.

If no items are available, please consult your TWAIN-compatible device's manual's installation instructions.

Print (File)

Selecting Print will provide you with the familiar Windows print dialog.

Page Setup (File)

Paper lets you choose the size and source.

Colors checkboxes offer three options:

- **Invert Black & White** is a great option for creating negative transparencies of screen shots -- *saves on toner or ink, too*, if your capture has lots of dark areas.
- **Black and White Only** eliminates grayscaling for a cleaner look in some instances.
- **Draw Frame** adds a thin line frame around the image for that finished look.

Orientation lets you choose from Portrait, Landscape, or let [HyperSnap-DX](#) select the best fit.

Margins can be modified for all four sides of your captured image, and [HyperSnap-DX](#) can center the image.

Center Image on Page will make the image be printed in the center of the page, instead of in the left top corner.

Scaling offers the option to scale to a specific percentage more or less than the original, or let [HyperSnap-DX Auto-fit](#) the image to fill the page within your specified margins.

[HyperSnap-DX](#) will print multiple pages for long bitmaps if scaling options demand it; images too wide will automatically be cropped, printing only the image area that fits on the page.

If currently a popup window, open this topic as a regular Help page.

Send by Email (File)

This function will let you send the picture currently displayed in HyperSnap-DX window by email to someone else. You may choose different file formats and file name. If in doubt, select GIF format, as it is one of the most popular, and typical screen captures saved in this format produce the smallest files.

Specify the file name using a word or a short phrase (a maximum of 64 characters) that describes your picture, or retain the default SNAP file name if it doesn't matter. Do not add a file extension (a period with anything after it) or the directory where the file should be saved. Your email software will select them automatically, and delete the file when it has been sent.

Copy (Edit)

Copy the current capture to the
Windows clipboard

Paste (Edit)

Paste the contents of the Windows clipboard into [HyperSnap-DX](#).

Clear (Edit)

Clear the current capture
from [HyperSnap-DX](#).

Full Screen (Capture)

Click to capture the entire desktop (all you can see on the screen)

SEE ALSO

[Configure Hot Keys](#)

Region (Capture)

When clicked, a large cross cursor (+) will appear. Click using your left mouse button to indicate where you want to start the capture area, and then release it. Drag the outline to enclose the area you want to capture, and click the mouse button again. The size (in pixels) of the capture will be shown within the area.

While activated, the following additional useful options apply, and will be shown in a small window as a reminder. They can be toggled off using F1 or by the option: [Hide Help in Region Capture](#).

USE MOUSE OR THE FOLLOWING KEYS:

F1: hide/show this help

Arrows: move pointer by one pixel

Shift-Arrows: move pointer by 10 pixels

Ctrl-Arrows: move pointer to an edge

Esc or Right Button: abort operation

Enter or Left Button: accept this position

+: hide/show mouse pointer

once the first anchor point is established, these tips are added:

-: hide/show rectangle size in pixels

Tab or Home: switch rectangle corner

SEE ALSO

[Configure Hot Keys](#)

Window (Capture)

As you move your mouse, a blinking frame will appear around the target object. You can capture an entire window or just a predefined area within a window.

Move to the window you want to capture, and click with your left mouse button to select and capture the region around which the blinking frame surrounds.

Click your right mouse button to abort this function.

💡 As you maneuver for your capture, if the highlight includes only a sub-window within a window you want to capture, try clicking on its title bar or frame.

SEE ALSO [Active Window /Active Window without Frame \(Capture\)](#)

SEE ALSO [Configure Hot Keys](#)

Active Window / Active Windows without Frame (Capture)

When either option is clicked, the active window is captured, with or without its framing.

If you prefer, You can capture a sub-window (an area within a window) using the Window (Capture) option.

SEE ALSO [Window \(Capture\)](#)


Enable DirectX and GLIDE Capture (Capture)

HyperSnap-DX can capture screens from applications and games using MS DirectX technology or 3Dfx Glide drivers, in both Windows 95 and NT.


To capture screens from the game, you must start HyperSnap-DX first, before the Direct-X or Glide application is run. Then, click on the Capture menu item in HyperSnap-DX and click on *Enable DirectX and GLIDE Capture*, placing a check mark that indicates the option is active.

When you click on *Enable DirectX and GLIDE Capture*, HyperSnap-DX will confirm the enabling with a short message, and will remind you of the hot key assigned to executing Direct X and Glide captures.

Run the program or game normally, and whenever you're ready to capture the screen, use the hot key assigned to DX captures (Scroll Lock, by default). A short beep should sound to confirm the capture. HyperSnap will not force itself to the foreground interrupting the game, so if you want to see it, you have to use Alt-Tab key in the game to put it in the background and go back to regular Windows. Note: for some games Alt-Tab does not work; you will have to exit the game completely to return to the Windows desktop.

 You may choose the [Quick Save](#) or [Quick Print](#) options in HyperSnap-DX before opening your Direct-X application. Now, each time you capture a screen, it will be saved to a file with a sequential number (if you used Quick Save correctly), or printed to the printer. You don't have to "Alt-Tab" out of the game to have your picture saved or printed.

If you used Quick Save with the option to auto-number files, you may view them all easily once you exit the game. Just bring HyperSnap-DX to the front and press Page Up or Page Down key to see the [previous or next file](#) saved. You may also view your pictures in full screen mode by selecting [Full Screen](#) item from the "View" menu.

 You may also use the Repeat Capture feature from the [Quick Save](#) dialog - just enter a non-zero value into the corresponding field there. You may, for example, enter 10 to have the capture repeated every 10 seconds. Then switch to or start the Direct-X application, and move to the first screen you want to capture. Press the DX capture hot key and you will hear your action confirmed by one beep. From then on, auto-capture will be repeated every 10 seconds. No more beeps are emitted; the files are captured and saved quietly. Press the same hot key again to stop auto-capture, and you should hear 3 beeps confirming the cancel of auto-capture.

 You may change the hot key for DirectX and Glide captures through Options | Configure Hot Keys

 [Configure Hot Keys](#)

 [Tips and Hints](#) - **How to Capture games using Microsoft DirectX or 3Dfx Glide technology**

 If currently a popup window, open this topic as a regular Help page.

Configure Hot Keys (Options)

Hot Keys is a convenient feature of [HyperSnap-DX](#). Even when minimized, the program stands ready to accept your hot key combination to immediately capture a screen! The Hot Keys (keyboard shortcuts) for screen captures can easily be customized to your preference.

Clear All deletes all Assigned Keys (Hot Keys)


Defaults returns all Assigned Keys to their original states

Revert returns all Assigned Keys to the assignments that were in effect when you opened the dialog

Handle Print Screen Key if enabled, HyperSnap-DX uses Print Screen key to initiate a full screen capture. This allows you e.g. to capture Screen Savers, even the ones working in DirectX or Glide mode, if "Capture DirectX and Glide" is also enabled. All other hot keys turn the screen savers off, so they can't be used to capture them.

Enable hot-keys turns the function on and off

Click on the button next to the function you wish to change, then execute the key combination you want for that function, and then click on OK. Your new Hot Key assignment will also be shown in the [HyperSnap-DX](#) menu option.

 Be sure not to assign Hot Key combinations that might conflict with another program. To prevent any problems with specific programs, you can temporarily disable [HyperSnap-DX's](#) hot keys by deselecting the Enable Hot Keys option.

 [Repeat Last Capture](#)

 [Quick Save](#) for information on Stop Auto Capture

Hide Help in Region Capture (Options)

When checked, this option hides the "help box" that appears during a Region Capture. It can be viewed by toggling it using the F1 key.

SEE ALSO [Region \(Capture\)](#)

Display Tray Icon Only (Options)

You may check this item on the *Options* menu to make [HyperSnap-DX](#) display only a tiny icon in the system tray when iconized (the System Tray is the area to the right or bottom of the task bar, where often time, volume control and other icons are displayed). Use this option if you think that the full size icon of HyperSnap in the task bar is too obtrusive. You may click on the [HyperSnap-DX](#) camera icon to open the [HyperSnap-DX](#) window, or right-click on it to get instant access to the program's Capture menu.

Set Auto-Scroll Refresh Time (Options)

This option lets you fine-tune the timing for the [Auto Scroll Window](#). Recommended values are shown in the dialog.

Menu (View)

Hide the [HyperSnap-DX](#) menu using this menu item or the Control-M shortcut, which will be necessary to use when the menu is hidden.

Full Screen (View)

You may view the current capture full-screen by clicking on this menu item or using the hot key combination Ctrl-PageDown. Striking any key or a mouse click will return you to the normal [HyperSnap-DX](#) view.

Previous File / Next File (View)

You can quickly browse through a directory of image files, in alphabetical order, using [HyperSnap-DX](#). Open a file in the directory using File | Open and then use the menu items or, more conveniently, the PageUp and PageDown hot keys.

[HyperSnap-DX](#) can open any of the supported file types and display them for you



Remember, You can save any format to any other supported format, choosing the options you want, so you can use [HyperSnap-DX](#) to convert graphics for use on the web and elsewhere.

SEE ALSO

[SaveAs](#)

Menu (View)

The menu can be hidden by unchecking the View|Menu option. Once hidden, Control-M will return it to view.

Status Bar (View)

Check or uncheck this item to display or hide the status bar at the bottom of the window.

Tool Bar (View)

The HyperSnap-DX toolbar makes frequently-used menu items more conveniently available. Tooltips identify each button.

The toolbar can be dragged and docked to any side of the HyperSnap-DX window, as well as be placed as a free-floating toolbar for your convenience.


Unchecking the view option will remove the toolbar.

Copy Format / Bitmap Copy Options (Edit)

This option affects the number of colors and the type of bitmap pasted to the Windows Clipboard when you use the [Quick Copy](#) function.

You may choose the bitmap format to place on the Windows Clipboard by selecting DIB (Device Independent Bitmap) or DDB (Device Dependent Bitmap), or Copy Both. Some programs, especially older ones, can have difficulties with DIB only, so we advise that you choose Copy Both.

You may want to leave **Auto select** checked to save your capture in the current display mode. However, you can select from Monochrome, 16, 256, or 16 million colors by deselecting Auto select and clicking on any other choice. Your choice is saved between sessions.

 This option can save you steps if you are in a higher color mode, like True Color or just 256 colors, yet want to paste a bitmap into a document using the less space-consuming 16 color or other mode.

 [Quick Copy](#)

Quick Copy (Capture)

Click this option to automatically have your capture sent to the Windows Clipboard.

The option is toggled on and off; when checked, the option is activated

SEE ALSO [Copy Format](#)

Quick Print (Capture)

Quick Print automatically sends your capture to your printer. The options selected in the [Page Setup](#) dialog will affect the output. The option is toggled on and off; when checked, the option is activated

SEE ALSO [Page Setup](#)

Quick Save (Capture)

Quick Save, when selected (check mark appears next to option), will automatically save your capture using any of the supported file formats. A dialog appears when you check off the option.

Prompt for name on each capture, when checked, will do exactly that.

Auto Save to can contain a file name of your choice. When you click on **Change**, the [Save As](#) dialog window is shown, which allows you to change the file name and choose the format, color depth, and other characteristics for the file.

Increment file name, when checked, will cause [HyperSnap-DX](#) to save the files to the file name you choose, incrementing the number within the range you specify in the "start at" and "stop at" blocks.

Repeat first capture every [] seconds, will be activated if you enter a number (other than zero) in the and check the Quick Save option under the Capture menu. [HyperSnap-DX](#) will then automatically save a screen capture until you tell it to stop, using the "Stop Auto Capture" [hot key](#). If you change the area that you are capturing without stopping Auto Save, it automatically switches to capturing the newly defined area. You may also optionally check the "Continue on Error" box to make [HyperSnap-DX](#) ignore file errors and not abort Quick Save function. This may be useful, for example, if you want to continually take screen shots and push them to a WEB server, ignoring the occasional "file busy" errors.

SEE ALSO These [HyperSnap-DX](#) functions are great for producing graphics for manuals or other instructional materials, to show and teach a series of steps within a program window. Include the cursor for extra emphasis on specific areas.

SEE ALSO If Quick Save is enabled, and you open the Capture menu to change something in saving, clicking on Quick Save menu item will just uncheck it, and Capture menu must be opened again. To prevent this, hold the Shift key on the keyboard when you click on Quick Save menu item; this will always open the dialog.

SEE ALSO [Configure Hot Keys](#)

SEE ALSO If currently a popup window, open this topic as a regular Help page.

Auto Scroll Window (Capture)

This unique option gives you the ability to scroll down during a Capture|Window session, to capture data beyond what is immediately visible in a window with a vertical scroll bar.

Auto Scroll always starts from the top and moves downward. The following step-by-step instructions may help you understand how it works:

1. Set the target window containing the vertical scroll bar to the top of its page, or to the area where you want to start capturing.
2. Move to the [HyperSnap-DX](#) window and click on **Capture** menu to be certain that the **Auto-Scroll Window** menu item has a check mark to the left of it. If not, click on **Auto-Scroll Window** and reopen the menu again to verify that it does.
3. When you select **Window** from the **Capture** menu, [HyperSnap-DX](#) will disappear. Move your cursor to the window that you want to capture using auto-scroll, and click within the window. Then, observe how [HyperSnap-DX](#) automatically scrolls it as it captures. If you want to end the capture early, click again; otherwise wait until it is finished.

Note: Auto-Scroll will not work with every application using a vertical scroll bar. Some applications interfere with the methods [HyperSnap-DX](#) uses to track the window. The system will display an error message to alert you. However, the most popular web browsers (Netscape Navigator/Communicator and Microsoft Internet Explorer) as well as most other programs we tested are compatible.

SEE ALSO This function is ideal for capturing entire web page images, such as with Netscape or Internet Explorer, and file listings, too.

SEE ALSO If currently a popup window, open this topic as a regular Help page.

Restore After Capture (Capture)

When this option is checked, [HyperSnap-DX](#) will automatically restore itself to view after a capture, whether it is open or iconized.

If you uncheck the *Restore after Capture* option, the [HyperSnap-DX](#) window will remain or become minimized (stay in the task bar) after the snapshot.

SEE ALSO Sometimes you'll find it very handy to keep [HyperSnap-DX](#) minimized in the task bar. You may start your snapshots by clicking with the right mouse button on a minimized [HyperSnap-DX](#) window or by using hot keys, so it will print or copy images instantly.

Crop (Image)

Once you have captured or opened an image, you can crop it within [HyperSnap-DX](#). Click using your left mouse button to indicate where you want to start the capture area, and then release it. Drag the outline to enclose the area you want to capture, and click the mouse button again. The size (in pixels) of the capture will be shown within the area.

While activated, the following additional useful options apply, and will be shown in a small window as a reminder. They can be toggled off using F1 or by the option: [Hide Help in Region Capture](#).

- Arrows: move pointer by one pixel
- Shift-Arrows: move pointer by 10 pixels
- Ctrl-Arrows: move pointer to an edge
- Esc or Right Button: abort operation
- Enter or Left Button: accept this position
- +: hide/show mouse pointer

once the first anchor point is established, these tips are added:

- : hide/show rectangle size in pixels
- Tab or Home: switch rectangle corner

SEE ALSO You may wish to resize the HyperSnap-DX window or use the scroll bars to adjust your view to make cropping more convenient.

SEE ALSO [Crop Out Rectangle](#)

Undo (Edit)

Image edits can be undone by making this selection from the Edit menu, or using the standard Windows' Ctrl-Z Undo hotkey.

Crop Out Rectangle (Image)

This feature lets you outline and remove a rectangular section of an image. The color that will replace the section can be chosen using the [Select Crop Out Color](#) menu item.

SEE ALSO This tool is ideal for cropping out unwanted areas of a capture, such as cascading menus.

SEE ALSO You may wish to resize the HyperSnap-DX window or use the scroll bars to adjust your view to make cropping more convenient.

Select Crop Out Color (Image)

A conventional Windows color selection dialog lets you specify your color choice to replace sections cropped from an image using the [Crop Out Rectangle](#) function.

More Image Functions (Image)

Additional image editing functions replace this menu entry when the [Pro version](#) is installed.

Resize (Image) SEE ALSO

Changing the physical size of your capture, or any image file you open in HyperSnap-DX, is easy and convenient. The **Slide Control** interactively adjusts the sizing, displaying the results in the boxes.

Percent of Original Size; Width, in pixels; and Height, in pixels, can each be entered directly, and interact with each other by recalculating the other values.

Keep Aspect, when checked, maintains the mathematical relationship between width and height, so your image remains in its original perspective.

Interpolate can help to improve the end product when both enlarging and reducing images by using mathematical formulas to fill in missing pixels. You may use the Apply and Revert buttons with and without the box checked to determine which variation suits your purpose.

The **Apply** and **Revert** buttons apply and reverse the effects of your actions of the current session.

SEE ALSO [Requires Pro version](#)

Color Resolution (Image) SEE ALSO

The color resolution of your capture can be altered upwards or downwards.

Bits Per Pixel will be pre-checked with the existing resolution of your image, and can be altered to any value shown:

1 = 2 colors

4 = 16 colors

8 = 256 colors

24 = 16 million colors

Dithering Method lets you choose your preferred method of distributing the color change in fewer number of available colors. Choose from seven different popular dithering methods, or none.

Palette box let's you choose a color table (palette) for pictures in 8 or less bits per pixel. Choose *Optimized* for the best picture appearance. If you want the picture to cause less palette changes when displayed on MS Windows running in 256 color mode, or in Netscape Web browser, choose the other options. You may also convert an imiage to black and white only.

The changes in the picture appearance are reflected immediatly after you make your selection. You may use the **Revert** button at any time to go back to the original picture.

SEE ALSO [Requires Pro version](#)

Grayscale (Image) SEE ALSO

This menu item immediately applies a 256 grayscale effect to your capture or loaded image.

The Undo command (Edit|Undo or Control-Z) can reverse the effect.

SEE ALSO [Requires Pro version](#)

Halftone (Image)

This menu item immediately applies a halftone effect to your capture or loaded image, which may be useful for low resolution printing and other purposes.

The Undo command (Edit|Undo or Control-Z) can reverse the effect.

 Requires Pro version

Include Cursor Image (Capture)

You may optionally include the image of your current cursor in your capture.

SEE ALSO Use the cursor to highlight a point of interest in your capture. [HyperSnap-DX](#) can capture some cursors that were previously thought invisible to all such programs. Due to non-standard ways in which cursors are handled by some programs, some custom cursors simply cannot be captured. In Windows 95, the standard set of cursors is captured, as well as those defined by applications. In Windows NT, the cursor shape may be incorrect if it is within the console (DOS Prompt) window.

Repeat Last Capture (Capture)

Use this menu item or Hot Key to quickly repeat the last capture executed.

SEE ALSO This is a handy feature to take sequential or instructional captures of the same area, or redo the last capture with a minor change.

SEE ALSO [Configure Hot Keys](#)

Enter License Number (Help)

Note: this subject does not apply to the owners of HyperSnap-DX commercial version.

You should enter this dialog only after you have received an email or letter from Hyperionics with your license information. If you do not have it yet, please click on **Cancel** button.

Your license letter will list your or your company name, the "Key" value, the type of the license and the number of licensed copies. Please enter all the data to the appropriate fields on the "HyperSnap-DX License" dialog. Please note also that your "key" string contains only capital letters from the English alphabet - there are no digits or other characters in it, except maybe for dashes or spaces to make the key entry easier. Whenever in doubt if O shape is "zero" digit, or the capital "O" letter, always enter a letter.

Please enter all strings (Register To: name and the key) exactly as spelled in your license letter from Hyperionics. Then click below in the "License Type" frame on the radio-button that marks the type of the license you have purchased. Most often it will be one or more "Single User" licenses. If this is the case, you must also enter the correct "Number of Licensed Copies", that will be stated in your license letter.

After entering the above in most cases you may just click on OK button at the top right corner. If all was entered correctly, the "HyperSnap-DX License" dialog will just disappear. Your name and the license type should be listed in Help/About dialog. If you see a message saying "The license key you entered is invalid...", please click on OK button and verify once again if all the data was entered correctly. Make the appropriate correction and try again. If it still does not work, please contact Hyperionics for the correct license key.

Occasionally you may receive a temporary license from Hyperionics - e.g. for evaluation purposes, or to let you work on an urgent project while your payment is in the mail or being processed. If you have a temporary license, you must click on the "Temporary License" check-box at the bottom of "HyperSnap-DX License" dialog, and then enter the exact expiration date in the Year, Month and Day fields. If you neglect to do so, or enter a date that differs from the expiration date stated in your license message from Hyperionics, the license will not work.

SEE ALSO *If the registration name is not as requested or misspelled, please contact us promptly.

SEE ALSO HyperSnap-DX *Support*

Note: all references to HyperSnap-DX Pro are not valid for DEC Alpha versions of this software. On DEC Alpha processors, only Basic version of HyperSnap-DX is available.

Troubleshooting Tips:

Sometimes, particularly on slower machines, a computer may not have enough time to refresh all the windows when you start the capture, and the **HyperSnap-DX** window disappears. In 32 bit environment applications are isolated from each other, and it's not possible to find out if all the windows are correctly refreshed. They are given only a limited time for the refresh, before **HyperSnap-DX** freezes the screen for the capture. If this happens, minimize the program window to the task bar first, and *then* start your capture with a hot key or the menu that pops up when you click using your mouse right button on the task bar.

For more tips, see the *HyperSnap-DX Frequently Asked Questions* list at Hyperionics Web Site - click on the appropriate "Discussions and FAQ" link on the left margin, and follow to HyperSnap-DX FAQ.

Support for HyperSnap-DX is close at hand. An e-mail message will get the quickest response. Be certain to provide as much background information as possible.

We also welcome your comments and input for future releases of **HyperSnap-DX**.

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Check our World Wide Web site for the latest releases, announcements, and more information about **HyperSnap**:
<http://www.hyperionics.com>

SEE ALSO **HyperSnap-DX Registration**

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HyperSnap-DX is fully functional software that allows you to "try before you buy" and, like all software companies, Hyperionics relies on your support for continued development. In order to remove our branding from captures that are printed, saved, or copied, you must purchase the software. Single user registration is only \$25.00; site licenses are available (see below).

The single registration fee will license one copy for use on any one computer at any one time. You must treat this software just like a book. An example is that this software may be used by any number of people and may be freely moved from one computer location to another, so long as there is no possibility of it being used at one location while it's being used at another. Just as a book cannot be read by two different persons at the same time.

When you register **HyperSnap-DX**, you will receive a code that enables full functionality and makes you eligible for priority technical support. You will also be able to obtain free updates of the program through our Web page (address below) that your registration code will similarly enable, good until the next major release.

License cost:

Single licenses:	\$25 each or \$7.50 upgrade for registered users of HyperSnap 2
Site license:	\$750 or \$300 upgrade from HyperSnap 2 site license (Site licenses cover a single organization for an area of up to one hundred miles (160 km) in radius.)
World-wide license:	\$2000 or \$700 upgrade from HyperSnap 2 world-wide license

The price is the same for the Basic and Pro versions, and if you currently have a Basic version, you may upgrade for free at any time to Pro by downloading the Pro version from our Web site.

You may register your copy of **HyperSnap-DX** in one of the following ways:

- On the World-Wide Web in our *Web Store* <http://www.hyperionics.com>, which accepts all major credit cards. If you buy your license there, you will get a temporary registration within a few minutes. Permanent license will arrive by email, usually the same or next day.
- Off-line by email, fax or snail-mail. To do so, please run the small [Register program](#) that comes with HyperSnap-DX and fill out all required fields there. Then either email its output to **Error! Reference source not found.**, or print it and fax or send by snail-mail, as instructed on that form. Credit card numbers on the form and in email will be encoded for security. If you are sending us a check, please note that we can accept only checks that are drawn on a US or Canadian based banks. You can also click on "Registration" in the button bar above to access the Register program.
- Use our International Distributors. For the most up to date list of International distributors see Hyperionics web page <http://www.hyperionics.com>. For the list of distributors active at the time of this release (March 1998) [click here](#).
- On CompuServe SWREG forum (GO SWREG), search for HyperSnap-DX. The price for single user license over CompuServe is \$27 due to the 15% charge they impose.

You may also mail your check or money order directly to the address below, payable to Greg Kochaniak.

Important: the check or money order must be drawn on a US or Canadian bank, otherwise we cannot accept it. If you do so, please remember to add a short letter that tells us what you are ordering and where/to whom should we send the license.

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Murrysville, PA 15668, USA

e-mail: gregko@hyperionics.com
<http://www.hyperionics.com>

SEE ALSO [License, Distribution, and Vendor Information](#)

SEE ALSO

Hyperionics *International Distributors*

Note: all references to HyperSnap-DX Pro are not valid for DEC Alpha versions of this software. On DEC Alpha processors, only Basic version of HyperSnap-DX is available.

For the most current list of Hyperionics international distributors, please visit our Web site at <http://www.hyperionics.com>. This list be of particular interest to those who need to pay with a check. Hyperionics can only accept checks drawn on a US bank, but you may use local checks with our distributors. At the moment of this release (March 1998) the list of our international distributors includes:

- | | |
|-----------|---|
| Australia | Shareware-Australia
http://www.shareware-australia.com
Click here for full address and off-line registration form for Australian users. |
| Germany | Sharible (Our HyperCam is sold under WinCorder name in Germany)
Vogel Datentechnik
sharible Leserservice
Masurenweg 1
D-85521 Ottobrunn, Germany
phone and fax (ISDN) is: +49 +89 6085 1220
http://www.sharible.de/software/hyperionics/ |
| Japan | OddieSoft
Email: esteban@oddie.com
http://www.oddie.com/prod02.htm |
| Taiwan | Data System
9F No439 Chun-Ho Rd.
Yuang-Ho City
Taipei 234, Taiwan
Phone Number 886222312107
http://www.dds.com.tw/hyper |

SEE ALSO

HyperSnap-DX License, Distribution, & Vendor Info

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DISCLAIMER - AGREEMENT

Users of HyperSnap-DX must accept this disclaimer of warranty: "HyperSnap-DX is supplied as is. The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The author assumes no liability for damages, direct or consequential, which may result from the use of HyperSnap-DX."

Note: the information below does not apply to the owners of HyperSnap-DX commercial versions.

The trial version of HyperSnap-DX is provided at no charge to the user for evaluation. Feel free to share it with your friends, but please do not give it away altered or as part of another system. If you find this program useful and find that you are using HyperSnap-DX and continue to use HyperSnap-DX after a reasonable trial period, you must make a [registration payment](#).

Commercial users of HyperSnap-DX must register and pay for their copies of HyperSnap-DX within 30 days of first use or their license is withdrawn. Site-License arrangements may be made by contacting Hyperionics.

Anyone distributing HyperSnap-DX for any kind of remuneration must first contact Hyperionics at the address below for authorization. This authorization will be automatically granted to distributors recognized by the (ASP) as adhering to its guidelines for shareware distributors, and such distributors may begin offering HyperSnap-DX immediately (However Hyperionics must still be advised so that the distributor can be kept up-to-date with the latest version of HyperSnap-DX.).

OMBUDSMAN STATEMENT



Greg Kochaniak is a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 157-F Love Ave., Greenwood, IN 46142 USA, FAX 317-888-2195, or send email to omb@asp-shareware.org.

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▣ HyperSnap-DX *Tutorial*

Note: all references to HyperSnap-DX Pro are not valid for DEC Alpha versions of this software. On DEC Alpha processors, only Basic version of HyperSnap-DX is available.

This Tutorial can walk you through some of HyperSnap-DX's basic steps and many options available to you. It assumes you are familiar with Windows 95 and its basic operations.

[Text Highlighted and Underlined like this](#) is hyperlinked to further information about the topic. When you see text like this, if you are interested in that particular section, you should click it for further details.

The best way to learn is by doing. Try the exercises using HyperSnap-DX; you will benefit from the experience. You can [print this tutorial by clicking on this text](#); you may find it easier to follow.

1. HyperSnap-DX offers three basic styles of screen captures. You should first decide which will be best for the task at hand.

Full Screen captures the entire screen.

Window is a very flexible and convenient method where HyperSnap-DX outlines screen sections, like windows, automatically, making them easy to capture.

Region lets you outline any screen area that you need to capture.

▣ No matter what you select, you can always use HyperSnap-DX's [crop](#) function (within the Image Menu) to further edit your capture.

2. In order to view HyperSnap-DX and your capture after it has been done, make sure that the **Restore After Capture** option under the **Capture** menu is *checked*. If it is not checked, HyperSnap-DX will be minimized (go to the task bar) and you will have to click on it to open it up again. It's not a big deal, but now you know what that option does.

3. Let's try a capture using the **Window** capture option. We will need a target application to capture so [Click here to open Windows Explorer](#) or, for NT users, [File Manager](#), if one of them isn't already open. If HyperSnap-DX isn't already open, [Click here to open HyperSnap-DX](#).

4. Read all these steps *before* you proceed with the capture so you can follow them without referring to this file. You can optionally [print this tutorial by clicking here](#) if you haven't already.

1. When you are ready to begin, make sure that HyperSnap-DX is the top-most window; Windows Explorer should be directly beneath. Whatever window or area you want to capture should always be visible.
2. Next, you will select **Window** from beneath the **Capture** menu and click on it. HyperSnap-DX will disappear, out of your way, down to the taskbar.
3. Move your cursor to different sections of the Explorer window. As you move it, notice that the blinking highlighted areas change. If you move to the Title Bar, the whole window is highlighted -- take your time and see all your options. Do you notice depending on where you move in the file windows you can include or exclude the sliding bar?
4. Once you have highlighted an area you want to continue to experiment with, click your left (primary) mouse button.

▣ You can also use HotKeys to initiate your captures. We'll talk about that at the end of this Tutorial.

5. After HyperSnap-DX takes the screen shot, its program window, with your capture, is restored to your view. You can change HyperSnap-DX's window size like any other program if you want to see more of the capture.

6. At this point, if you were satisfied with the capture, you could save it or do other things with it, but **let's try the handy crop feature first** (within the Image Menu). *Cropping lets you edit your capture further by selecting an area within it to keep, while discarding the rest.* Like before, read all these bulleted steps before you proceed with the capture so you can follow them without referring to this file:

The first thing you will do is click on **Crop** from the **Image** menu. Your cursor will again turn into a little plus sign (+); notice how the coordinates of your position are displayed in the program's title bar.

Now, Move it to the location that you will want as one corner of the section of the capture that you want to save and click your left mouse button. That will anchor one corner of the area you will crop from the capture.

Continue to move around, experiment with all that you can do. Without touching a mouse button, strike the minus or dash (-) key. Now, you can see the size, in pixels, that the cropped area will be. Hitting the key again will make the size go away. Pressing the F1 key will show you all the other options at your fingertips; you can [click here for further crop information](#) right now if you want more details on the function, or wait until later.

Now, move your cursor to enclose the area that you want to remain, and click your left mouse button. The capture is cropped per your specifications.

Remember, if the HyperSnap-DX windows doesn't show all of the necessary parts of the image, you can resize the window or scroll to the appropriate area.

If you choose **Undo** from the **Edit** menu, it will undo the action and restore your original capture.

▣ The [Region Capture](#) action, when you select it, works very similarly except it affects the whole screen. Now you have experience with how that method of capture works, too.

7. Now it's time to save your capture. As before, read each of these steps before you proceed with the capture, so you can follow them without referring to this file.

1. First, click on the **Save As** selection under the **File** menu to get a familiar-looking dialog.
2. The **Save as type** window displays Windows Bitmap by default, and we'll use that one. However, you can choose from any of the other file types, some of which will give you further sub-format choices.
3. Other choices for **Bits Per Pixel** let you specify the color depth, and additional options in with window are also activated when other file types are chosen. Click on the Help button, and an explanation for each of these options is provided for your reference.
4. You may want to take a moment to choose other file formats from the Save As dialog, and check how the options available change for each of them.
5. Once you have chosen your file type and options, use the usual means of filling in a file name and navigating to the folder in which you want to save it, and click OK. Your capture is now saved.

▣ You can also copy your capture to the Windows Clipboard, and by using the **Copy Format** selection under the **Edit** menu item, you can choose the color density of the image that is copied.

8. You have completed this Tutorial, but HyperSnap-DX has more ways of operating and features for your use. The [QuickHelp](#) image map that shows all of the HyperSnap-DX menu items is a great way to learn about them. Just click on each menu item for an explanation.

Here are some additional topics that you will find of interest:

Hotkeys can also be used to initiate a capture.


HyperSnap-DX can be minimized to the taskbar, and out of your way, but it's always ready to spring into action.

Click on the **Capture Menu** item. Note the hotkey combinations assigned to each of the three types of captures. If you strike any of those combinations while HyperSnap-DX is minimized, it will become active and capture the screen using the method you selected.

You can [change the hotkey assignments](#) to ones that you prefer by selecting **Configure Hot Keys** from the **Options** menu item.

Did you know that **HyperSnap-DX** can be used as a handy graphics tool?


Use the **Open** selection from the **File** menu item to load an image file into HyperSnap-DX. Now you can...

Convert from one file format to another using the **Save As** selection under the **File** menu item, using all of the options available for each format. Yes -- that means you can **convert one format to another, such as a standard BMP file to a progressive JPEG or a GIF with a transparent background, ready for web posting!** The installation of the  **version** brings the number of supported file formats to over twenty.






Copy the graphic to the Windows Clipboard in the number of colors you select.

Crop the graphic to just the right size, or crop out an image section -- HyperSnap-DX can even show you the area's size in pixels as you make your selection. Use the [crop](#) feature and press the (-) key.

Resize captures or image files you open in HyperSnap-DX when you install the  **version**.

Change the color depth of an image to 2, 16, 256, or 16 million colors, with eight dithering choices, or grayscale or halftone images when you install the  **version**.

See Also...

-  [Include Cursor Image](#)
-  [Quick Save](#)
-  [Quick Print](#)
-  [Quick Copy](#)
-  [_version](#)

▣ **HyperSnap-DX** *Tips and Hints*

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This section includes good ideas on how to approach certain captures using HyperSnap-DX. Do you have a unique solution for a problem using HyperSnap-DX? Help your fellow users -- send it to the author for use in the next release's hints and tips section.

How can you capture a drop-down menu or other program feature that disappears when you press the HyperSnap-DX hot key or menu item?

Iconize **HyperSnap-DX** to the taskbar, and then use one of its hot keys (e.g. Region or Window capture) to get the menu - it shouldn't disappear then.

Alternatively, if it does disappear, you can press the Print Screen key on your keyboard to send the entire desktop to the Windows Clipboard. Now, place the shot in HyperSnap-DX by using the Edit|Paste menu selection. Using the [Crop](#) feature will let you select the portion of the image you need.

You can take and use captures with HyperSnap-DX without ever seeing the program! Maybe this technique or a variation will be helpful to you.

Set HyperSnap-DX's options to **Quick Copy** from the **Capture** menu, and check off **Restore after capture** under the same menu item. Now, go to your word processor or other application and proceed with your work. When you need a capture, use the appropriate HyperSnap-DX hot key. The options selected will cause the capture to be sent to the Windows Clipboard, so you can simply paste it into your document.

▣ If you need a reminder for which hot key to press, click on HyperSnap-DX in the task bar with your right mouse button, and select the type of capture you want.

How to capture games using MS DirectX and 3Dfx GLIDE technology

You must start HyperSnap-DX first, before an application is run. Read the topic [Enable DirectX and GLIDE Captures](#) for instructions.

Once DX capture is enabled, you may start your application or game. Please remember, if the Direct-X application was running before you started HyperSnap or enabled DX capture, it may not capture correctly.

Run the program or game normally, and whenever you're ready to capture the screen, use the hot key assigned to DX captures (Scroll Lock, by default). A short beep should sound to confirm the capture. HyperSnap will not force itself to the foreground interrupting the game, so if you want to see it, you have to use Alt-Tab key in the game to put it in the background and go back to regular Windows. Note: for some games Alt-Tab does not work; you will have to exit the game completely to return to the Windows desktop.

You may set [Quick Save](#) or [Quick Print](#) in HyperSnap-DX before going into the game. Now, each time you capture a screen, it can be saved to a file with a sequential number or printed, so you need not leave your game to save or print your capture. The [Quick Save](#) feature also allow you to repeat a capture every 'x' seconds.

▣ **HyperSnap** *Set AutoScroll Refresh Time*

Use the *Options / Set AutoScroll Refresh Time* menu item to change the time (in milliseconds) that HyperSnap-DX waits in Window Capture mode with auto-scroll for the window to refresh its contents in the newly scrolled-in region. If you use auto-scrolling and notice that parts of the picture are incorrect or missing, this means that the window you are capturing did not have enough time to refresh its contents after each scroll. Increasing this time value may help in these situations. On other occasions you may want to decrease this value to make auto-scroll work faster. Reasonable values for auto-scroll refresh time are from 20 to 1000 milliseconds.

▣ AutoScroll

HyperSnap *Command Line Options*

Note: all references to HyperSnap-DX Pro are not valid for DEC Alpha versions of this software. On DEC Alpha processors, only Basic version of HyperSnap-DX is available.

HyperSnap-DX command line options:

- install does the installation
- uninstall uninstalls HyperSnap, deletes the license too

- QuickSave turn on "QuickSave" option, even if it was turned off in previous sessions.
Additional -QuickSave options to start with timed auto-save, e.g.

 hsdx -hidden -QuickSave,5000,1,5 -snap:w:320:h240 -save:bmp f:\tmp\test
 hsdx -iconic -QuickSave,5000,1,5 -snap:w:320:h240 -save:bmp f:\tmp\test
 hsdx -QuickSave,5000,1,5 -snap:w:320:h240 -save:bmp f:\tmp\test

will start with hidden, iconic or opened window, repeat the snap every 5000 ms (5 sec), increment the file name starting counter at 1 and do will stop when the counter reaches 5 (see below for -snap and -save options description).

To disable adding numbers to the file name, set the second number in -QuickSave to 0, e.g. -QuickSave,5000,0,5 - this will save snap 5 times to the same file. Do disable max count (the last number), set it to 0. The capture will be repeated indefinitely, or until stop capture hot key (default F11) is pressed.

- fixed_title display a fixed title "HyperSnap-DX" only (do not display file name or picture size in the window title bar - may be needed if you want to "send keys" to HyperSnap window from Visual Basic or other application).

- hidden run with HyperSnap window hidden, operate with with hot keys only (must have set Quick Print, or Quick Copy earlier, or used with QuickSave to be useful)

- nosavedir HyperSnap-DX will not save the last used disk directory (folder) when you exit it. On the next run of the program, it will use the value previously saved in the registry.

- nosetdir HyperSnap-DX will not restore the disk directory (folder) used in the previous run of the program - it will start instead with the current directory set according to the link property used to start the program, or current directory if started from command prompt window.

- dumpopts read from the registry and dump (save) HyperSnap options to hsdx.ini file.

- readopts read options from hsdx.ini file and save them in the registry.

- initfrom:filename This option may be used when starting HyperSnap-DX like:
 hsdx -initfrom:c:\HySnap\hsdx2.ini
 where hsdx2.ini is the initialization file (with hot keys etc.) for HyperSnap-DX. Normally it would read the options from the registry. This feature allows you to have multiple configurations with different settings.
 The initial copy of the ini file may be created with
 hsdx -dumpopts
 command line switch.

- snap capture screen (or a portion) one time only, to immediately print or save it, then exit. HyperSnap Window is not displayed. Takes several sub-options separated with : (colon).
 hsdx -snap:x60:y150:w200:h100 -save:bmp test.bmp
 :x is X pixel coordinate to start the capture from, counted from the left. If omitted, 0 is assumed.

:y is Y pixel coordinate to start the capture from, counted from the top. If omitted, 0 is assumed.
:w is width of the area to capture, in pixels. If omitted, the area from :x to the right edge of the screen will be captured
:h is height of the area to capture, in pixels. If omitted, the area from :y to the bottom of the screen will be captured.
:window allows the user to select with the mouse the window to capture
:region allows the user to select with the mouse a rectangular region to capture
:awin will capture the currently active window, including frame and title
:acli will capture the currently active window without the title and frame ("client area")

-open:[filename] will open and read the specified file (must have a supported file extension and be valid graphics file in that format). Then will perform the action specified by the next option (-print or -save - possibly in a different format) and exit. May be used to print several graphics files in batch mode, or to translate file between different supported formats, e.g.

To translate test.bmp to test.gif:

```
hsdx -open:test.bmp -save:gif test.gif
```

To print test.jpg file to the default system printer:

```
hsdx -open:test.jpg -print
```

-print may be used after -snap option to cause print of the captured picture. Takes several sub-options separated with : (colon).

:l print in Landscape mode. Default is portrait
:inv invert black and white
:bw print black and white colors only
:fr draw a frame around printed picture
:sNN scale, where NN is % of the size, default is 100%
:af auto-fit the picture to fill the whole page (but preserving the aspect ratio)
:pd display Print Dialog, to select the printer etc.
Prints to the default printer if :pd omitted.

Example:

```
hsdx -snap -print:l:fr:s75
```

will snap the whole screen and print in landscape mode with a frame and scaled to 75% of the original size.

-save may be used after -snap option to save the picture to a supported file type. Next argument should be file name, snap.bmp, snap.gif or snap.jpg is assumed if file name is not specified. Sub-options:

:gif save as GIF file
:gif:i save as Interlaced GIF file
:jpg save as JPEG file with default quality of 75%
:jpg:qNN save as JPEG file with quality NN% (replace NN with a number, e.g. 90).
:jpg:p save as progressive JPEG file (:qNN may also be added)
:bmp save as BMP file (this is default, may be omitted). Bitmap pixel depth is the same as screen's.
:bmp:c1 save as 1 bpp bitmap
:bmp:c4 save as 4 bpp bitmap
:bmp:c8 save as 8 bpp bitmap
:bmp:c24 save as 24 bpp bitmap

Other file types are also accepted here if you have HyperSnap-DX Pro installed. Here is a list of all file types accepted:

bmp, gif, jpg, tif, cmp, cal, fax, eps, img, raw, ica, pict, mac, msp, pcx, ras, tga, wfx, vfm, wpg, png, psd, avi

With all these file types the following options are accepted, if valid for a given file type:

:a append picture to the specified file, if file format permits this (e.g. GIF, TIFF, AVI)

:c1, :c4, :c8, :c24 - color resolution
:i, :p interlaced or progressive.
:qNN quality in %, valid for jpg and cmp files

Examples:

Snap the whole screen and save in BMP file

hsdx -snap -save c:\tmp\test.bmp

Snap portion of screen, save as 8 bit per pixel bitmap:

hsdx -snap:x50:y80:w200:h100 -save:bmp:c8 btm.bmp

Snap the whole screen, save to GIF file:

hsdx -snap -save:gif test.gif

Snap the whole screen, save to JPEG file with 85% quality

hsdx -snap -save:jpg:q85 test.jpg

-ddesrv

HyperSnap-DX runs as DDE server when started with this option. Currently the only DDE commands that the program executes (XTYP_EXECUTE DDE call in C, or LinkExecute in Visual Basic) are **load filename** and **activate**. If you run a second copy of HyperSnap-DX with this switch (when the first one was run the same way), it will only activate and bring to front the first copy, and the second one will exit instantly. If you run a second copy like this:

hsdx -ddesrv *filename*

it will cause the first copy to load the picture stored under *filename* and activate/bring to front that copy. The second copy, after sending the appropriate DDE command, will exit instantly.

HyperSnap-DX *What's New*

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Click on any of the buttons or help hotspots below to learn more about the **HyperSnap-DX** feature mentioned.

▣ **New!** Capture screens from applications and games using Microsoft's new DirectX or 3Dfx GLIDE technology. In the past, these screens either could not be captured or captured only with incorrect coloring, using standard screen capture technology. Our new *DX Snap* technology solves this problem for you. Capture your moments of glory in these virtual worlds, share them with friends, put on your web pages!

▣ **New!** Dock or float the toolbar to the most convenient location

▣ **New!** Crop a rectangle from within an image and replace it with a color of your choice.

▣ **New!** Undo and revert commands for easy reversal of undesirable image edits

▣ **New!** Send by Email lets you conveniently use your default mail program to send a capture

▣ **New!** Free upgrade to

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- [TWAIN Compatibility](#) for your scanner, digital camera, or other compatible device
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HyperSnap-DX *Pro Version*


Note: all references to HyperSnap-DX Pro are not valid for DEC Alpha versions of this software. On DEC Alpha processors, only Basic version of HyperSnap-DX is available.

The  version is a powerful **free upgrade** for the registered users of basic **HyperSnap-DX**. When you download and install it, new menu items and expanded features are added to your favorite screen capture program, enhancing its image capture, editing, and file conversion capabilities.

 **TWAIN Compatibility** – use your scanner, digital camera, or other compatible device to interface with **HyperSnap-DX**

 **Additional File Formats** – In addition to BMP (DIB), GIF, and JPEG, add TIFF, LEAD (cmp), CALS, CCITT Fax (fax), Encapsulated Postscript (eps), GEM Image (img), IBM IOCA (raw), Macintosh Picture (pic, pict), MacPaint (mac), Microsoft Paint (msp), OS/2 Bitmap (bmp), SUN Raster (ras), Targa (tga), WinFax (wfx), Windows Metafile (wmf), WordPerfect (wpg), Portable Graphics PNG, and Adobe PSD. Many types have sub-formats that let you even further refine your image file. And it not only can save in these file formats, but is able to open all these files and AVI videos, too, making it a powerful and convenient conversion tool.

 **Image Resizing** – Use interactive controls to change the physical size of your capture, or any image file you open in HyperSnap-DX. Easy to use slide controls along with percentage and pixel displays help you achieve the size you need. You can also retain the image aspect, and use interpolation to improve the resized image.

 **Image Colors** – Change the color depth of your image up or down to 2, 16, 256, or 16 million colors, and use any of eight dithering choices. Or, choose to grayscale or halftone the image if you're printing monochrome output.

Undo and revert commands are included so changes to image sizes and colors can be applied, but reversed if the results are not pleasing.

This file can be downloaded from the Hyperionics Web Site, <http://www.hyperionics.com> and other popular archive sites.

 If currently a popup window, open this topic as a regular Help page.

■ HyperSnap-DX *Other Hyperionics Software*



Visit the Hyperionics Web Site at <http://www.hyperionics.com> to download trial and free versions of our other software products:



Check out **HyperCam**, another quality product from Hyperionics, that allows you to record the action from your Windows 95 or NT screen as an AVI movie. You can include cursor movements and sound, and take advantage of many other options, designed with the same detail and care as **HyperSnap-DX**.



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Australian Order Form

Please print this page, then fill out and send as instructed. Hyperionics products are available in Australia/New Zealand from our local distributor Shareware-Australia.

The price of HyperSnap-DX is Australian \$ 40.00

The price of HyperCam is Australian \$ 50.00

Postage and handling is FREE - please note that you are only buying a licence code, that will fully enable the version of Hyperionics software you already have. The licence code will be delivered by email if possible, or else by fax or snail-mail.

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