



madcap
CAPTURE™

Key Features Guide

Version 5.0

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Key Features

Following are some of the key features that make Capture unique. See the online Help for more information about each feature.

Interface

Following are some key features of the Capture user interface:

- **Multiple documents open simultaneously** Capture is unique in that you can have multiple documents open in the interface simultaneously.

EXAMPLE

If you want to work on all at the same time, you do not have to close one document before working on another. You can have all documents open at the same time. You can even "float" and move them so that they are placed side-by-side. If you have access to dual monitors, you can have one document displayed on one monitor and another document displayed on the second monitor.

- **Floating and dockable window panes** You can "float" window panes and editors, which lets you then click and drag them wherever you want in the interface. A window pane can be attached (or "docked") to the sides, top, or bottom of the program interface.
- **Resizable dialogs and drop-down menus** All dialogs and even drop-down menus can be resized by clicking and dragging their edges.
- **Window layouts** You can save a custom configuration (layout) of your workspace.
- **Enhanced undo and redo** Capture's undo and redo functions are enhanced as follows:
 - **Unlimited** You can undo or redo an unlimited number of times, back to the last time you opened the document, even after you have saved it.
 - **Multiple buffers** Each document in the Capture interface has its own Undo/Redo buffer. This means that you can undo actions in one document and then switch to another document and undo actions specific to that file.
 - **User-friendly interface** The name of the action is displayed on the Undo or Redo button. In addition, you can use the drop-down arrow next to the button to select multiple steps to undo or redo at once, even resizing the drop-down box as necessary.

Capturing And Creating

Following are some key features when it comes to capturing and creating images:

- **Capture Options** There are many ways to capture an image (e.g., Active Window, Full Screen, Region, Shape Area). Simply choose the option that best meets your needs.
- **Creating Images** Rather than capturing an image, you can create a new one using settings from a profile. Aside from the settings of that profile, the new image will start out blank.
- **Integration with MadCap Flare and Blaze** Capture is a great tool for many different kinds of users, but it is especially perfect for authors and was designed with those individuals in mind. Therefore, Capture is tightly integrated with MadCap Flare and MadCap Blaze. This means that it is very easy to open Capture from Flare or Blaze in order to capture a new image or edit an existing one that is part of your project.
- **Profiles** When you capture an image, you do so using a profile, which is a collection of settings that are applied to the image in advance. You can also apply a profile to a single existing image or to many images through the use of a batch file. Among other things, a profile lets you select a location for a captured image file, apply a specific kind of border to it, add shapes, set the DPI (dots per inch), and even resize it automatically.
- **Time Delay** Normally, whenever you initiate the capture of an image, the capture always occurs immediately. However, you also have the option of delaying the capture for a certain number of seconds.

Editing

Following are some key features when it comes to editing images:

- **Edit After Saving** Capture works with object layers, which means that shapes, arrows, text, and other added objects are not automatically merged into the image when you save it. Instead, they are saved in a separate XML-based properties (PROPS) file. This means that you can easily change those items later without having to start over from scratch. It also means that the XML files can be opened and modified with third-party tools. This is especially useful if you need to localize the callouts in your images (e.g., have them translated into other languages).
- **Effects** You can quickly apply various kinds of effects to images. For example, you can use the shading effect to apply different gradients of shading around a shape in an image. The entire image will become shaded, except for the specified shape. This is a great way to call attention to a particular area of an image.
- **Palettes** When you capture an image, you can add various types of objects to it (such as shapes, lines, and cursors). A palette is an element that lets you store objects for later use.
- **Unicode Support for All Left-Right Languages** Capture is fully Unicode capable, making it possible to handle the entire world's Unicode language characters. Capture not only supports Western European languages, but also double-byte Asian languages, Eastern European languages, and more.

Single-Sourcing

"Single-sourcing" is a fancy term that means something very simple—to produce multiple results from one source. In Capture, you can make use of single-sourcing in different ways.

- **Project Conditions and Variable Links** You can link an image to a MadCap Flare or Blaze project. This allows you to automatically have access to any variables or condition tags found in that Flare or Blaze project.
- **Single-Source Images** This feature reflects Capture's tight integration with MadCap Flare. For a single image, you can provide one group of settings for online output and another group of settings for printed output. For example, you might want to use a resolution of 300 DPI for printed output, but a lower resolution for online output. Rather than creating two separate images, you can use this feature to create just one image for both outputs.

