



FLASH 32

© 1997-1999 Jean Piquemal

Introduction

[What is Flash 32 ?](#)
[Install / Uninstall](#)
[Menu Bars](#)
[Menu Bar of the captured window](#)

Graphic formats setup

[AVI](#)
[BMP](#)
[FLI/FLC](#)
[GIF](#)
[Animated GIF](#)
[IFF](#)
[JPEG](#)
[MIFF](#)
[MPEG](#)
[PNG](#)
[PDF](#)
[TARGA](#)
[TIFF](#)

Setup

[Main setup](#)
[Hotkeys setup](#)
[Paramétrer l'historique](#)
[MS-Dos captures](#)

Effects

[Filters](#)
[Colours](#)

How to...

[Capture a screen](#)
[Capture any window](#)
[Capture a part of the screen](#)
[Capture an image in a file](#)
[Capture an image from a WebCam](#)
[Create a button](#)
[Create a cursor](#)
[Create an animated cursor](#)
[Create an icon](#)
[Create an animation](#)
[Create a mosaic](#)
[Create a screensaver](#)
[Create a wallpaper](#)
[Create an HTML page](#)
[Create a self-display image](#)
[Incorporate a capture in a WinWord \(or else\) document](#)

Paste in the clipboard with hotkeys
Register

Misc...

Hardware

Formats

Aknowledgements

Questions

I don't remember the hotkeys I set

I should like to capture a window with its menu opened

*(I apologize for this help file, because English is not my natural language
All screen captures made with Flash 32))*



What is Flash 32 ?

Flash 32 is a 32 bit software running under Windows 95, Windows 98, Windows NT 4 and 2000 used to capture and save Windows screens (or parts of screens), images from files, images from Internet WebCams, images from the Internet Explorer cache.

Flash 32 installs itself as a tray icon  in the tray bar of Windows.

The captures can be saved with several graphic formats, modified, printed...

Flash 32 also allows the creation of icons, cursors, animations (ANI, AVI, FLI, FLC and GIF), wallpapers, logos...

A screen capture can be saved or printed with ou without interaction with the user.

When you click on its icon, Flash 32 displays two menus:

- **right** click: setup menu, help and about
- **left** click: particular captures (clipboard, webcam, animations)



Install / Uninstall


The install program installs Flash 32 on your hard disk, in the selected folder (default is \Program Files\Flash32). Some elements are created in the registry under HKEY_CURRENT_USER\Software\Flash 32.

No other file will be copied in another folder.

To uninstall just click the uninstall icon and follow the instructions. If you just delete the install folder you will not clear the registry.



Menus

You can access to the menus of Flash 32 by clicking on its icon  with the right or the left button of your mouse.

Right click:

Setup

General

Animation

Save formats

Help

Launches this file

About

Misc infos

Left click:

Captures

Full screen

Select a window with the mouse

Part of the screen

MS-DOS full screen capture

Clipboard capture

Capture an image in a file

Capture from a WebCam

Create an animation

Close Flash



Captured window menu bar

The captured window menu bar is as follow:

Capture

- Save as...
- Print
- E-Mail
- Export to clipboard
- Import from clipboard

Create

- Button
- Windows logo
- MosaicWallpaper

Edit

- Display the original capture

Colours

- Modify the colours

Deformations

- Explosion, implosion etc...

Filters

- Noise, contrast, blur, oil etc...

Size

- Change the size of your capture

Effects

- 3D, flip, rotations...

Misc

- Morphing

Options


- Change the look of Flash 32: toolbar, tooltips...

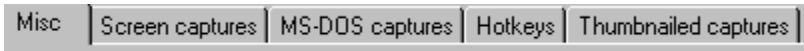
Help

- This file



Flash 32 setup

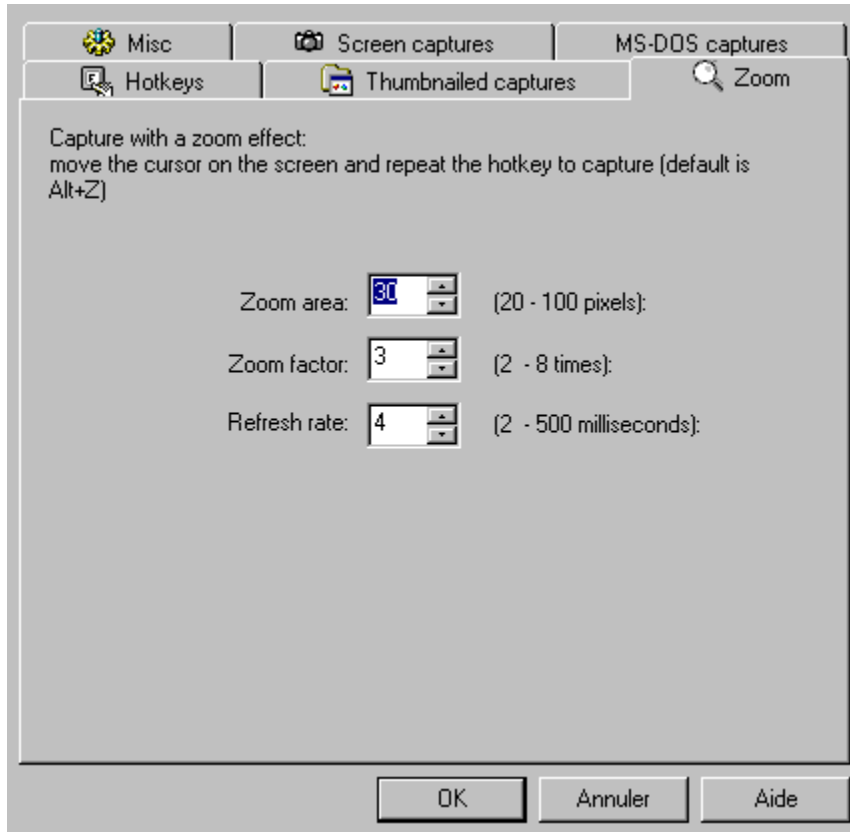
Open the setup window with a right click on the icon . This windows has five tabs, each one describes a particular setup.



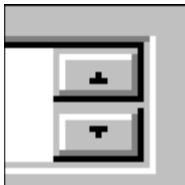
(Clic on the desired tab to display help)

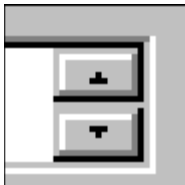


Zoomed captures



When you realize a zoomed capture, the screen area under the mouse cursor is magnified. The capture will be this magnified area.



Example:  screen area on the right side of the edit field, zoom factor=2.

Zoom area:

It's the size of the magnified area. The cursor will be the center of the square.

Zoom factor:

Magnifying factor

Refresh rate:

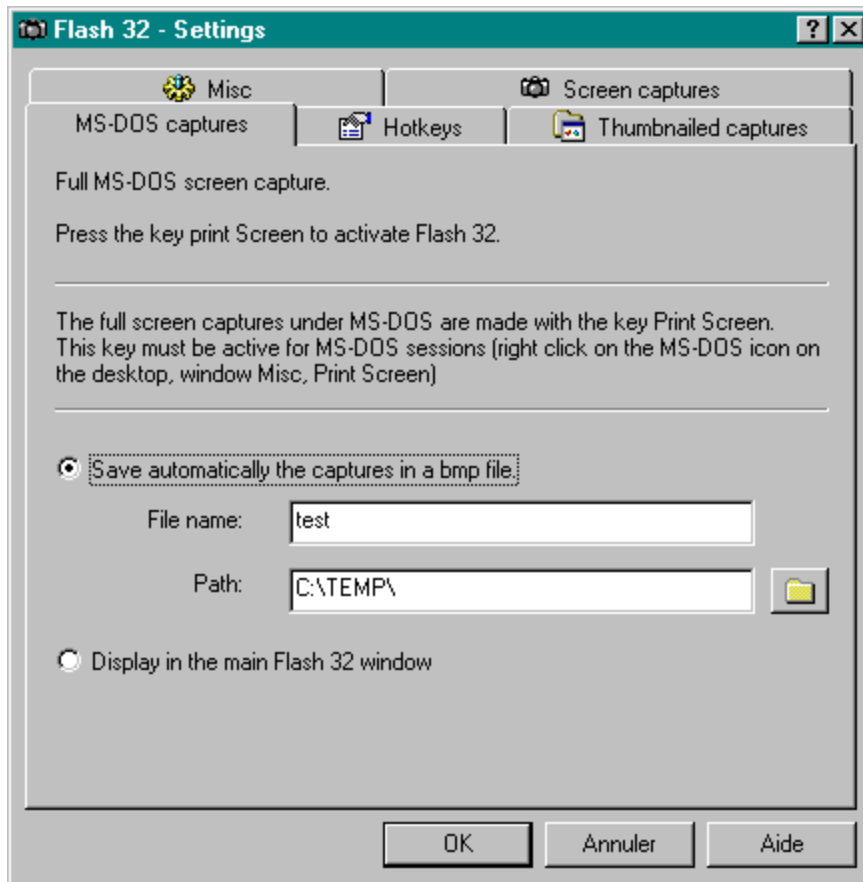
Refresh rate of the zoom window.

To capture, repeat the zoomed capture hotkey (default is Alt + Z).

To end without capturing hit Escape.



MS-Dos captures




MS-Dos

If the MS-Dos session is windowed you capture as usual. But if it is displayed full screen you must setup it.

You will capture with the key **Prt Scr**, regardless your hotkeys setup for Windows captures. More, this key (*Prt Scr*) must be active. To do so, click with the right button of your mouse on the *MS-Dos* icon, on the desktop. Next click on *Properties* then click the tab *Misc* and verify that the checkbox *Prt Scr* is checked.

You can automatically save the captures in bmp files or txt files (if the ms-dos screen displays text).

After this setup, select the menu *Captures* then *MS-Dos full screen captures* by clicking with

the left button of your mouse on the Flash 32 icon . The menu is now checked. Go under MS-Dos, when you will use the key *Prt scr* the screen will be captured and saved in a file or displayed in the Flash 32 windows (you must access it with *Alt+Tab* to change the context).

To stop the captures under MS-Dos uncheck *MS-Dos full screen captures* by clicking on it.

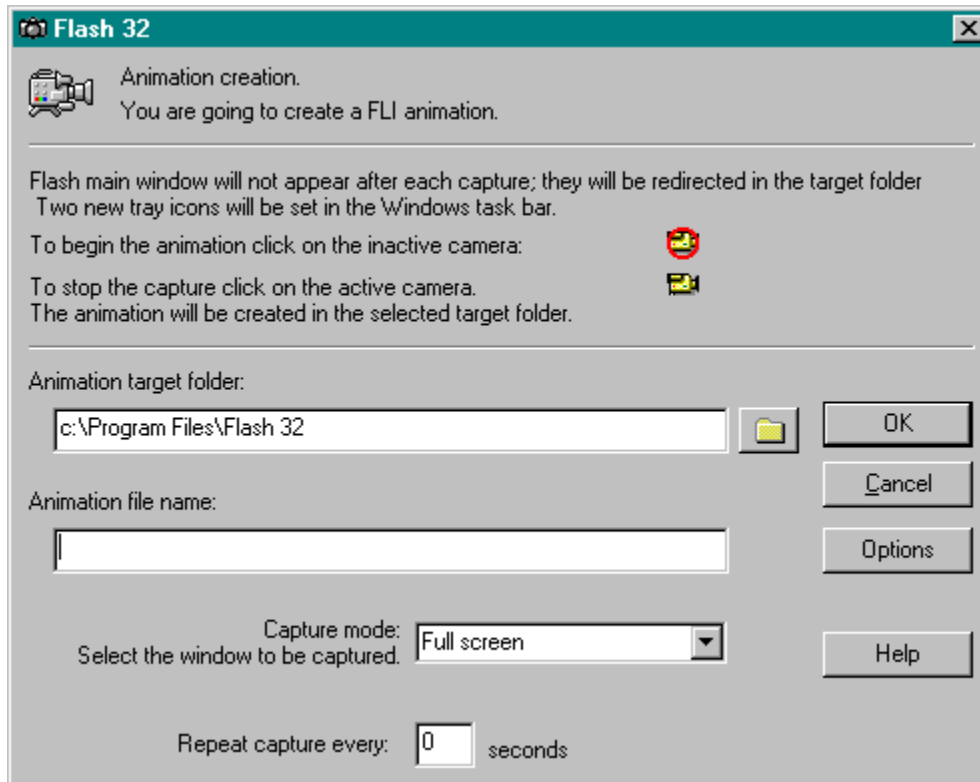


Animation formats setup

Flash creates animations with a set of captures in the following formats: AVI, FLC, FLI , MPEG or GIF.





You choose the format with a left click on the icon
It will display the next window, where you will setup your animation.




Flash 32 Animation creation.
You are going to create a FLI animation.

Flash main window will not appear after each capture; they will be redirected in the target folder
Two new tray icons will be set in the Windows task bar.


To begin the animation click on the inactive camera: 

To stop the capture click on the active camera. 

The animation will be created in the selected target folder.

Animation target folder:
 

Animation file name:

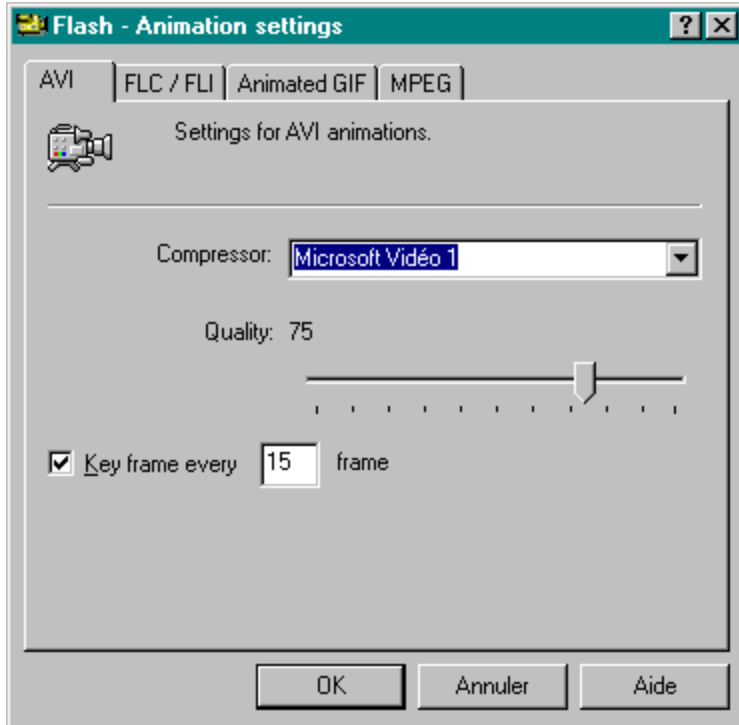
Capture mode: 
Select the window to be captured.

Repeat capture every: seconds

(Clic on a tab)



AVI setup



AVI

Compressor:

Flash 32 manages the following formats:

- * Microsoft Vidéo 1
- * Intel Indeo Video 3.2
- * Codec Cinepack Radius

Compression quality:

More quality means a larger file



BMP setup

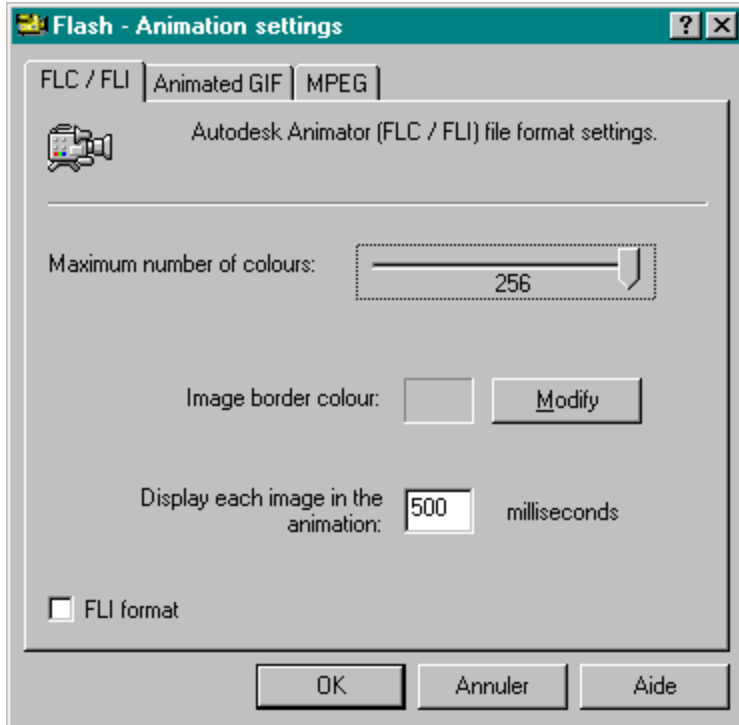


Bitmap

This format is used by all the graphic softwares, on any platform.
BMP only recognizes the RLE compression with 16 or 256 colours pictures.



FLI/FLC setup



Maximum amount of colours:

From 9 (minimum) to 256 (maximum).

Border colour:

Coloured border around the animation

Affichage of chaque image in l'animation:

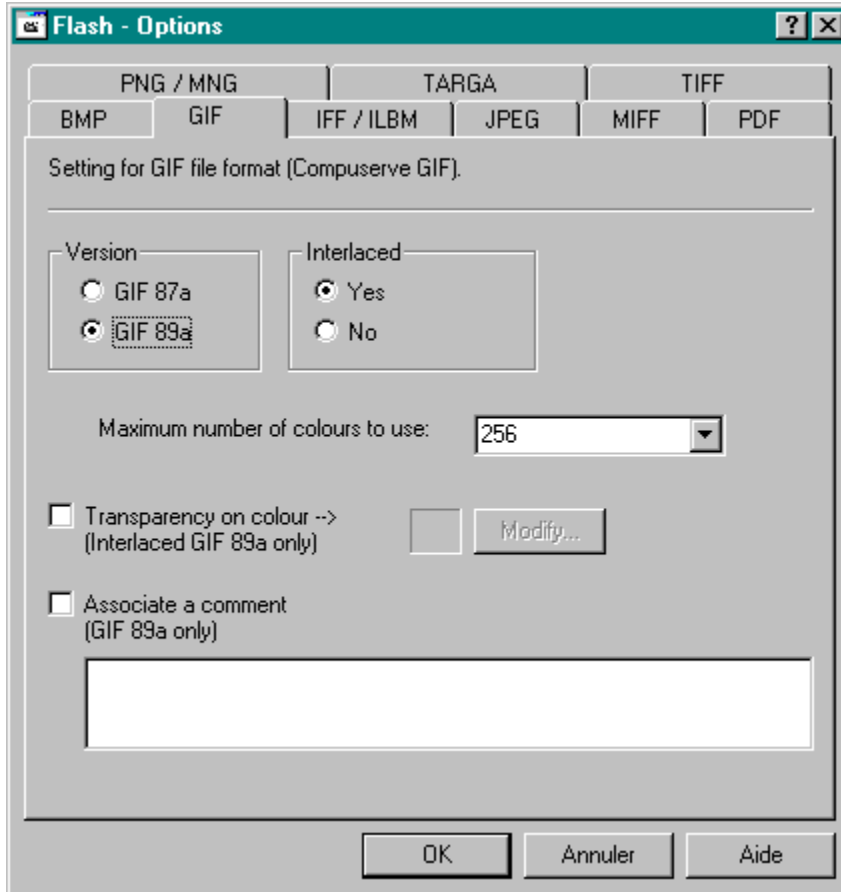
Display time interval.

FLI format:

The animation will be created with this format rather than with FLC.



GIF setup



Graphics Interchange Format

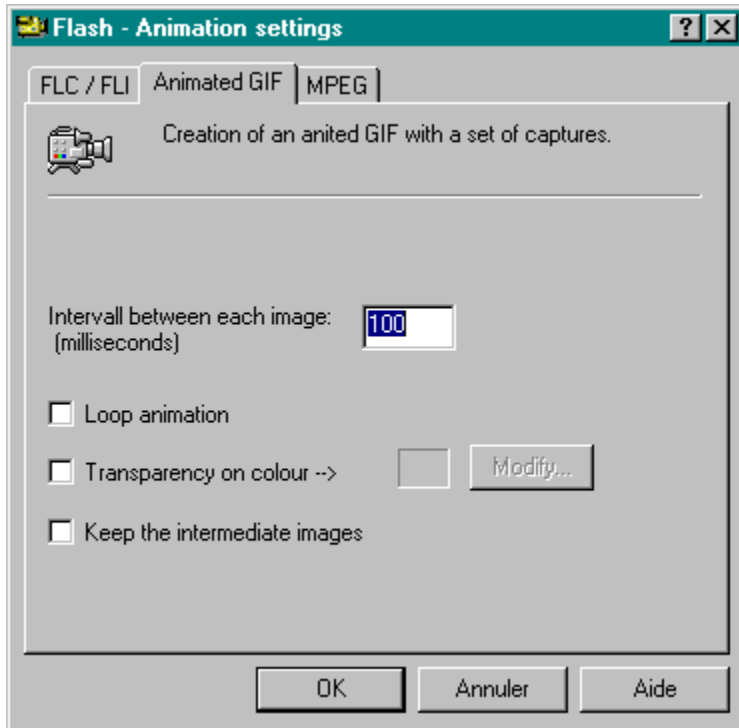
The GIF format was created by CompuServe and called 87a at the beginning. The format is now 89a and accepts transparency and multiple images (animated GIF). It's the most popular format on the web.

It does not support more than 256 colours.

- **Transparency on colour:**
The selected colour will be transparent in the image; this means that the background will be seen.
- **Interleaved mode:**
This simulates a quicker load with a progressive display.




Animated GIF setup



Animated GIF

You will display this window with a click on the button *Options* after selecting *Create an*

animation. (left click on )

Interval between each image:

Time interval (milliseconds) between each display.

Loop:

The images will display in loop.

Transparency on colour:

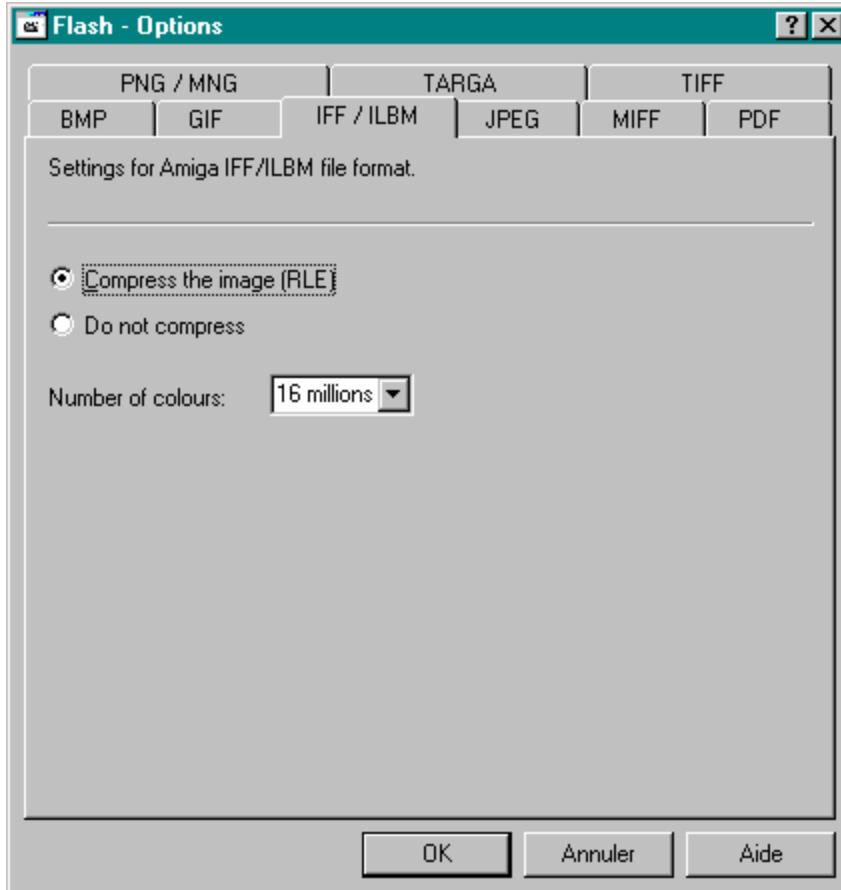
The selected colour will be transparent in the animation.

Keep the intermediate images:

The frames used by Flash 32 are destroyed after the creation of the animation. You can keep them with this option.



IFF / ILBM setup



Interchange File Format

The Amiga IFF format is used by the software Video Toaster to transfer files from or to Amiga computers.

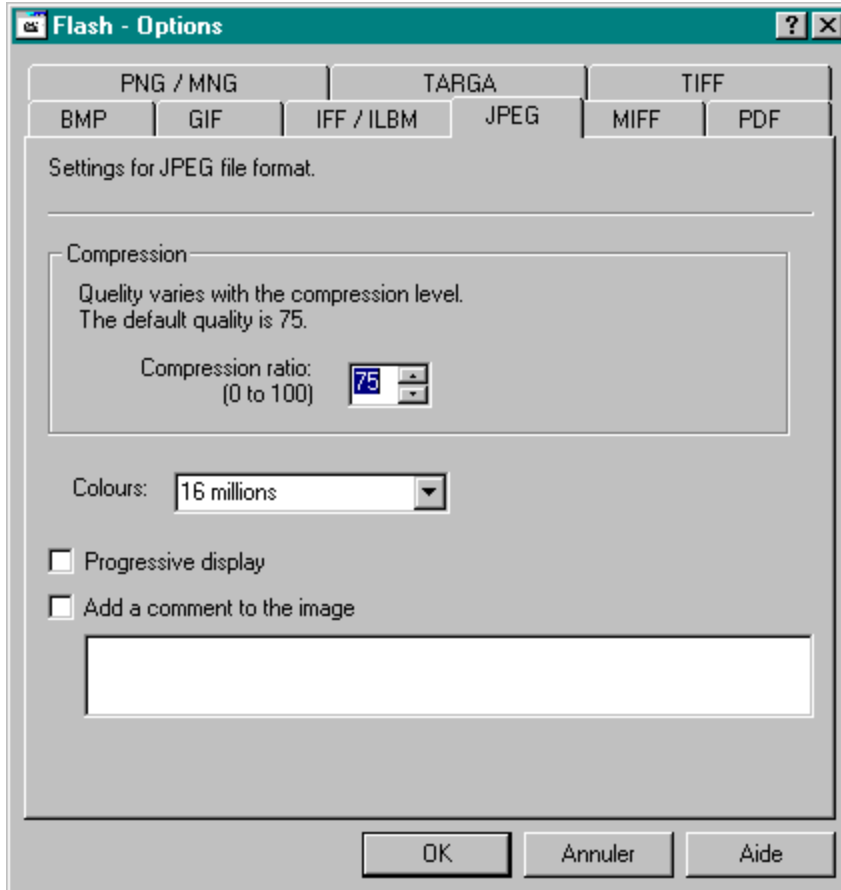
Two options with IFF:

Compression or not (RLE)

Maximum number of **colours** to use.



JPEG setup



Joint Photographic Expert Group

The JPEG format is used to display photos or other images with continuous tones on HTML pages.

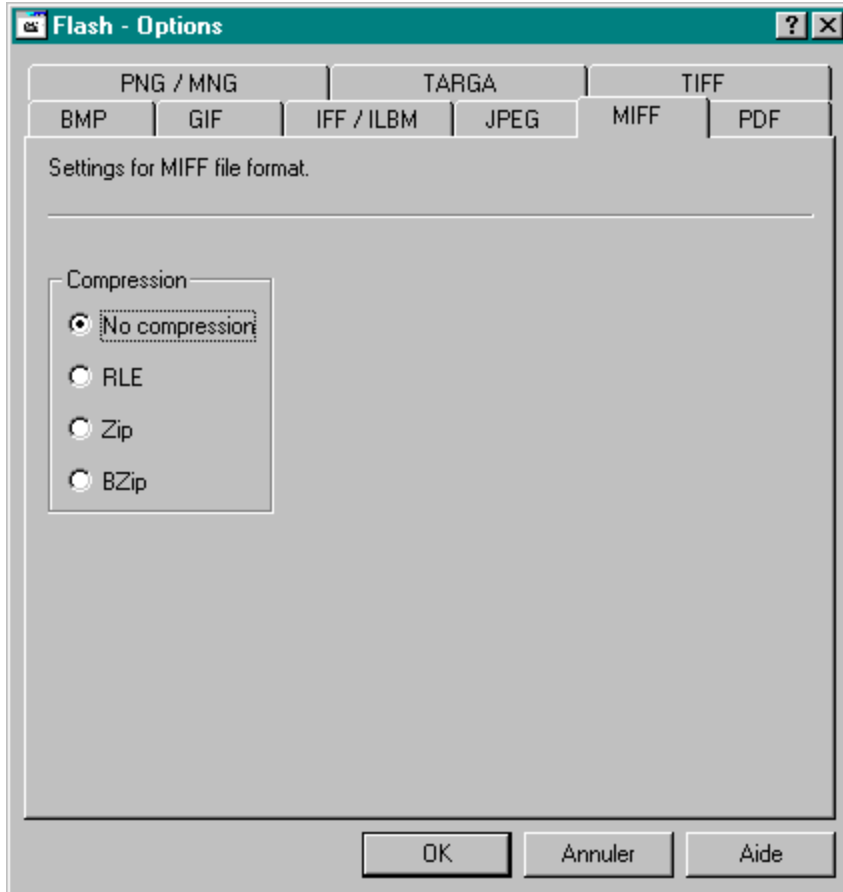
This format allows 16 millions colours. You can compress the image with one of the heaviest ratio.

- **Compression ratio:**

The heaviest ratio produces the smallest images but the resolution is reduced. A ratio of 75 is usually used.



MIFF setup

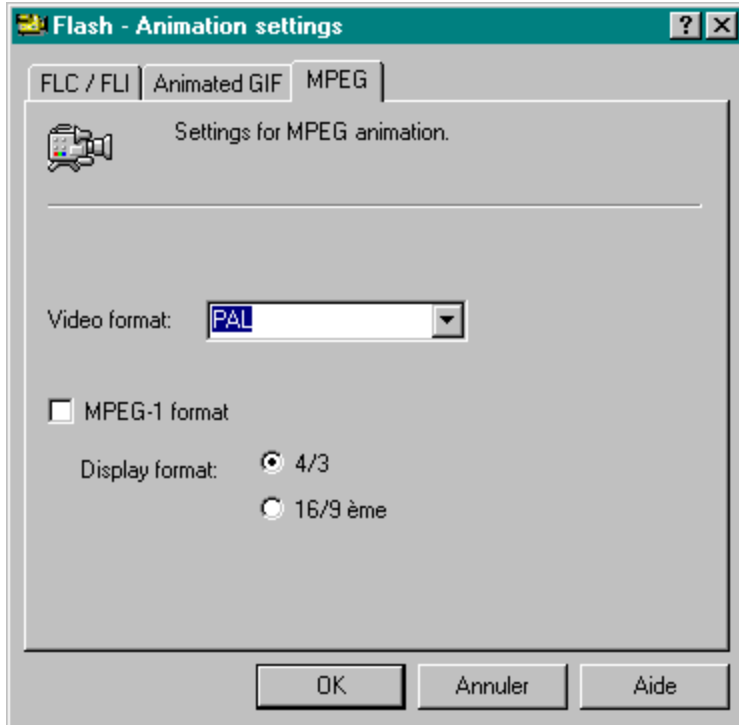


Magick Image File Format

This format is rather used on UNIX platform.
You can modify the compression type, Bzip is the most performing.



MPEG setup



MPEG

Flash 32 will produce MPEG animations from a captures set.

Video format:

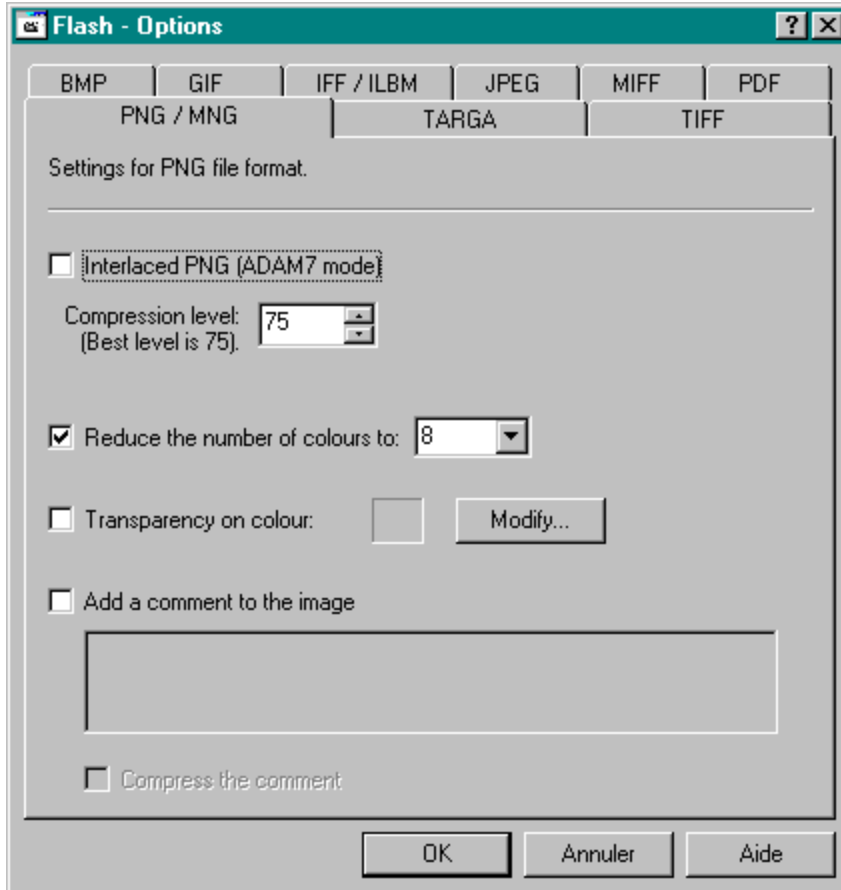
Flash 32 creates MPEG animations with four video types: PAL, SECAM, NTSC et MAC.

MPEG-1 format:

By default, the format is MPEG-2, you can choose the MPEG-1 format here.



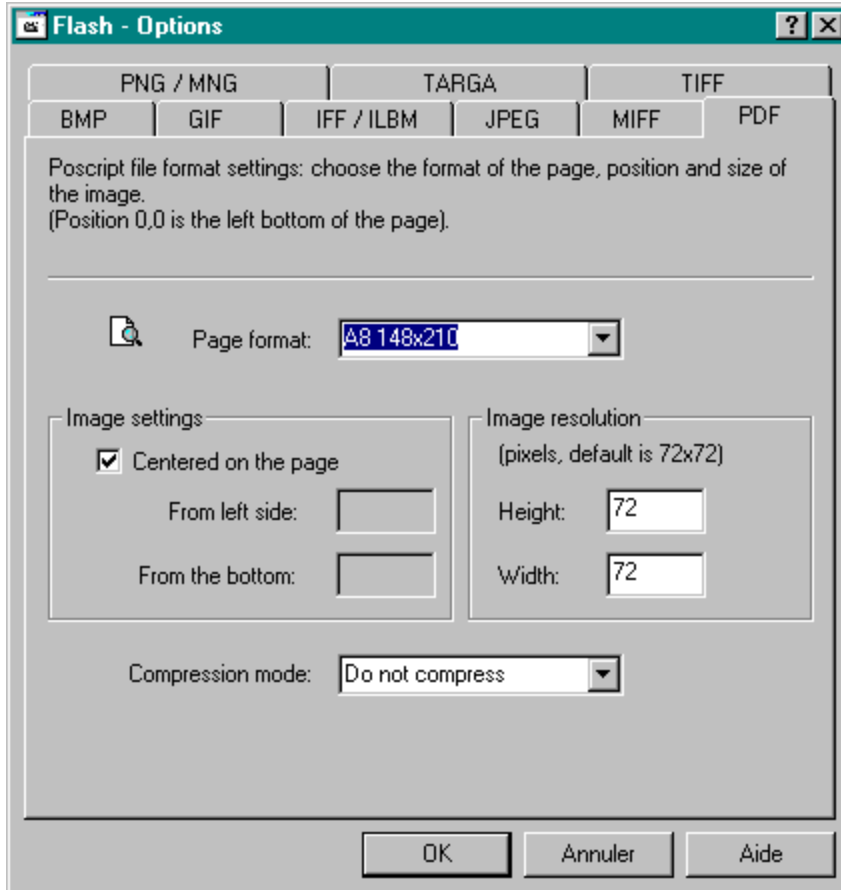
PNG / MNG setup



Portable Network Graphics / Multiple-image Network Graphics
This new format aims to replace GIF. The compression is loseless.



PDF setup

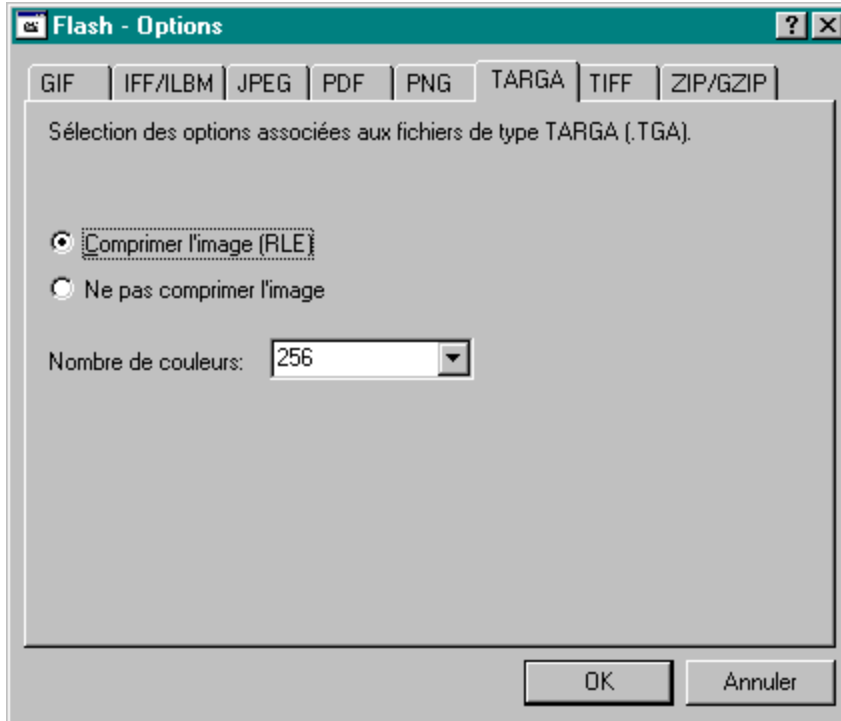


Adobe Acrobat

Based on the level 2 PostScript language, PDF can display vectorized and bitmapped images.



TARGA setup

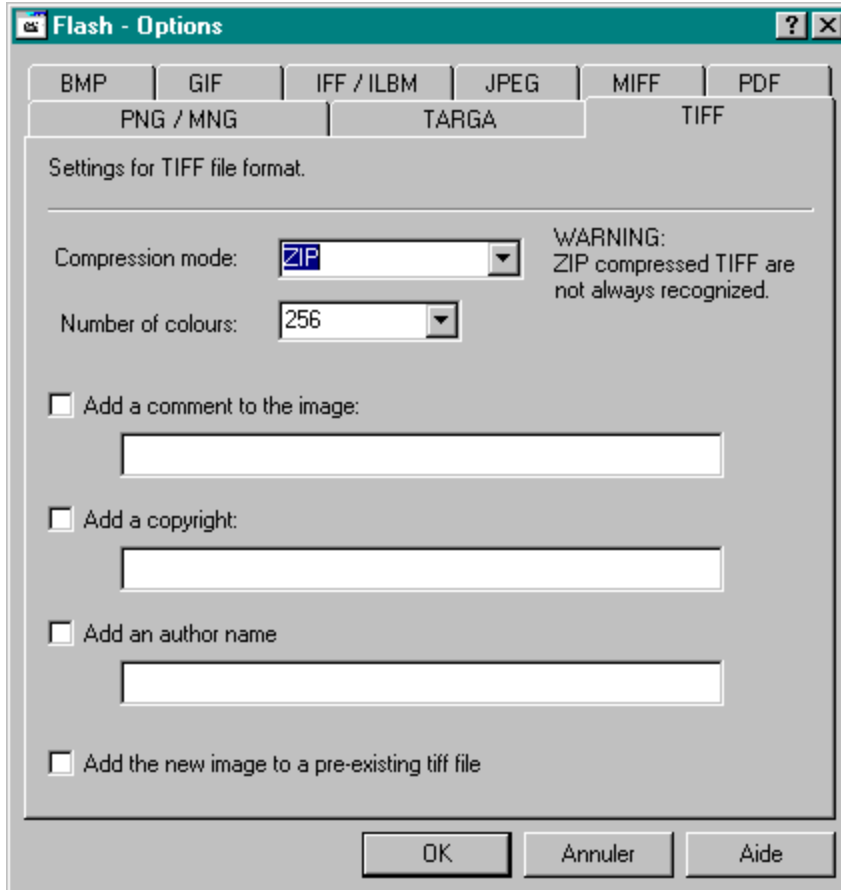


Truevision Targa

The TGA was designed for the Truevision video cards.



TIFF setup



Tagged Image Format File

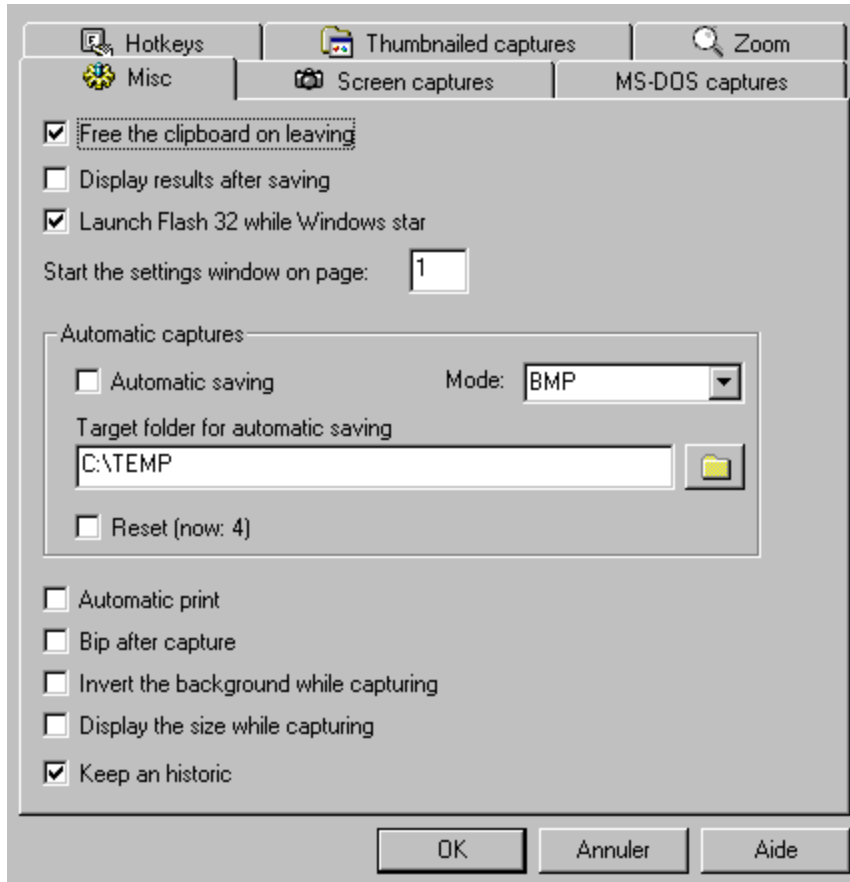
Used to exchange documents between many softwares and computers. It has several compression types:

CCITT FAX4	for black and white images
CCITT FAX3	id
CCITT RLE	id
PIXARLOG	id
PACKBITS	id
LZW	for colour images
JPEG	id
ZIP	id

!! This last compression type (zip) is not always recognized by graphic softwares !!



Flash – Main setup



Free the clipboard on leaving:

A screen capture can be redirected by Flash 32 to the clipboard; Flash 32 can empty the clipboard when you close Flash.

Display results after saving:

Flash will display a window with the details of the saved file.

Launch Flash 32 when starting Windows:

Flash 32 will be activated each time Windows will start.

Start the setup window with the tab:

The setup window will be opened on this particular tab.

Automatic saving, target folder:

The capture will not be displayed on the screen but will be directly saved in the chosen folder and in the current format. Its name will be FL0000.bmp, FL0001.bmp or FL0000.gif, etc... The value can be reset by checking 'Reset'.

Automatic printing:

The capture will be redirected to the spooler.

Invert the background of the screen while capturing:

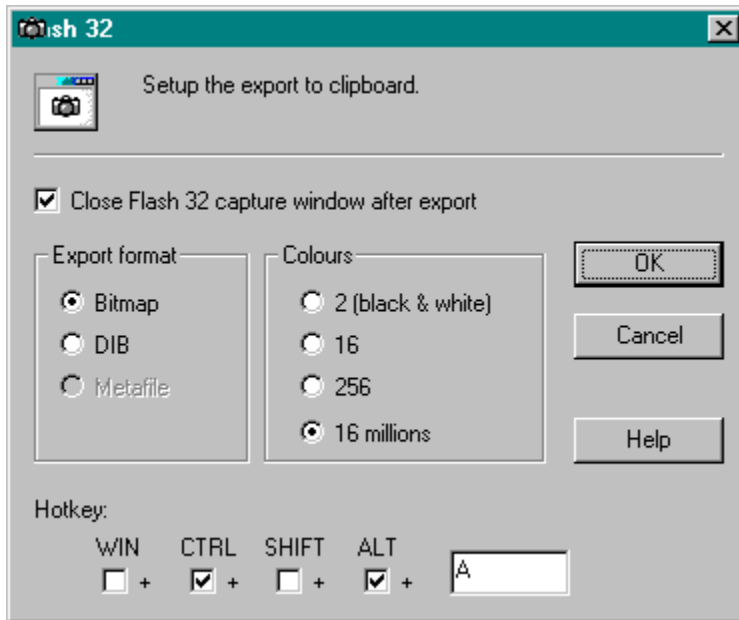
The captured region will be inverted while capturing.

Keep a track of the captures:

Flash 32 will create, when it will save your captures, thumbnails with the size and format you will enter.




Export to clipboard with hotkeys



Automatic paste

This option is useful for, by example, documentation production. Capture, eventually modify your capture and with a hotkey paste and close Flash 32.

You open this window with a right click on  then *Settings* and *Automatism*.

Close Flash 32 captured window after export:

If you don't each capture will be kept in memory.

Export format:

Flash 32 exports with the following formats: BITMAP and DIB.

Colours:

You can paste in the clipboard from 2 (black & white) to 16 millions colours.

Hotkey:

It launches the paste and close actions.



Flash setup – Screen captures

Capture a screen:

Several ways to capture a screen:

(These hotkeys are the default ones. As you can setup them, they will perhaps be different on your computer).

Capture the full screen: **Prt scr**

Capture active window: **Alt + Prt scr**

Capture any window: **Ctrl + Prt scr** Then click on the desired window.

Window with the focus: Hold simultaneously the keys **Ctrl**, **Shift** and **Prt scr**.

Capture a region of the screen: Hold simultaneously the keys **Ctrl**, **Alt** and **Prt scr** In the next window choose the shape of the capture: rectangle, rectangle with cut corners, ellipse, polygon, hand made.

Choose a window: Hold simultaneously the keys **Win** and **C**. The next window describes all the windows existing on the screen, visible or not.

Options:

You can redirect the capture to the spooler (see [Misc...](#)), include or not the caption, replace the windows cursor by another one chosen in a list.

Hotkeys setup:

All the hotkeys used by Flash 32 can be modified; they must be all different.

Flash 32 will advertise you if it cannot register a hotkey (hotkey already used by another software). (see [Hotkeys setup](#))

[How to capture a window and its opened menu](#)

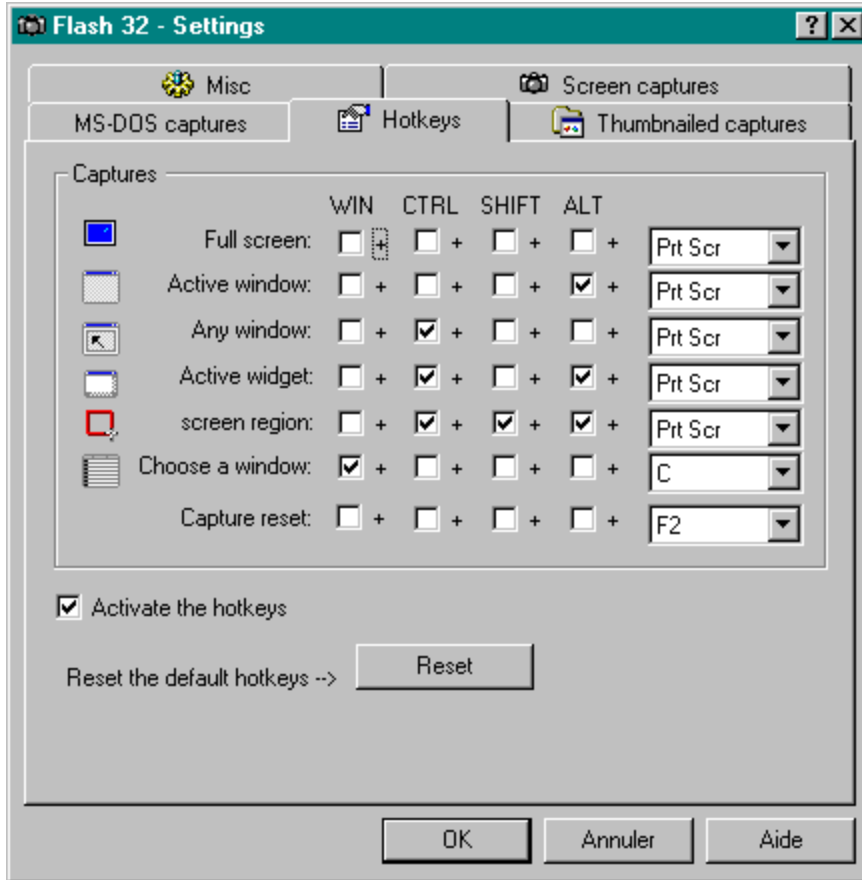
[How to capture any window](#)

[What can I do with a screen capture ?](#)

[How to save a screen capture](#)



Hotkeys setup




All the hotkeys used by Flash 32 can be modified.

The window displays the hotkeys used by Flash 32. The key **Win** is the key with the windows logo, on the right and the left of the space bar. These modifications will be activated when you will click OK.

You cannot setup two similar hotkeys; Flash 32 will prevent you if it cannot register a hotkey.

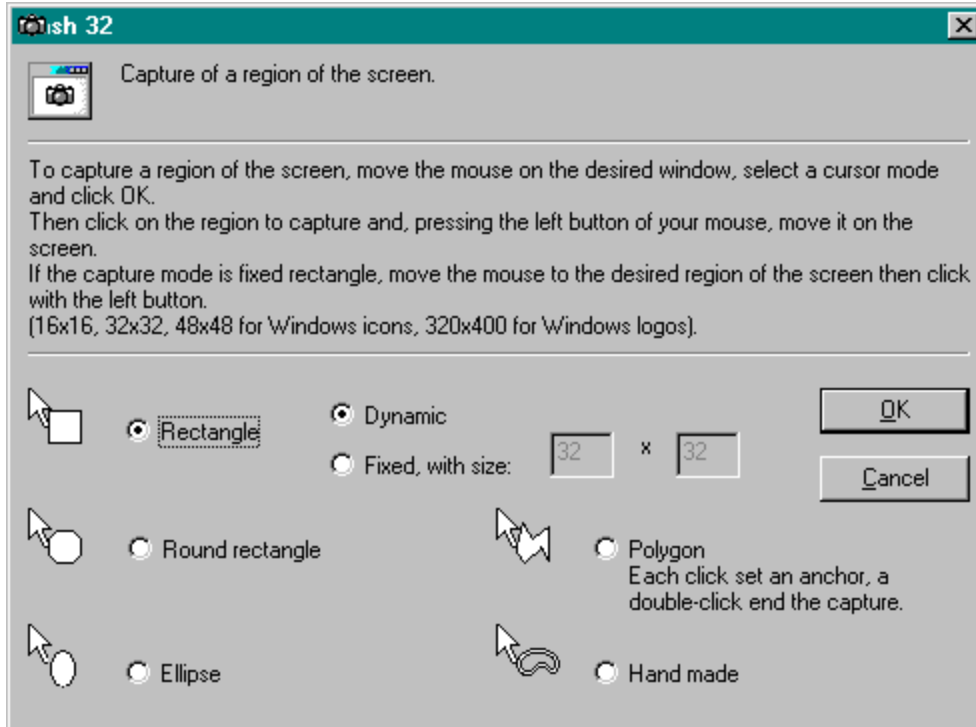
Activate the hotkeys:

The captures can be made automatically with these hotkeys, nevertheless captures can be made with the menu too. (left click on ). If this checkbox is unchecked, the menu will be the only way to capture. This can be useful to prevent hotkeys conflicts between programs.

The button *Reset* resets the hotkeys with the default hotkeys of Flash 32. (see [Default hotkeys](#))



Capture of a part of the screen



With Flash 32 you can capture any part of the screen with any predefined shape (square, rectangle, ellipse, polygon) or hand-made.

With this type of capture you will be able to create:

- **Icons**

Select *Rectangle* then *Fixed, with size* et enter the size you want, 16x16 for a caption or a tray icon.

32x32 for a classic icon, for example for the desktop

48x48 with 256 colours.

You can create cursors with the size 32 x 32.

(See also [Create an icon](#))

- **Buttons**

To create a button:

Enter the size of the button and capture the region of the screen you want.

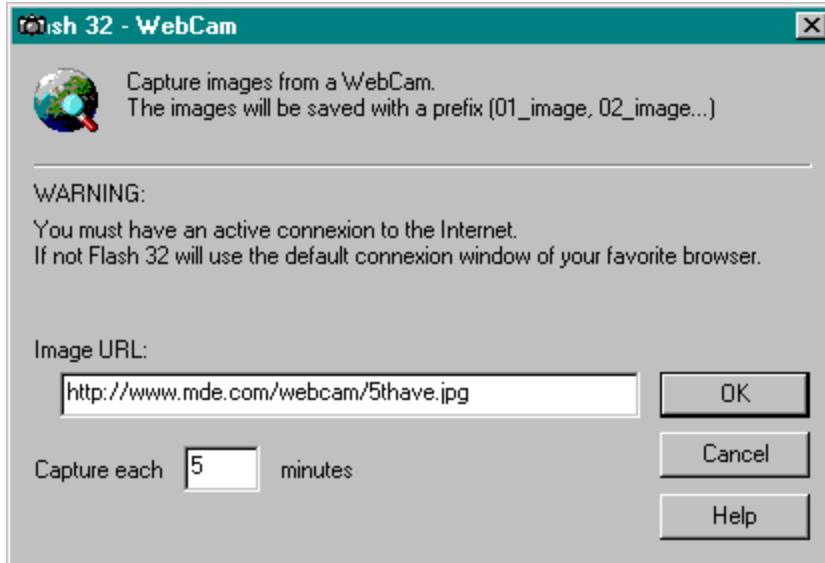
In the Flash 32 main window select the item *Button* of the menu *Create*. In the next window you will choose the border color and its width.

- **Logos**

Select the option *Rectangle* then *Fixed, with size* and enter the size 320x400. These are the windows logo sizes, they cannot be changed.



Capture from a WebCam



Flash 32 captures images produced by webcams from all over the world. The install program has set Flash 32 with a webcam from the 5th Avenue, in New York. You access to the setup window by clicking with the left button of your mouse on the Flash


32 tray icon . Select *Captures* then *Capture d'une WebCam*.


Image URL:

It's the full address of the image to capture. To get this address you will have to connect to the site of the webcam then open the html page with your browser (e.g. Display source with Internet Explorer or Netscape), then, in the html source, find the name of the image (generally suffixed .jpg, sometimes .gif)

Capture each xx minutes:

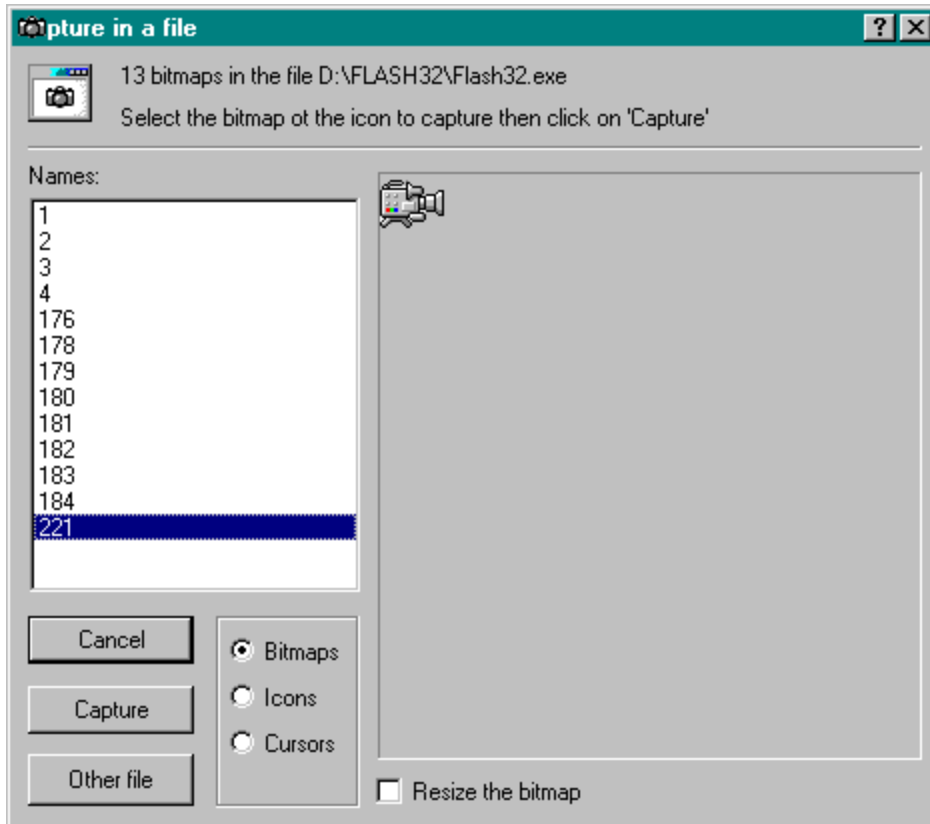
WebCams do not produce 24 images by second! Habitually the delay is from 1 to 30 minutes. But all the sites inform you on that delay. Use it to set Flash 32.

The images will be saved in the default saving folder.

The following icon is installed near the Flash 32 tray icon . Just click on it to stop the webcam capture.



Capture an image in a file



Flash 32 capture the bitmaps, the cursors, the icons (32x32) in the ani, cur, api, bmp, exe, dll, vbx, ocx, icl files.

You can also capture directly from a wmf, emf, bmp, gif, jpeg or png file.

Just choose the file to scan, click on the desired bitmap (or icon, or cursor) and then click on *Capture*.


Resize the bitmap:

Set the size of the bitmap to fit the display area.

Flash 32 scans 16 bits and 32 bits files.



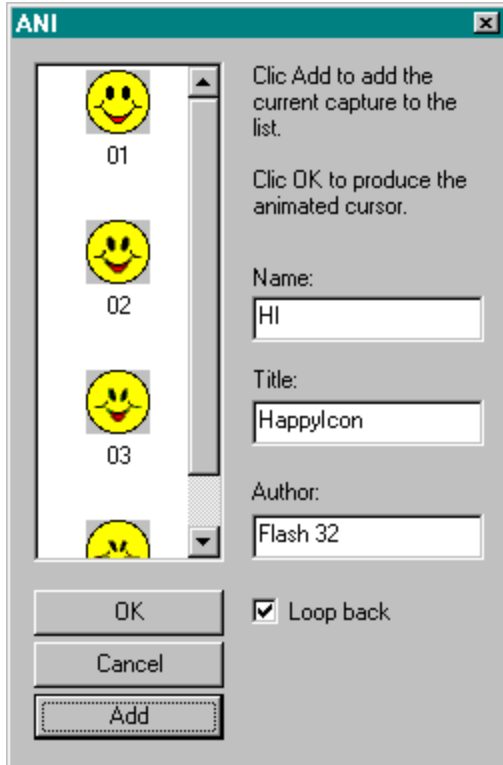
Create a cursor

- Select *Captures* then *Region* with a click with the left button of your mouse on the Flash 32 tray icon .
- In the next window click *Rectangle* and *Fixed, with size*. The default size (32 x 32) is the size of the cursor.
- Clic OK. The mouse cursor gets the shape of the cursor. Move the cursor on the screen, select the region and click with the left button of the mouse when all is OK.
- In tha main Flash 32 window click on *Save* and choose the CUR format.

See also [Create an animated cursor](#)




Create an animated cursor



An **animated cursor** is a set of cursors put side by side.

To create an animated cursor you must first create the original cursor. It will be the first frame of the animation. You will do it **either** with a click with the left button of the mouse

on the tray icon of Flash 32 () then *Captures* and *Region*; select next in the window *Fixed rectangle* and let the default size (32 x32), **either** with any type of capture, BUT the capture will be sized as 32 x 32 when you will create the first frame.

When your first capture is done, in the main window of Flash 32, select the menu *Create* then *Animated curso* and choose the number of colours (2, 16 or 256). The first capture (and so, the first frame) is put in the list. Modify your capture as you want, when you want to add it to the list, click on the *Add* button

When all your captures will be done, enter the name of the animated cursor and eventually a title and an author name. Clic OK to produce the animation.

See also [Create a cursor](#)



Create an animated logo

An animated logo is composed of two 256 colours bitmap files. The first one contains 36x36 pixels bitmaps, the second 26x26 pixels bitmaps.

This type of logo is displayed in the toolbar of softwares as Internet Explorer, Netscape, AX-Images...

Flash 32 will create these logos by using a set of 256 coloured bitmaps; these images must be named FL01.bmp, FL02.bmp etc... The images will be automatically resized to 36x36 and 26x26.



Create an icon


A Windows icon file can be composed of several icons with different sizes and colours. Flash 32 allows the creation of:

- single format icons
- multiple formats icons

For example, a multiple format icon will contain a 16x16 icon with 16 and 256 colours and a 32x32 icon with 16 and 256 colours.

Predefined size capture:



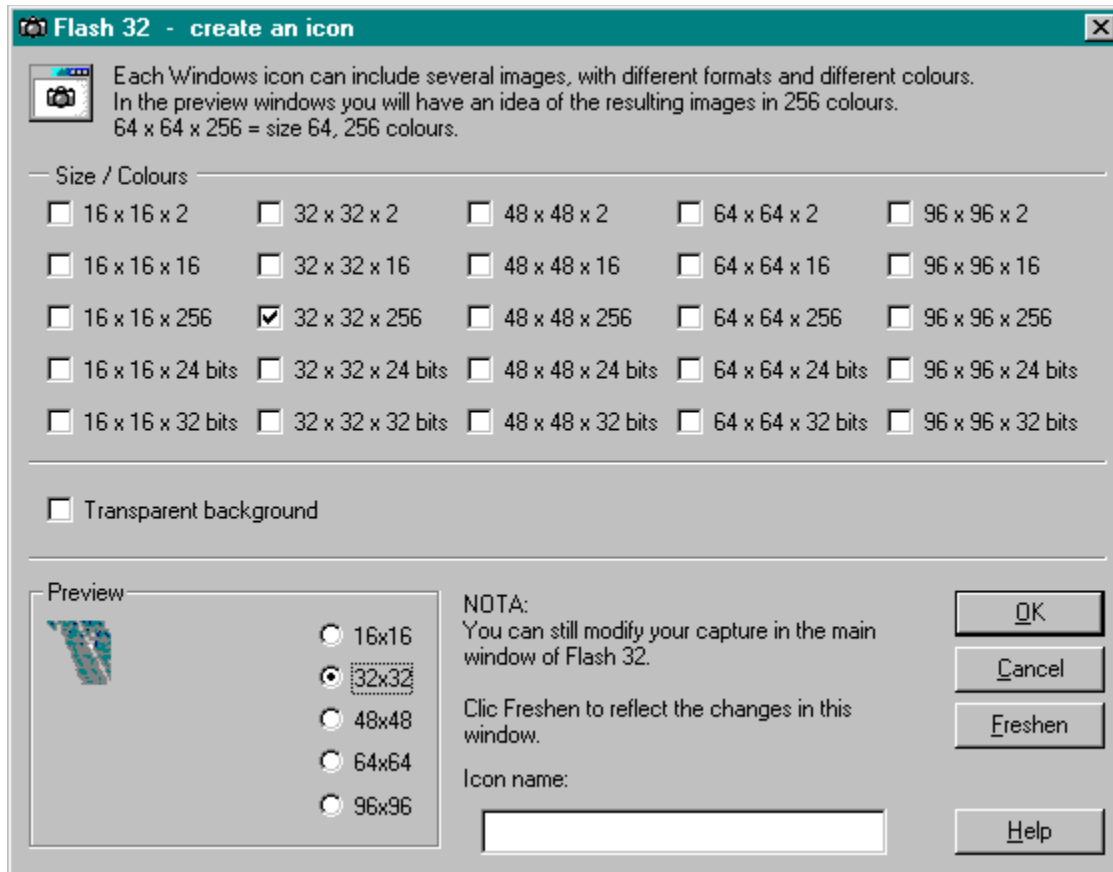
- Select *Capture* then *Region* with a left click on the icon .
- In the setup window which appears, click *Rectangle* then *Fixed with size* and select the desired size: usually, for a windows icon, 16x16, 32x32 or 48x48. The 16x16 icons are

those displayed in the caption of the windows or in the tray area (e.g. .

- Clic OK. The cursor shape is the same as the icon size. Select the region of the screen you want to capture and then click the the left button of the mouse.

Choose the size after capturing:

Capture a region of the screen (or a window or else). In the main Flash 32 window select the menu *Create* then *Icon*. The following window will appear. on the screen:







in this window you will choose the sizes and colours you will incorporate in the icon file. By default, the checkbox 32 x 32 x 256 is set. The background can be transparent to let see what is under the icon.



Create an animation

Flash 32 creates animations with five different formats: AVI, GIF, FLC, FLI and MPEG. These animations are made with a set of captures, the captures are made automatically or manually.

- **Create an animation AVI, FLC, FLI, MPEG or GIF:**

- Select *Create an animation* with a left click on  and choose the format.
 - In the next window:
 - Select the target folder for the animation.
 - Enter the name of the animation.
 - Choose the capture type: you can capture the whole screen or a particular window.
 - Choose the time interval between each capture (millisecondes).
For a manual capture, enter **0** as interval. You will have to use the key **Prt Scr** to capture the area, the whole screen or the selected window. Click on the tray icon  to produce the animation.
 - Clic OK.
 - The icon  appears in the tray zone
 - When you are ready to capture, click on this icon and capture; all the captures produced will be part of the animation file. Each capture is punctuated by a bip.
 - End the captures (and so the animation file) by a click on the icon .
- The animation is created in the selected folder.

You must produce captures with the same dimensions if you save as an AVI animation. The dimensions of the captures for **FLI** format must be **320x200**; they will be saved with a maximum of 64 colours.

See also [Modifying captures before creating an animation](#)

See also [Create an animated cursor](#)

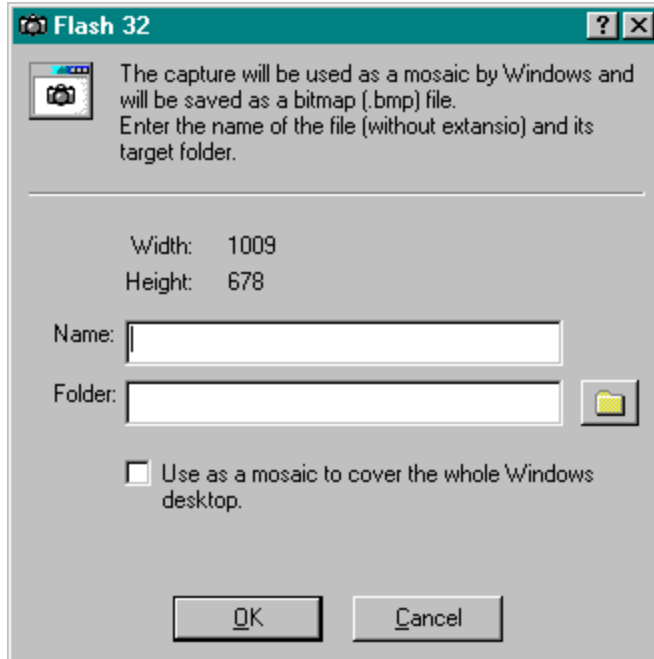


Modifying captures before creating the animation

- This window is used to display, suppress and/or modify the captures already done
- Each capture is associated with a check box. When the window opens, all the check boxes are checked.
- To **suppress** a capture from the list just uncheck the check box by clicking on it OR click on the button Suppress.
- To **modify** a capture in the list double-click it. The main window of Flash 32 displays the selected capture and you can modify it with filters, colours... When you will close this main window the list will be refreshed with the modified capture.
- Click OK to produce the animation.



Create a wallpaper

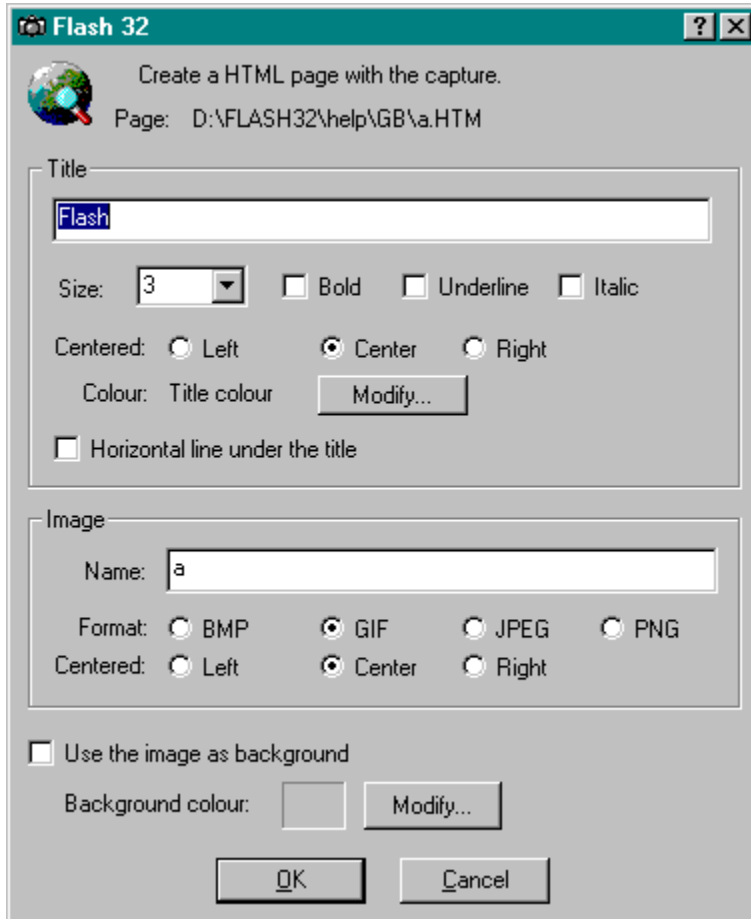


After capturing a window, select the item *Wallpaper* in the menu *Create*. Choose the target folder and enter the name of the wallpaper. The wallpaper is created as a bitmap .BMP, it can be displayed as a mosaïc.

The new wallpaper is used by Windows when you click OK.



Create a HTML page



Title

Title below the image. Centered, on the left or on the right of the page, with different sizes.

Colour title:

The titre est affiché in the couleur choisie (noir par défaut) on the fond choisi (gris par défaut)

Image:

It can be centered, on the left or on the right

Format:

Saving format of the image (BMP, GIF, JPG, PNG), recognized by IE, Netscape, Opera...

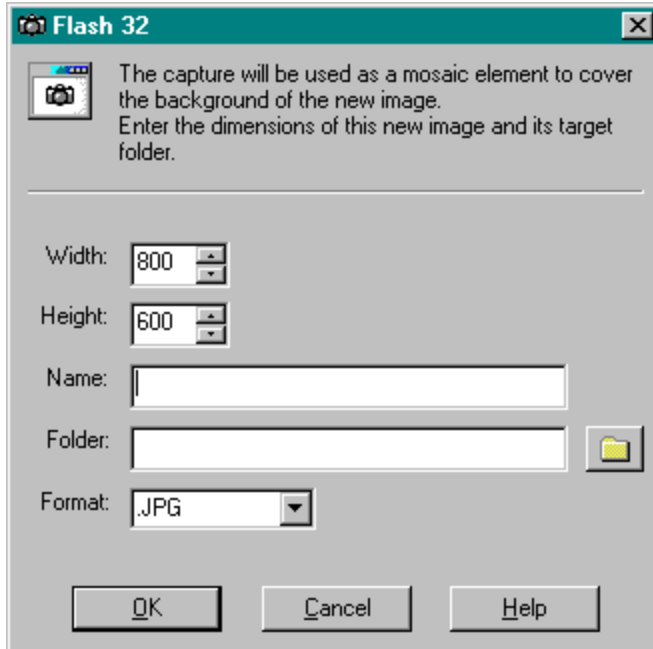
Use the image as background

The image will be used as the background of the HTML page

The HTML and the image are saved in the same folder..



Create a mosaic



This window appears after selecting the item *Mosaic* in the menu *Create*.

Width

Width of the mosaic

Height

Height of the mosaic

Name

Name of the mosaic file

Folder

Target folder for the mosaic file

Format

Saving format for the mosaic (BMP, GIF, JPG, TGA)

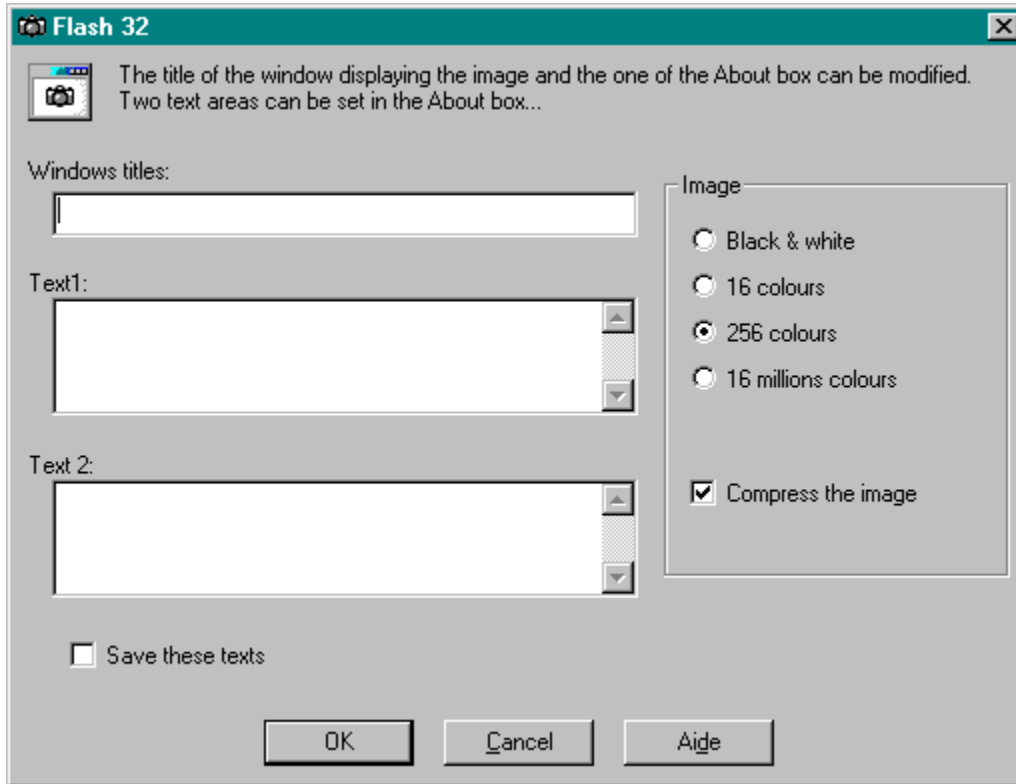


Create a screensaver

To create a screensaver, first capture. Then, in the menu, select *Create* and *Scrrensaver*. Enter the name of the new screen saver and that's all! The screen saver is created in the windows folder.



Create a self-display image



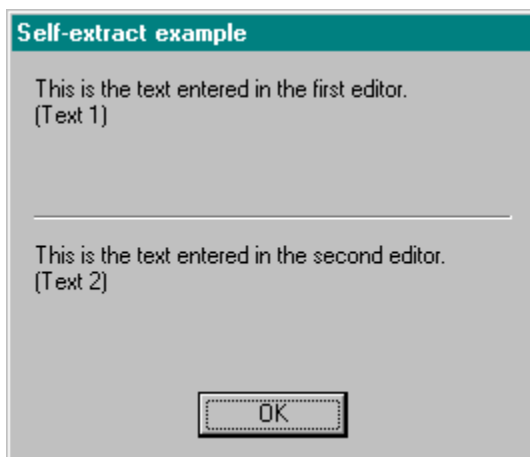
This window appears when you want to save a capture under the EXE format.

Colours:

The image size will be greater with a great amount of colours but it will respect the original capture.

Save these texts:

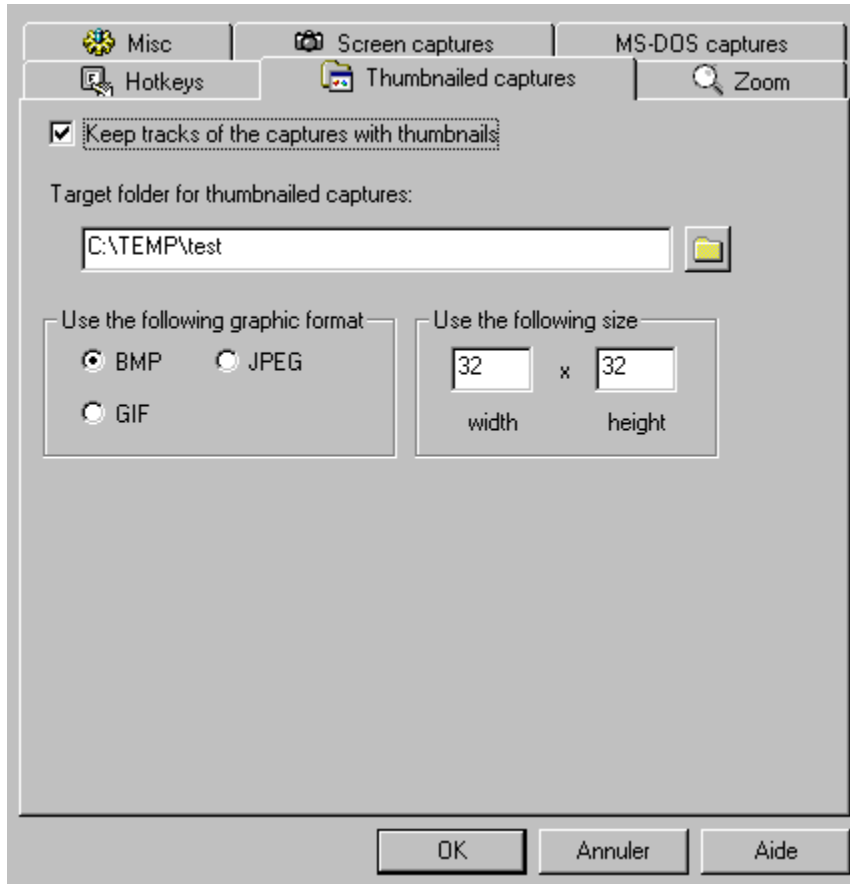
The texts will be saved and you will recover them next time you will save with this format.



For example.



Setup the historic (thumbnailed captures)



The historic is used to keep a trace of the captures already made. Each capture will be saved as a thumbnail in the chosen format (bmp, gif, jpeg) with the chosen size. The target folder must not be the same as the captures target folder. You can save a capture in any format and the thumbnail with another one.



Paste a capture in a Winword (or else) document

- From Flash 32, when the capture is displayed on the screen, select *Capture then Export to clipboard*.
- From WinWord (or another software) hold on **CTRL+V** to paste the capture.

You can also use the automatic option (*see Automatic paste*)



Filters

Blur:

Blur an image. Specify *factor* as the percent enhancement (0.0 - 99.9%).

Contrast:

This option enhances the intensity differences between the lighter and darker elements of the image

Edge:

Detect edges within an image. Specify *factor* as the percent enhancement (0.0 - 99.9%).

Equalize:

Performs a histogram equalization on the capture image

Noise:

The principal function of noise peak elimination filter is to smooth the objects within an image without losing edge information and without creating undesired structures. The central idea of the algorithm is to replace a pixel with its next neighbor in value within a 3 x 3 window, if this pixel has been found to be noise. A pixel is defined as noise if and only if this pixel is a maximum or minimum within the 3 x 3 window.

Oil:

Simulate an oil painting, each pixel is replaced by the most frequent color in a circular neighborhood whose width is specified with *radius*

Shade:

Shade the image using a distant light source, Specify *azimuth* and *elevation* as the position of the light source



Colours

Cycle:

Displace image colormap by amount. *Amount* defines the number of positions each colormap entry is shifted

Layer:

Use this option to extract a particular *layer* from the image. **Matte**, for example, is useful for extracting the opacity values from an image

Negate:

Replace every pixel with its complementary color (white becomes black, yellow becomes blue, etc.).

Normalize:

Transform image to span the full range of color values. This is a contrast enhancement technique

Solarize:

Negate all pixels above the threshold level. Specify *factor* as the percent threshold of the intensity (0 - 99.9%).

This option produces a *solarization* effect seen when exposing a photographic film to light during the development process

Spread:

Displace image pixels by a random amount, *Amount* defines the size of the neighborhood around each pixel to choose a candidate pixel to swap



Formats

Flash 32 can save a screen capture with several formats, for many types of computers: Unix, MS-Dos, Windows, Risc, Amiga, MacIntosh, Psion etc...

10X

Star Micronix Gemini 10X.

ACH

Archimeds

ATK

Andrew Toolkit Raster.

AVI

Microsoft video clip.

AVS

AVS X image.

BGA

MS-Paint.

BMP

These BMP files are recognized by many graphic softwares.
Flash 32 creates b&w BMP, or with 16, 256 or 16 millions colours.

CLP

Windows clipboard format

CMU

Carnegie Mellon University.
Uncompressed Windo Manager bitmap.

DCX

Zsoft format (PCX with multiple images)

DXB

Autocad binary

DIB

Windows Device Independant Bitmap.

EPS, EPS2, EPT, EPSF, EPSI

Adobe Encapsulated PostScript.

EXE

Flash 32 can create self-display images. These images will be displayed in their own window; in the system menu of the window an About item will show copyrights,

identification...

FAC

Usenix face saver

FAX

CCITT Group 3

FITS

Flexible Image Transport System.

FLC

Autodesk Animator Pro.

FLI

Autodesk animation.

GIF

Graphics **I**nterchange **F**ormat. Created by Compuserve. Used on HTML pages.

GRY

RAW Grey.

HTML

WEB page

IAX

IBM Image Access eXecutive support.

ICO

Windows icon

ICO

SUN icon

IFF

Amiga IFF.

IMG

Format GEM/Ventura.

JPEG

Joint Photo.Expert Group.

LBM

Deluxe Paint.

MAC

MacPaint.

MGR

MGR bitmap

MRF

Marks Russel File.

MTV

MTV Raytracer

NEO

Atari NeoChrome

The size of a NEO image is 320x200

PBM

Portable Bitmap Format, with gray scale.

PCD

Kodak Photo CD bitmap.

PCT

Quickdraw/PICT 2 of Macintosh

PIX

Alias pix

PCL

Printer Control Language.

PCX

Zsoft image (PC Paintbrush).

PDF

Portable Document image File.

Acrobat Reader...

PGM

Portable GrayMap.

PI1, PI3

Atari Degas.

PIC

Softimage PIC

PIC

Psion

PNG

Portable Network Graphic.

PPM

Portable Pixmap format

PS

Adobe Postscript

PSD

Adobe Photoshop Bitmap

PTX

Bitmap Printronix

RAS

SUN Raster.

RGB

Silicon Graphics Red Green Blue

RGB

RAW RGB

RLE

Compressed BMP

RLE

Utah Run Thength Encoding.

SCR

ZX80 snapshot.

SGI

Silicon Graphics Image

SNX

Spectrum

SNA

Spectrum

SPU

Uncompressed Spectrum
The size of these images is 320x200

SYS

Windows 95/98/NT4/NT5 logos

TAP

Atari Spectrum

TGA

Targa, of Truevision Inc.

TIFF

Tagged Image File Format

VGA

Paint.

VIC

VICAR.
Video Image Communication And Retrieval.

VID
YUV12C M-Motion Video Frame.

VIFF
Khoros VIFF.

WME
Windows Metafile.

WRL
VRML-2

XBM
X Window bitmap.

XPM
Pixmap.

XWD
Dump X Window.

YUV
Abekas YUV

Z80
Spectrum 128

ZX
Commodore Amiga

Sous-types



How to register

Flash 32 is a shareware.

You can freely test it for 30 days. This demonstration release is fully fonctionnal.
When you will save a capture a banner will be included on it.

When you register:

You will receive the last version of Flash 32.

How to buy Flash 32:

- Send me the **register form** (called enreg.wri); it is in the install folder of Flash 32.
You will receive Flash 32 by mail, on diskettes.
- **Connect** to the Internet address <http://perso.wanadoo.fr/chass/indexe.htm>
You will be able to pay this software with a credit card in your currency with a secured server.
You will receive your licence in the following hours.

Price:

Flash 32 is sold US\$ 22 each licence + US\$ 2 for shipping if you register with the register form.

If you want some more informations send me an email at jpiquemal@wanadoo.fr



Sub-types

Some image formats support several sub-types: amount of colours, number of bits per pixel, type of compression etc.

• GIF

Flash 32 creates GIF89a and GIF87a, interlaced or not, with or without comment (only with GIF89a).

Comment: You can enter the comment or the file to be associated with the image in the associated window; it appears after you enter the name of the file to be saved. If you select a file for comment and if this file is a .WRI (Write) or .DOC (Winword / Wordpad) it must have been saved as text.

The size of the comment is limited to 1664 characters.

• ICO

The capture, if it is greater than the size of the icon, will be deformed.

• JPEG

You can save with this format under several compression types. When the compression is too heavy the image is distorted.

• SUN

Images monochromes ou en 256 colours

• TIFF

The images can be compressed and support from 2 to 16 millions of colours.

• .SYS files

Three .SYS files are used by Windows 95; you can replace them.

First, copy these files in a safe place... They are LOGO.SYS (start), LOGOW.SYS (wait...), and LOGOS.SYS (you can...).

These files are in the windows folder, except the first one which is under the root of the boot disk (c:\ by default).

These logo files MUST be 320x400 AND with 256 colours. You will produce these files:

- with a normal capture, then save it as SYS
- by capturing a region with a size 320x400



Default hotkeys

Hotkey	Action
Captures	
Prt scr	Full screen capture
Alt+Prt scr	Active window capture
Ctrl+Prt scr	Any window capture
Ctrl+Alt	Active widget capture
Ctrl+Shift+Alt+Prt scr	Screen region capture
Win+C	Display the list of existing windows
F2	Reset the original capture
Ctrl+Alt+A	Automatic paste and close

(These hotkeys are the default hotkeys of Flash 32)

Windows 3.1x extension, it allows some 32 bit softwares to run under these versions of windows

How to capture a menu

Activate the menu of the windows you want to capture with the key **ALT**, holding ALT hold on the key of the desired item (e.g. key *F* for *F*iles)

Capture the screen (*Prt scr* by default)

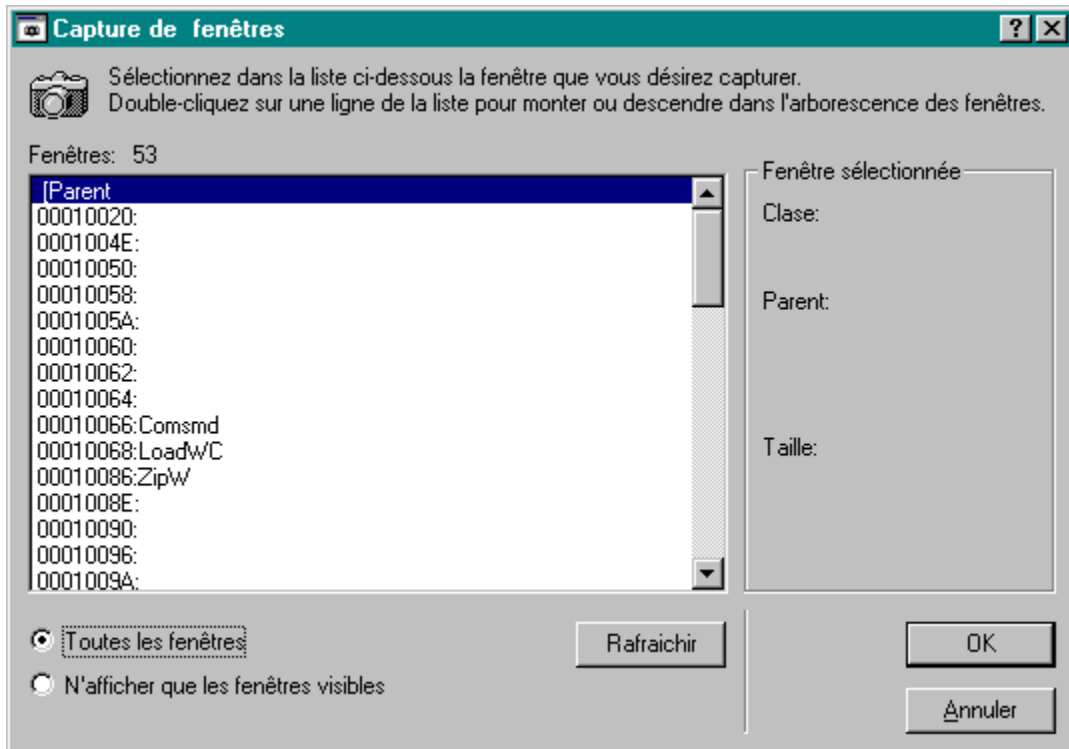
OR

Setup the hotkey to capture the active windows with a single key (e.g. *Prt scr*).



How to capture any window

Flash 32 can capture any window on the desktop, even the invisible ones. Flash 32 displays the tree of existing windows when you hit **Win+C** (or another one, according to your setup). Then just select in the list the window you want to capture.



A **simple click** on one of the windows displayed in the list shows it surrounded with a black border.

A **double-click** on one window in the list opens this window and shows the children windows, if any. A double-click on the first line of the list return to the previous window. By clicking OK you capture the selected window of the list.

Refresh resets the list

All the windows put in the list all the opened windows

Display only visible windows does not display the hidden windows.

See also

[Save a capture](#)



What can I do with a capture ?

With Flash you can:

- **save** the capture, au format BMP, DIB, PCX, RLE, GIF etc...
- **print** the capture: select *Capture* then *Print*.
- **send** the capture as an attachment through Outlook, Exchange ou Ms-Mail: select *Capture* then *Email*.
- **copy** the capture in the clipboard, with different formats
- **transform the capture** 3D, gray scale, transformations, crop etc... select *Effects* (See also *Effects*).
- **create a mosaic** with the capture
- **create several types of objects** such as buttons, wallpapers, screen savers...

Save a capture

Graphic effects



Effects

Interlace:

An interlaced image will progressively be displayed on the screen.

Reduce the amount of colours:

You can reduce the size of the image keeping less colours, but the quality of display is not as good.

Transparency:

An image is transparent when the colour of its background is invisible. This applies only with GIF89a.



Importing from clipboard

add

The result of *composite image* + *image*, with overflow wrapping around (*mod* 256).

atop

The result is the same shape as *image image*, with *composite image* obscuring *image* where the image shapes overlap. Note this differs from **over** because the portion of *composite image* outside *image*'s shape does not appear in the result

bumpmap

The result of *image* shaded by *image*

difference

The result of $\text{abs}(\text{composite image} - \text{image})$. This is useful for comparing two very similar images

in

The result is simply *composite image* cut by the shape of *image*. None of the image data of *image* will be in the result

minus

The result of *composite image* - *image*, with underflow cropped to zero. The matte channel is ignored (set to 255, full coverage)

out

The resulting image is *composite image* with the shape of *image* cut out

over

The result will be the union of the two image shapes, with *composite image* obscuring *image* in the region of overlap

plus

The result is just the sum of the image data. Output values are cropped to 255 (no overflow). This operation is independent of the matte channels

replace

The resulting image is *image* replaced with *composite image*. Here the matte information is ignored

subtract

The result of *composite image* - *image*, with underflow wrapping around (*mod* 256).

xor

The result is the image data from both *composite image* and *image* that is outside the overlap region. The overlap region will be blank



Required equipment

Flash 32 is a 32 bit software.

Windows	Flash 32	
Windows 3.1	NO	
Windows 3.11	NO	
Windows 3.X + <u>Win32s</u>		YES
Windows 95	YES	
Windows 98	YES	
Windows NT 3.X		NO
Windows NT 4.X		YES
Windows NT 5 (Beta)	YES	
Free disk space required		2 MB



Acknowledgements

Some parts of Flash 32 use portions of free codes.

ImageMagick:

Copyright 1998 E. I. du Pont of Nemours and Company

Permission to use, copy, modify, distribute, and sell this software and its documentation for any purpose is hereby granted without fee, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation, and that the name of E. I. du Pont of Nemours and Company not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission. E. I. du Pont of Nemours and Company makes no representations about the suitability of this software for any purpose. It is provided "as is" without express or implied warranty. E. I. du Pont of Nemours and Company disclaims all warranties with regard to this software, including all implied warranties of merchantability and fitness, in no event shall E. I. du Pont of Nemours and Company be liable for any special, indirect or consequential damages or any damages whatsoever resulting from loss of use, data or profits, whether in an action of contract, negligence or other tortious action, arising out of or in connection with the use or performance of this software.

JPEG:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy.

This software is copyright (C) 1991-1997, Thomas G. Thene.
All Rights Reserved except as specified below.

Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:

- (1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.
- (2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".
- (3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

PBMPlus:

*** Copyright (C) 1991 by Steve Belczyk and Jef Poskanzer.*

Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in

supporting documentation. This software is provided "as is" without express or implied warranty.

PNG:

* COPYRIGHT NOTICE:

*

* The PNG Reference Library is supplied "AS IS". The Contributing Authors and Group 42, Inc. disclaim all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The Contributing Authors and Group 42, Inc. assume no liability for direct, indirect, incidental, special, exemplary, or consequential damages, which may result from the use of the PNG Reference Library, even if advised of the possibility of such damage.

* Permission is hereby granted to use, copy, modify, and distribute this source code, or portions hereof, for any purpose, without fee, subject to the following restrictions:

* 1. The origin of this source code must not be misrepresented.

* 2. Altered versions must be plainly marked as such and must not be misrepresented as being the original source.

* 3. This Copyright notice may not be removed or altered from any source or altered source distribution.


* The Contributing Authors and Group 42, Inc. specifically permit, without fee, and encourage the use of this source code as a component to supporting the PNG file format in commercial products. If you use this source code in a product, acknowledgment is not required but would be appreciated.

ZLIB :

Copyright (C) 1995-1996 Jean-loup Gailly and Mark Adler

This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely.

Small area on the task bar. 

10X	Gemini 10x		85s	Texas Instrument TI85
92i	Texas Instrument TI92		ACH	Archimeds
ASCII	ASCII file	ATK	Andrew	Toolkit raster
AVI	Clip vidéo		AVS	AVS X image
BGA	Paint		BIE	JBIG
BMP	bitmap Windows		CLP	clipboard
CMU	Window Manager		DCX	Zsoft
DIB	ofvice inofpenofnt bitmap		DXB	Autocad binary
EPS	Encapsulated Postscript		EPS2	Ecapsulated Postscript , niveau 2
EPSF	Adobe Encapsulated Postscript File		EPSI	Adobe Encapsulated Postscript Interchange
EPT	EPS prévisualisation TIFF		FAC	Usenix face saver
FAX	Group 3		GRY	RAW grey
EXE	exécutable		FLC	Autoofsk Animator Pro
FLI	Autodesk Animator		FTS	FITS
GIF	Compuserve		HDF	Hierarchical Data Format
HTML	page WEB		IAX	(IBM Image Access eXecutive support)
ICO	Icône Windows		ICO	SUN icon
IFF	Amiga		IMG	GEM/Ventura
JPEG	Joint Photo.Expert Group		LBM	Amiga
MAC	MacPaint		MGR	file bitmap MGR
MIF	Framemaker		MIFF	Magick Image
MNG	Multiple-image network Graphic		MRF	Marks Russel File
MTV	MTV Raytracer		NEO	Atari NeoChrome
PBM	Portable Bitmap		PCL	Printer control language
PCX	Zsoft Paintbrush		PCD	Photo CD
PCT	Quickdraw Macintosh		PDF	Portable document file
PGM	Bitmap portable gris		PI1	Atari Degas
PI3	Atari Degas		PIC	Softimage PIC
PIC	Psion PIC		PIX	Alias pix
PNG	portable nextwork		PPA	HP 720/820/1000
PPM	portable pixmap		PS	Adobe Postscript
PSD	Adobe Photoshop Bitmap		PTX	Bitmap Printronix
RAS	SUN Raster	RGB	Silicon	Graphics RGB
RLE	bitmap compressé		RLE	UTAH rle
SCR	Snapshot zx80		SFF	Structured Fax Format
SGI	Format IRIX		SPU	Atari Spectrum
SYS	logos Windows 95		TAP	Atari Spectrum
TGA	Targa		THEME	Desktop themes
TIFF	Tagged Image File Format		VGA	Paint
VIC	VICAR		VIF	Khoros VIFF
VID	YUV12C M-Motion Viofo Frame		WMF	Windows Metafile
WRL	VRML-2		XBM	Bitmap X Window
XPM	Bitmap X Window couleur		XWD	dump X Window
YUV	Abekas YUV		YUV	CCIR
YUV	16 bits/pixel		Z80	Spectrum
ZX	Commodore			

The sub-types offer setup for the image: amount of colours, interlacing etc.
Some formats do not have sub-types.

The selected folder will become the default folder for future saved captures.

Opened windows selection list

