

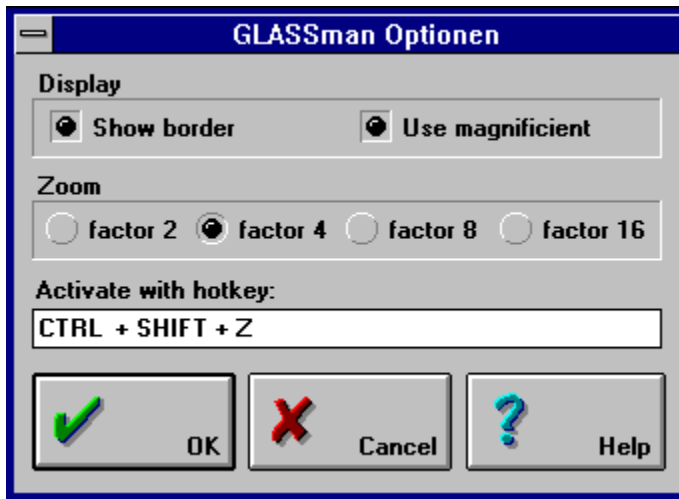
Please click on the item you need help on:

<u>M</u> ove	
<u>C</u> lose	Alt+F4
L <u>anguage...</u>	▶
<u>O</u> ptions...	F2
<u>H</u> elp...	F1
(ELSA) ...	

See also

[Activating GLASSman](#)

Please click on the item you need help on:



You have several possibilities to activate the zooming of GLASSman.

Starting the program will activate the zooming and the area pointed to by the mouse cursor will be enlarged.

If GLASSman is still running, you have three possibilities to activate the zooming:

1. Restart GLASSman. The program will recognize that it was started before and activates the running version.
2. Activate the running program by the Enter key.
3. Use the hotkey you have defined in the option box.

See also

[Options](#)

GLASSman Options: Show border

With this option you can activate a frame around your zoomed area.

GLASSman Options: Use magnificent

Using this option the border of the zoomed area will be shrunk and no screen information will be lost. So you are able to enlarge an area and simultaneously see the surrounding area.

GLASSman Options: Zoom

Using this option you are able to select the zooming factor. Possible values are 2, 4, 8 and 16.

GLASSman Options: Activate with hotkey

Here you define the hotkey to activate the zooming function of *GLASSman*. To use this option *GLASSman* has to be running.

See also

[Activating *GLASSman*](#)

GLASSman Options: Cancel

Clicking the **Cancel** button will discard all changes you have made.

GLASSman Options: Help

Clicking the **Help** button will invoke the Online Help you are currently in.

Help

Clicking the **Help** button will directly invoke this Help text.

Move

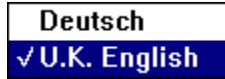
Selecting **Move** from the Control menu allows you to move the window on the screen with the arrow keys. Press Return to confirm the new position.

Close

Selecting **Close** from the Control menu will close the application. The key combination **Alt + F4** has the same effect.

Submenu to select the language for *GLASSman*.

All currently available languages are listed here. The name of a language is displayed in the respective language. Simply select the desired language with the mouse or the keyboard.



In this example, English and German are available, and English is currently selected.



GLASSman

Version 1.1

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