

TNT Screen Capture User Manual

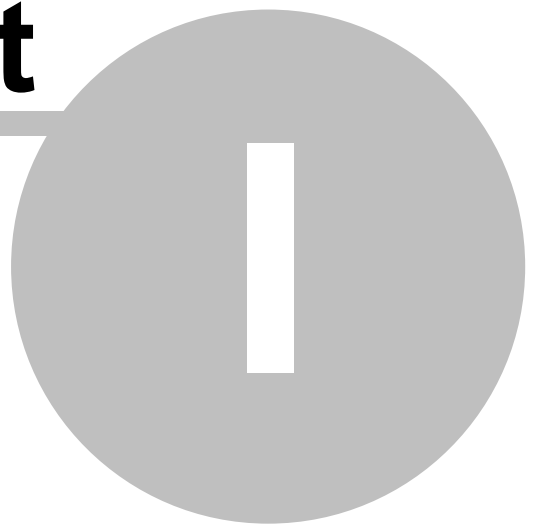
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Table of Contents

Part I Welcome to TNT	4
1 What's New In Version 2?	4
Part II Getting Started	8
1 Making Your First Screenshot	8
2 I've Made a Screenshot - Now What?	8
3 Supported Image Formats	9
4 The TNT Program Window	10
The Toolbar	11
Capture Mode & Options Panel	12
The Tools Panel	12
The File Menu	13
The Edit Menu	13
The Image Menu	14
The Options Menu	15
The Window Menu	16
The Help Menu	16
5 Getting Help	16
6 Keyboard Shortcuts	17
7 Customizing TNT	19
Part III How to Capture...	22
1 ... a program window	22
2 ... part of the screen	23
3 ... the entire desktop	24
4 ... a fixed-size region	24
5 ... menus, dialogs and popups	26
6 ... cascading menus	27
7 ... floating menus	28
8 ... composite images	29
9 ... many screenshots at once	30
Part IV Editing Screenshots & Graphics	33
1 Editing the Screenshot Image	33
Selecting, Copying, Cropping	33
Resizing	34
Flip, Rotate, Negative	36
Adjust Colors	37
Effect Filters	39
Drawing Tools	41

2 Adding Objects	42
Adding Callouts	42
Adding Text	45
Adding Lines and Arrows	48
Adding Shapes	51
Adding Sparkles	53
Adding Images	55
Adding Cursor Icons	57
The Image Library	58
Shadows & Transparency	60
 Part V 3D Perspective	 63
1 Using 3D Perspective	64
2 Screenshot Settings	68
3 Table Settings	68
4 Camera Settings	69
5 Lighting Settings	69
6 Storing and Loading Settings	69
 Part VI Other TNT Features	 73
1 Save Thumbnail Version	73
2 Send Screenshots by Email	74
3 Standard Windows Color Schemes	75
4 Running TNT in Minimized Mode	76
5 Command Line Options	77
6 TNT Profiles	78
Using Profiles	79
Starting TNT with a Profile	80
7 Printing Images	81
 Part VII Tips & Tricks	 83
1 Extracted Images	83
2 Effects with Custom Sparkles	84
3 Effects for the Background Image	85
4 Layouts with a Plain Background	86
5 Expanded Details	87
6 Screenshots on Dual Monitors	89
 Part VIII Other Products from EC Software	 91
 Index	 93

Part



1 Welcome to TNT

What is TNT?

TNT creates screenshots that look better than the original screen. **It has all the goodies you've been missing in other screen capture tools.**

TNT's powerful functions for selecting and copying any items from your computer display are just the beginning.

TNT also comes with equally powerful screenshot enhancement tools, with which you can add shadows, callouts, text, additional images, shapes and highlight sparkles. Plus, TNT now also has a set of standard painting tools for fine tuning and touching up your screenshots.



Hot Tip:	For quick help on any control or element in TNT just right-click on it and select <i>What's This?</i> in the popup menu displayed.
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TNT has all these features and more:

- Capture anything and everything
- XP screenshots with rounded corners
- Capture mouse pointer with shadow
- Screenshots with irregular shapes
- Thumbnail function
- Turn screenshots into 3D scenes
- Editing tools and graphical objects
- Smooth resizing - no jaggy edges
- Drop shadows, transparency and more
- Just click for default Windows colors
- E-mail your screenshots
- Simple and intuitive user interface

1.1 What's New In Version 2?

Version 2.0 of TNT is a major update that significantly extends the capabilities of the program, adding extensive graphics editing capabilities. In addition to its stellar screen capture features, which have been further improved, TNT is now also a full-fledged screenshot and graphics enhancement and editing package.

You may want to switch to a full graphics editing package occasionally if you want to do something exotic, but for most of your electronic documentation and publishing needs you will find that TNT can handle all your graphics editing needs. And it will do it faster and more efficiently than a big graphics package with an overwhelming number of confusing functions that you never really use.

Major New Functions:

- **3D Perspective**

The latest update of TNT includes a powerful 3D rendering module with which you can display your screenshot in a three-dimensional scene complete with shadows, lighting effects, background and

reflections.

- **Graphical Objects**

You can now add Callouts (like cartoon speech bubbles), Text, Lines and Arrows, Sparkles (starburst highlights), Bitmap Graphics (paste or load from a file) and Graphical Shapes to your screenshots and graphics. All these objects are fully editable. For example, you can use any fonts on your system for your texts, you can smoothly resize and change the shape of your bitmap graphics and you can add drop shadows and transparency effects to all supported objects.

- **Painting and drawing tools**

TNT now also includes a basic set of painting and drawing tools for touching up your pictures and adding hand-drawn elements. You have a Paintbrush, Pen, Free Line, Fill (Paint Bucket), and Color Picker (Pipette).

- **Transformations**

You can now manipulate your images with Resize, Flip and Rotate transformations, all in high graphical quality for smooth results without the dreaded "jaggy edges" produced by inferior graphics programs. Rotate is available 1° and 45° increments and will automatically adjust the image size if the results project beyond the original borders.

- **Quality Resize**

This complements the Zoom Factor function, which is also still available. Instead of resizing your image while capturing it, which was a one-way street, you can now enlarge or shrink it by any factor you like afterwards. This allows you to check the results before committing yourself to the resize factor you want to use. There are six different high-quality resize filters for really smooth shrinking and enlarging, and TNT automatically chooses the best one for your image type and the resize operation. You can also choose the filters manually if you want.

- **Color Adjustments**

Adjust the Saturation, Contrast, Lightness, Addition, Gamma and Saturation for the entire image, the current selection or everything except the current selection. There are separate controls for red, green and blue for everything except Saturation, and you can also lock the RGB sliders for general, overall adjustments.

- **Effect Filters**

TNT now packs over a dozen powerful effects, ranging from useful standards like Blur, Sharpen and Beveled Edges to more exotic and playful filters like Rainbow Emboss, Bleed Edges and Damaged TV. All the effects are fully configurable and can be applied to the entire image, the current selection or everything but the current selection.

Adjustments and Improvements:

- **New Quality Resize**

In addition to resizing your images while capturing, which commits you to the results before you see them, you can now also resize your screenshots in TNT, which enables you to experiment until you get the results you want. (See Quality Resize above for details).

- **Add to selected capture**

This feature adds a new screenshot to the selected graphic in the editing window. The screenshot

is inserted as a selectable object that you can move, edit and resize as you like before merging it with the background. This enables you to "build" complex screenshots from multiple elements.

- **Full support for dual monitor systems**

TNT 2.0 now fully supports screen capture on computers configured with dual-monitor displays.

- **XP style user interface**

The program now supports the Windows XP menu and toolbar style. If you wish you can also configure TNT to use either the MS Office XP or the classic Windows styles.

Part




2 Getting Started

This section is the place to start if you're unfamiliar with TNT and/or this kind of program. Browse through the chapters here to get all the basic background information you need for using TNT.

For a quick experience of success try Making Your First Screenshot and let our interactive wizard guide you through the steps of making your first screen capture with TNT.

Then have a look at The TNT Program Window and Getting Help. After that you'll probably want to move on the How to Capture... section, which provides step-by-step instructions for all the different screen capture tasks that TNT is capable of.

2.1 Making Your First Screenshot

If you are not familiar with TNT's user interface just click on the wizard  button on the Toolbar. The interactive screen capture wizard will show you how to make your first screenshot, guiding you through every step of the way. This is a much more effective way to learn how to use the program than following instructions from a printed text.



The TNT screen capture wizard


2.2 I've Made a Screenshot - Now What?

After you've made your screenshot TNT automatically displays it in an editing window. It is not yet saved – if you want to keep it you must save it to a file manually!

Here is what you can do with the screenshot:


- **Save your screenshot to a file (do this first!)**

If you want to keep your screenshot you should always save it before editing it or making another screenshot. TNT supports all the standard image formats.

To save your current screenshot just select  in the Toolbar.

- **Copy your screenshot to other programs**

If you want to insert your screenshot in MS Word or another program just copy it to the clipboard, then switch to the other program and select Paste.

To copy your current screenshot to the clipboard select  in the Toolbar.


- **Edit your screenshot with TNT**

TNT now comes with a whole suite of powerful editing tools. You can resize your screenshots, add graphical objects, insert images from other files, draw lines, apply filters and transformations and more. Experiment with the functions in the **Image** menu and the editing tools in the **Editing Toolbar** to the right of the editing area. For full details of what you can do see the Editing Screenshots & Graphics chapter.

New: For some really stunning effects try the unique new 3D Perspective function!

- **Print your screenshot**

TNT can print your screenshot in its original size or scaled to fit on the paper you are using. Whichever option you choose TNT automatically chooses the printing method that will generate the best possible printout on your chosen printer.

To print your screenshot select  in the Toolbar.


- **Save a thumbnail version of your screenshot**

TNT can generate a thumbnail version of your screenshot – for example for use in web pages and image galleries, where users click on the thumbnails when they want to view the full-size versions. The image is resized automatically and with high quality, using a powerful smooth rescaling algorithm. You just enter the maximum length and width and the program does all the rest.

To save a thumbnail select **Save Thumbnail** in the **File** menu.

- **Email your screenshot to a friend or colleague**

TNT has a built-in email dialog that automatically compresses the current image to a compact, high-quality PNG file and opens your default email program with the file already added to a new message as an attachment. PNG is now supported by all browsers (see Supported Image Formats for details).

To email the current screenshot just select  in the Toolbar.

2.3 Supported Image Formats

TNT supports all the following image formats, both for saving screenshots and for editing images loaded from files:

Bitmap (.BMP)

This format is uncompressed but it is also the most universal and is supported by all applications. If you want to use your screenshot in MS Office or in a Windows help file, this is the appropriate image format. It is not suitable for transmission by email because of the large file size.

Public Network Graphic (.PNG)

PNG is a high-quality format with excellent compression and a full color range. Use this format for web graphics and for sending images by email. PNG is now supported by all leading browsers, graphics editing programs and graphics viewers and all versions of Windows.

GIF format (.GIF)

The GIF file format is implemented for compatibility but it is not recommended. TNT creates true color screenshots. The GIF format is limited to just 256 colors. In most cases you will experience a significant quality reduction when you save your images as GIF. We recommend using PNG (see above) instead – it is now universally supported and provides much better quality and compression than GIF.

JPEG format (.JPG)

This is another file format for the web. The compression used in JPEG images is not lossless. This means that you lose quality every time you save a JPEG, because it always has to be recompressed when it is saved. Even so, it is also universally

supported and can produce good quality for screenshots of photos and other continuous-tone graphics. However, for typical Windows screenshots we still recommend PNG over the JPEG format.

Other file formats

For compatibility, you can also save your image as **PCX**, **TGA** or **TIFF** image.

- ➔ **Click here for information on the options supported by these image formats.**
(These options are displayed by TNT when you select Save As... in the File menu.)

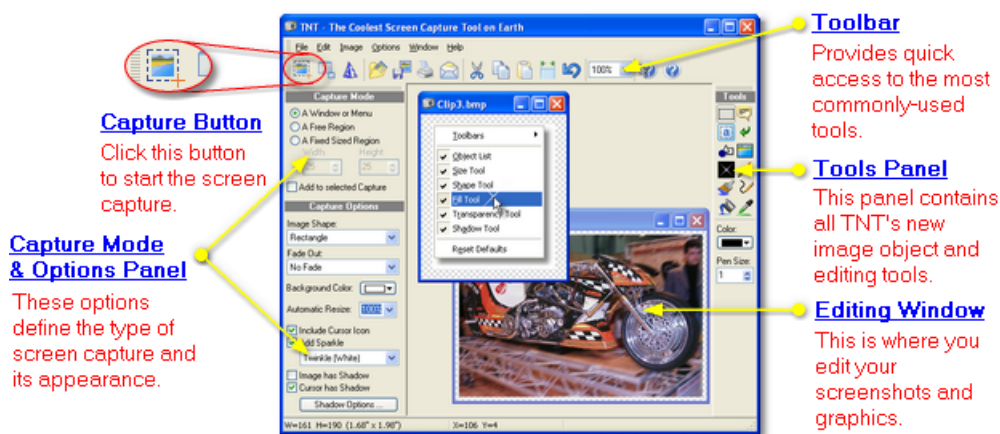
2.4 The TNT Program Window

The user interface of TNT is intuitive and simple. If you are familiar with any Windows graphics program you should have no trouble at all finding your way around. The screen is divided into four main sections:

1. **Menus and Toolbar** – In the section at the top of the window. This provides access to most of TNT's functions.
2. **Capture Mode and Options Panel** – The vertical panel on the left. This contains all the controls for setting up your screenshots.
3. **Display and Editing Area** – The main part of the window in the center. This is where you display and edit your screenshots and graphics.
4. **Tools Panel** – This is the vertical panel on the right of the editing area. It contains all of TNT's new image object and editing tools.

Getting more information:

Most of the controls are self-explanatory. For more information just right-click on any control and then select the *What's This?* popup. See Getting Help for full details on all the many context-sensitive and interactive help options available in TNT.




Basic procedure for making a screenshot:

Making a screenshot is a simple, two-step procedure:













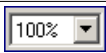


1. First choose your settings in the Capture Mode and Options panel (on the left of the screen). This defines *what* you want to capture (Window or Menu, Free Area, Fixed Size Region) and *how* you

want your screenshot to look (shape, background color, shadow, include cursor etc).

2. Then you start the screen capture by selecting the  capture icon in the Toolbar. Instructions are displayed automatically when you click on this button.

2.4.1 The Toolbar

The Toolbar contains the most frequently used functions from the menus for easy access.

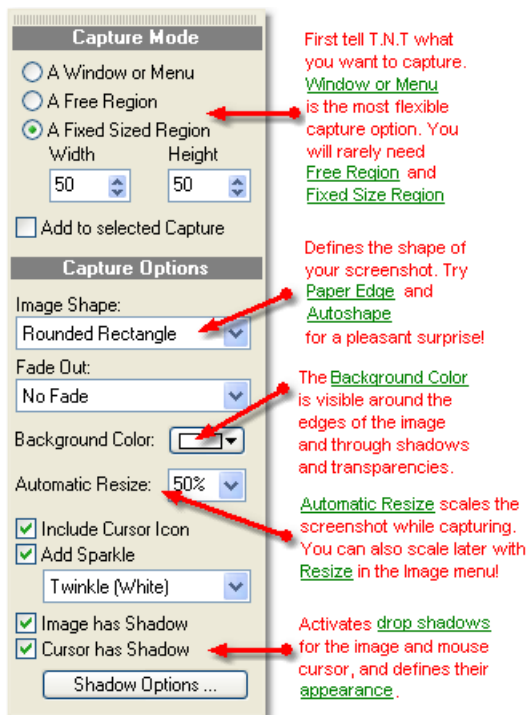
	Start Capture!	This is the most important button on the Toolbar. Clicking it starts TNT's screen capture function.
	Minimize TNT	Minimizes TNT to an icon in the System Tray at the right-hand end of the taskbar. Right-click on the System Tray icon for a menu of options.
	Capture Wizard	Clicking on this tool starts the interactive Capture Wizard that guides you through the steps of making a screen capture with TNT.
	Open File	Opens a screenshot or other graphics file stored on your disk and loads it into the editing window so that you can view or edit it.
	Save	Saves the current screenshot or image to a file on the disk. If you haven't saved it yet the Save dialog with name and file format options is displayed.
	Print	Prints the selected image.
	Email Image	Opens the email dialog for the selected image and automatically attaches the image to a new message in a compact, compressed format.
	Cut to Clipboard	Deletes the current image or selection to the Windows clipboard.
	Copy to Clipboard	Copies the current image or selection to the Windows Clipboard.
	Paste Clipboard	Pastes the image stored in the Windows Clipboard into the current image in the editing area as a bitmap object that you can move, edit and resize.
	Autosize Image	TNT allows you to insert objects so that they project over the edge of the main image. Autosize adjusts the background size to include the objects.
	Undo	Reverses your last editing operation. TNT supports multiple undo – just click on this tool repeatedly to undo a whole series of edits.
	Zoom	Adjusts the magnification of the editing area. This does not change the size of the image, it just makes editing easier.
	What's This?	Switches the mouse pointer to What's This? mode. Then you can click on any element in TNT to display a help text.
	Help	Displays this help file.

2.4.2 Capture Mode & Options Panel

The Capture Mode and Options panel on the left of the main screen contains all the settings that define how your screenshots are captured (*Capture Mode*) and what effects are applied to the captured screenshot before it is displayed (*Capture Options*).



After selecting the capture mode and any other options just click on **Start Capture!** tool in the Toolbar to start.



Capture Modes

TNT has 3 screen Capture Modes – *Window or Menu*, *Free Region* and *Fixed-Size Region* – which cover everything you can capture on your computer screen.

Click on the controls in the screenshot on the left for full details. (The same information is displayed when you click on the controls in the program.)

Capture Options

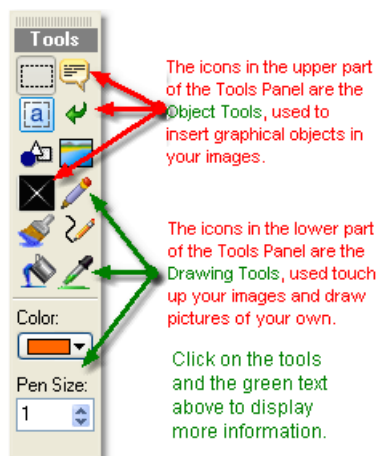
TNT can perform most of the editing operations you need to enhance the appearance of your screenshots automatically, at the same time as performing the capture. This saves time and ensures that all your shots have the same style.

Click on the controls in the screenshot on the left for full details.

Important Note:

All these settings are only applied to new screenshots as they are made. They do not change the appearance of existing screenshots. To edit existing screenshots use TNT's objects and editing tools.

2.4.3 The Tools Panel



About the Tools Panel

TNT's Tools Panel is located on the right hand side of the main program screen.

All the tools in the panel are only active when an image is loaded in the editing area – either by making a screenshot or by opening an image with Open in the Toolbar or the **File** menu.







There are two groups of tools:

- **Object Tools**, with which you can insert

2.4.4 The File Menu





In addition to functions for creating, opening and saving image files the File menu also includes options for making screenshots, minimizing and exiting TNT, printing images, saving thumbnail versions of images and sending images as email attachments.

A number of these functions are also available in the Toolbar, these are identified by the toolbar icons in the table below.

File Menu Functions	
 Start Capture!	Starts a screen capture using TNT's Capture Options.
 Minimize TNT	Minimizes TNT to an icon in the System Tray.
 Start Wizard	Starts TNT's interactive Wizard that guides you through the steps of making a screenshot.
New Image	Creates an empty new image. Useful for creating layouts on a plain background.
 Open Image	Loads an image from a file on the disk and opens it for editing in TNT.
 Save Image	Saves the current image under the current name. If it hasn't been saved yet you will be prompted to enter a name.
Save Image As...	Saves the current image under a new name and/or in a new location.
Save Thumbnail...	Saves a thumbnail version of the current image.
Close Image...	Closes the current image.
Print...	Prints the current image.
 Send as Email...	Creates and sends an email message with the current image included as an attachment.
Exit	Exits TNT.

2.4.5 The Edit Menu

The Edit menu contains standard functions for copying, cutting and pasting. It also provides another way of accessing the graphical object tools from the Tools Panel. A number of these functions are also available in the Toolbar, these are identified by the toolbar icons in the table below.

Edit Menu Functions	
 Undo	Reverses your last editing operation. TNT supports multiple undo – just select repeatedly to undo multiple edits.
 Cut	Deletes the current selection and copies it to the Windows clipboard. It can then be pasted into other TNT images or other Windows graphics programs.
 Copy	Copies the current selection to the Windows clipboard. It can then be pasted into other TNT images or other Windows graphics programs.
Copy (Reduced Colors)	Makes a copy of the current image with just 256 colors. This provides a quick and easy way to reduce image file sizes. Color reduction is performed with a high-quality algorithm that produces excellent results.
 Paste	Pastes the contents of the Windows clipboard into the current image as an editable image object. Stretch mode is activated automatically so that you can resize the pasted object with the mouse or the cursor keys (SHIFT + cursor keys).
Paste as New Image	Creates a new image with the contents of the Windows clipboard, with the image inserted as an editable image object. Here too, stretch mode is activated (see Paste).
Delete	Deletes the current object or selection.
Insert...	Provides access to the image object insertion tools from the Tools Panel.


2.4.6 The Image Menu

TNT's **Image** menu contains the functions for manipulating and changing the appearance of the entire screenshot or image.

Important Note:

All these functions are applied only to the entire background image or a selection – they cannot be applied to objects. If an object is active when you select one of the functions it will be merged into the background image before the function is applied. (A warning message is displayed, giving you the opportunity to cancel so that you can finish editing the object first.)

➔ ***Most of the tools here are quite complex and have their own chapters in the TNT help. Click on the green links to jump to the corresponding chapters.***

Image Menu Functions	
 Autosize Image	TNT allows you to insert objects so that they project over the edge of the main image. Autosize adjusts the background size to include the objects. (Also included in the Toolbar.)
Resize	Six high-quality resize filters for scaling your images to larger and smaller sizes without the dreaded "jaggy" effects.
Flip/Rotate	A tool for flipping (inverting) and rotating your images accurately, by fixed amounts or in precise 1° increments. Also includes a function for inverting image colors to make negative images.
Color Adjustments	Tools for adjusting the Contrast, Lightness, Addition, Gamma and Saturation of your images. Can also be applied to selections.
Effects	A set of effect filters for changing the appearance of your images. Includes both standard filters like Blur and Sharpen and more unusual variants like Rainbow Emboss and Damaged TV.
3D Perspective	A powerful module with which you can place your screenshot in three-dimensional scene complete with shadows, lighting effects, background and reflections.
View/Zoom:	Adjusts the magnification of the TNT editing window to make editing easier. Does not effect the image itself. Also available in the Toolbar.

2.4.7 The Options Menu

The Options menu contains TNT's program settings, functions for creating and managing profiles and functions for temporarily switching the desktop to standard Windows color schemes for making screenshots.

Options Menu Functions	
Switch to Standard Colors...	Temporarily switches the Windows desktop to the default color schemes of various Windows versions so that you can make screenshots with the standard colors.
Restore Original Colors	Restores your own color scheme after switching to a default Windows color scheme. (TNT also restores your own colors automatically when you exit the program.)
Save Current Profile As...	Saves all TNT's current capture options as a profile that you can reload later to restore specific settings.
Load Profile...	Loads a profile that you have saved with Save Current Profile, activating all the capture settings stored in the profile.
Customize TNT...	Opens a dialog with options with which you can configure TNT to your personal preferences.

2.4.8 The Window Menu

The Window menu contains the standard Windows functions for selecting your TNT editing windows and controlling their layout.

Window Menu Functions	
Cascade	If multiple editing windows are open this arranges them on top of each other like cards so that all their title bars are visible. If a single window is maximized Cascade reduces it to the size it had before being maximized.
Tile	If multiple editing windows are open this arranges them like tiles within the editing window. If only one window is open Tile makes it fill the editing window but without maximizing it – the window border and title bar remain visible. (This can be used to de-maximize windows while keeping them at maximum size.)
<Image Names>	Shows the images currently open in TNT and selects them for editing when you click on their entries.

2.4.9 The Help Menu

The Help menu provides access to TNT's online help and information about the program. See Getting Help for full details on the many ways you can get help in TNT.

Help Menu Functions	
TNT Online Help	Opens TNT's main help file.
What's This? Help	Activates <i>What's This?</i> mode. The cursor pointer changes to an arrow with a question mark and displays information on any TNT element that you click on. What's This? help can also always be accessed by right-clicking.
TNT On the Web	Connects you to the TNT information page at EC Software's website.
About...	Displays information about TNT. Version number, copyright, the usual stuff...

2.5 Getting Help

TNT has a fully integrated context-sensitive help system. Popup help is available for every item in the user interface and context-sensitive help is available for all dialogs.

Getting help in the main window

For quick information about a control or element in TNT just right-click on the item that interests you, then click on the *What's This?* menu item shown to display the help.



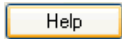
Alternatively you can also click on the *What's This?* icon in the Toolbar. This switches the mouse pointer to context-sensitive help mode. Then click on the item that interests you to display help for it.

Getting help in dialog boxes

Here too you can right-click and select *What's This?* to display quick context-sensitive help.



Alternatively you can also click on the *What's This?* icon in the dialog title bar. This switches the mouse pointer to the same context-sensitive help mode described above for the main window. Then click on the item that interests you to display help for it.



Detailed context-sensitive help on the functions available in the dialog box can be displayed by clicking on the *Help* button shown in every dialog box.

Displaying the screen capture wizard



TNT has an interactive assistant called a wizard that guides you through the steps of making a screen capture. To start the wizard just click on the wizard's hat icon in the Toolbar.

Displaying the main online help



You're reading it now so it looks like you already managed to find it! In case you forget, just click on the Toolbar icon shown on the left, press *F1* or select *TNT Online Help* in the **Help** menu.

2.6 Keyboard Shortcuts

If you use TNT frequently you will find that the following keyboard shortcuts can make your work faster and more efficient. The shortcuts for all the standard functions are the same as the standard Windows shortcuts.

Screen Capture Shortcuts

Print Screen The PrintScreen key **starts the screen capture**. You can set this function to another key if you want in *Options > Customize TNT*.

File Function Shortcuts

Ctrl + O Opens an existing image for editing (loads it from a file).

Ctrl + S Saves the selected screenshot or image to a file.

Ctrl + T Saves the selected screenshot or image as a thumbnail.

Ctrl + P Prints the selected screenshot or image.

Ctrl + E Sends the current image as an email attachment, using your standard email application.

Copying and Editing Shortcuts

Ctrl + C Copies the current selection or the entire image to the Windows clipboard.

Ctrl + V Pastes an image from the Windows clipboard into the selected graphic. The image is inserted as a selected object that you can resize, move and edit.

Ctrl + Alt + V Pastes an image from the clipboard as a new image, in its own editing window.

Ctrl + X Cuts the current selection or the entire image to the Windows clipboard, then deletes the selection.

Ctrl + Z Undo – reverses the last action. Multiple Undo is supported, just press repeatedly to undo a series of operations.

Del Deletes the selected object.

View/Display Shortcuts

Ctrl + I Increases the zoom factor of the current image. This only adjusts the magnification of the image to make editing easier, it doesn't change the image itself.

Ctrl + U Decreases the zoom factor of the current image. Again, this does not change the image itself.

Ctrl + F6 Switch between image windows if you have more than one image open for editing.

Help Shortcuts

F1 Displays the online help.

Shift + F1 Activates the context-sensitive help mode for the mouse pointer. In this mode clicking on an object in TNT will display a brief help text for the object.

Closing image windows and the program

Alt + F4 Exits TNT.

Ctrl + Alt + F4 Closes the current image.

2.7 Customizing TNT

You can change a number of settings that control how TNT looks and behaves to suit your individual preferences and needs. For example, you can modify the hotkeys for screen capture and minimizing the program and you can also launch TNT automatically when Windows starts.

➔ **Select *Customize TNT* in the Options menu.**

This opens the *Customize* dialog box, which has 3 sections:

Section 1: On Start

Profile settings:

A *profile* is a collection of settings which include:

- Capture mode
- Capture hotkey
- Capture options (shape, fade, shadows, cursor, sparkle)
- Color scheme (*Switch to standard colors* function in the Options menu)

See Working with Profiles for more information on using profiles.

Do not remember... TNT normally starts with the last Capture Mode and Options settings you used when you made a screenshot. Selecting this option makes the program discard your last settings and start with the default options every time.

Remember last... This is the default setting. Automatically stores the last Capture settings you used and loads them next time you start the program.

Always load profile.. Automatically loads the selected profile when TNT is started. To use this you must save a profile first with *Options > Save Current Profile*.

Organize profiles... Select to rename or delete your saved profiles. (You cannot delete the Default profile.)

Other settings:

Display wizard... Select to start the interactive Screen Capture Wizard every time TNT starts. The wizard guides you through the steps of making a screenshot.

Autostart... Select to load TNT automatically when Windows starts.

Automatically restore TNT after capture.. If you *disable* this option, the main window of TNT does not automatically re-appear when the screen capture is completed. Instead, it will remain minimized in the Windows System Tray waiting for the next screen capture.

This enables you to make a series of screenshots without re-opening the TNT window. When you are finished you must restore the TNT window manually by double-clicking or right-clicking on its icon in the taskbar.

Section 2: Hotkeys

TNT has two hotkeys, one for starting a screen capture and one for minimizing and restoring the main TNT program window.

The **screen capture hotkey** is effectively the same as clicking on the *Start Capture!* tool in the Toolbar, with one major difference: You can also use it when TNT is minimized. This is useful if you want to capture cascading menus and complex screen layouts in Free Region mode.

The **minimize/restore hotkey** quickly minimizes TNT to an icon in the System Tray at the right hand end of the Windows taskbar. Pressing it again then restores TNT. This is useful if you use TNT frequently or want to capture many screenshots without re-opening TNT.

For more details see Running TNT in Minimized Mode.

Key modifiers: If you add a key modifier – Ctrl, Alt or Shift –you must press and hold down the modifier key while pressing the assigned hotkey. This can be useful if you already use hotkeys in other programs and don't have any single keys left over for use with TNT.

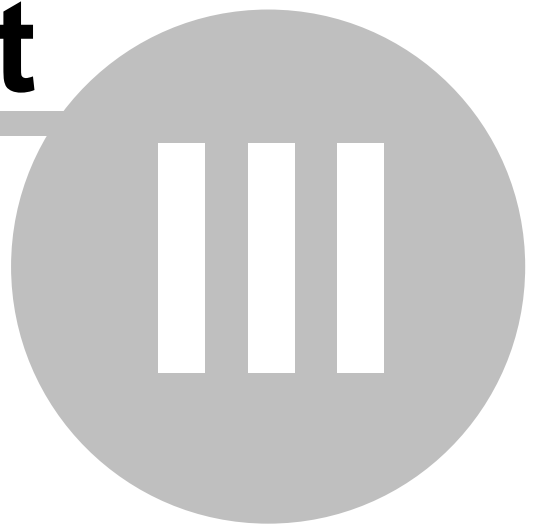
Section 3: Program

Menu & toolbar style: TNT now supports three different styles for the menus and toolbars displayed in the program. Just choose the one you prefer – this is simply "eye candy", it has no effect on how the program works.

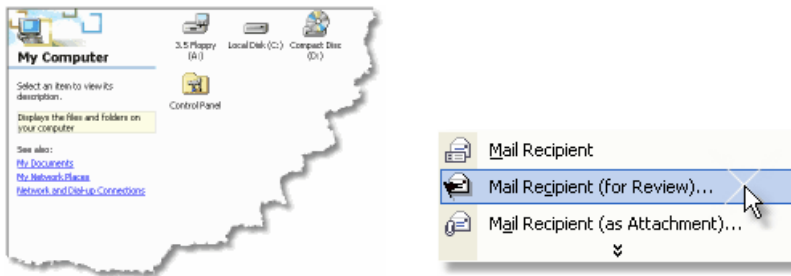
Audio support: Disable to turn off the sounds that TNT makes (for example the camera click you hear when you make a screen capture).

Warn before flattening image: Display a warning before flattening the image and merging the current object with the background

Part



3 How to Capture...



This is probably one of the most useful sections in the entire help. The topics here provide step-by-step instructions for making all the different kinds of screenshots you can produce with TNT, with lots of useful tips for producing great results and dealing with problems and difficult situations.





If you're just getting started and haven't made any screenshots with TNT yet just click on the Wizard icon in the Toolbar. This will start the interactive screenshot wizard, which will guide you through the steps of making a screenshot, with clear explanations of every operation.

3.1 ... a program window

TNT's **Window or Menu** capture option automatically identifies program windows so that you can capture them cleanly without any extra "background material".



Procedure:

- | | |
|--|---|
| 1) | Start the program whose window you want to capture, then switch to TNT. |
| 2) | Select  A Window or Menu in TNT's Capture Mode panel. Also select any Capture Options you want to apply. |
|  3) | Click on the Start Capture! button in the Toolbar. The main TNT window closes automatically. |
| 4) | Move the mouse to the program window you want to capture. The area or object to be captured is shown by a red frame.
Tip: You can move and resize the window and click in the window title bar to activate or deactivate it to display it in the state you want to capture. |
| 5) | Press and hold down the Ctrl key on your keyboard. This "freezes" the red frame in its current position.
Tip: If you are including the mouse pointer in your capture you can now move it to the correct position before capturing. |
| 6) | While still holding down the Ctrl key click the left mouse button inside the red frame to make your capture. |

Other enhancements:

- You can Cut and Paste parts of your images. You can add Callouts, Text, Shapes, Lines and Arrows, Images and Sparkles to further enhance your screenshot. TNT also has a new set of Drawing Tools with which you can touch up your image manually.
- Also, don't forget about the options in the **Image** menu. TNT now includes functions for Editing, Resizing, Flipping and Rotating, Adjusting Colors and Applying Effect Filters to your images.

3.2 ... part of the screen



Use the **Free Region** capture mode to capture any area of your computer's screen, together with all the program windows, icons and any other objects.

Anything that is visible on the screen will be included in the capture.

You can also use this method to capture the entire desktop.



Procedure:

	1)	Arrange the desktop and any programs or windows so that everything looks as it should in your screenshot.
	2)	Select  A Free Region in TNT's Capture Mode panel. Also select any Capture Options you want to apply.
	3)	Click on the Start Capture! button in the Toolbar. The main TNT window closes automatically.
	4)	Without clicking, move the mouse to the top left corner of the area you want to capture. Then press and hold down the left mouse button and drag the selection frame to include the entire capture area.
	5)	Release the mouse and click anywhere inside the selected area to make the capture. The mouse will be included in the capture if you have activated this in the Capture Options.

Other enhancements:

- You can Cut and Paste parts of your images. You can add Callouts, Text, Shapes, Lines and Arrows, Images and Sparkles to further enhance your screenshot. TNT also has a new set of Drawing Tools with which you can touch up your image manually.
- Also, don't forget about the options in the **Image** menu. TNT now includes functions for Editing, Resizing, Flipping and Rotating, Adjusting Colors and Applying Effect Filters to your images.

3.3 ... the entire desktop



Capturing the entire desktop is essentially exactly the same as just capturing part of it.

The only difference is that you extend the capture frame to include everything instead of just a selected area of your desktop.

The basic procedure is identical to that for capturing part of the screen:



Procedure:

1)	Arrange the desktop and any programs or windows so that everything looks as it should in your screenshot.
2)	Select  A Free Region in TNT's Capture Mode panel. Also select any Capture Options you want to apply.
 3)	Click on the Start Capture! button in the Toolbar. The main TNT window closes automatically.
4)	Without clicking, move the mouse to the top left corner of the area you want to capture. Then press and hold down the left mouse button and drag the selection frame to include the entire capture area.
5)	Release the mouse and click anywhere inside the selected area to make the capture. The mouse will be included in the capture if you have activated this in the Capture Options.

Other enhancements:


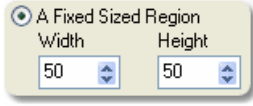

- You can Cut and Paste parts of your images. You can add Callouts, Text, Shapes, Lines and Arrows, Images and Sparkles to further enhance your screenshot. TNT also has a new set of Drawing Tools with which you can touch up your image manually.
- Also, don't forget about the options in the **Image** menu. TNT now includes functions for Editing, Resizing, Flipping and Rotating, Adjusting Colors and Applying Effect Filters to your images.

3.4 ... a fixed-size region

Items like program icons can't be captured with *Window or Menu* and if you use *Free Region* it's almost impossible to get the size exactly the same every time – which is important for screenshots of icons like those used in this help file.



The **Fixed Size Region** capture mode solves this problem. It works just like the *Window or Menu* capture mode. The only difference is that a red capture frame of the size you define is displayed, instead of a variable frame around the objects you select.

Procedure:	
1)	Start the program whose window you want to capture, then switch to TNT.
2)	Select  A Fixed Size Region in TNT's Capture Mode panel.
3)	<div data-bbox="548 428 799 533">  </div> <p>Set the <i>Width</i> and <i>Height</i> values to the size of the region you want to capture. You may have to experiment a little.</p> <p>Also select any Capture Options you want to apply.</p>
 3)	Click on the Start Capture! button in the Toolbar. The main TNT window closes automatically.
4)	<p>Move the mouse to the program window you want to capture. A fixed-size red frame indicating the capture area follows the mouse.</p> <p>Tip: All normal mouse actions are active. You can left-click, right-click, open and move windows, activate buttons etc.</p>
5)	<p>Press and hold down the Ctrl key on your keyboard. This "freezes" the red frame in its current position.</p> <p>Tip: If you are including the mouse pointer in your capture you can now move it to the correct position inside the capture frame before capturing.</p>
6)	While still holding down the Ctrl key click the left mouse button inside the red frame to make your capture.

Other enhancements:

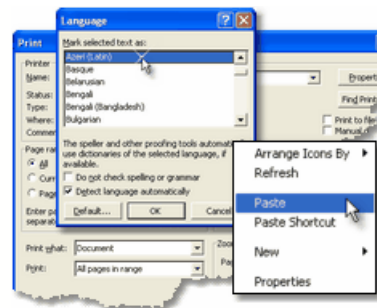
- You can Cut and Paste parts of your images. You can add Callouts, Text, Shapes, Lines and Arrows, Images and Sparkles to further enhance your screenshot. TNT also has a new set of Drawing Tools with which you can touch up your image manually.
- Also, don't forget about the options in the **Image** menu. TNT now includes functions for Editing, Resizing, Flipping and Rotating, Adjusting Colors and Applying Effect Filters to your images.

3.5 ... menus, dialogs and popups



TNT's **Window or Menu** capture option automatically identifies menus, popup menus, program elements etc. so that you can capture them cleanly without any extra "background material".

At the same time you can apply great effects to produce finished screenshots with a single click.

Tip: Don't just follow the instructions here – experiment with the red selection frame to see all the things you can capture with it!



Procedure:

1)	Start the program you want to capture in, then switch to TNT.
2)	Select  A Window or Menu in TNT's Capture Mode panel. Also select any Capture Options you want to apply.
 3)	Click on the Start Capture! button in the Toolbar. The main TNT window closes automatically.
4)	Move the mouse to the program window you want to capture. The area or object to be captured is shown by a red frame. Click in the program to open the menu you want to capture and move the mouse so that the red frame is around the menu. Tip: You can move and resize windows, open dialogs, right-click for popup menus etc. Then just move the mouse to position the red frame.
5)	Press and hold down the Ctrl key on your keyboard. This "freezes" the red frame in its current position. Tip: If you are including the mouse pointer in your capture you can now move it to the correct position before capturing.
6)	While still holding down the Ctrl key click the left mouse button inside the red frame to make your capture.

Other enhancements:

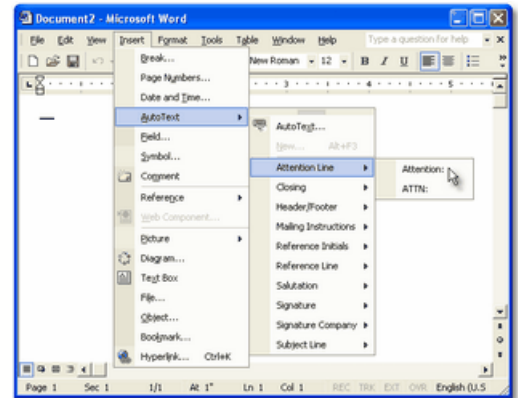
- You can Cut and Paste parts of your images. You can add Callouts, Text, Shapes, Lines and Arrows, Images and Sparkles to further enhance your screenshot. TNT also has a new set of Drawing Tools with which you can touch up your image manually.
- Also, don't forget about the options in the **Image** menu. TNT now includes functions for Editing, Resizing, Flipping and Rotating, Adjusting Colors and Applying Effect Filters to your images.



3.6 ... cascading menus

Cascading menus like the one shown on the right are a little more tricky to capture than simple menus.

How you go about capturing them depends on whether you want to capture them on their own or together with background material.

- To capture a cascading menu with its background follow the instructions below.
- To capture a cascading menu on its own see the instructions in the chapter on composite images.
- To capture a floating cascading menu see the floating menus chapter.
- There is also a neat **cascading menu trick** that doesn't work on all hardware, but you might want to give it a try...



Capturing cascading menus with their background:	
1)	Start the program you want to capture in, then switch to TNT.
2)	Select  A Free Region in TNT's Capture Mode panel. Also select any Capture Options you want to apply.
 3)	Don't click on the Start Capture! button! Instead, click the Minimize button shown on the left to clear TNT from the main Windows screen.
4)	Switch to the program you want to capture and open the cascading menu so that it looks exactly the way you want.
5)	Press the Screen Capture hotkey. By default this is the Print Screen key, but you can change it if you want. This "freezes" the entire desktop and activates TNT's Free Region capture mode.
6)	Without clicking, move the mouse to the top left corner of the area you want to capture. Then press and hold down the left mouse button and drag the selection frame to include the entire capture area.
7)	Release the mouse and click anywhere inside the selected area to make the capture. The mouse will be included in the capture if you have activated this in the Capture Options.

Other enhancements:



- You can Cut and Paste parts of your images. You can add Callouts, Text, Shapes, Lines and Arrows, Images and Sparkles to further enhance your screenshot. TNT also has a new set of Drawing Tools with which you can touch up your image manually.
- Also, don't forget about the options in the **Image** menu. TNT now includes functions for Editing, Resizing, Flipping and Rotating, Adjusting Colors and Applying Effect Filters to your images.

3.7 ... floating menus

Many Windows programs allow you to drag their menus away from the main program window and let them to "float" on your desktop.

TNT can do clean captures of floating menus like the example on the right. All you have to do is position the menu against a plain background – TNT filters out the background and replaces it with the background color you set in the Capture Options.

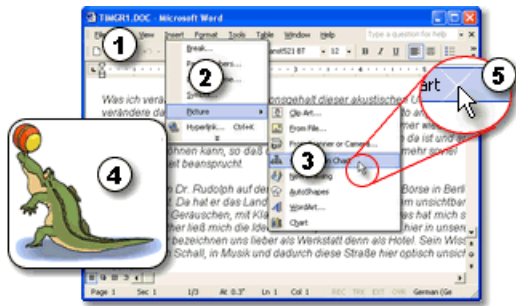


Procedure:	
1)	Start the program you want to capture in and arrange the floating menu against a plain-colored background. Don't use a white background – this would make any white areas in the menus transparent. Choose a color that is not present anywhere in the floating menu.
2)	Select  A Free Region in TNT's Capture Mode panel.
3)	In the Capture Options panel select <i>Automatic Shape</i> in the Image Shape section.
 3)	Don't click on the Start Capture! button! Instead, click the Minimize button shown on the left to clear TNT from the main Windows screen.
4)	Click in the floating menu and open the elements you want to capture, including cascading menus if you want.
5)	Press the Screen Capture hotkey. By default this is the Print Screen key, but you can change it if you want. This "freezes" the entire desktop and activates TNT's Free Region capture mode.
6)	Without clicking, move the mouse to the top left corner of the area around the floating menu. Then press and hold down the left mouse button and drag the selection frame to include the entire floating menu.
7)	Release the mouse and click anywhere inside the selected area to make the capture. The mouse will be included in the capture if you have activated this in the Capture Options.

Other enhancements:

- You can Cut and Paste parts of your images. You can add Callouts, Text, Shapes, Lines and Arrows, Images and Sparkles to further enhance your screenshot. TNT also has a new set of Drawing Tools with which you can touch up your image manually.
- Also, don't forget about the options in the **Image** menu. TNT now includes functions for Editing, Resizing, Flipping and Rotating, Adjusting Colors and Applying Effect Filters to your images.

3.8 ... composite images



Sometimes it's you can't capture exactly what you want in one simple operation. Cascading menus like those in the shot on the left are a typical example of a situation where this isn't always possible.

Also, you will occasionally want to produce a special image by assembling individual components, either with multiple screen captures or by combining screen captures and graphics files.




You can do all this and more with TNT.

About the example

The sample image above has five components:

- (1): The background capture of the program screen (MS Word in this case).
- (2) & (3): The two parts of the cascading menu, each of which was captured separately.
- (4): A graphics file loaded from the hard disk with the Image Tool.
- (5): A cursor object (this is necessary because you can't include the cursor in multiple captures). In the example we also added a sparkle before inserting the cursor object.

How to assemble an image with multiple captures:

1)	As usual, it's always best to arrange the objects you want to capture as far as possible before you begin. In this case it will be objects for the main background image.
 2)	Start TNT and capture the background image – in our example this is component (1). See the previous chapters in this section if you don't know how to perform ordinary captures with TNT yet.
3)	Select Add to Selected Capture <input checked="" type="checkbox"/> in the <i>Capture Mode</i> panel on the left side of the main TNT window.
 4)	Capture the next component of your image. If you're capturing a cascading menu component like (2) in the example you should select Window or Menu in <i>Capture Mode</i> .
5)	The new capture will be inserted in the image created in step 2 as an editable object. You can now: <ul style="list-style-type: none"> • Move it by dragging it with the mouse or pressing the cursor keys. Using the cursor keys is the best way to position items like cascading menus accurately. • Edit it by double-clicking or right-clicking and selecting <i>Edit Object</i>. • Resize it by dragging the handles around the image or by holding down the SHIFT key and pressing the cursor keys.
6)	When you are satisfied just click outside the object to merge it with the background. Then you can repeat steps 4 and 5 as often as you like to add new elements.
 Tip:	If your components extend beyond the edges of the original area just click on Autosize in the Toolbar to automatically adjust the borders of the background image around the edges of the objects you have inserted.

Other enhancements:

- You can Cut and Paste parts of your images. You can add Callouts, Text, Shapes, Lines and

Arrows, Images and Sparkles to further enhance your screenshot. TNT also has a new set of Drawing Tools with which you can touch up your image manually.


- Also, don't forget about the options in the **Image** menu. TNT now includes functions for Editing, Resizing, Flipping and Rotating, Adjusting Colors and Applying Effect Filters to your images.

3.9 ... many screenshots at once

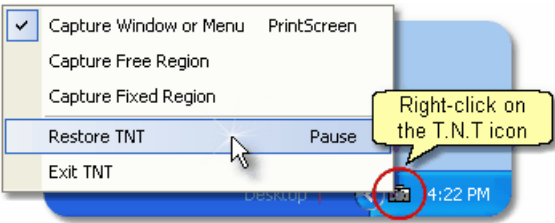
This simple function is useful if you need to capture a large number of screenshots quickly. It keeps TNT minimized, so that you can continue to make screenshots without being interrupted by the TNT window opening after every shot.

Procedure:

- | | |
|----|--|
| 1) | Select <i>Customize TNT</i> in the Options menu. In the <i>On Start</i> tab <u>deselect</u> the option:

<input type="checkbox"/> Automatically restore TNT's main window after screen capture
This will prevent TNT from displaying automatically after each capture. |
| 2) | Select your capture options in the Capture Mode and Capture Options panel. |
| 3) |  Select the <i>Minimize TNT</i> button in the Toolbar. This will minimize TNT to an icon in the System Tray at the right-hand end of the Windows taskbar. |
| 4) | Now press the PrintScreen hotkey to start your first capture. (If you want you can change the hotkey assignment in the Customize settings.)

The procedure is exactly the same as for making captures in the normal way with the Start Capture! button in the Toolbar. The only difference is that TNT is not automatically opened afterwards, so you can make another capture directly if you want. |
| 5) | Repeat step 4 as often as you want to capture more screenshot. Each screenshot is inserted in its own editing window in TNT. |
| 6) | When you are finished double-click on the TNT icon in the System Tray to open TNT again. You can also right-click on the icon and select <i>Restore TNT</i> from the popup menu.

 |

Tips and tricks:

- **Don't** select ☒ **Add to selected capture when you are using this mode.** If you do your multiple captures will all be merged with the first image in random positions! (You will be warned, however...)

- **You can change the capture mode without re-opening TNT.** Just right-click on the TNT icon in the System Tray (see above) and select the capture mode in the popup menu. This will also start the next capture.
- **Activate TNT's sound effects** in the Customize TNT options. The "camera click" sound makes it easier to be sure that you have made your screenshot.

Other enhancements:

- You can Cut and Paste parts of your images. You can add Callouts, Text, Shapes, Lines and Arrows, Images and Sparkles to further enhance your screenshot. TNT also has a new set of Drawing Tools with which you can touch up your image manually.
- Also, don't forget about the options in the **Image** menu. TNT now includes functions for Editing, Resizing, Flipping and Rotating, Adjusting Colors and Applying Effect Filters to your images.

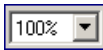
Part

IV

4 Editing Screenshots & Graphics

Version 2.0 of TNT comes with a whole suite of tools with which you can edit and enhance both your screenshots and graphics:

- You can Cut and Paste, add Callouts, Text, Shapes, Lines and Arrows, Images and Sparkles to further enhance your screenshot.
- TNT also has a new set of Drawing Tools with which you can touch up your images manually.
- The new **Image** menu includes functions for Resizing, Flipping and Rotating, Adjusting Colors and Applying Effect Filters to all or part of your images.



Tip: Don't forget to use the new **Zoom** tool in the Toolbar. It makes editing a lot easier by showing your image at larger and smaller magnifications (without changing the image itself).

4.1 Editing the Screenshot Image

The functions and tools described in this section are for editing and manipulating your images after capturing them or loading them from files.


Most of them are found in the **Image** menu, but Selection Tool and the Drawing Tools are located in the Tools Panel on the right side of the TNT screen.

➡ ***See the Adding Objects chapter for details on the editable graphical objects you can add to your screenshots.***

- **Selecting, Copying, Cutting and Pasting**
- **Resizing Images**
- **Flipping and Rotating, Negative Images**
- **Color Adjustment**
- **Effect Filters**
- **Drawing Tools**

4.1.1 Selecting, Copying, Cropping

The Selection Tool is used for selecting, cutting and copying parts of your images so that you can paste them to different locations in the same image or other images. You can also copy selections to other programs. The Adjust Colors and Effect Filters functions can also be applied to selections.

Using the Selection Tool:	
	<p>▶ The Selection Tool in the Tools Panel on the right of the TNT screen marks areas of your image, which you can then copy, cut and paste.</p>
▶	<p>To use the tool just select it in the Tools Panel, then drag with the mouse to select an area.</p>
▶	<p>Cut selected areas to the Clipboard with <i>Cut</i> in the Edit menu or Ctrl+X.</p>
▶	<p>Copy selected areas with to the Clipboard <i>Copy</i> in the Edit menu or Ctrl+C.</p>
▶	<p>Paste cut or copied areas with <i>Paste</i> in the Edit menu or Ctrl+V.</p> <p>You can paste into other images in TNT and also into any other Windows program that supports graphics pasting.</p>
⇒	<p>The Color Adjustments and Effects functions in the Image menu can also be applied to selections.</p>
⇒	<p>You can crop images with the Selection Tool. Just mark the area you want to crop and select Cut (Ctrl+X) or Copy (Ctrl+C). Then select Paste as New Image in the Edit menu (Ctrl+I) and save the new image.</p>

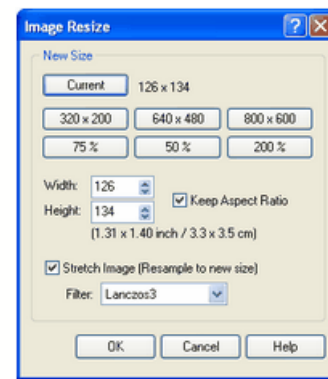
4.1.2 Resizing

This function works on images open in TNT's editing window. It has two uses:

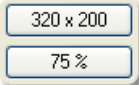
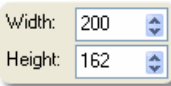
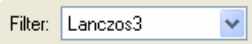

1. **Resize your images** using high-quality mathematical filters to rescale the images to larger and smaller sizes without "jaggy" effects. The best filter is always chosen automatically, but you can also choose the filter yourself if you want.
2. **Crop your images without resizing them**, by cutting out any areas extending beyond the size you set.

Note:

Resize only works on the whole image. You cannot use it on selections.



How to resize the current image:

1)	<p>Create a screenshot or open a graphics file. Select <i>Resize</i> in the <i>Image</i> menu. This displays the dialog shown above. Then <u>select</u>:</p> <p><input checked="" type="checkbox"/> Stretch Image</p> <p>This resizes instead of just cropping.</p>
2)	<p>Select <input checked="" type="checkbox"/> <i>Keep Aspect Ratio</i> if you want to maintain the proportions of the image.</p>
	<p>▶ </p> <p>For a quick resize select one of the standard sizes or percentages. If Keep Aspect Ratio is checked the width chosen will be kept and the height will be adjusted to maintain the original scale.</p>
	<p>▶ </p> <p>For more precise resizing select <i>Width</i> and <i>Height</i> manually for more precise resizing. Keep Aspect Ratio locks width and height to each other to maintain the original scale.</p>
3)	<p></p> <p>Resize filters: When you select one of the standard sizes or adjust the width and height settings TNT automatically chooses the best resize filter for the job. If you would prefer to use a different filter, change it now.</p>
4)	<p>Click on <i>OK</i> to resize your image.</p>
➔	<p>Tip: Click on  to reset the image to its current actual size if you change your mind about your settings.</p>

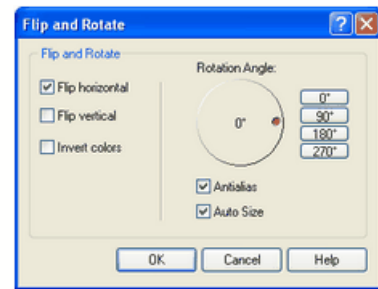
How to crop the current image:

1)	Create a screenshot or open a graphics file. Select <i>Resize</i> in the <u>I</u>mage menu , then <u>d</u> eselect: <input type="checkbox"/> Stretch Image This switches off resizing.
2)	Select <input checked="" type="checkbox"/> <i>Keep Aspect Ratio</i> if you want the proportions of the cropped image (width-to-height ratio) to be the same as the original.
3)	Select the size of the cropped image in the same way as for resizing above.
4)	Select <i>OK</i> to crop. The size you enter is measured from the top left corner, cutting off the right and lower edges of the original image.
Tip:	To crop out an area from the centre of the image cut the area with the Selection Tool and then select <i>Paste as New Image</i> (Ctrl+I) in the Edit menu.

4.1.3 Flip, Rotate, Negative

This function works on images open in TNT's editing window. It has two uses:

1. **Flip and rotate your images** – for example to create mirror images or to adjust images where the horizontal lines are not exactly straight. (You can rotate in single-degree increments).
2. **Create negative images**, with all the colors reversed. This can also turn photographic negatives into positives, of course.



How to use Flip & Rotate:	
1)	Create a screenshot or open a graphics file. Then select <i>Flip/Rotate</i> in the Image menu.
▶	All the functions are applied simultaneously when you click on OK . For example, if you want you can flip vertically and horizontally, invert the colors and rotate the image, all at the same time.
2)	Select the functions you want to apply:
▶	<input checked="" type="checkbox"/> Flip horizontal (mirror image) <input checked="" type="checkbox"/> Flip vertical (turns image on its head) <input checked="" type="checkbox"/> Invert colors (creates a negative image)
▶	Rotation: <ul style="list-style-type: none"> • Turn the <i>Rotation Angle</i> dial to rotate precisely in 1° increments. • Select the 90°, 180° or 270° buttons for preset rotation increments. • The 0° button resets the <i>Rotation</i> dial.
▶	Antialiasing and Autosize: Antialiasing smooths the edges of the rotated image. Select this when you use the <i>Rotation Angle</i> dial instead of the preset buttons. Autosize resizes the rotated image so that the corners that project beyond the edges don't get cut off.
3)	Select OK to apply all the functions.

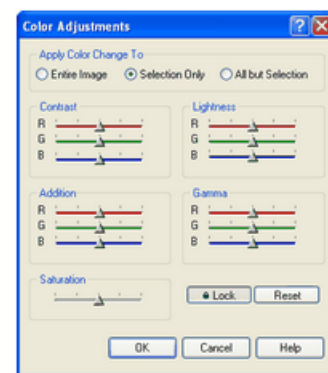
4.1.4 Adjust Colors

This function enables you to adjust the colors, contrast and brightness of the image object.

You will normally only need these controls for making photographs look better, but sometimes you will find that you can also use them to fine-tune the appearance of screenshots – particularly screenshots that you have resized.

The best way to learn how to use these controls is to experiment. Just create a screenshot or load an image and see what sort of results you can achieve.

Tip: Color Adjustments can also be applied to selections. Just select the part of your image with the Selection Tool before activating the function.



How to use Color Adjustments:

Create a screenshot or open a graphics file. Then select *Color Adjustments* in the **Image** menu. Then just play with the controls until you get the effect you want.

The results of your adjustments are displayed immediately in the image in the TNT editing window.

▶ <u>Apply Color Change To:</u> <input checked="" type="radio"/> Entire Image <input type="radio"/> Selection Only <input type="radio"/> All but Selection If you have selected part of the image you can also adjust the colors of <u>just the selection</u> or <u>everything except the selection</u> .
▶ <u>Contrast:</u> Adjusts the contrast range, from very flat to monochromatic.
▶ <u>Lightness:</u> This simply makes the entire image brighter or darker.
▶ <u>Addition:</u> This adjusts the intensity levels of the color channels in the image. The effect is similar to Saturation (see below) but it also increases the overall brightness of the image.
▶ <u>Gamma:</u> This is actually a very complex control, but all you really need to know is that it can often make digital images look less "flat", which it does by adjusting the levels of the midtones. If you want more information on the subject look up gamma in a good book on digital graphics.
▶ <u>Saturation:</u> This adjusts the overall color intensity without making the image brighter. Use it to make the colors richer or less intense. (Reducing the saturation all the way makes images black and white.)
▶ <u>Lock:</u> This control locks the Red Green and Blue slider controls together so that you can adjust them all at the same time (default setting). Deselect it to adjust colors individually.
▶ <u>Reset:</u> Resets all the settings in the screen to the standard values, allowing you to start again from scratch.

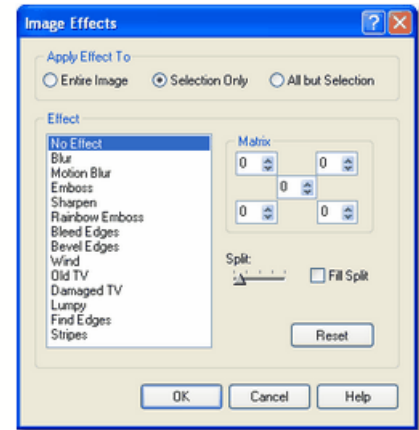
4.1.5 Effect Filters

If you have ever used a graphics editing program you will probably be familiar with the kind of image filters provided by TNT's effect filters.

Most of these filters are "fun" effects that you will normally use to modify the appearance of photographs. However, in certain circumstances they can also be used for more serious purposes.

For example, the **Sharpen** and **Blur** filters can often improve the appearance of resized images. If you are careful, you can sometimes also improve the legibility of resized screenshots with the **Emboss** filter – to make the individual user interface elements stand out better.

Tip: Effect Filters can also be applied to selections. Just select the part of your image with the Selection Tool before activating the function.



How to use Effect Filters:

- Create a screenshot or open a graphics file.

Select **Effect Filters** in the **Image** menu. Then just select one of the effects in the list. The results of the filters are previewed immediately in the image in the TNT editing window.

Click here for a detailed description of the individual effects.

Experiment!

The best way to find out what you can achieve with a filter is to play with the settings for a while. In all cases the name of the filter only applies to the basic default settings. You can achieve very different, surprising and wild effects by varying the individual settings. If you don't like the results or get lost in your settings just click on **Reset** to return to the original values.

► **Apply Effect To:**

☐ Entire Image ☐ Selection Only ☐ All but Selection

If you have selected part of the image you can also apply the effects to just the selection or everything except the selection.

About the Controls

All the effect filters have the same controls. Since the effects are so different this may seem strange at first. The reason is that they all work in a similar way – they make overlaid copies of the original image with varying offsets, degrees of transparency and interpolated or blurred additional copies of the image between the first and last offset positions. The controls simply change these basic parameters.

► **Reset:**

This is your safety net for experiments. Clicking on Reset returns all the values to the defaults needed to achieve the "standard" effect.

► **Matrix:**

These five values change the degree and intensity of the various transformations and offsets used to achieve the effects. The effects of the individual values vary depending on the individual effect. If you experiment with the individual values for each effect you will quickly see what it does. Try using negative as well as positive values, you will often be surprised at the results.

► **Split:**

This generally increases or decreases the intensity of the effect. What it actually does is change the distance between the first and last offset copy of the original image used to achieve the effect.






► **Fill Split:**

Activating this "fills" the space between first and last offset

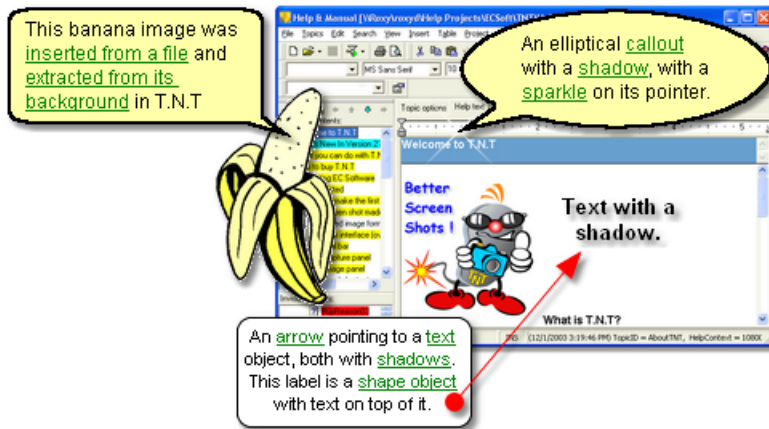
4.1.6 Drawing Tools

In addition to all its new editing capabilities TNT V2 also comes with a standard set of drawing/painting tools that you can use to touch up and enhance your images. There's not really all that much to say about them – they work in exactly the same way as the corresponding tools in Paint and any other painting program.

Eraser:	For an eraser function just select White or the background color as the pen color. You can select colors precisely with the Color Picker tool (see below).
----------------	---

Using TNT's drawing tools:	
All the drawing tools are located in the <i>Tools Panel</i> to the right of the TNT editing window. To use a tool just click on it to select it, then draw with the mouse. See the Color Picker, Color and Pen Size controls for setting colors and line widths.	
	<u>Pen Tool:</u> Uses square pixels to make a harder, pen-like line.
	<u>Paintbrush Tool:</u> Emulates a paintbrush, with a much softer effect than the Pen or the Free Line tool. The Paintbrush is also slightly transparent and you can vary the effect by drawing more quickly or slowly.
	<u>Free Line Tool:</u> Uses round pixels to make a softer line that is more like a crayon or a felt marker than a pen.
	<u>Fill / Paintbucket Tool:</u> Fills areas with the selected color. Make sure the area is completely enclosed before using, otherwise you can easily fill the entire image – you can always go back with Undo however (Toolbar or Ctrl+Z). Paint Bucket
	<u>Color Picker / Pipette Tool:</u> This "selects" colors in an image open in TNT, so that you can use them with the drawing tools. You can select colors in one image and use them in another.
►	<u>Color and Pen Size:</u> Color sets the color for all the tools, Pen Size sets the drawing width for the Pen, Paintbrush and Free Line tools.

4.2 Adding Objects



The functions described in this section are all accessed through the Tools Panel on the right hand side of the main TNT editing screen. They are used to add graphical objects like those in the examples above to your screenshots and images.

➔ **See the *Editing the Screenshot Image* chapter for details on TNT's editing tools for enhancing your screenshots.**





- Callouts (like cartoon text bubbles)
- Text
- Geometrical Shapes
- Lines and Arrows
- Sparkles (starburst highlights)
- Images (graphics from files or the clipboard)
- Cursor icons
- The Image Library (clipart management functions)
- Shadows & Transparency (drop shadows and transparency effects for objects)

4.2.1 Adding Callouts



Callouts look like cartoon text bubbles. In addition to allowing people in your images to say things they are extremely useful for identifying and providing instructions for specific areas of your screenshots.

You can use the pointer to precisely identify what you are talking about, and making a callout is much quicker than combining a Shape Object, a Text Object and an Arrow. You can also use callouts without pointers to make quick, simple text objects and labels.

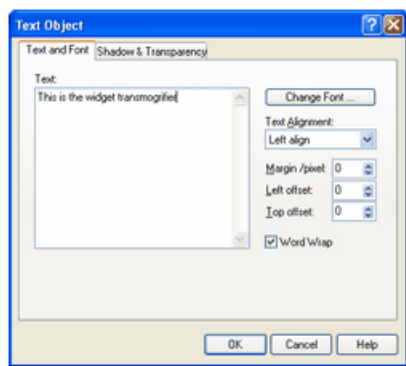
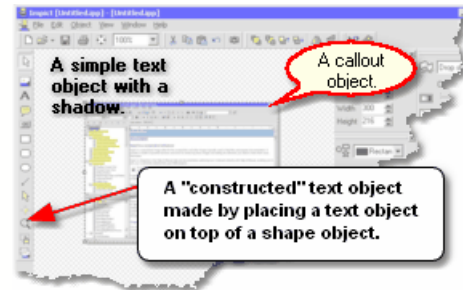
How to insert callout objects:	
<ul style="list-style-type: none"> • Make a screenshot or open a graphics file. 	
	1) Select the Callout Object tool in the Tools Panel, then click or drag a frame in your image. Don't worry about getting the position and size right – you'll move and resize the callout after defining it and entering the text.
	This displays the callout object properties dialog shown above. Now you can enter your text and define the appearance of your callout.
2)	Move the Callout Object dialog so that you can see the editing window in TNT – all the changes you make are displayed there immediately so that you can see what your callout will look like.
3)	Enter your text in the Text field , then adjust the controls on the left until the callout looks the way you want it to.
4)	Click on OK to insert the callout in your image. The callout is inserted as an editable object. It remains editable until you deselect it or insert another object – you can also double-click or right-click on it to redisplay the editing dialog. Now you can adjust the position and size of the callout by moving it and dragging the 8 resize handles around the edges. Experiment with all 8 handles, then you'll soon get the idea.  Use the cursor keys to move and resize your callouts quickly and precisely. The cursor keys alone move the callout, SHIFT + cursor keys resizes.
	Tip: If your components extend beyond the edges of the original area just click on Autosize in the Toolbar to automatically adjust the borders of the background image around the edges of the objects you have inserted.

Controls and properties:	
▶ <u>Shape:</u>	Defines the shape of the callout. You can choose between Ellipse, Rectangle and Rounded Rectangle.
▶ <u>Fill Color:</u>	Defines the background color with which the callout is filled. Use a color that stands out well against your screenshot. Tip: The light yellow color used in Microsoft's information popups is Red (255) Green (255) Blue (238)
▶ <u>Border Color and Border Width:</u>	Color and width of the outline around the callout. Set the width to 0 for a callout without an outline.
▶ <u>Pointer Size & Direction:</u>	These settings define the length of the pointer and the direction in which it points. The length is also influenced to a certain degree by the Shape setting for the callout. Drag the slider control all the way to the left to make a callout with no pointer.
▶ <u>Font and Text Alignment:</u>	These settings define the font size and typeface and set the alignment of the text within the callout. Centered is the default alignment and generally looks best. You can use all the fonts installed on your system. Note: The font settings always apply to the entire text in the callout – you can't apply different font types or styles to parts of the text.
▶ <u>Shadow and Transparency:</u>	You can also add a drop shadow and transparency effects to your callouts. Since these controls are the same for all objects you can insert they are described in a separate chapter. Click here for details.

4.2.2 Adding Text

A few words of text added to an image in the right place and context will help your users to understand at a glance what you are talking about. TNT provides two different ways to add texts:

- **Simple Text Objects**, which are described in this chapter.
- **Callout Objects**, which are like cartoon speech bubbles.





You can also **"construct" text objects** by placing simple text objects on top of Shape Objects, as shown in the example above. This is more work but you may want to do it sometimes to achieve special effects.

Adding lines and arrows is another way to enhance the information effect of text objects. For example, you can use an arrow as a "pointer" for text objects that would be too large for callouts, as shown above.

Texts can also have shadows – select the Shadow & Transparency tab in the dialog and experiment!

How to add text objects:

- Make a screenshot or open a graphics file.

	1) Click on the <u>Text Object</u> tool in the Objects Toolbar, then click or drag a frame in the image editing window. The text object editing dialog shown above opens automatically.
	2) Now just enter your text in the text editing window on the left. The text is displayed in the editing window as you type so that you can see exactly what it is going to look like.
	3) Adjust the appearance of your text with the controls in the dialog box (see below).
	4) Click on OK to insert the text into your image. The text is inserted as an editable object. It remains editable until you deselect it or insert another object – you can also double-click or right-click on it to redisplay the editing dialog. Now you can adjust the position and size of the text object by moving it and dragging the 8 resize handles around the edges. Experiment with all 8 handles, then you'll soon get the idea. ➡ Use the cursor keys to move and resize the text box quickly and precisely. The cursor keys alone move the text box, SHIFT + cursor keys resizes.
	Tip: If your components extend beyond the edges of the original area just click on Autosize in the Toolbar to automatically adjust the borders of the background image around the edges of the objects you have inserted.

Controls and properties:

► **Font and Text Alignment:**

These settings define the font size and typeface and set the alignment of the text. You can use all the fonts installed on your system.

Note: The font settings always apply to the entire text – you can't apply different font types or styles to parts of the text. If you want to highlight individual words with different styles you must insert them as additional text objects.

► **Margin:**

Sets a margin (in pixels) between the text and the bounding frame around the Text object. Use to arrange text when you are placing it over shapes to create a text box, for example.

Note:
This value sets the same margin on all four sides. Use Left Offset and Top Offset to shift the text in one direction only.

► **Left/Top Offset:**

These controls offset the text from the left and top margins of the bounding by the number of pixels entered. Use to adjust the position of text over a Shape object when you are "constructing" text boxes, for example.

Note:
You can also enter negative values to move the text to the left of the bounding frame.

► **Word Wrap:**

Automatically wraps the text to fit inside the bounding frame of the Text object, if this is possible. If you turn word wrap off the text will be inserted as a single unbroken line.

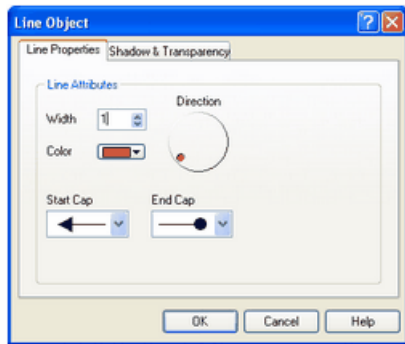
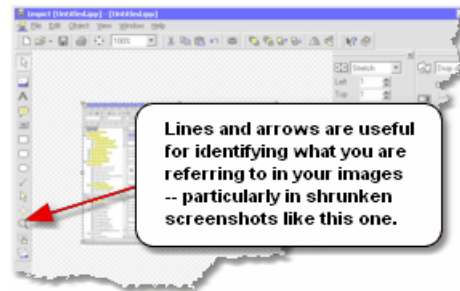
► **Shadow and Transparency:**

You can also add a drop shadow and transparency effects to your text. Since these controls are the same for all objects you can insert they are described in a separate chapter. Click here for details.

4.2.3 Adding Lines and Arrows

TNT's Line Object tool makes it easy to add lines and arrows to your images.

You can use them in combination with texts to identify details that you are referring to, or you can use them as connecting lines or graphic elements in their own right.



Adding lines and arrows is very simple. The only thing that takes a little getting used to is how you position and size them on the screen, because this can seem a little counter-intuitive at first. Scroll down to the end of this chapter for detailed instructions on adjusting line position and orientation.

Lines and arrows can also have drop shadows and transparency effects, just like all other TNT objects.

How to insert an arrow or line:

- Make a screenshot or open a graphics file.



1)

Click on the Line Object tool in the Tools Panel, then click or drag a frame in the image editing window. Don't worry about getting the size right, you will adjust that afterwards.

The line object editing dialog shown above opens automatically. The line or arrow is displayed in the editing window while you are working in the dialog so that you can see exactly what it will look like before you click on **OK**.

2)

Adjust the style and orientation of the line/arrow with the controls in the dialog. This is a little tricky to understand at first – see the instructions at the end of this chapter for details.


3)

Click on *OK* to insert the line/arrow in your image. It is inserted as an editable object and remains editable until you deselect it or insert another object – you can also double-click or right-click on it to redisplay the editing dialog.

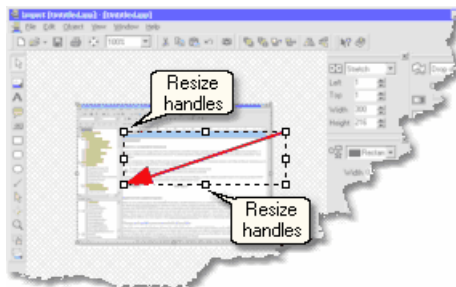
Now you can adjust the precise angle, length and position of the line by moving it and dragging the resize handles around the edges. Experiment with all the handles, then you'll soon get the idea. See the instructions at the end of this chapter for more details.



Tip: If your components extend beyond the edges of the original area just click on **Autosize** in the Toolbar to automatically adjust the borders of the background image around the edges of the objects you have inserted.

Controls and properties:	
▶ Width:	Sets the width (thickness) of the line or arrow in pixels.
▶ Color:	Sets the color of the line (surprise!).
▶ Start/End Cap:	Selecting these options turns a line into an arrow. The Start Cap provides a selection of different arrowheads, the End Cap provides an "end" for a better-looking graphical arrow.
	Direction Dial: This dial only sets the basic orientation of the line in one of eight directions. It doesn't define the precise angle of the line – you do that with the resize handles around the line after inserting it in your image. See the instructions below for details!
▶ Shadow and Transparency:	You can also add a drop shadow and transparency effects to your lines and arrows. Since these controls are the same for all objects you can insert they are described in a separate chapter. Click here for details.

Adjusting line/arrow position, orientation and size:



Don't try to define the exact position, orientation and size of your line or arrow in the dialog – this won't work! After defining whether the arrow is vertical, horizontal or diagonal all the fine-tuning is done by adjusting the size of the bounding frame around the object by dragging the **resize handles**, or with the cursor keys.

After adjusting the basic orientation with the direction dial (see above) dragging the **resize handles** changes the length and the angle of the line or arrow. This is much easier to do than to describe. Try dragging on all the eight **resize handles** of your line/arrow object and you'll soon get the hang of it.

Using the cursor keys:

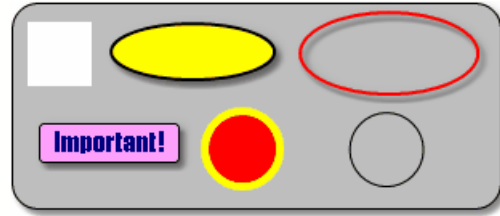
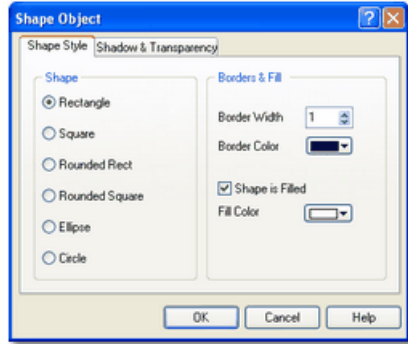
The the easiest and most accurate way to move and adjust line objects is to use the cursor keys. The cursor keys alone move the line object, **SHIFT + cursor keys** resizes the frame around the line, which adjusts its precise angle.

You can also **resize line objects** by holding down SHIFT and pressing the cursor keys. Again, the easiest way to learn how to do this is to try it out.

4.2.4 Adding Shapes

Shape objects are very flexible. In addition to circles and ellipses you can also make squares and rectangles with rounded or sharp corners.

Shapes can be filled or clear (transparent) and they can have outlines of any thickness and color or no outline at all.





You can place texts over shape objects and apply drop shadows, even to shapes that consist just of outlines, like the red ellipse in the example on the right.

By the way – the background used for the examples above is also a shape: a rounded rectangle filled with light grey and with a 1-pixel black outline and a drop shadow.

How to insert shapes:

- Make a screenshot or open a graphics file.

 1)	<p>Click on the <u>Shape Object</u> tool in the Tools Panel, then click or drag a frame in the image editing window. Don't worry about getting the size right, you will adjust that afterwards.</p> <p>The shape object editing dialog shown above opens automatically. The shape is displayed in the editing window while you are working in the dialog so that you can see exactly what it will look like before you click on OK.</p>
2)	<p>Adjust the style of the shape with the controls in the dialog. (See below for details.)</p>
3)	<p>Click on OK to insert the shape in your image. The shape is inserted as an editable object. It remains editable until you deselect it or insert another object – you can also double-click or right-click on it to redisplay the editing dialog.</p> <p>Now you can adjust the position and size of the callout by moving it and dragging the 8 resize handles around the edges. Experiment with all 8 handles, then you'll soon get the idea.</p> <p>➡ Use the cursor keys to move and resize the shape quickly and precisely. The cursor keys alone move the shape object, SHIFT + cursor keys resizes.</p>
	<p>Tip: If your components extend beyond the edges of the original area just click on Autosize in the Toolbar to automatically adjust the borders of the background image around the edges of the objects you have inserted.</p>

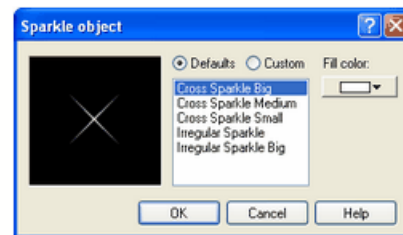
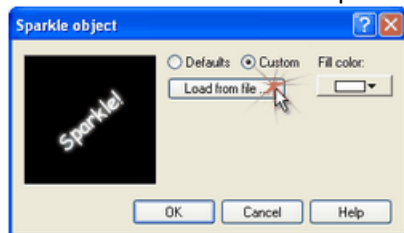
Controls and properties:

► Shape:	This defines the basic shape of the object. Just click on an option to choose.
► Border Width:	Sets the width of the shape's outline in pixels. A value of 0 (default) means no outline.
► Border Color:	The color of the shape's outline.
► Shape is Filled:	Determines whether a shape object is filled (opaque) or transparent.
► Fill Color:	Determines the fill color of a shape object. Tip: The light yellow color used in Microsoft's information popups is Red (255) Green (255) Blue (238).
► Shadow and Transparency:	You can also add a drop shadow and transparency effects to your shapes. Since these controls are the same for all objects you can insert they are described in a separate chapter. Click here for details.

4.2.5 Adding Sparkles



Sparkle Objects are used to add attractive starburst and highlight effects, for example to focus attention on the mouse pointer.

You can include mouse pointer sparkles automatically with your screen captures but you can also add them later with the Sparkle Object tool, which is described in this chapter.




In addition to a set of standard sparkles that you can insert with a couple of clicks TNT's sparkle tool also lets you load your own sparkles, created with a graphics program.

You can just create different sparkle styles or use this function to create interesting effects with graphic images. See further below for more information.

Adding standard sparkles to your images:	
<ul style="list-style-type: none"> • Make a screenshot or open a graphics file. 	
 1)	Select the Sparkle Tool in the Tools Panel, then click or drag in your image to open the tool dialog shown above. Don't worry about the position, you can move the object precisely later.
2)	Select  Defaults , then click on one of the standard sparkle styles in the list. The sparkle will be displayed in the preview so you can see what it looks like.
3)	If you don't want a white sparkle select a different color with Fill Color .
4)	Click on OK to insert the sparkle in your image. The sparkle is inserted as an editable object and remains editable until you deselect it or insert another object – you can also double-click or right-click on it to redisplay the editing dialog.
5)	Position the sparkle by dragging it with the mouse or pressing the cursor keys. Note: Unlike other objects sparkles can't be resized.

Using custom sparkles

See Effects with Custom Sparkles in the Tips & Tricks section for some interesting additional things you can do with custom sparkles.

To load a graphics file as a custom sparkle just select  **Custom** and then click on the **Load from file...** button to select and load the file. The file must be in .BMP format but that is the only practical restriction – you can use both color and greyscale images as sparkles.

How it works:

The Sparkle Object tool makes black and dark colors in your image transparent and replaces light colors with the Fill Color that you define in the Sparkle Object dialog. This means that for standard sparkle effects you basically need white objects on a black background.

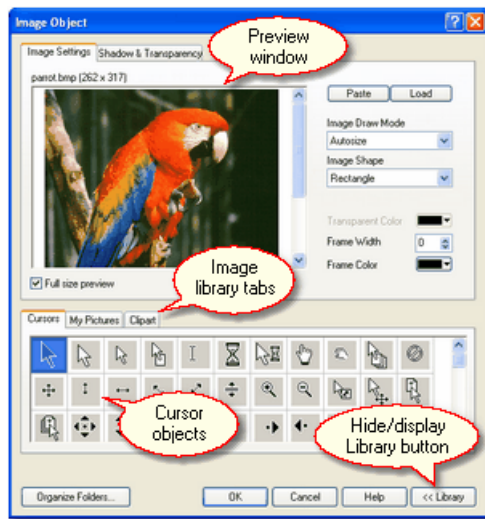
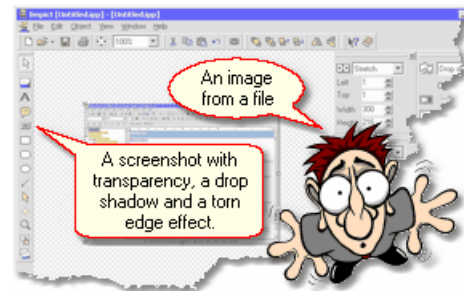
Designing images for a "sparkle" effect:

To achieve a "sparkle" effect like the default sparkles included with TNT you will get the best results with greyscale images and softened edges on the white objects for the sparkles. Line art images with just two colors won't look so good because the edges will be too sharp, which looks artificial.

4.2.6 Adding Images

TNT's Image Object tool allows you to insert graphics images from files into your screenshots.

If the images have a plain, single-color background with a color not included in the image itself you can also "extract" the images from their background as in the example on the right. (See Extracted Images for instructions on how to do this.)



In addition to inserting images the Image Tool also includes two interesting additional functions:

Cursor Objects:

All the cursors used by Windows and most Windows applications are included as insertable graphics objects with transparent backgrounds. This is very useful if you forget to include the cursor in a screenshot or need a cursor that's difficult to "catch" in a screenshot.

Image Library:





The Image Library provides quick access to image folders with thumbnail views for easy selection. You can define the folders you want to include in the library – each folder you add is displayed as a separate tab in the Image Library section.

Important Note:

The following instructions are just for inserting image objects with the regular **Paste** and **Load** functions. See the Adding Cursor Graphics and Image Library chapters for details on using these additional functions!

How to add and edit image objects:

- Make a screenshot or open a graphics file.

	1) Inserting an image object: Select the Image Object tool in the Tools Panel, then click or drag in your image to open the Image Object dialog shown above. Don't worry about the size and position, you can change those later.
	2) Select  to insert an image from a file. TNT supports most common graphics file formats. <u>Or</u> select  to insert an image from the clipboard (i.e. an image you have copied or cut to the Windows clipboard in TNT or another program). <u>Or</u> select a thumbnail in the Image Library. Tip: You can also paste images directly into the TNT editing window from the clipboard. Then you can double-click or right-click on the inserted object to edit it with the Image Object tool.
	<p>► The image will be displayed both in the Preview Window of the Image Object dialog and in the TNT image editing window.</p> <p>Now you can use the controls in the Image Object dialog to adjust the appearance of the inserted object.</p>
	3) Click on OK to insert the image object in the TNT editing window. It is inserted as an editable object. It remains editable until you deselect it or insert another object – you can also double-click or right-click on it to redisplay the editing dialog Now you can adjust the position of the object by dragging with the mouse or pressing the cursor keys. If you have chosen the "stretch" image draw mode (see below) you can also resize the object by dragging the 8 resize handles around the edges or holding down SHIFT and pressing the cursor keys.
	Tip: If your components extend beyond the edges of the original area just click on Autosize in the Toolbar to automatically adjust the borders of the background image around the edges of the objects you have inserted.

Controls for editing the image object:

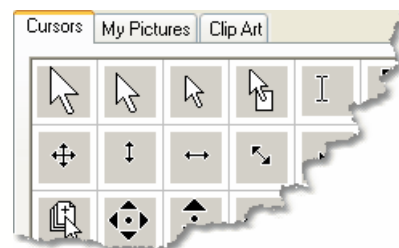
	<p><u>Image Draw Mode:</u></p> <p>► Autosize displays the image in its original size. It is not resizeable when you insert it with this mode.</p> <p>Tile repeats the image to fill the Image Object frame. After inserting the object you can then resize the frame to show more or fewer repetitions of the image.</p> <p>Stretch makes the image resizeable. After inserting it you can then adjust its size by dragging the resize handles around its edges.</p> <p>➡ Use the cursor keys to move and resize image objects quickly and precisely after inserting. The cursor keys alone move the image object, SHIFT + cursor keys resizes.</p>
	<p>► <u>Image Shape:</u></p> <p>This sets the shape of the inserted image, cutting off parts around the edges if necessary. Rectangle is the standard and displays the entire image with sharp corners. You can also choose Square, Rounded Rectangle and Rounded Square (with rounded corners), Ellipse and Circle.</p>
	<p>► <u>Image Shape / Automatic Shape:</u></p> <p>Automatic Shape is a special function that makes one color in the image object transparent. This is usually the background color which "extracts" the image from its background – an example of this is shown in the screenshot at the beginning of this chapter.</p> <p>By default TNT sets the color of the pixel in the bottom left corner of the image to the transparent color to eliminate the background. However, you can change this with the Transparent Color control.</p> <p>See Extracted Images in the Tips & Tricks chapter for more details on this function.</p>
	<p><u>Frame Width / Frame Color:</u></p> <p>These controls set the width of the image object's outline in pixels and the outline color. A value of 0 (default) means the object has no outline.</p>

4.2.7 Adding Cursor Icons

TNT's Image Library in the Image Object tool contains clip art versions of most of the cursors and mouse pointers used by Windows and many Windows applications, with transparent backgrounds.

This is very useful if you forget to include the cursor in a screenshot or need a cursor that's difficult to "catch" in a screenshot.

All you have to do to insert a cursor graphic in your image is select it in the library and then click on **OK**.



How to add cursor graphics:

- Make screenshot or open a graphics file.

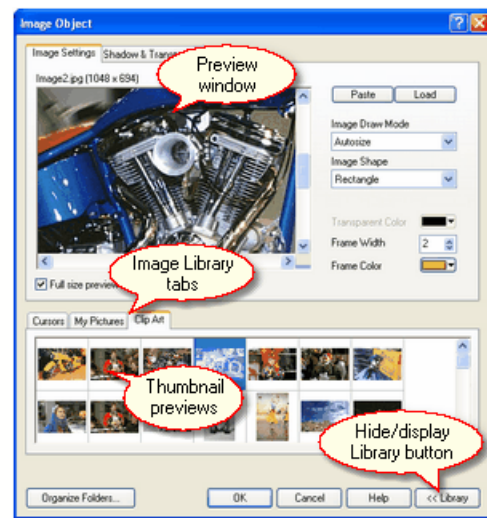
1)	Select the Image Object tool in the Tools Panel and drag or click in your image to open the Image Object dialog.
2)	If the Image Library panel is not visible click on the Library>> button at the bottom of the dialog to display it.
3)	Select the Cursors tab in the library.
4)	Click on a cursor image to select it. If you want to add a drop shadow to the cursor do this now in the Shadow & Transparency tab.
5)	Click on OK to insert the cursor graphic in the TNT editor.
	<p>► Draw mode and shape settings:</p> <p>When you select a cursor in the library TNT automatically choose the correct settings for a standard-size cursor with a transparent background (<i>Autosize</i> and <i>Automatic Shape</i>). However, you can change these settings if you want to achieve different effects.</p> <p>See Adding Images for more details on the settings. See The Image Library for more details on using the Image Library.</p>

4.2.8 The Image Library

TNT's new Image Library provides quick access to your image and clip art folders – for example folders containing the images for a project that you are working on.


By default TNT only includes the standard *My Pictures* folder in the Library but you can add additional folders of your own and give them your own names.

All the images in the folders are displayed as thumbnail previews and each folder has its own tab in the Library. To insert an image from the Library all you need to do is select its thumbnail and click on **OK**.

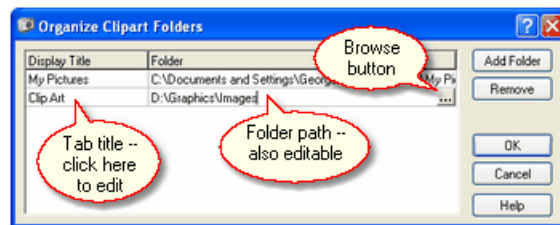


How to insert an image from the Library:

- Make a screenshot or open a graphics file.

	1) Select the Image Object tool in the Tools Panel.
	2) Click or drag in the image to open the Image Object tool dialog.
	3) If the Library isn't visible click on the Library>> button at the bottom of the dialog to display it.
	4) Select one of the Library image tabs. See below for instructions on how to add new tabs and manage your Image Library folders.
	5) Click on a thumbnail image in the Library to select it, then click on OK to insert it in your image. You can also use all the controls in the dialog to change the insertion mode and the appearance of the image before inserting. See Adding Images for details.

Organizing your Image Library folders:



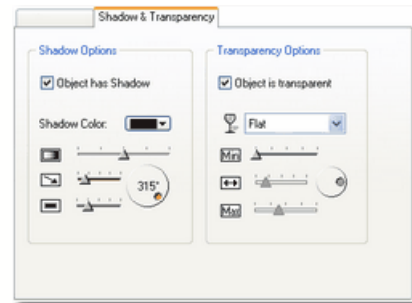
▶	Click on Organize Folders to display the Organize Clipart dialog.
▶	Click on Add Folder to add a new folder. Then just select the folder you want to include and click on OK .
▶	To remove a folder click on its entry in the list and then select Remove .
▶	The Display Title column shows the name displayed in the folder tab in the Image Library. You can change this if you want – just click and edit.
▶	The Folder column shows the path to the folder. You can also edit this manually or click on the browse button displayed when the entry is selected to change the source folder for the entry.

4.2.9 Shadows & Transparency

You can apply a drop shadow and transparency effects to most of the objects that you can insert in your images with TNT. All objects that support shadows have a Shadow & Transparency tab in their editing dialog.

A simple drop shadow makes a screenshot look much better – most of the shots in this help are enhanced with drop shadows, for example.

Transparency effects can be used to emphasize elements by fading out background areas.



Adding drop shadows:

To display the Shadow & Transparency controls just double-click on the object after inserting it and select the Shadow & Transparency tab in the dialog displayed.

- ▶ **Check ☒ Object has Shadow to apply a drop shadow.** This is normally all you must do – the controls below define the appearance of the shadow.

The results of your adjustments are displayed immediately in the image in the TNT editing window.

Controls:

	<u>Shadow Color:</u> This should normally be black unless you want to create a special colorful effect. Shadows are semi-transparent so the effect will look darker or lighter depending on the background.
	<u>Shadow Intensity:</u> This controls how dark the shadow is. Effectively, this makes the shadow more or less transparent.
	<u>Shadow Offset:</u> This adjusts the distance offset between the shadow and the object. A larger offset makes the object look further away from the background.
	<u>Shadow Dither:</u> This adjusts the "softness" of the shadow.
	<u>Direction Dial:</u> This changes the direction of the shadow, i.e. the direction from which the "light" casting the shadow comes.

Adding transparency effects:

► Check ☒ **Object is transparent.**

The default setting is *Flat*, which makes the entire object semi-transparent. Use the controls to change or adjust the transparency effect.

Controls:



Transparency Style:

This defines the type of transparency to be applied – Flat, Linear, Circular or Shape Dither. Click here for details.



Min - Base Transparency:

Sets the basic degree of transparency, from completely opaque to completely transparent. This is the overall transparency for *Flat* and the starting transparency for *Linear* and *Circular*.



Transparency Offset:

Determines the physical offset of the transparency (where on the object the gradient starts to become transparent) for *Linear* and *Circular* and the degree of edge softening for *Shape Dither*.



Max - Transparency End Value:

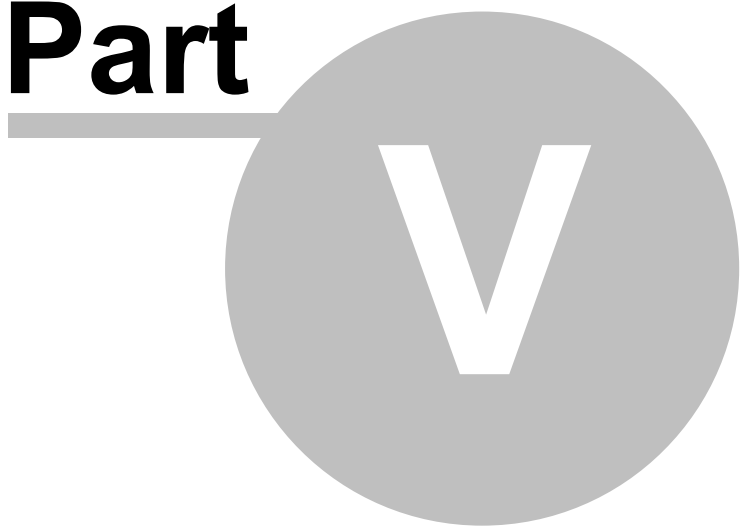
Determines the transparency end value for *Linear* and *Circular*, i.e. whether the maximum transparency value is completely transparent or not.



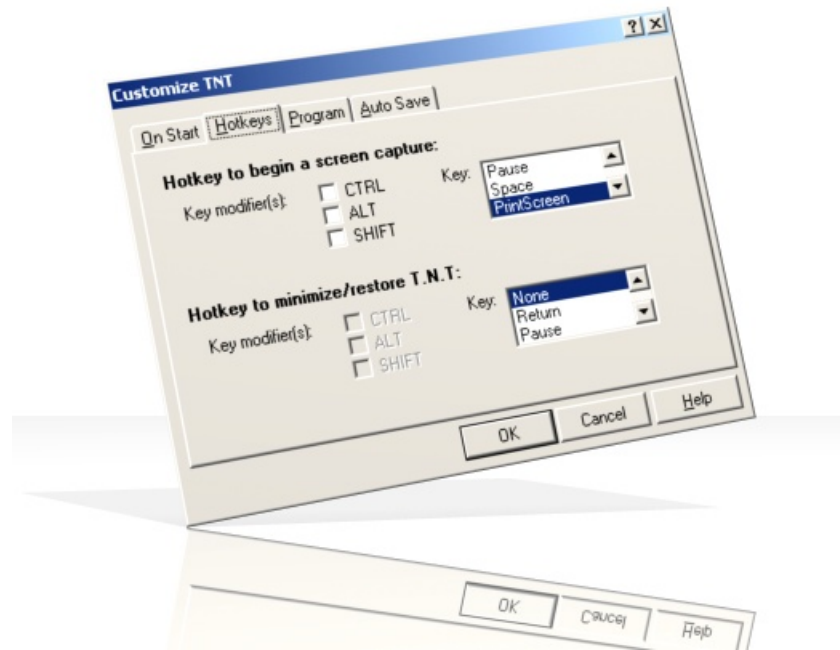
Transparency Direction Dial:

Determines the direction of the transparency gradient for the *Linear* transparency style.

Part



5 3D Perspective



What the 3D Perspective feature does:

This powerful raytracing module turns screenshots and other graphics into impressive 3-dimensional images. It positions your screenshot like a billboard in a virtual 3-dimensional landscape, complete with lighting effects, shadows and even a reflection of the screenshot on the "table" on which it is standing. The effect can be a real eye-catcher in advertisements or on splash screen pages, and it's also a lot of fun to play with.

Getting started:

Just open a screenshot or any graphic image in TNT and follow the instructions in Using 3D Perspective.

3D Perspective controls:

You have full control over the position, perspective, lighting and general appearance of the image. You can:

- **Rotate and tilt the screenshot** in all three dimensions on the virtual table
- **Rotate and tilt the "camera"** (i.e. the viewer's point of view in relation to the screenshot) in all three dimensions on the virtual table
- **Move the "camera"** closer to or further away from the screenshot
- **Adjust the height of the camera** above the table
- **Make the screenshot float above the table** by adjusting the distance between the screenshot and the table
- **Change the properties of the table**, with 8 different combinations of table, background and reflective surfaces
- **Adjust the quality of the shadows** cast by the screenshot
- **Change the background color**
- **Adjust the lighting color and intensity**
- **Control the lighting** with 12 different combinations of single and multiple lamps and spotlights

- ➔ See the Screenshot, Table, Camera and Light controls topics for details. You can also right-click on all the controls in the 3D Perspective window and select *What's This?* for quick information on each control.

5.1 Using 3D Perspective

Turning a screenshot into a 3D scene:

- Open a screenshot or any other graphics file.

1) Select **3D Perspective...** in the **Image** menu.

This opens the 3D Perspective module in a separate window and immediately renders your screenshot with the standard settings. (To "render" means to calculate the 3D scene, adding perspective, shadows, lighting effects etc.)

- ➔ **If you have a slow computer** it may take a few seconds before you see the image.

2) Set the size of the 3D scene:

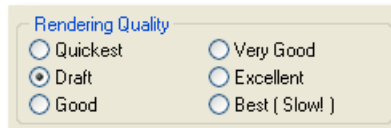
Scene size in pixels: 400

This setting defines the width of the finished scene, including the background, in pixels.

Tip:

If you have a slower computer you can set the scene size to a very small value while you are working, so that you can see the results of your adjustments more quickly. Then when you are satisfied you can increase the value to produce the final image.

3) Set the **Rendering Quality** to "Draft":



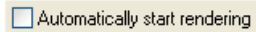
This is the default setting. It is quite fast, even on slower computers, so that you can check the results of settings changes more easily while you are working.

- ➔ The **"Quickest"** setting produces even faster results but it does not show lighting or shadows. Use it for quick checks of the results of rotation and position settings.

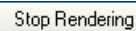
4) Turn off automatic rendering if necessary:

By default the function automatically renders the scene as soon as you change any image setting so that you get an instant (well, almost instant...) preview of your results.

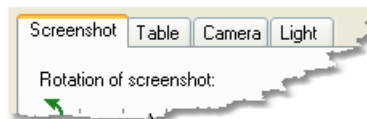
If rendering takes too long or if you find this annoying deselect the automatic rendering function with the check box at the bottom of the screen:



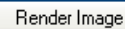
To cancel rendering just click on the **Stop Rendering** button:

A screenshot of a button labeled "Stop Rendering". The button has a light blue background and a thin blue border.**5) Adjust the appearance of your 3D scene:**

Now you can adjust the appearance of the 3D scene with the controls in the **Screenshot**, **Table**, **Camera** and **Light** tabs. See these sections for details on how the individual controls work.

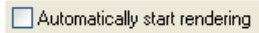


➡ If you have switched off automatic rendering click on the **Render Image** button at the bottom of the screen to preview the results of your settings:

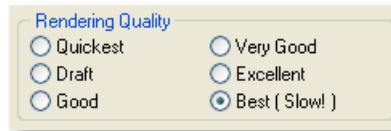
A screenshot of a button labeled "Render Image". The button has a light blue background and a thin blue border.

6) Render the final scene:**Turn off automatic rendering:**

If you want to adjust both rendering quality and scene size to produce your final scene turn off the automatic rendering function at the bottom of the screen so that you can change both settings without starting a long and slow rendering process:

**Increase the *Rendering Quality* setting:**

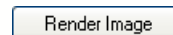
When you are satisfied with the appearance of the scene in the preview window you can set a higher ***Rendering Quality*** setting to produce the final scene. Note that the *Excellent* and *Best* settings can take quite a while to complete on slower computers, particularly with large scenes!

**Increase the *Scene Size* setting:**

If you have reduced the screen size for faster previews while editing now is the time to set the screen size to the final value.

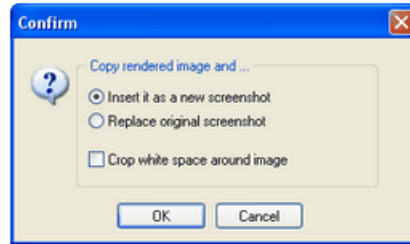
**Render the image:**

Click on the ***Render Image*** button to calculate the final scene:



7) Transfer the finished scene to the TNT editor:




Click on **OK** at the bottom of the screen to transfer the finished scene to the TNT editor. The following dialog is displayed:



- **Insert as a new screenshot** opens a new editing window with the rendered scene, leaving the original screenshot from which it was calculated unchanged.
- **Replace original screenshot** overwrites the original screenshot with the rendered scene.
- **Crop white space around image** removes any additional white space around the rendered scene. This function crops directly around the image; if you want to leave a little more white space you can leave it deselected and do the cropping manually in TNT.

Then just click on **OK** to transfer the image to TNT. Now you can save it or edit it in TNT, using any of TNT's many editing tools.

5.2 Screenshot Settings

	Rotate object around the X-axis (horizontal) This tilts the screenshot or graphic forwards and backwards in relation to your viewpoint, around an imaginary horizontal axis running from left to right through the center of the object.
	Rotate object around the Y-axis (vertical) This rotates the screenshot or graphic on the table, around an imaginary vertical axis running through the center of the object.
	Rotate object around the Z-axis (depth) This rotates the screenshot or graphic around an imaginary horizontal axis running from front to back through the center of the object. Effectively, this rotates it clockwise and counterclockwise in relation to your point of view.
	Distance from table Defines the height of the screenshot above the table. This is 0 by default, meaning that the lowest point in the screenshot is resting on the table.
	Distance camera <-> object Defines the distance between screenshot and the virtual "camera", equivalent to your viewing position. Increasing this value moves the camera away from the object, making the object appear smaller.

5.3 Table Settings

Table settings:

These settings define the properties of the virtual "table" -- the flat plane beneath the screenshot object. The object casts shadows on the table surface depending on the light settings you choose in the **Light** tab. You can also choose whether the table has a reflecting surface or not.

Shadows:

Defines the appearance of shadows on the table. Soft (blurred) shadows usually appear more realistic, hard shadows are useful if you choose a spotlight setting in the **Light** tab.




Tip:

The *Light Intensity* setting in the **Light** tab also changes the appearance and visibility of the shadows.

Background color:

Defines the color of the table and the background. Note that the color is also modified by the light falling on the table, which can make it appear lighter or darker than the color you choose.

5.4 Camera Settings

	Rotate camera around the X-axis (horizontal) This tilts the virtual camera forwards and backwards in relation to the screenshot, moving around an imaginary horizontal axis running from left to right through the centre of the screenshot.
	Rotate camera around the Y-axis (vertical) This rotates the virtual camera around the screenshot on the table, moving around an imaginary vertical axis running through the centre of the screenshot.
	Rotate camera around the Z-axis (depth) This tilts the virtual camera left and right around an imaginary horizontal axis running from front to back through the centre of the screenshot.
	Camera height: Adjusts the height of the virtual camera -- like raising and lowering the tripod on which the camera is standing. It is sometimes necessary to adjust this value to get a good view of the entire scene. Set this value to 0 when the camera is not rotated.
	Distance camera <-> object Defines the distance between the virtual camera and the screenshot. Increasing this value moves the camera away from the object, making the object appear smaller.

5.5 Lighting Settings

Lights:

Allows you to choose a variety of different lighting configurations, with different types and numbers of lights.

Intensity:

Adjusts the intensity of the light. Increasing this value makes the lighting brighter.

Light color:

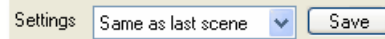
Sets the color of the light. Choose white (the default) for a neutral, natural scene.

5.6 Storing and Loading Settings

If you like the results of your settings you can save them so that you can use them again to produce the same effect. This function saves all the settings which affect the appearance of your rendered scene in a named profile that you can load and use with a single click.

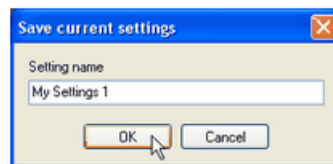
Using the same settings as last time:

- ▶ 3D Perspective always starts with the settings you used last time you rendered a 3D scene (*Same as Last Scene*):



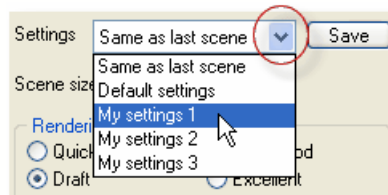
Saving your current settings:

- 1) Click on the **Save** button at the top of the screen.
- 2) Enter a name for the settings in the dialog displayed and click on **OK**:



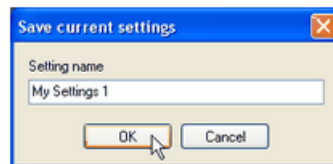
Loading saved settings:

- ▶ Click on the **arrow icon** to display the drop-down list of settings and select the name of the settings you want to load:



Deleting saved settings:

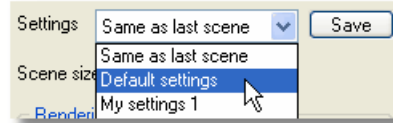
- 1) Click on the **Save** button and enter the name of the settings set you want to delete in the dialog displayed:



- 2) Click on **OK**.
- 3) Select **Delete this setting** in the dialog displayed.

Restoring the default settings:

- ▶ Click on the arrow icon to display the drop-down list of settings and select *Default Settings*:



Part

VI

6 Other TNT Features

This section describes the additional features of TNT that do not fit into any other category. These include both features for advanced users, like command line options for batch files and profiles for storing and loading different sets of TNT capture settings, and also useful functions like sending screenshots by email and setting Windows default colors for making standard screenshots quickly.

- **Save Thumbnail Version**

Saves a miniature version of your screenshot for use in "thumbnail" galleries and previews.

- **Send Screenshots by Email**

Creates an email message including the current screenshot as an attachment.

- **Standard Windows Color Schemes**

Temporarily sets the Windows desktop to the standard colors so that you can make "standard" screenshots.

- **Running TNT in Minimized Mode**

Minimize TNT for easy access and make screenshots without opening TNT

- **Command Line Options**

Start TNT and make screenshots from the command line with preset capture options.

- **Profiles**

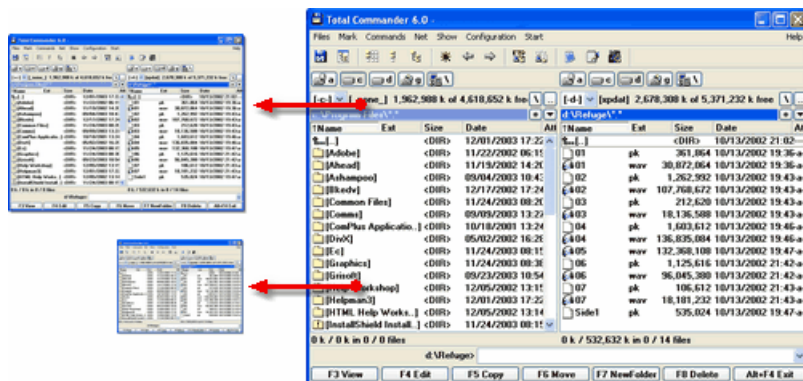
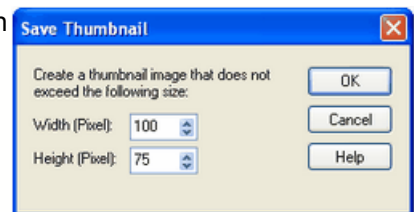
Store complete sets of TNT screen capture settings for different tasks. You can then load all the settings with a couple of clicks instead of having to reset everything every time you need to perform a different screen capture task.

6.1 Save Thumbnail Version

A thumbnail is a very small version of an image, just large enough to give the viewer an idea of what the picture looks like.

Thumbnails are often used on web pages as preview images that users can click on to display the full-size image. This makes the pages load much faster than including all the large images.

TNT's thumbnail function uses very high quality scaling methods that produces excellent quality images.



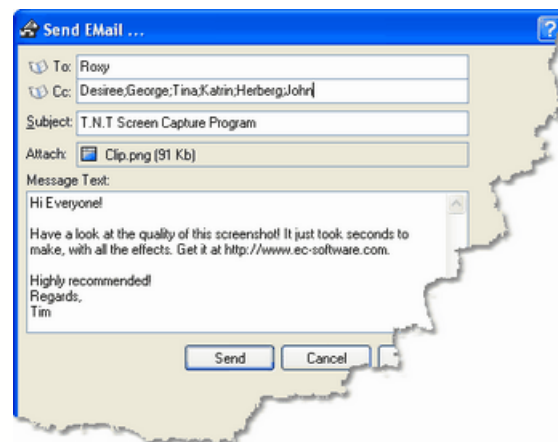
How to save a thumbnail version of a screenshot:	
<ul style="list-style-type: none"> • Make a screenshot or open a graphics file. 	
1)	Select <i>Save Thumbnail</i> in the File menu. This opens the thumbnail dialog box, which just has <i>Width</i> and <i>Height</i> controls.
2)	Set <i>Width</i> and <i>Height</i> to the maximum values for the thumbnail. Note: These parameters define the <u>maximum</u> size of the thumbnail. You don't have to worry about the precise size – TNT will automatically scale the thumbnail to fit, preserving the original proportions.
3)	Click on <i>OK</i> to save your thumbnail. TNT will then display a standard Save dialog. Enter a filename for the thumbnail image, choose the file type (JPG is selected as the default) and select OK to save.
►	See Supported Image Formats in the Getting Started section for details on the various image formats supported by TNT and the settings you can use for each format.

6.2 Send Screenshots by Email

Want to share a screenshot or graphic with friends? It's easy with TNT.



To create a message with the current image just click on the **Email tool** in the Toolbar. See below for details.



How to send a screenshot by email:

- Make a screenshot or open a graphics file.



Click on the *Email* tool in the Toolbar. The email dialog shown above opens. Just fill out the fields as described below, then **click on *Send*** to send the email with the screenshot.

The image is included as an attachment automatically in the high-quality compressed .PNG format, which is compatible with all current browsers and email programs.

To: Enter the email address of the recipient here. You can add multiple recipients by separating them with a semicolon or comma. Click on *the address book icon* on the left of **To:** to select entries from your Windows address book.

Examples:

support@ec-software.com
Sends mail to EC Software support.

afriend@dipode.com; jake123@hotmail.com; monikaL@whitehouse.gv.com
Sends the mail to 3 recipients at once

CC: CC (Carbon Copy) sends copies of the message to additional recipients. Here too, you can add multiple recipients by separating them with a semicolon or comma.

Subject: Enter the subject of your message here.

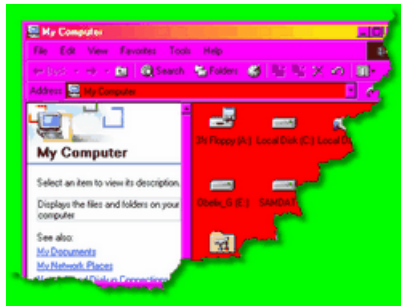
Attach: TNT automatically inserts the current image here as an attachment. This field is not editable and the PNG image format is also standard (see above).

Message Text: Enter the text of your message here. TNT automatically adds a welcome message to this text.

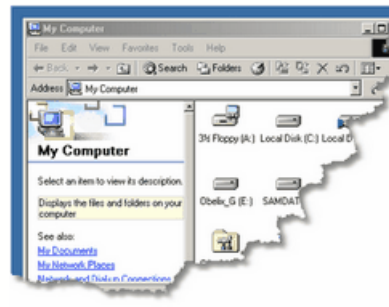
6.3 Standard Windows Color Schemes

You can customize the appearance of Windows quite extensively, and some of us enjoy color schemes on our computers that might be a little hard on the eyes of everyday users. Screenshots should usually use the standard Windows colors because that's what everyone is familiar with. Even if individual users have different settings they will still understand a standard screenshot immediately.

TNT enables you to quickly activate standard colors of all Windows versions before making a screenshot, and it just takes another click to restore your own favorite colors. Actually, you don't even have to click – your original colors are restored automatically when you exit TNT.



Your users might be a little confused if you show them a screenshot like this one!



At the click of a button TNT produces this shot instead, and it just takes one more click to restore your custom colors.

How to activate standard Windows color schemes:

1)	Select Switch to Standard Colors in the Options menu.
2)	Select the appropriate color scheme: <ul style="list-style-type: none"> • Windows 95 • Windows NT • Windows 98 • Windows Me • Windows 2000 • Windows XP
▶	Selecting a color scheme immediately changes all the colors of the desktop and all active windows. If you have many windows open this may take a few seconds to complete.
3)	Make your screenshots.
4)	Select Restore Original Colors in the Options menu to restore your customized color scheme. Or just exit TNT – your custom color scheme will be restored automatically.

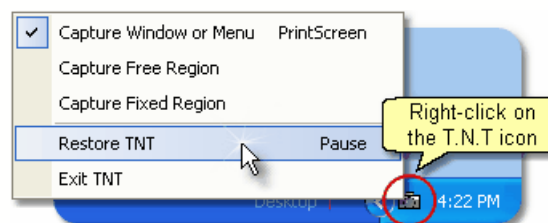
6.4 Running TNT in Minimized Mode



TNT in minimized mode

If you are working on a project where you have to make a lot of screenshots you may want to have quick access to TNT all the time. Minimized mode is ideal for this – it reduces TNT to an icon in the System Tray in the Windows taskbar.

Right-clicking on the icon in the System Tray displays a menu with which you can perform screen captures and restore/exit TNT.



This popup menu appears when you right-click the Tray icon

Minimized Mode Hotkeys:

TNT supports two **hotkeys** in connection with minimized mode:

- **Minimize/Restore TNT:** This is deactivated by default. When it is activated pressing the key minimizes or restores TNT.
- **Make Screenshot:** This is the **PrintScreen** key by default but you can change it if you want. Pressing this key starts a screen capture using TNT's current capture mode settings, both when TNT is displayed on the screen and when it is minimized.

Minimizing and restoring TNT:



To minimize TNT:

- Select the **Minimize icon** in the Toolbar or
- Press the **Minimize/Restore hotkey**. (You must configure this hotkey first, it is disabled by default.)



To restore TNT:



- Double-click on the **TNT icon** in the System Tray, **or**
- **Right-click on the TNT icon** and select **Restore TNT**, or
- Press the **Minimize/Restore hotkey**. (You must configure this hotkey first, it is disabled by default.)

Capturing screenshots in minimized mode:



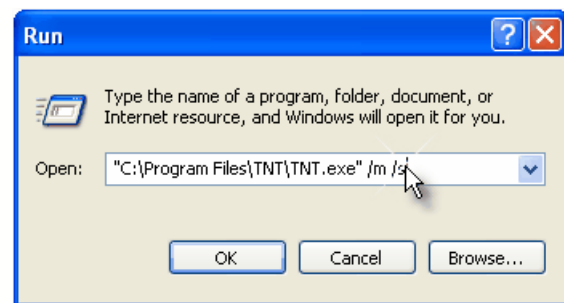
- Press the **Screen Capture hotkey**, or
- **Right-click on the TNT icon** and select a **capture mode**

Tip: You can also make multiple captures in minimized mode. Click here for details.

6.5 Command Line Options

TNT supports several command line options for advanced users who want to start the program from the command line or with batch files. The following functions are supported:

- Start TNT in minimized mode
- Start TNT and make a screen capture immediately
- Start TNT with a selected profile



Starting TNT with a command line in the Windows Run dialog box

Important note for users of English Windows versions:

Since the path to **C:\Program Files** in English versions of Windows always contains a space you must enclose the command up to **TNT.exe** in quotes and add the command line options after the quotes, as shown in the example above.

Command Line Options:	
/m	Starts TNT in minimized mode.
/s	Starts TNT and immediately executes a screen capture.
/p="ProfileName"	Starts TNT with the specified profile. If you specify more than one option this one must always be the last one in the command line. See Working with Profiles for more information on profiles and what you can do with them.
Using multiple command line options:	
<p>You can use multiple options. For example, the command line:</p> <p style="text-align: center;"><i>"C:\Program Files\TNT\tnt.exe" /m /s /p="25x25icon"</i></p> <p>starts TNT in minimized mode with a profile called <i>25x25icon</i> and immediately starts a screen capture. (The profile must exist before you can use it, of course!)</p>	
<p>Tip:</p> <p>This is useful for creating quick shortcuts for different kinds of screen captures you often have to make. Just create a profile for each capture type, then write a one-line batch file for each type and create a shortcut to it on the desktop or in a folder. (A batch file is an ordinary text file with the extension .BAT).</p> <p>For example, for the example above you might create a file called 25X25.BAT, containing the line:</p> <p style="text-align: center;"><i>"C:\Program Files\TNT\tnt.exe" /m /s /p="25x25icon"</i></p>	

6.6 TNT Profiles

What are profiles and what are they for?

If you've played around with TNT's screen capture features you will have discovered that it provides you three different screen capture modes and many options for capturing screenshots with different styles and appearances, so that they are "ready to use" as soon as you have made them.

After a while most people find that they frequently make the same kinds of screenshots – for example icons of a specific size, or screenshots with a specific shape and resize factor. If you do this you'll know that it's annoying to have to change all the settings manually every time you make one of your different standard screenshot types.

Profiles store complete sets of capture settings

Profiles solve this problem. A profile stores all your current capture settings in a file that you can load whenever you want with a couple of clicks. Loading the file immediately switches all the TNT capture settings to the stored values. See below for details of the settings that are stored in profiles and the settings that are excluded.

➡ See Using Profiles and Starting TNT with a Profile for more information.

Profile Tips:

- You can select profiles in batch files to create desktop shortcuts with which you can start TNT and perform screenshots with preselected settings.
- When you exit the TNT your current settings are automatically in a standard profile called *Default*.

You can change this behavior in the Customize settings. See Starting TNT with a Profile for details.

TNT settings stored in profiles:	TNT settings <u>not</u> stored in profiles:
<p>All the following settings are stored in TNT profiles:</p> <ul style="list-style-type: none"> • Capture Mode • Capture Width and Height (for <i>Fixed Sized Region</i>) • Automatic Resize Factor • Image Shape • Fade Setting • Image Background Color • Include Cursor Icon • Add Sparkle • Sparkle Type • Image has Shadow • Cursor has Shadow • Shadow options (Color, Intensity, Direction, Offset and Dither) • Windows Color Scheme 	<p>The following settings are <u>not</u> stored in TNT profiles</p> <ul style="list-style-type: none"> • All the options that you can change in the Customize settings in the Options menu. These options apply to the entire program and are "global". • The current settings of the editing tools and object tools are also not saved in profiles. These tools all always "remember" the last settings you used.

See Also:

Using Profiles

Starting TNT with a Profile

6.6.1 Using Profiles

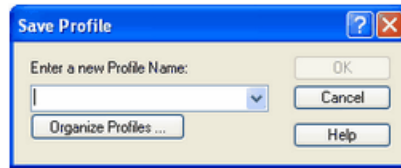
Profiles store sets of TNT capture settings so that you can load and use them quickly – we refer to this as a "job type" below. See Working with Profiles for more details on what profiles are and how you can use them.

Profile Tips:

- You can select profiles in batch files to create desktop shortcuts with which you can start TNT and perform screenshots with preselected settings.
- When you exit the TNT your current settings are automatically in a standard profile called *Default*. You can change this behavior in the Customize settings. See Starting TNT with a Profile for details.

Saving your settings in a profile:

- 1) **Adjust all your capture settings** for the job type you want to save in the profile.
- 2) **Select *Save Current Profile As...*** in the **Options** menu. This opens the Save Profile dialog:



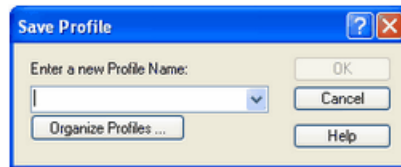
- 3) **Enter a name** for the profile and click on **OK**. You don't have to enter a file extension or a path, TNT organizes profiles in its own database.

Loading a profile:

- 1) If you want to keep your current capture settings save them in a new profile first (see above).
- 2) **Select *Load Profile*** in the **Options** menu, then select the profile you want to load in the submenu displayed.

Renaming and deleting profiles:

- 1) **Select *Save Current Profile As...*** in the **Options** menu. This opens the Save Profile dialog:



- 2) **Click on the *Organize Profiles...* button.** This opens the Organize Profiles dialog box with functions for renaming and deleting existing profiles.
 ➔ The *Default* profile is used by the program and cannot be renamed or deleted.

See Also:

TNT Profiles
 Starting TNT with a Profile
 Customizing TNT

6.6.2 Starting TNT with a Profile

By default, TNT always "remembers" your current settings from one session to the next. It does this by saving all your settings to the *Default* profile when you exit the program. It then reloads *Default* the next time you start.

If you want, you can configure TNT to load a different profile when you start. However, please note

that if you do this your current settings will always be "lost" when you exit the program, unless you save them to another profile.

Starting TNT with a specific profile:

1)	Select Customize TNT... in the Options menu.
2)	Select <input checked="" type="checkbox"/> Always load this profile: in the On Start tab.
3)	Select the profile you want to load when TNT starts
➔	See Customizing TNT for more information on the other TNT startup and configuration options.

See Also:

TNT Profiles

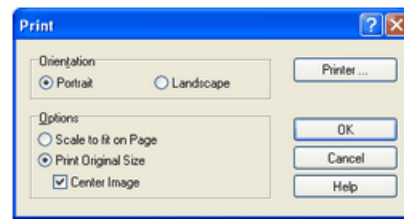
Using Profiles

Customizing TNT

6.7 Printing Images


To print a screenshot, click  on the Toolbar or select Print in the Edit menu.

This opens the *Print* dialog box. Just click on **OK** to print with the current settings.



T

Print controls:

Orientation	TNT automatically selects the appropriate orientation of the print page. <input checked="" type="radio"/> Landscape is used if an image is wider than high, otherwise TNT uses <input checked="" type="radio"/> Portrait . You can change this manually if you wish, however.
Options	<input checked="" type="radio"/> Scale to fit on Page enlarges or shrinks the image to fill the entire paper format set for your printer. <input checked="" type="radio"/> Print Original Size sends the image data to the printer without rescaling. How large it prints depends on the resolution (dots per inch) set for your printer. <input checked="" type="checkbox"/> Center Image centers the image on the page (only available when Print Original Size is selected).
	Select the Printer... button to change the printer or your printer settings.

Part

VII

7 Tips & Tricks

This section provides some small tutorials that demonstrate some of the "hidden capabilities" of TNT. They have been chosen to illustrate functions and tools that can be used in many different ways. They are just a starting-point – you are sure to find many new things that you can do yourself. Experiment, and have fun!

7.1 Extracted Images




You can use the *Automatic Shape* setting in the Image Tool to add extracted images with transparent backgrounds to your screenshots – like the happy parrot shown on the right.



All you need is a cleanly extracted image with a single-color background that uses a color not found in the image itself.

You must also make sure that the pixel in the bottom left corner has the color of the background. This is the pixel that the Automatic Shape setting uses as the "key" for making the background transparent.

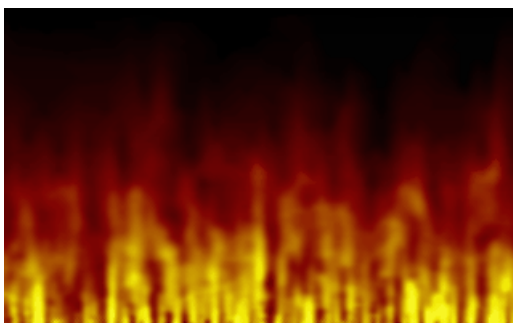
For example, for the image on the right we set the original background to a shade of green not contained in the extracted parrot, like the example on the left.

How to do it:	
1)	Prepare an extracted image with a plain-colored background in your graphics program, making sure that the image itself does not contain the background color.
 2)	Select the Image Tool and click or drag in your image to activate the Image Object dialog.
3)	Click on the Load button and load the image prepared in step 1. Alternatively you can load the image with the Image Library function.
4)	Select <i>Automatic Shape</i> in the Image Shape control.
5)	Click on OK to insert the image in your editing window. The background will be transparent, like the example shown above.
Tips: <ul style="list-style-type: none"> You can "abuse" this behavior to make different parts of your images transparent. Just set the bottom left pixel to the color you want to make transparent in your graphics program. If you know the exact color you need you can also set it with the <i>Transparent Color</i> control in the Image Tool dialog – however, using this stops TNT from automatically using the bottom left pixel as the transparent color. Try using the cursor keys and SHIFT + cursor keys to move and resize your image objects precisely. 	

7.2 Effects with Custom Sparkles

Custom Sparkle Objects work by making dark colors transparent and filling light colors with the fill color you define. You can "misuse" this behavior to achieve some interesting effects. These two examples are just to give you an idea of the sort of things you can do – experiment!

Flames and gradients:

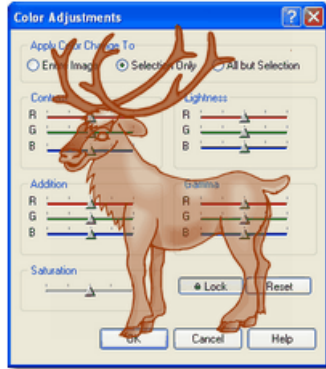


The transparency effect in custom Sparkle Objects isn't simply on/off – the degree of transparency varies depending on the darkness of the color, from completely transparent (black) to completely opaque and filled with the Fill Color (white). This means that you can achieve some interesting gradient effects or even a simulation of fire and flames. You should generally use a black background, but experiment with other colors as well.

For example try making a screenshot of the image on the right and using it as a custom Sparkle Object (save it as a .BMP file). If you choose a reddish or yellowish fill color you will be able to use it to add "flames" to an image – the gradient areas in the middle where there are both light and dark


colors will be semi-transparent, creating quite a realistic fire effect. (This would work just as well with a greyscale image, by the way!)

Overlaid transparent images:



If you use photographs or graphic images as sparkles you can achieve some really interesting effects like the deer on the left, which we superimposed on the screenshot of the TNT Color Adjustments dialog as a custom Sparkle Object.

Since sparkles make dark colors transparent this works best with negative images. Here's how we made this one:




1. **Load the image** in TNT.
2. **Adjust the size** if necessary with Resize in the **Image** menu.
3. **Make the image greyscale** by adjusting the Saturation to 0 with Color Adjustments in the **Image** menu.
4. **Make the image negative** with the Invert Colors function in Flip/Rotate in the **Image** menu.
5. **Save the image** as a .BMP file with Save As... in the **File** menu.
6. **Open the image you want to apply the sparkle to** and select the Sparkle Object tool
7. **Select  Custom**, then select Load from file... and load the image you saved in step 6.
8. **Choose an appropriate Fill Color**. We choose a dark brown for the deer.
9. **Click on OK** to insert the "sparkle image". That's it!

7.3 Effects for the Background Image

Sooner or later you will want to apply some of the effects available for Image Objects to images loaded from disk files – for example drop shadows and transparency effects, shapes and outlines. Or perhaps you forgot to apply a shadow while making a screenshot and you don't want to make the shot again because you've already edited it.

None of this is possible with the background image or images loaded from files because the background image is not an active object. You can apply the effects available in the Image menu, but not those in the Image Object editing dialog.

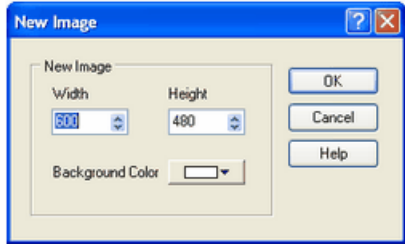


- ***The solution is to turn the background image into an object. Here's how:***

Turning the background into an object for editing:	
1)	Select Select All in the Edit menu or press Ctrl+A .
 2)	Select Cut in the Edit menu or the Toolbar, or press Ctrl+X .
 3)	Select Paste in the Edit menu or the Toolbar, or press Ctrl+V .
4)	Double-click on the image to display the Image Object editing dialog. The pasted image is now an object so you can use all the editing functions available for image objects.
 5)	If you add a drop shadow or do anything else that changes the size of the image object click on Autosize in the Toolbar to adjust the size of the background.

7.4 Layouts with a Plain Background

TNT's ability to insert graphical objects in your screenshots makes it easy to assemble composite images by combining screenshots, TNT's graphical objects and images stored in files.

Normally you will begin with a background image or a screenshot and then add objects to it to create your final layout. Sometimes, however, you will want to make a composite image starting with a plain background instead of an image. Here's how:

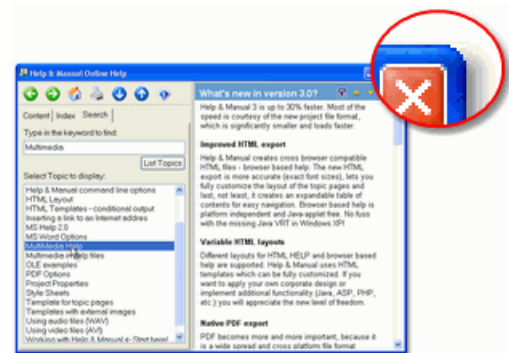
Making a layout with a plain background:	
1)	Select New Image... in the File menu or press Ctrl+N .
2)	 <p>Set the Width, Height and Background Color you want to use, then click on OK.</p> <p>Tip: Make the new background smaller rather than larger. It's easier to enlarge a small background to fit your finished layout than to crop a large background.</p>
3)	Insert your graphical objects and edit your image.
 4)	Click on Autosize in the Toolbar if the objects project beyond the edge of the background.
	<p>➔ Crop the background if it is too large when you are finished:</p> <ul style="list-style-type: none"> • Use the Selection Tool to mark the area to crop. • Select Cut (Ctrl+X) or Copy (Ctrl+C). • Select Paste as New Image in the Edit menu (Ctrl+I). • Save your cropped image.






7.5 Expanded Details

Expanded detail shots like the example on the right are a great way to emphasize important elements of a screenshot.

Creating shots like this is easy with TNT, and this tutorial shows you how to do it.

This is just the starting-place – once you've mastered the instructions here you'll find that you can also use these techniques to achieve other effects. Experiment!



How to make an expanded detail shot:	
1)	Make screenshot or open the image file you want to use. Start with a 100% size image, it shouldn't be scaled or resized!
 2)	Use the Selection Tool to select the area that will later be the expanded detail. In the example above this is the top right corner of the window showing the "Close" button.
 3)	Select Copy in the Toolbar or the Edit menu or press Ctrl+C .
4)	Select Paste as New Image to create a new image with the copy of the detail you just selected. Save this image if you want to make sure you won't lose it.
5)	Switch back to your original image and select Resize in the Image menu. Now make this image a little smaller so that the detail will stand out better.
 6)	Switch to the image with the copied detail and select Copy in the Toolbar or the Edit menu or press Ctrl+C .  If you want you can also select Resize first and enlarge the detail before copying it to create a magnified effect like the example above.
 7)	Switch back to the main image and select Paste in the Toolbar or the Edit menu or press Ctrl+V .
8)	Double-click on the inserted detail to display the Image Object editing dialog. Move the dialog so that you can see the detail in the editing window – all the changes you make are displayed there immediately, which makes it easy to experiment.
9)	Adjust the appearance of the detail: <ul style="list-style-type: none"> • Set Image Shape: to <i>Circle</i> or another shape. • Set Frame Width and Frame Color to make an outline around the detail. • Select the Shadow & Transparency tab and apply a drop shadow to make the detail stand out from its background. When you're finished click on OK to close the dialog.
10)	Adjust the position of the expanded detail (use the mouse or the cursor keys) and save your completed shot. That's it!

Fading the background:

Another good way to make expanded details stand out is to "fade" the background by applying a transparency effect. If you want this effect do it between step 5 and 6 in the instructions above (see above), before inserting the copy of the expanded detail:

Follow the instructions in Effects for the Background Image and apply a transparency effect. Then continue with step 6 above.

7.6 Screenshots on Dual Monitors

TNT includes support for making screenshots on most dual monitor systems with modern graphics cards. There are just a couple things you need to bear in mind when working on "dual head" systems:

- **Screenshots are always be made in the monitor in which TNT is currently active.** To make a screenshot in the other monitor move the TNT program window to that monitor before starting the screenshot.
- **When TNT is minimized** the screenshot will always be made in the monitor in which TNT was active before being minimized.
- **If your desktop is extended across both monitors** instead of just being "cloned" (two copies of the same desktop) you may find that the screenshots on the primary monitor are slightly better than on the secondary monitor. Also, you may find that there are some elements that you cannot capture on the secondary monitor. This is a restriction of the graphics cards and dual head graphics drivers on some systems, not of TNT. If this happens try moving the objects you are trying to capture to the primary monitor.

Part

VIII

8 Other Products from EC Software

Help & Manual

Help & Manual is a stand-alone and true WYSIWYG authoring tool that radically simplifies and speeds up the creation of Windows help files, print manuals and documentation in general.

The readers of [Delphi Informant Magazine](#) voted Help & Manual **Best Help Authoring Package** in both 2002 and 2003 and **Product of the Year** in 2003.

Straight-forward and user-friendly interface

Help & Manual combines a text editor and a directory tree view of the content in a single window. It lets you easily navigate the table of contents of your project and insert or edit help topics quickly and efficiently. Many have tried to copy this simple and intuitive interface but nobody has achieved the same outstanding level of usability.

The WYSIWYG interface hides all the cryptic, programming-language type references to hyperlinks, macros and images and leaves you free to write good documentation – this help was authored entirely in Help & Manual. Instead of struggling with topic IDs, footnotes and obscure commands you can concentrate on more important things, the design of your help file. All the functions you need are right there at your fingertips.

Generate multiple output formats from a single source

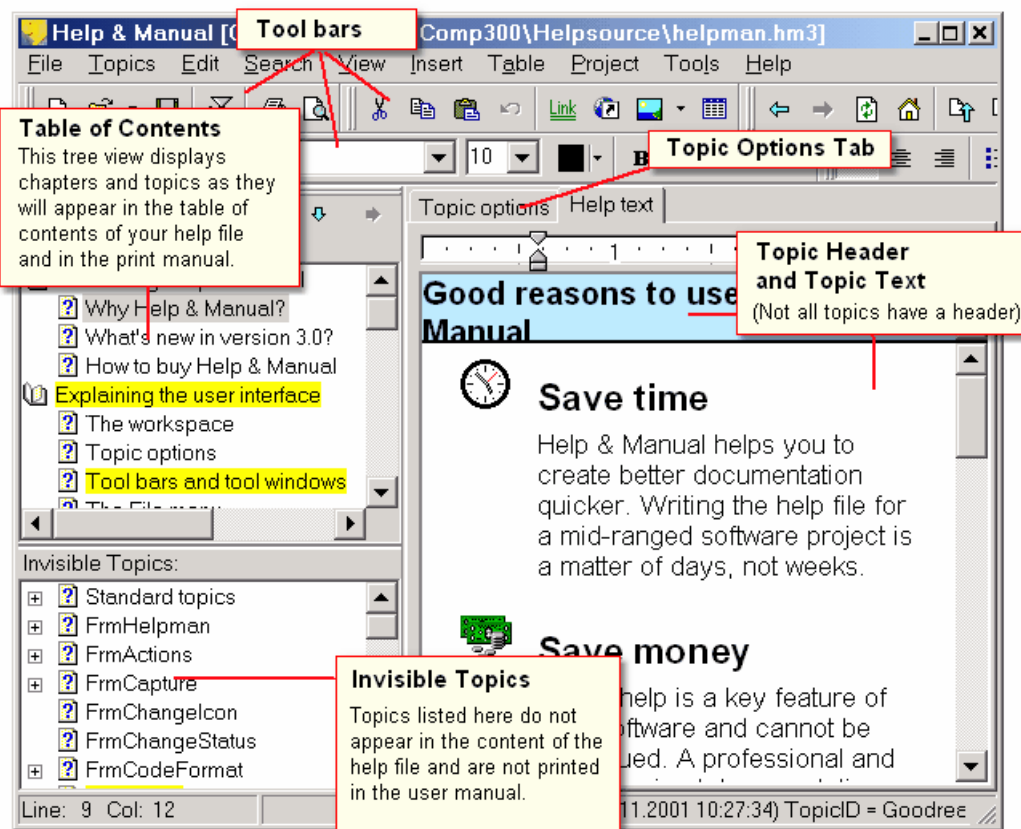
Help & Manual generates:

- **Windows help files** in both standard formats (the older **WinHelp** and the more recent **HTML Help**)
- **Browser-based HTML** with an integrated dynamic menu system (modeled on the HTML Help viewer)
- **Rich Text files** (Word-compatible RTF)
- **Adobe PDF** (ideal for distributing manuals that users can print themselves)
- **MultiMedia Help**, a unique, single-file format with its own integrated viewer (ideal for distribution on CD-ROMs – just click and run on any Windows system).

In addition to this you can also generate perfectly-formatted printed manuals using the full-featured PDF output module. Help & Manual's integrated Print Manual Designer gives you full control every detail of the layout and appearance of your PDF output and printouts.

All this is done from the same source project. Write your documentation once and output it in any format you need!

Click here:  to download a free evaluation copy of Help & Manual from <http://www.ec-software.com>.



A screenshot of the Help & Manual user interface

Index

- 3 -

3D Perspective 4, 63, 64, 68, 69
 about 63
 camera settings 69
 deleting settings 69
 instructions 64
 lighting settings 69
 loading and saving settings 69
 restoring default settings 69
 screenshot settings 68
 shadow visibility 68
 table settings 68

- A -

About TNT 4
 Addition 37
 Adjust Colors 37
 Antialiasing 36
 Arrows 48
 Adding 48
 Exact orientation 48
 Automatically start TNT when Windows starts 19
 Autosize 36
 For flip and rotate 36
 Autostart 19

- B -

Background image 86, 87
 cropping 86
 fading 87
 shadows and outlines 85
 Batch files 77
 Profiles in 77
 Bevel edges 39
 Blur 39
 BMP 9
 Building composite images 29

- C -

Callouts 42
 Adding 42
 Camera click 19
 Capture 8
 Help on particular controls 16
 Start screen capture 8
 What to do when a screenshot has been made? 8
 Capture a fixed-size region 24
 Capture a menu dialog or popup menu 26
 Capture a window of another program 22
 Capture cascading menus 27
 Capture floating menus 28
 Capture Mode 12
 Reference 12
 Capture modes 12
 Capture multiple screenshots 30
 Capture options 12
 Capture part of the screen 23
 Capture the entire desktop 24
 Capturing 22
 Introduction 22
 Capturing composite images 29
 Cascade 16
 Cascading menus 27
 Capturing 27
 Trick for capturing with window 27
 Color Picker tool 41
 Color schemes 75
 Colors 36, 37
 Adjusting 37
 Inverting 36
 Command line parameters 77
 Composite images 29
 Capturing and building 29
 Context sensitive help 16
 Contrast 37
 Copying selections 33
 Cropping images 33
 Cursor icons 57
 Adding 57
 Custom sparkles 53, 84
 Customizing TNT 19
 Cutting selections 33

- D -

Demaximizing windows 16
 Disable the camera click 19
 Drawing tools 41
 Drop shadows 60
 Dual monitors 89
 screenshots on 89

- E -

Edit Menu 13
 Reference 13
 Effect Filters 39
 Email screenshots 74
 Emboss 39
 Enable the camera click 19
 Eraser 41
 Expanded detail shots 87
 Extracted images 83

- F -

File formats 9
 File Menu 13
 Reference 13
 Fill tool 41
 Filters 39
 Effects 39
 Flame effects 84
 Flatten image 19
 display warning before 19
 Flip 36
 Floating menus 28
 Capturing 28
 Free Line tool 41

- G -

Gamma 37
 Getting help 16
 Getting Started 8
 GIF 9
 Gradient effects 84

Graphical Objects 42, 45, 48, 51, 53, 55, 57, 58, 60

 Adding to images 42
 Callouts 42
 Cursor icons 57
 drop shadows and transparency effects 60
 Images 55
 Inserting from image library 58
 Lines and arrows 48
 Mouse pointer icons 57
 Shapes 51
 Sparkles 53
 Text 45
 TNT's object tools 42

Graphics 33, 81
 Editing 33
 Flipping and Rotating 36
 Inverting Colors 36
 Printing 81
 Resizing 34

- H -

Help 16
 Context sensitive 16
 Getting 16
 Overview 16
 What's This? 16
 Help & Manual help and documentation authoring program 91
 Help Menu 16
 Reference 16
 Hotkeys 19
 Capture 19
 Customizing 19
 Minimize/Restore TNT 19

How to 8, 9, 10, 16, 22, 23, 24, 26, 27, 28, 29, 30, 33, 34, 36, 37, 39, 41, 42, 45, 48, 51, 53, 55, 57, 73, 74, 75, 76, 77, 81

 Adding callouts 42
 Adding cursor icons 57
 Adding graphical shapes 51
 Adding images 55
 Adding lines and arrows 48
 Adding mouse pointer icons 57
 Adding sparkles 53
 Adding text 45
 Adjusting colors 37
 Basic screenshot procedure 10

How to 8, 9, 10, 16, 22, 23, 24, 26, 27, 28, 29, 30, 33, 34, 36, 37, 39, 41, 42, 45, 48, 51, 53, 55, 57, 73, 74, 75, 76, 77, 81

- Capture a fixed-size region 24
- Capture a menu dialog or popup 26
- Capture a window of another program 22
- Capture cascading menus 27
- Capture composite images 29
- Capture floating menus 28
- Capture multiple screenshots 30
- Capture part of the screen 23
- Capture the entire desktop 24
- Copy screenshots to other programs 8
- Create a thumbnail image 73
- Create screenshots for the web 8, 9
- Drawing tools 41
- Effect filters 39
- Email a screenshot 74
- Find help on a particular item 16
- Flipping rotating and inverting colors 36
- Get started 8
- Getting help 16
- Getting started 8
- Make a screenshot 8
- Minimize TNT 76
- Print a screenshot 8, 81
- Resizing images 34
- Save a screenshot 8, 9
- Selecting and copying 33
- Start TNT in minimized mode 77
- Use a standard Windows color schemes 75
- Use the help system 16

- I -

- Image formats 9
- Image Library 58
 - Adding folders 58
 - Deleting folders 58
 - Using 58
- Image Menu 14
 - Reference 14
- Images 55
 - Adding 55
 - Resizing 34

- J -

- JPEG 9
- JPG 9

- K -

- Key features of TNT 4
- Keyboard shortcuts 17

- L -

- Layouts 86
 - on plain backgrounds 86
- Lightness 37
- Lines 48
 - Adding 48
 - Exact orientation 48

- M -

- Main window overview 10
- Many screenshots in one session 30
- Minimize TNT 76
- Mouse pointer icons 57
 - Adding 57

- N -

- Negative colors 36
- New Image 86

- O -

- Objects 42, 45, 48, 51, 53, 55, 57, 58, 60
 - Adding to images 42
 - Callouts 42
 - Cursor icons 57
 - drop shadows and transparency effects 60
 - Images 55
 - Inserting from image library 58
 - Lines and arrows 48
 - Mouse pointer icons 57
 - Shapes 51
 - Sparkles 53

Objects 42, 45, 48, 51, 53, 55, 57, 58, 60
 Text 45
 TNT's object tools 42
Options Menu 15
 Reference 15
Options Panel 12
 Reference 12
Other products from EC Software 91
Overview 10

- P -

Paintbrush tool 41
Paintbucket tool 41
Paste as New Image 33, 87
Pasting selections 33
PCX 9
Pen tool 41
Pipette tool 41
PNG 9
Printing screenshots 81
Products from EC Software 91
Profiles 78, 79, 80
 Default profile 79, 80
 Defined 78
 Loading 79, 80
 Loading a profile on start 80
 Saving 79
 Settings stored in 78
 Tips 79
 Using 79
Program options 19

- R -

Recall previously made settings 79
Resizing images 34
Rotate 36
Run in minimized mode 76

- S -

Saturation 37
Screen capture wizard 8, 19
 automatically display on start 19
Screenshot 36
 Flipping and Rotating 36

Inverting Colors 36
Screenshots 30, 33, 75, 81
 Editing 33
 Many in one session 30
 Printing 81
 Resizing 34
 Standard Windows colors 75
Selection Tool 33
Selections 37, 39
 Color adjustments 37
 Effect filters 39
Settings 79
 Saving in profiles 79
Shadows and transparency effects 60
Shapes 51
 Adding 51
Sharpen 39
Sounds 19
Sparkles 53
 Adding 53
 Custom sparkles 53
Start TNT automatically when Windows starts 19
Supported image formats 9
System Tray icon 76

- T -

Text 45
 Adding 45
TGA 9
Thumbnail images 73
TIF 9
TIFF 9
Tile 16
Tips & Tricks 83, 84, 87
 Effects on the background image 85
 Effects with custom sparkles 84
 Expanded detail shots 87
 Extracted images 83
 Images with transparent backgrounds 83
 Layouts on plain backgrounds 86
 Overlaid transparent images 84
TNT 4
 about 4
 key features 4
TNT profiles 78
 Defined 78
 Settings stored in 78

Toolbar 11
 Reference 11
Tools 41
 Drawing 41
Tools Panel 12
 Drawing tools 12
 Object tools 12
 Reference 12
Transparency effects 60
Transparent backgrounds 83
Transparent images 84
Tray icon 76

- U -

User interface overview 10

- V -

Version 2 new features 4

- W -

Welcome! 4
What's new in version 2? 4
What's This? 16
Window Menu 16
 Reference 16
Windows 16
 demaximizing 16
Windows 2000 standard colors 75
Windows 95 standard colors 75
Windows 98 standard colors 75
Windows NT standard colors 75
Wizard 8