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**MADCAP CAPTURE 7**

# Key Features

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**THIS PDF WAS CREATED USING MADCAP FLARE.**

# Key Features

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

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# Interface

Following are some key features of the Capture user interface.

## RIBBONS OR TOOL STRIP VIEW

As an alternative to the classic tool strip view, you can use a more modern ribbon layout that follows the example of newer Microsoft Office products.

One of the advantages of the ribbon view is that you can create a Quick Access toolbar at the top of the workspace to display options that you use most often. When options are added to the Quick Access toolbar, they are easily accessible, regardless of the ribbon that is open.

- **Switching Between Ribbons and the Tool Strip** You can use the Options dialog to switch between ribbons and the classic tool strip layout. For more information see the online Help.
- **More About Ribbon Options** Keep in mind that the smaller the application window becomes, the more the options in a ribbon shrink. Therefore, you might only see a small icon instead of text, or you might see only a section name displayed with a down arrow to access the options in it. You can hover over small icons to see tooltips that describe them. You can also enlarge the application window or click one of the section drop-downs in the ribbon to locate a hidden feature.

## MULTIPLE DOCUMENTS OPEN SIMULTANEOUSLY

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

### ☆ EXAMPLE

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

## FLOATING AND DOCKABLE WINDOW PANES

You can "float" window panes and editors, which lets you then click and drag them wherever you want in the interface. A window pane can be attached (or "docked") to the sides, top, or bottom of the program interface.

## WINDOW LAYOUTS

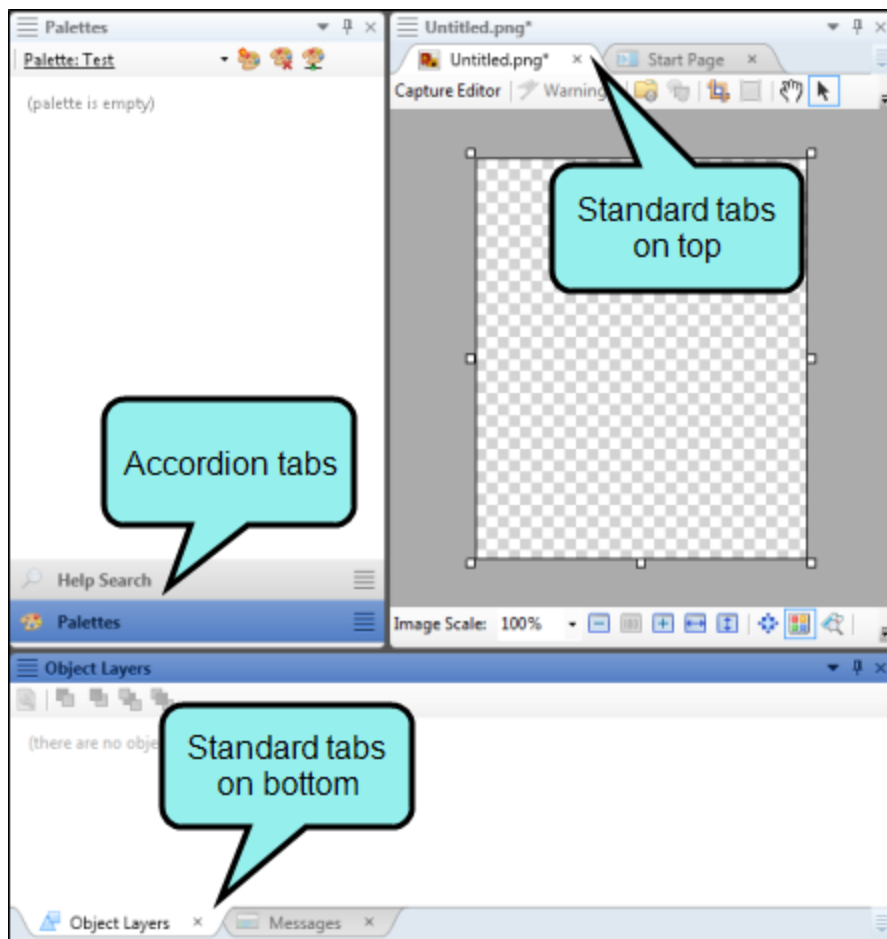
You can save a custom configuration (layout) of your workspace.

## TAB OPTIONS

You can choose how to view window panes in the workspace:

- **Accordion Tabs** Stacks the document tabs below the window pane or editor.
- **Standard Tabs on Top** Places the document tabs on the top of the window pane or editor.
- **Standard Tabs on Bottom** Places the document tabs on the bottom of the window pane or editor.

To switch between tab types, right-click in the title bar of the window pane or editor and select a view.



## QUICK ACCESS TOOLBAR

You can create a Quick Access toolbar at the top of the workspace to display options that you use most often. When options are added to the Quick Access toolbar, they are easily accessible, regardless of the ribbon that is open.

By default the Save, Save All, Undo, and Redo buttons are already added to the toolbar. However, you can add others as well.

## ENHANCED UNDO AND REDO

Capture's undo and redo functions are enhanced as follows:

- **Unlimited** You can undo or redo an unlimited number of times, back to the last time you opened the document, even after you have saved it.
- **Multiple Buffers** Each document in the Capture interface has its own Undo/Redo buffer. This means that you can undo actions in one document and then switch to another document and undo actions specific to that file.

# Capturing and Creating

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

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

# Editing

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

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



# Single-Sourcing

Single-sourcing means to reuse content and produce multiple outputs from the same set of source files. Flare lets you single-source your projects in many ways, using various features. In Capture, you can make use of single-sourcing in different ways.

- **Project Conditions and Variable Links** You can link an image to a MadCap Flare project. This allows you to automatically have access to any variables or condition tags found in that Flare project.
- **Single-source Images** This feature reflects Capture's tight integration with MadCap Flare. For a single image, you can provide one group of settings for online output and another group of settings for printed output. For example, you might want to use a resolution of 150 DPI for printed output, but a lower resolution for online output. Rather than creating two separate images, you can use this feature to create just one image for both outputs. You can also create another group of settings for output created using Flare's custom mediums, which might be used for print or online output.

## APPENDIX

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# PDFs

The following PDFs are available for download from the online Help.

*Creating Images Guide*

*Editing Images Guide*

*Getting Started Guide*

*Key Features Guide*

*Shortcuts Guide*

*Touring the Workspace Guide*

*What's New Guide*