



MadCap Capture: Beyond the Basics

PRESENTED BY

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madcap™
FLARE
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WHAT WE'LL COVER THIS MORNING

- Fixing scaling issue for high dpi screens
- Capturing from Flare vs. capturing from Capture
- Adding callouts and objects
- Customizing palettes
- Introducing the .props file
- Replacing the captured image
- Repeating captures
- Creating and using capture profiles



FIXING SCALING ISSUE FOR HIGH DPI SCREENS

The image shows a Windows File Explorer window displaying a folder named 'Capture' within the path 'C > Windows > System32 > Files (x86) > MadCap Software > MadCap Capture 7 > Capture'. The file 'Capture.exe' is selected and highlighted with a red circle. A 'Properties' dialog box is open for 'Capture.exe', with the 'Compatibility' tab active. In this dialog, the 'Change high DPI settings' checkbox is checked and circled in red. Below this checkbox is a button labeled 'Change high DPI settings', also circled in red. A large black 'X' is overlaid on the entire screenshot, indicating that the solution shown is outdated or incorrect.

FIXING SCALING ISSUE FOR HIGH DPI SCREENS

Display

Brightness and colour

Change brightness



Night light



[Night light settings](#)

Scale and layout

Some apps won't respond to scaling changes until you sign out.

[Sign out now](#)

Change the size of text, apps and other items

100% (Recommended) ▾

[Advanced scaling settings](#)

Resolution

1600 × 900 ▾

Orientation

Landscape ▾

CAPTURING FROM FLARE

- Highly streamlined workflow
- No need to leave the Flare UI

But...

- Restricts the type of capture available

Demonstration...

CAPTURING FROM CAPTURE

- Full range of Capture types available
- Can repeat previous capture

But...

- Have to save captured image to Flare project, and then insert into required topic

Demonstration...

ADDING CALLOUTS AND OBJECTS

- Works for any image (not only those created by Capture)
- Objects are added to a separate editable layer
- Examples of useful objects:
 - Arrows
 - Bubbles (callouts)
 - Ovals
 - Cursor
- Easiest way to add is drag from palette

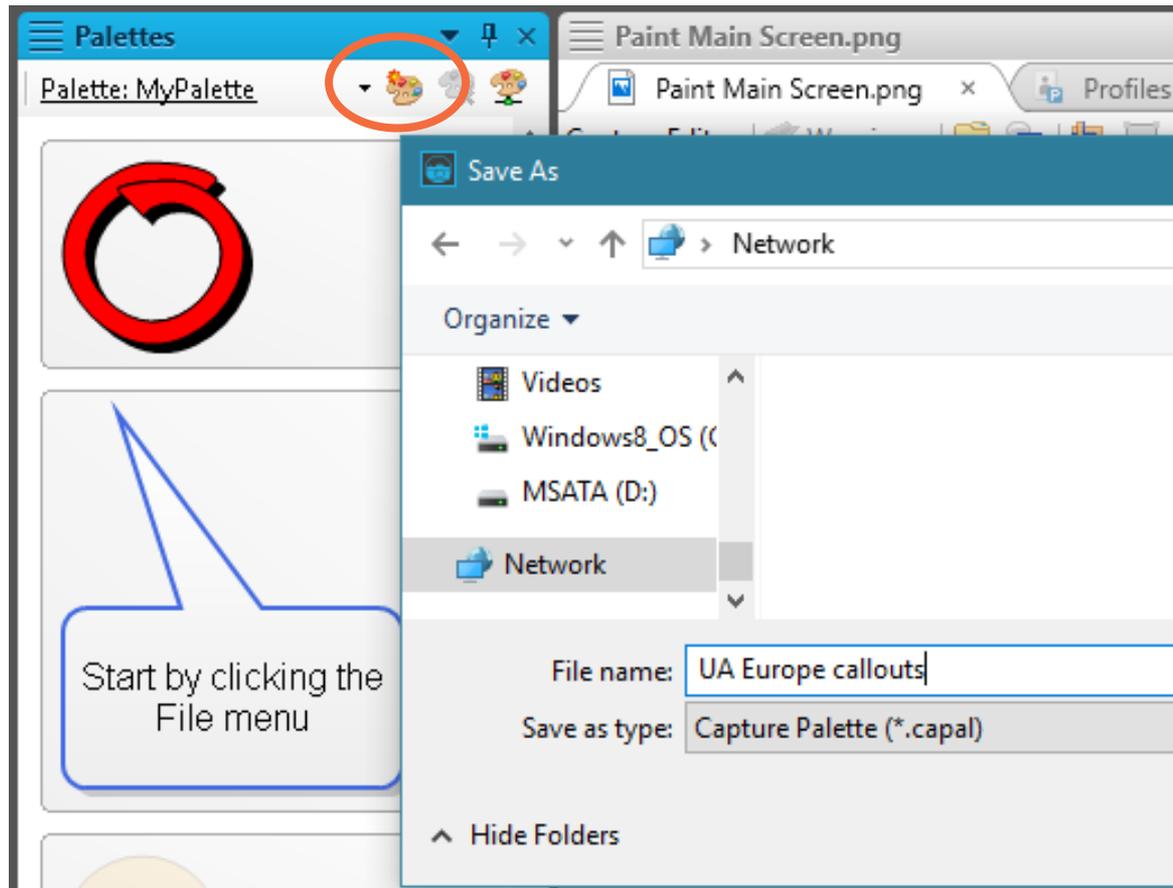
Demonstration...

CUSTOMIZING PALETTES (.CAPAL)

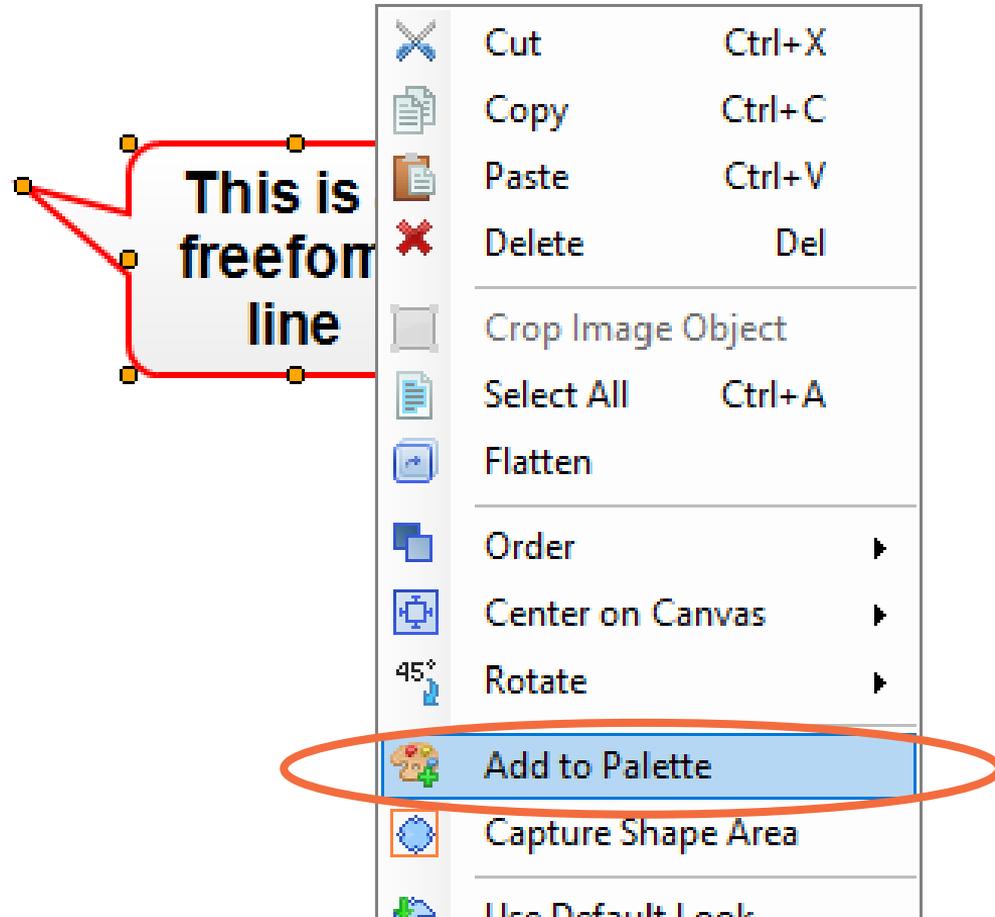
- Standard palettes are read-only
- Create new palette at a network location (for sharing)
- Add new palette items from modified objects on canvas

Demonstration...

CREATE NEW PALETTE



ADD NEW PALETTE ITEM FROM MODIFIED OBJECT



HOW ARE LAYERS MAGICALLY SUPPORTED BY RASTER IMAGES?

Introducing the all-important secret
.props file

.PROPS FILE

- Created when you capture or edit an image in Capture
- Contains:
 - Original image in TIF formatOptionally / as appropriate:
 - Single-sourcing information (color depth, resolution, etc.)
 - Position and size of capture window
 - Objects (bubbles, arrows, etc.) in XML format

.props file

```
<?xml version="1.0" encoding="utf-8"?>
<fileProperties conditions="Default.PrintOnly">
  <ImageOverlay ScreenRectangle="257,133,424,410" CapturedWindow="untitled -
  Paint">
    <OriginalImage EffectEdges="left,right,top,bottom"
    medium_print_EnableFormat="true" medium_print_Export
    medium_print_EnableGrayscaleFormat="true" Format="ti
    ShapeTimeSpan="10000" ComputedWidth="424"
    ComputedHeight="410">SUKqAKzOACAJxNJx/wKCQaCwOEwQAElnP8AElrRCJRAixMAREIElvR
    uOw2PlFzxCRRAsyMAF2UseISqIGF3y2YgCWSmZl2bzmZSaZlmez+eUGaUCh0KfUaiUei0uluU2k0+
    kVGmVCpInVacYeqlutV2sl+sWGuWCx2KvWayWeyulW2G+0XG2XC53Ka6Xe63u9X283+8YG+
    YDP4K...
```

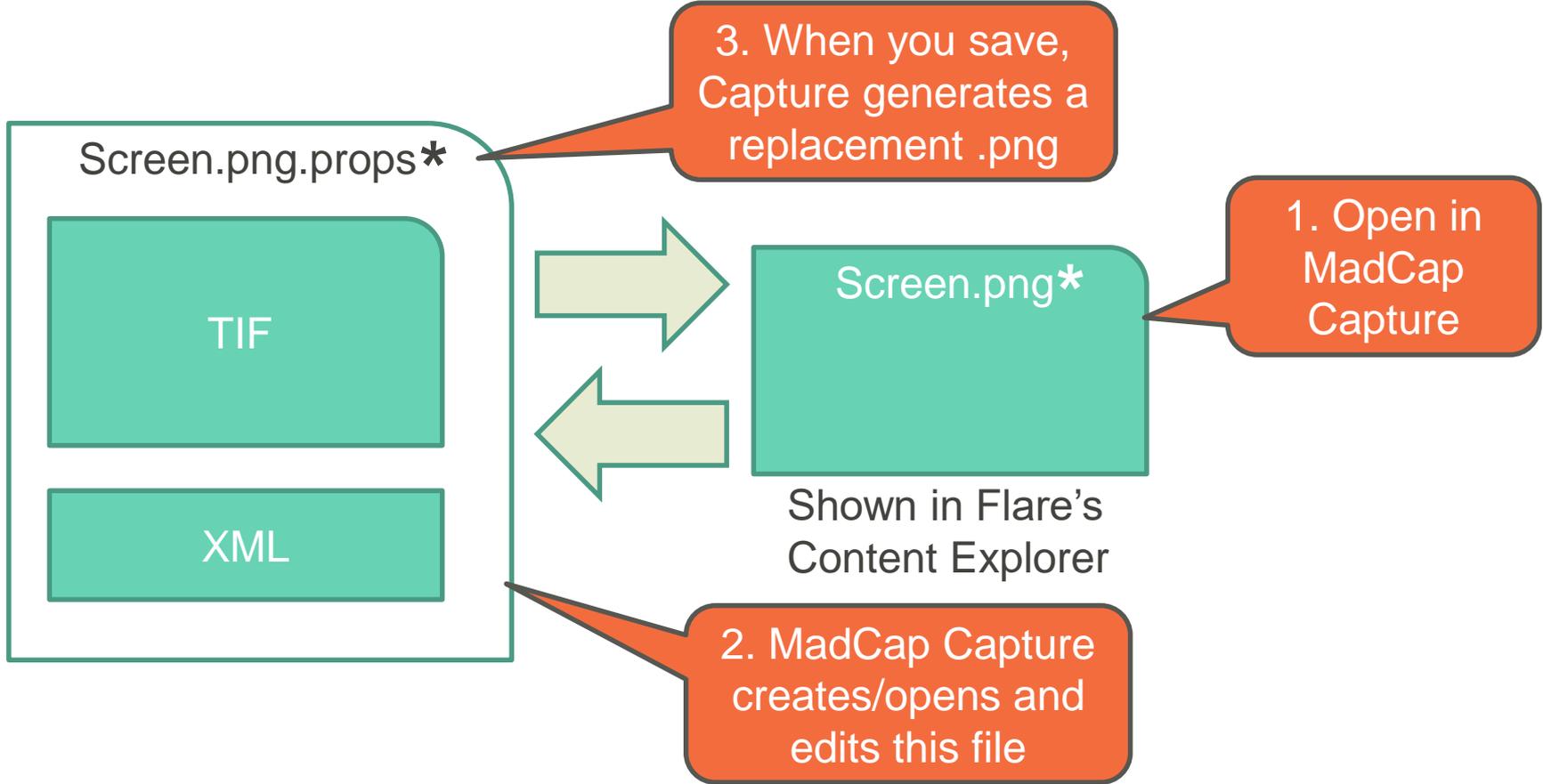
Position and size
of capture

props

```
originalImage>
<Variables />
<Shapes>
  <Shape Type="Bubble" PaddingLeft="0" PaddingBottom="0"
    PaddingRight="0" PaddingTop="0" Width="110" Height="76" TipX="184"
    TipY="157" LineWidth="2" LineColor="#ff0000"
    BackgroundType="GradientNS" BackgroundColor="#ffffff"
    BackgroundColorAlt="#eeeeee" EnableShadow="false" ShadowDX="4"
    ShadowDY="4" ShadowColor="#696969" ShadowTransparency="0.7" X="219"
    Y="143" Right="95" Bottom="191" Left="219" Top="143" FontSize="14pt"
    Color="Black" FontWeight="bold" ShapeTimeSpan="10000"
    FontFamily="Arial" FontStyle="normal" Underline="false" CalloutX="197"
    CalloutY="167" CalloutWidth="110" CalloutHeight="76"
    Transparency="0">Here is a freeform line</Shape>
</Shapes>
<Shapes IsResourceLayer="true" Name="Resources" />
<ConditionTagSet />
</ImageOverlay>
</fileProperties>
```

Text for translation

RASTER IMAGE AND CORRESPONDING .PROPS FILE



BENEFITS OF THE .PROPS FILE

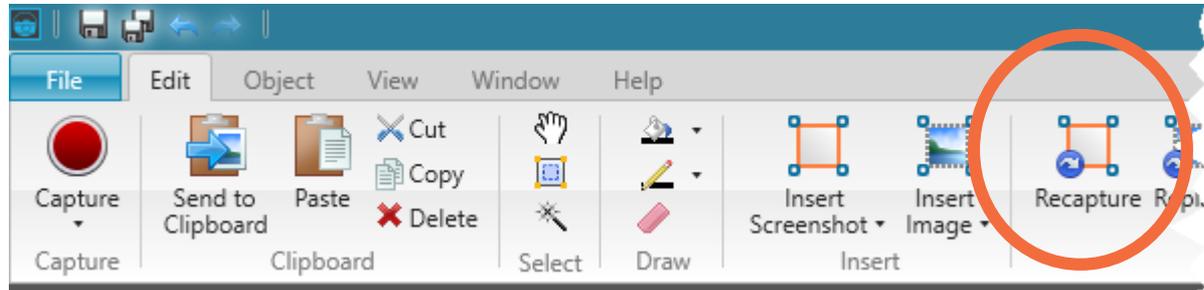
- Can edit/move/delete objects
- Can easily translate text in Bubbles, Annotations, and Text Rectangles
- Can recapture regions at same size and position

REPLACING THE CAPTURED IMAGE

- Useful when you want to update a screen capture and retain the existing callouts and other objects
- Three possible methods
 - Recapture
 - Replace
 - Batch Replace Images

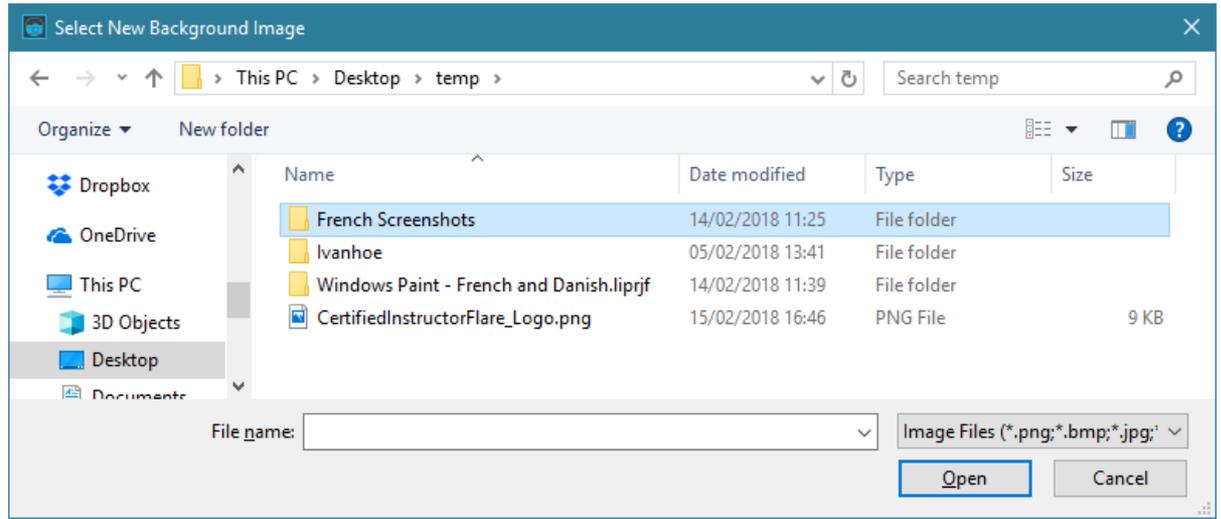
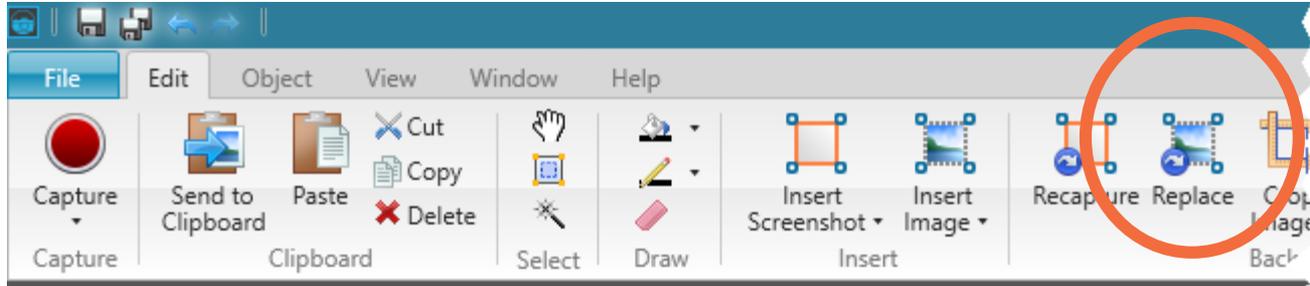
Demonstration...

RECAPTURE

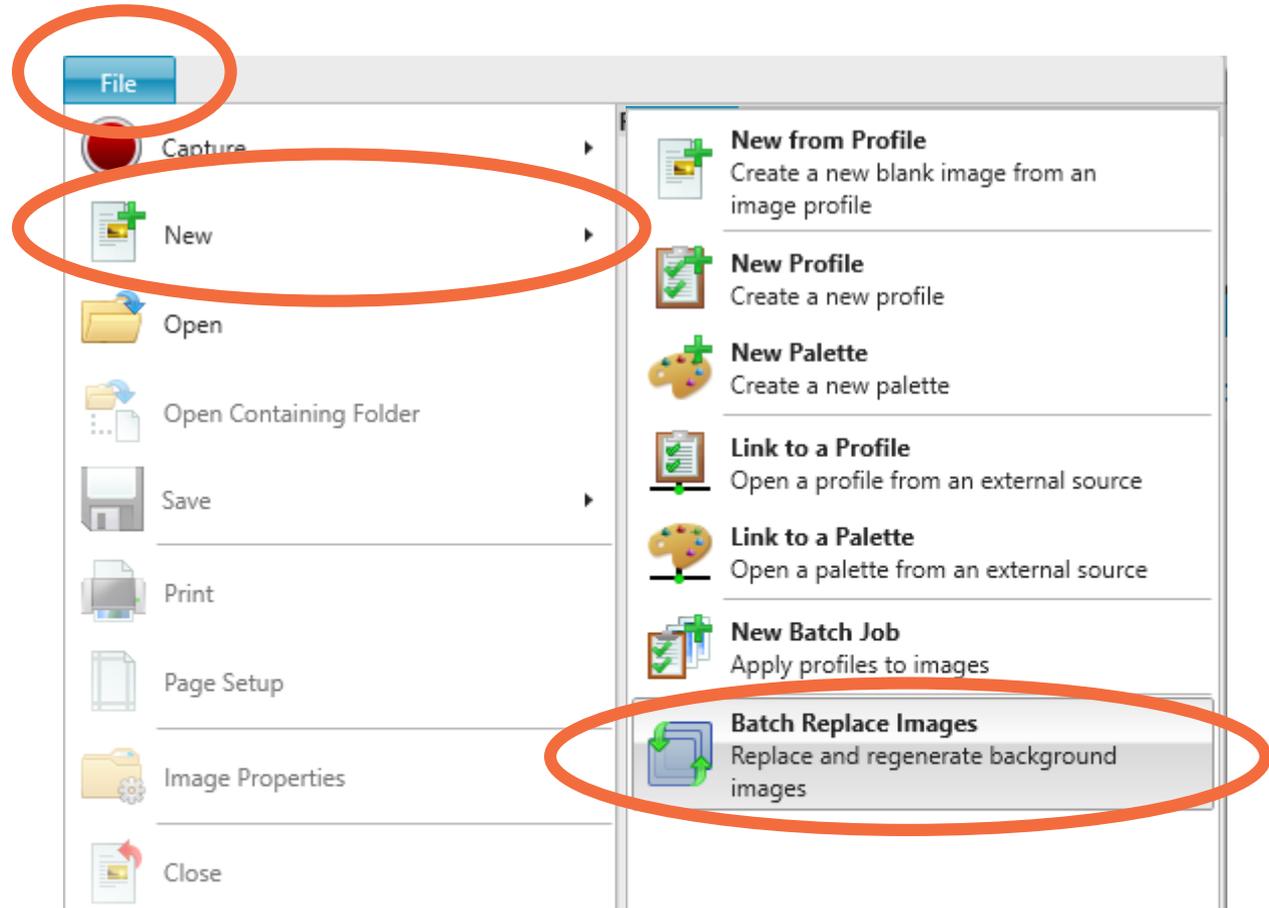


- You can adjust the size and position of capture, if required

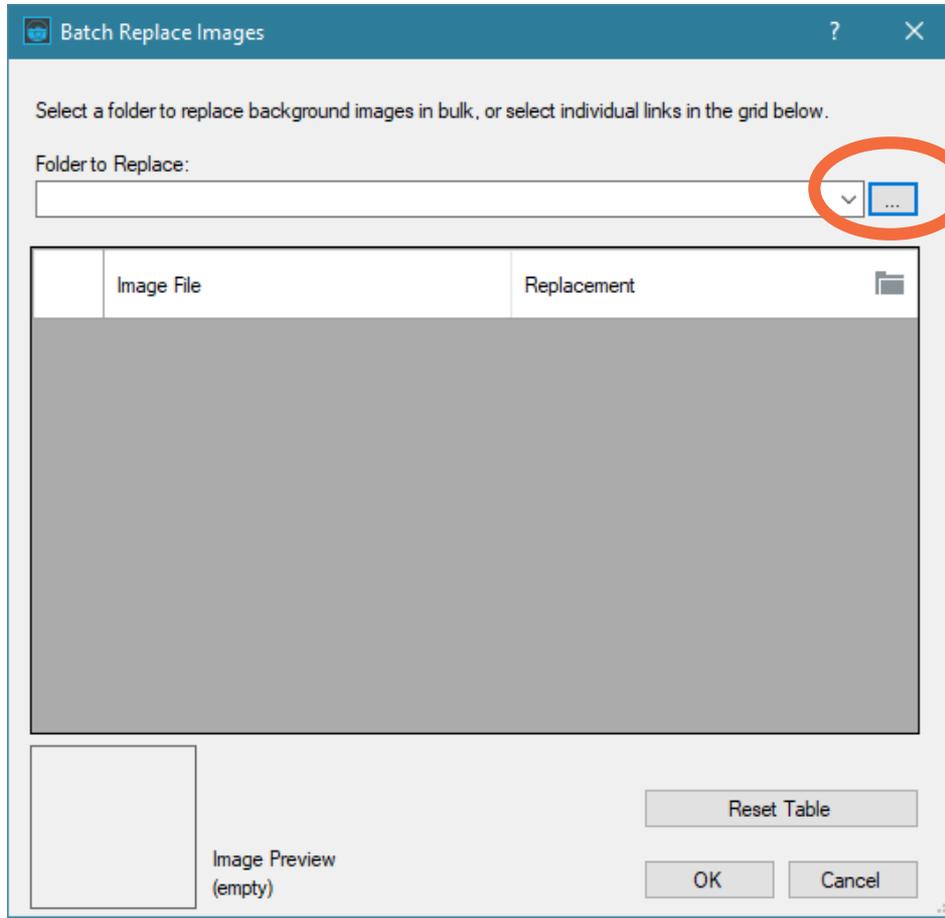
REPLACE



BATCH REPLACE IMAGES #1

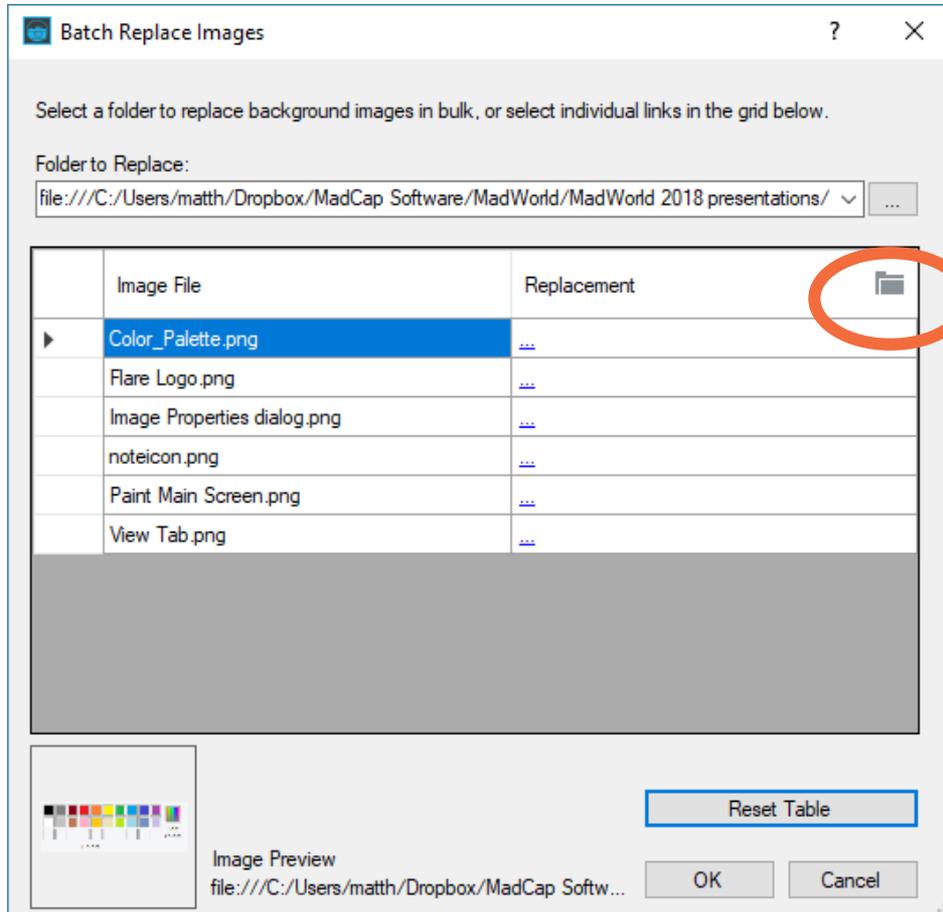


BATCH REPLACE IMAGES #2



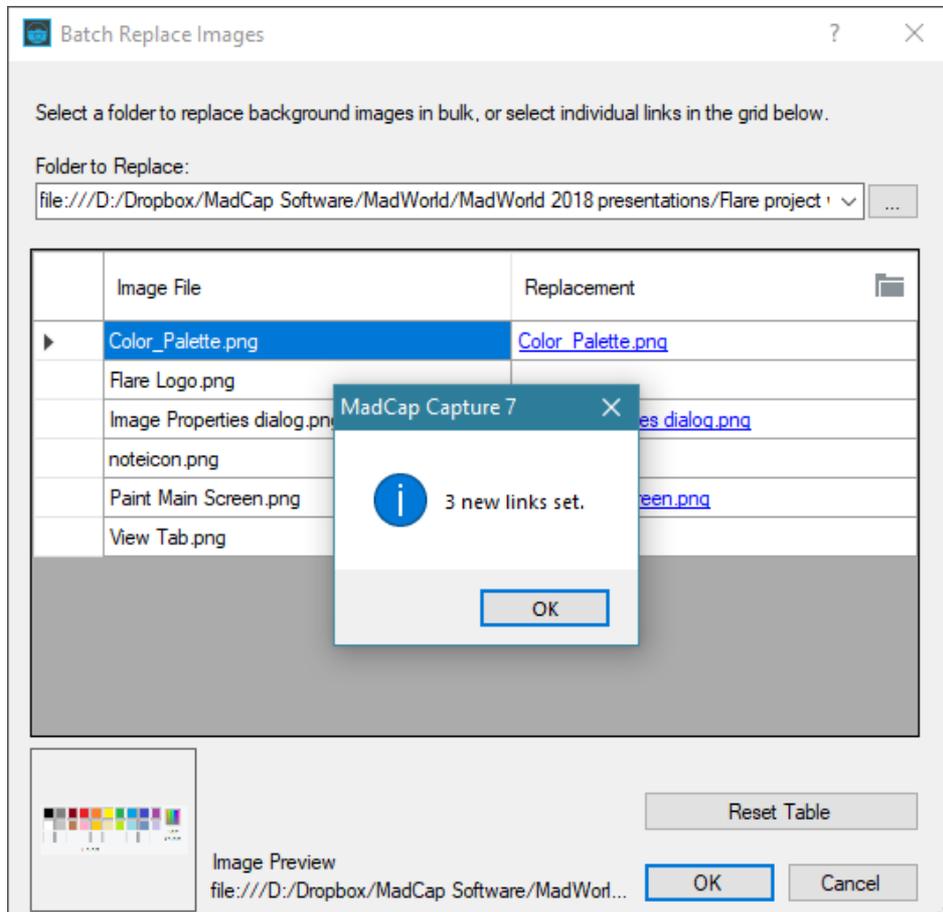
Browse for folder containing original screenshots

BATCH REPLACE IMAGES #3

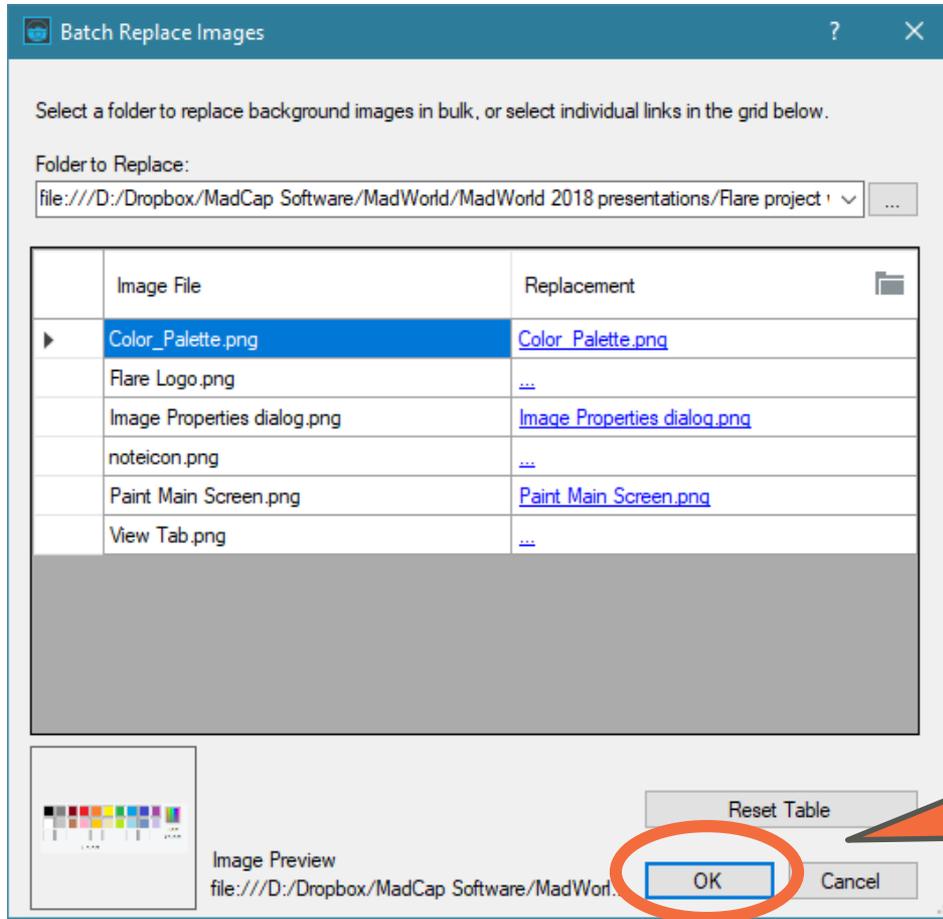


Browse for folder containing updated screenshots

BATCH REPLACE IMAGES #4

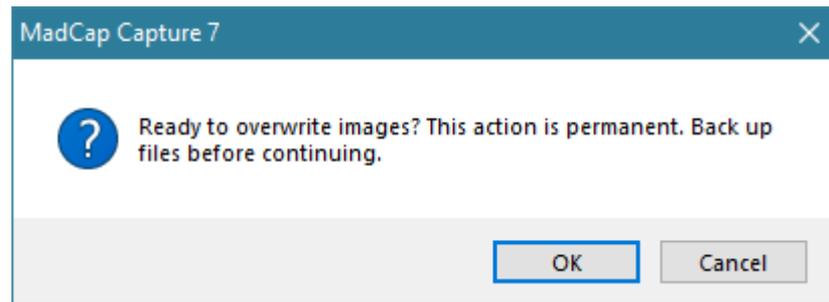


BATCH REPLACE IMAGES #5



Click OK to
replace images

BATCH REPLACE IMAGES #6



REPEATING LAST CAPTURE

- **Capture Last Capture (F11)** repeats the previous capture (at the same position and size) without user intervention
- **Restore Last Capture Region** initiates a new capture at the same position and size as previous capture, but enables changes to be made before capture
- **Capture Regions Consecutively** enables a sequence of multiple region captures – size and position can be adjusted for each

Demonstration...

CAPTURE PROFILES

- A profile is a collection of file properties that you can apply to any new or existing capture
 - Appearance
 - Effects
 - Shapes
 - Medium-specific format settings
- Profiles can be shared from a network location

CREATING A PROFILE

1. View > Profiles (to open Profiles Editor)
2. Click one of:



Create a new profile



Create a new profile
based on the current profile

CREATING A PROFILE

3. Edit settings

4. Save

KEY PROFILE SETTINGS

- **General**
 - Output Folder
 - Output File Name (used as default)
- **Edge Effects**
 - Torn
- **Shapes**
 - Might include a Mouse object
- **Format**
 - Format
 - Print DPI (effectively controls size in PDF output)

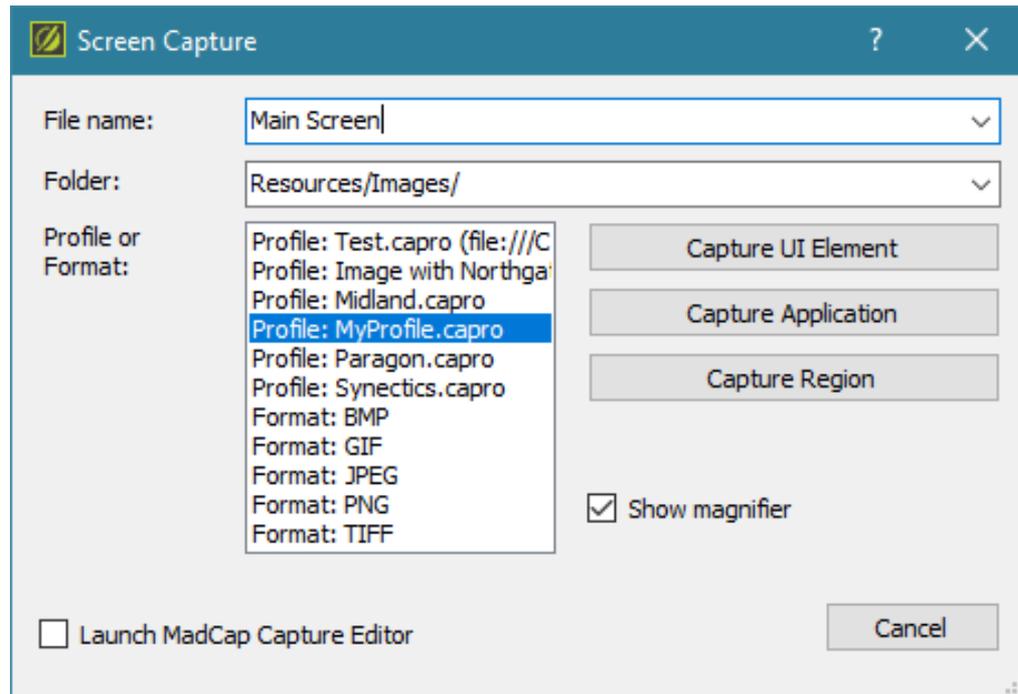
ADDING A PROFILE FROM A NETWORK LOCATION

1. View > Profiles (to open Profiles Editor)
2. Click:



Open a profile from an external source

USING A PROFILE





Questions?

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