

Manual

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3. Edit video

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Unlike typical applications, Snap does not immediately show a program window after launch. Instead, you can access its features by moving the mouse pointer over the bar at the center-top of your screen to expand it. Alternatively, you can also right-click the program icon in the system tray next to the clock to access most features. Note that, depending on your Windows settings, you may have to click the arrow first to reveal the icon.

1. Capture

There are three ways to activate the capture process: through the capture bar, through the program symbol in the system tray, or through keyboard shortcuts.

1.1 Capture bar

Once Snap is launched, the capture bar will be automatically displayed as a marker at the top of your screen by default. Move your mouse over the marker to expand the capture bar. Move it outside the bar to hide it.

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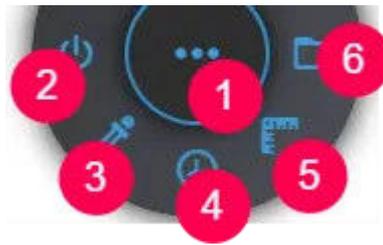
Functions



1. [Scan screen](#)
2. Settings
3. [Open editor](#)
4. [Record screen](#)

5. [Free selection](#)

6. More: Jumps to the second page



1. Back: Returns to the first page

2: Quits Snap

3. [Dropper](#)

4. [Countdown / interval](#)

5. [Rectangular selection](#)

6. Opens the current screenshot output directory in Windows Explorer

1.2 Context menu (system tray)



Once launched, you can access the various capturing tools through Snap's context menu. Simply right-click the program icon in the system tray next to the clock.

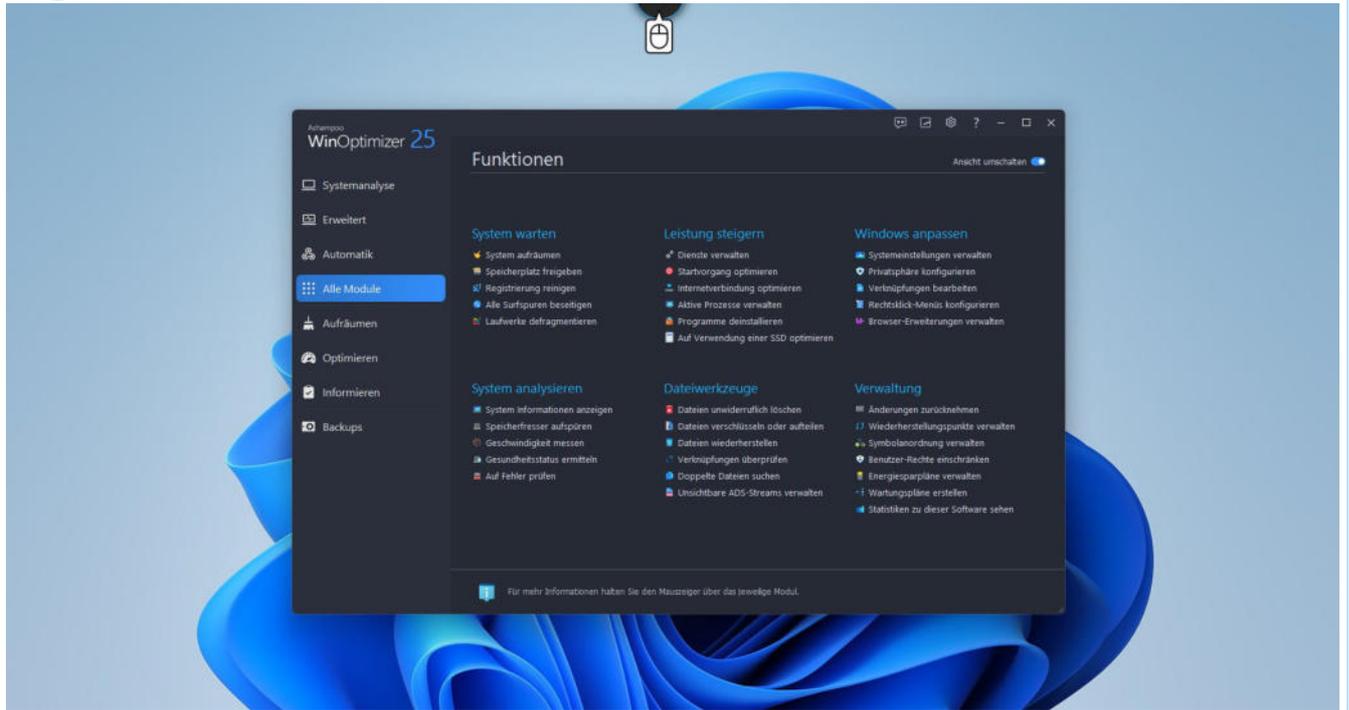
The context menu also allows you to reopen the video editor, e.g. to make additional changes to existing videos.

1.3 Scan screen

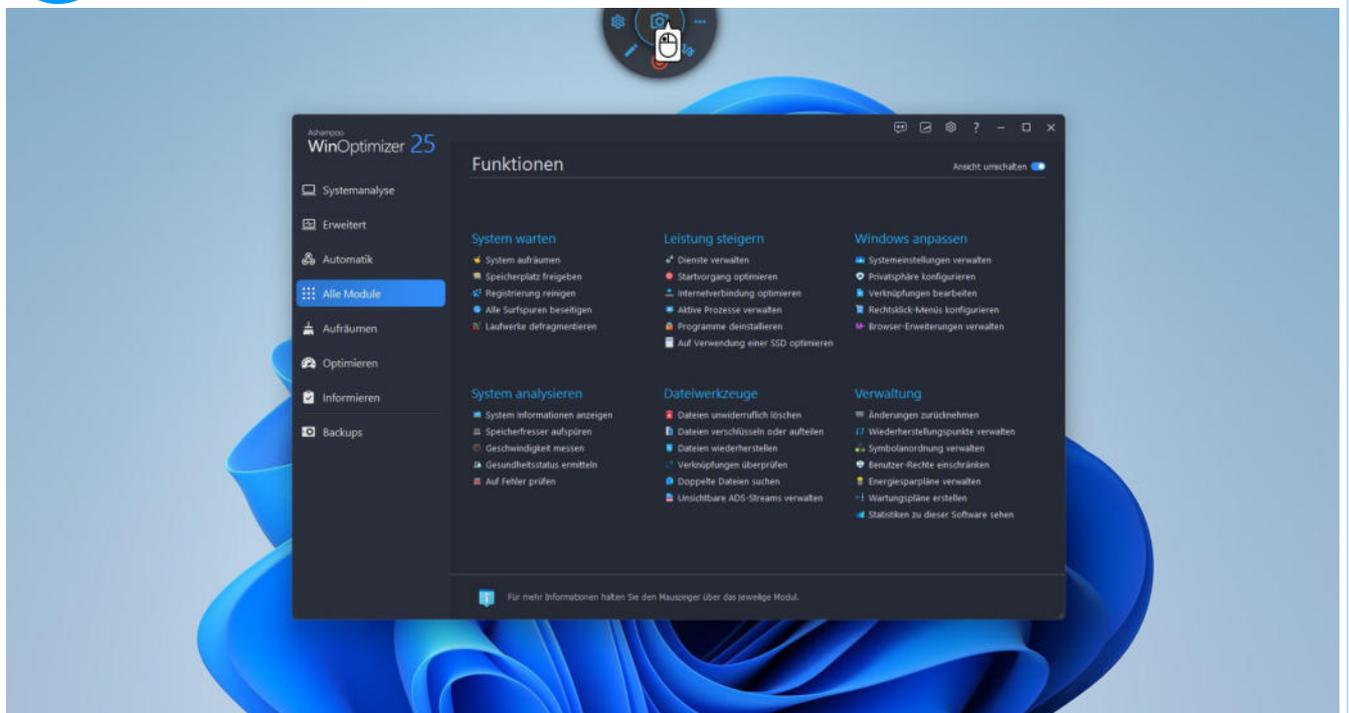
This function detects objects below the mouse pointer, e.g. program windows or scrollable areas. Left-click the recognized area to select it. Drag the markers to adjust its size or drag within the selection to move it. Left-click either the selection or the camera

icon to capture the selected area.

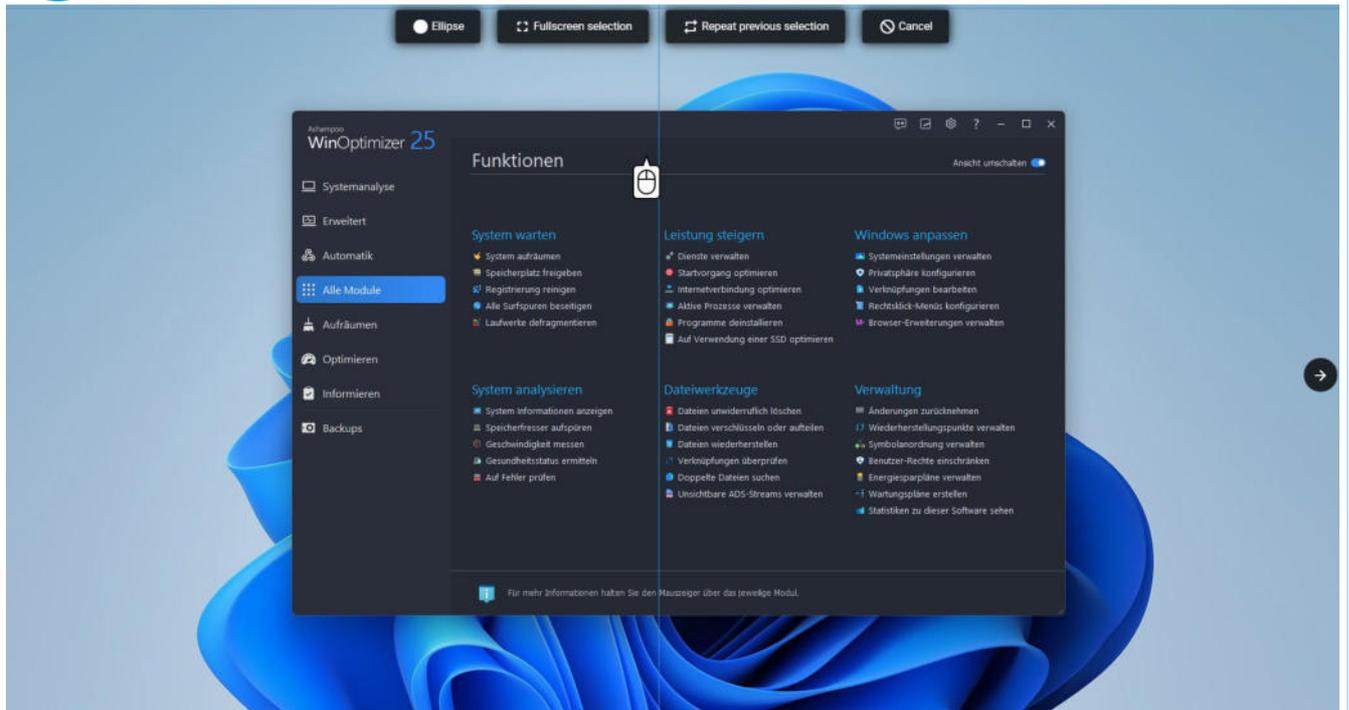
1



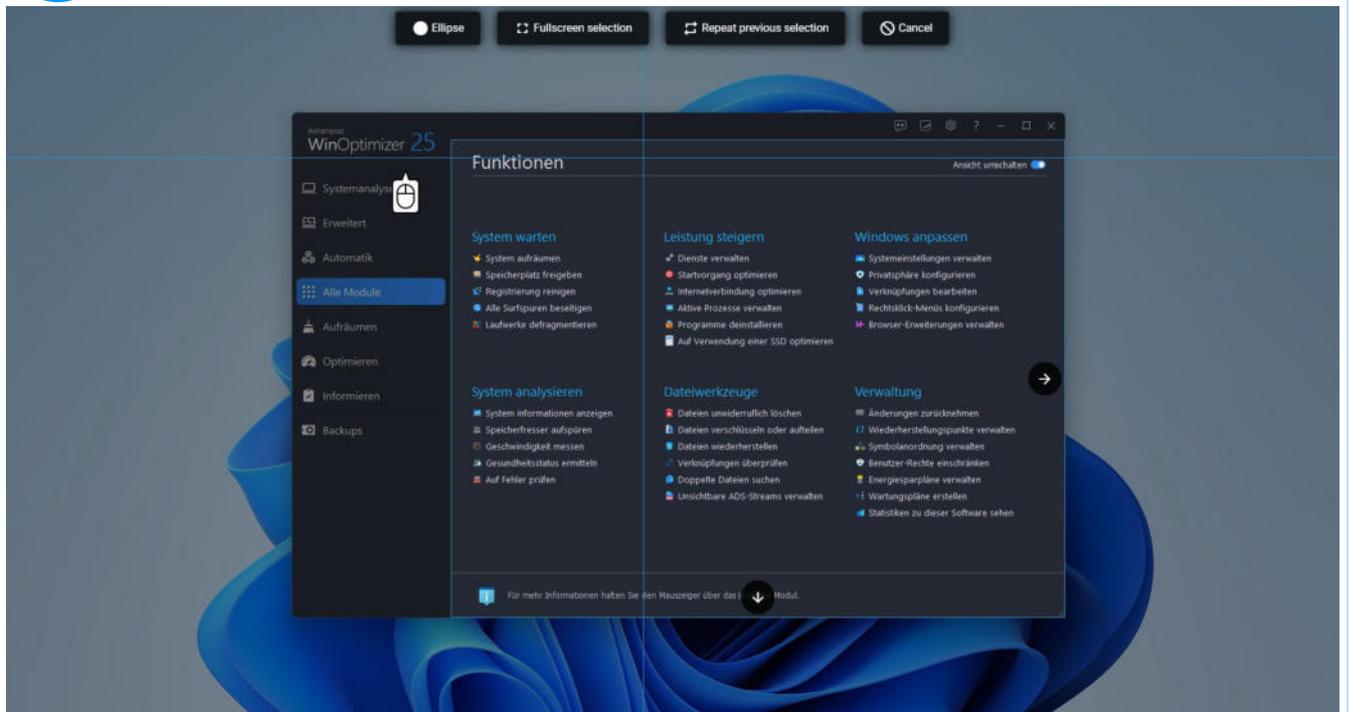
2



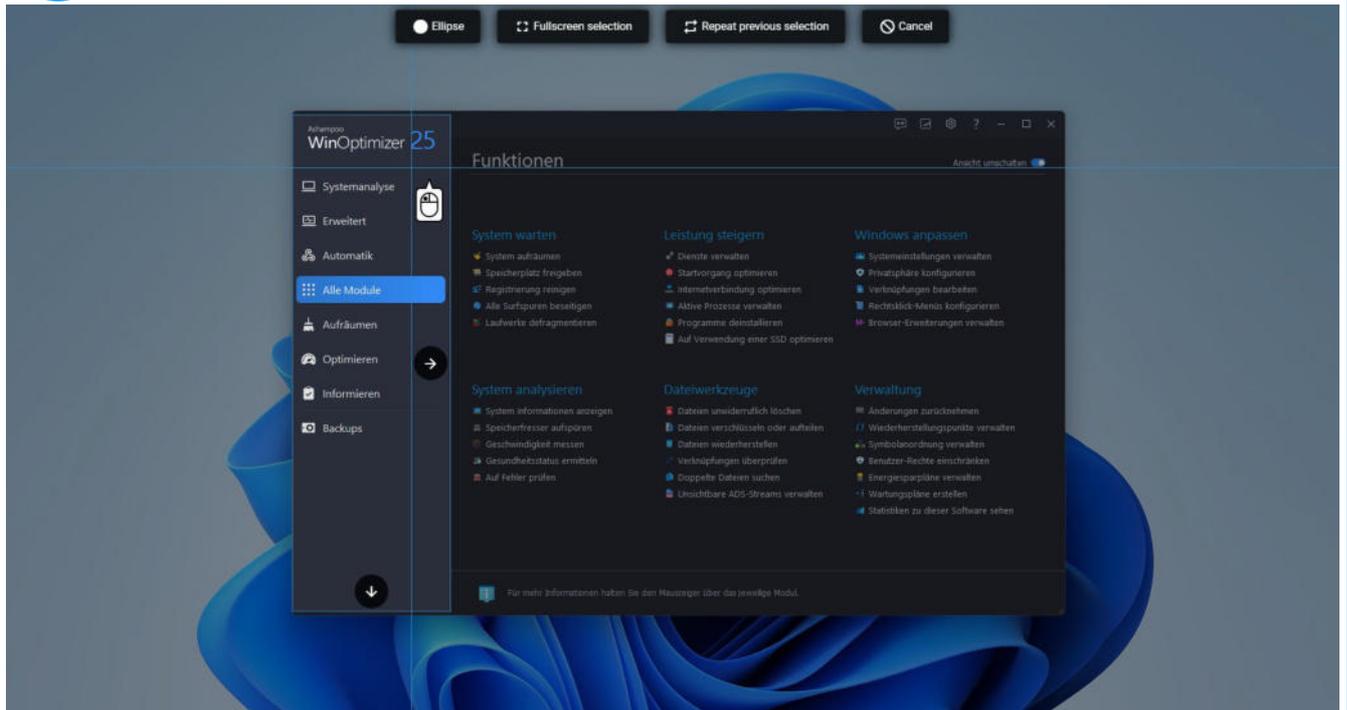
3



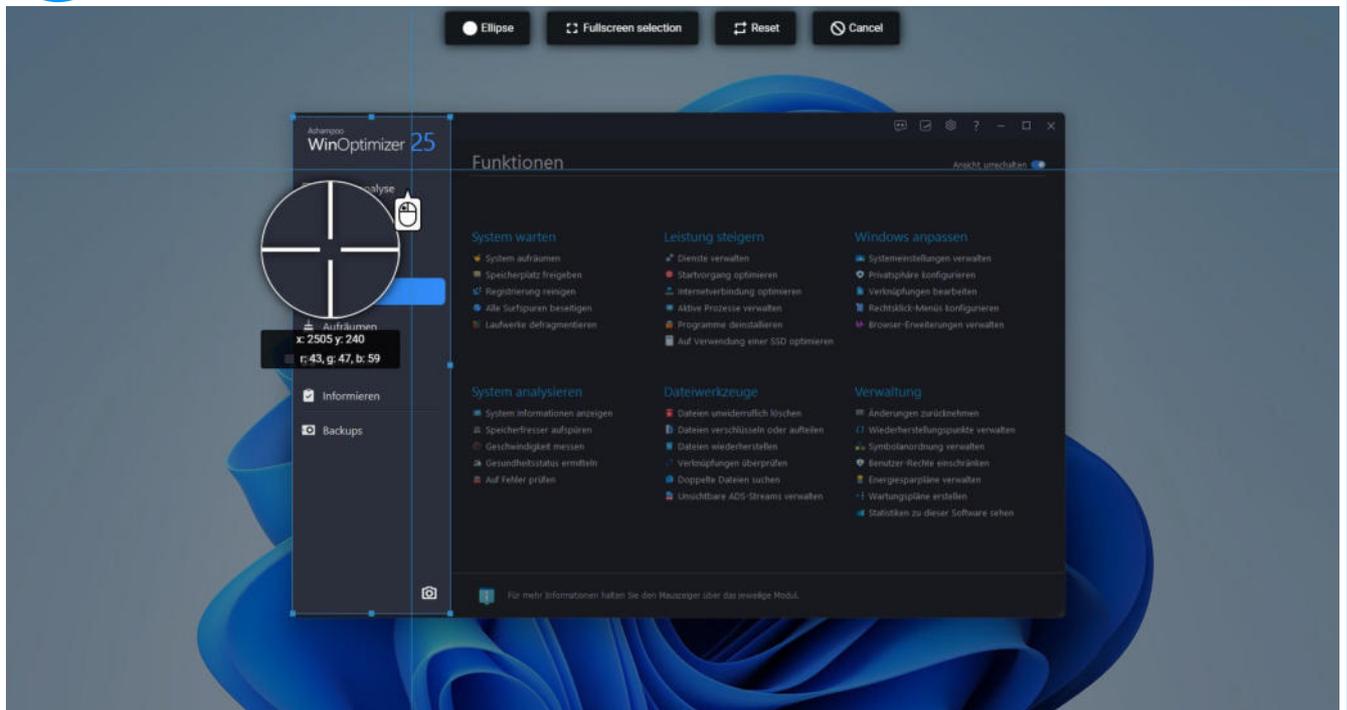
4



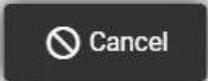
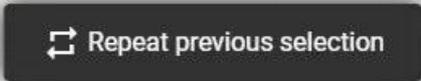
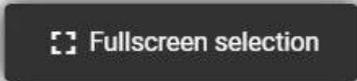
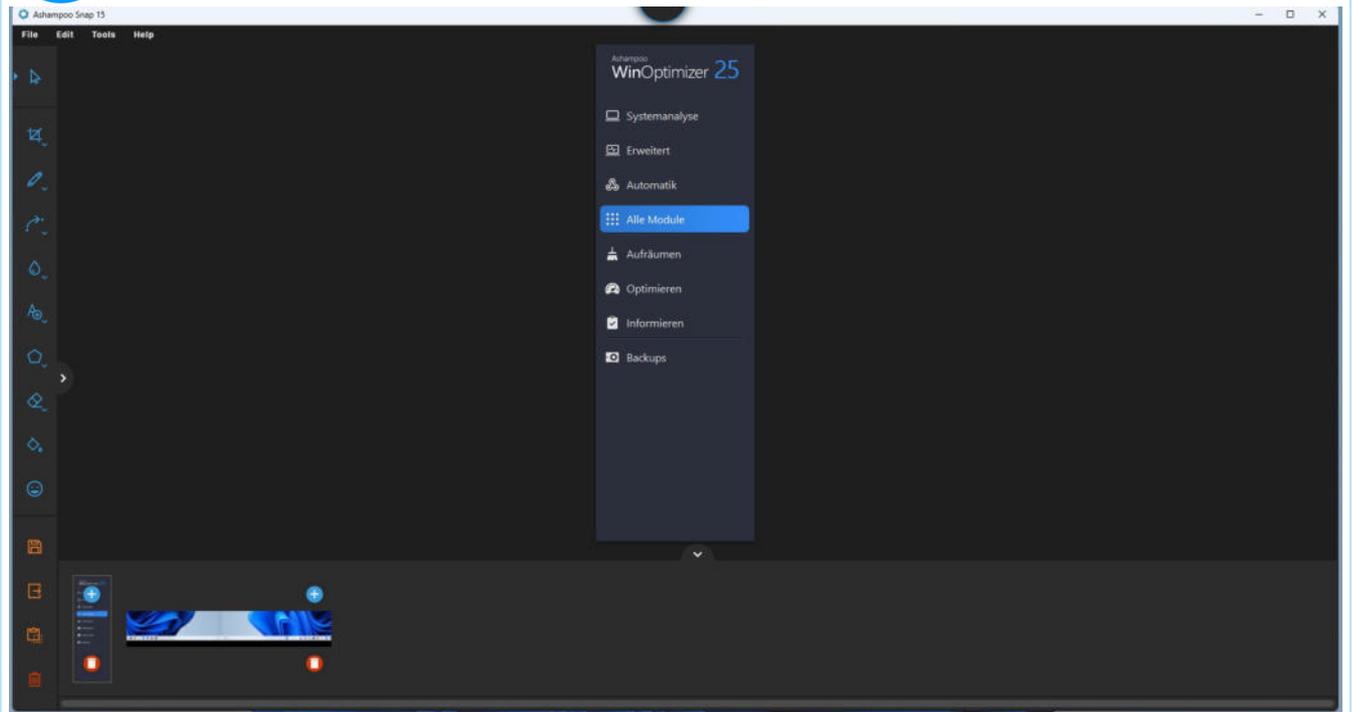
5



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Ellipse / Rectangle

This button toggles between rectangular / elliptical capture mode, with the latter overwriting image portions outside the ellipse with transparency.



Fullscreen selection

Captures the entire desktop area.

Repeat previous previous selection

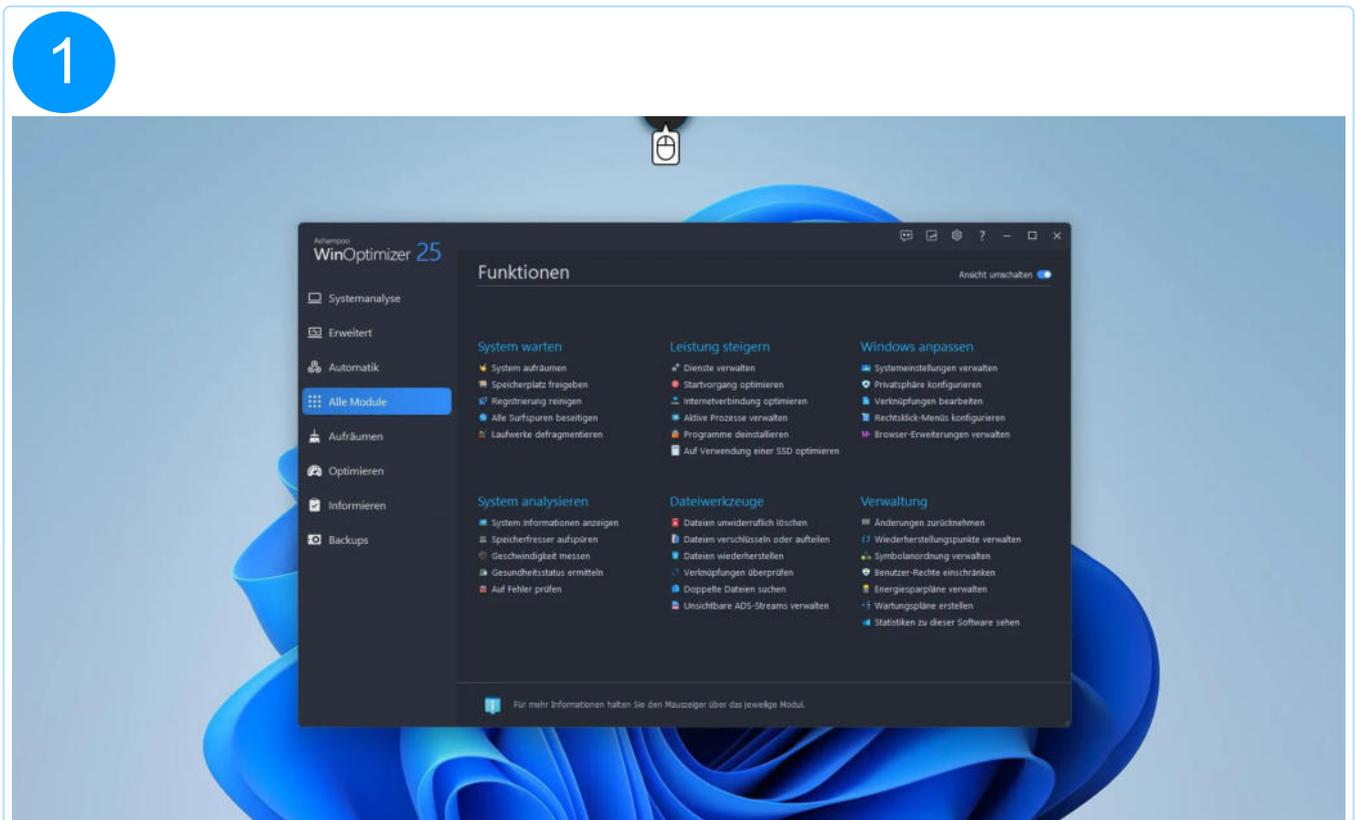
This button is only available after at least one screenshot has been captured and captures the previously specified area again. This makes it easy to create multiple screenshots with identical dimensions, e.g. when you're documenting program behavior.

Cancel

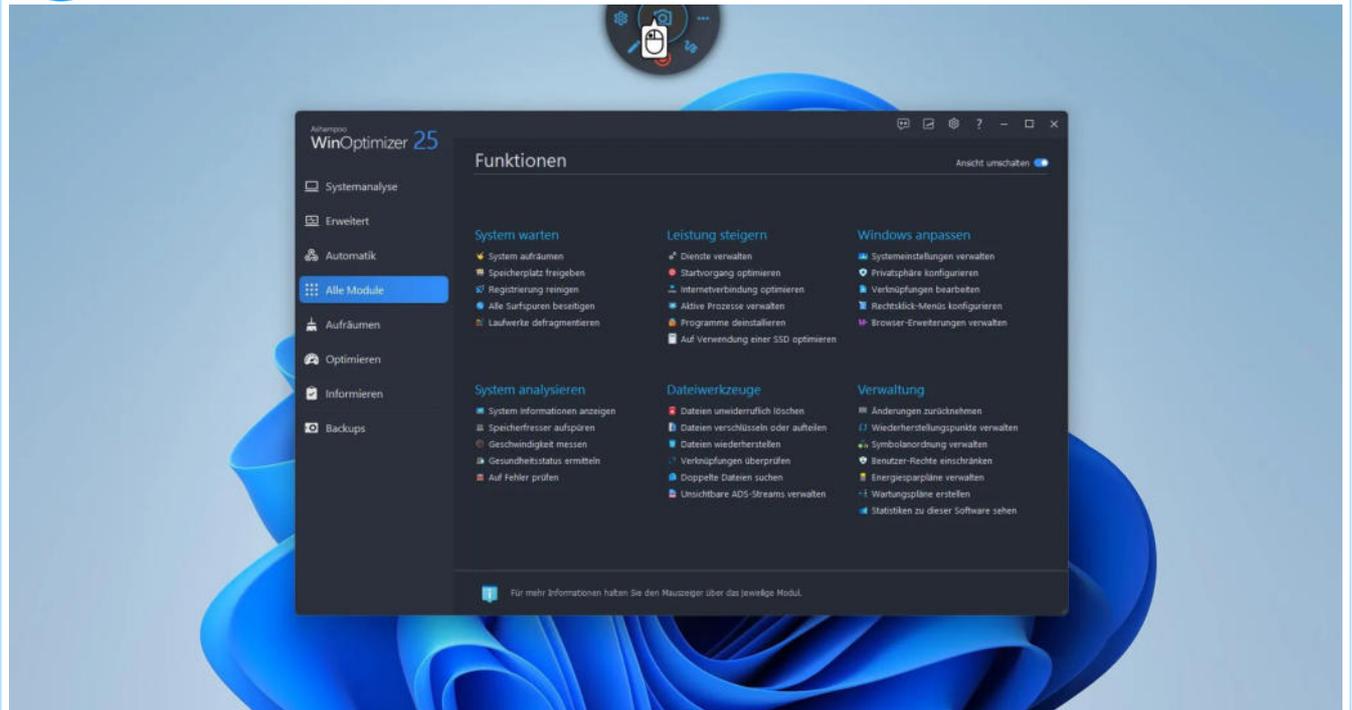
Cancels the capture process.

1.3.1 Capture rectangular region

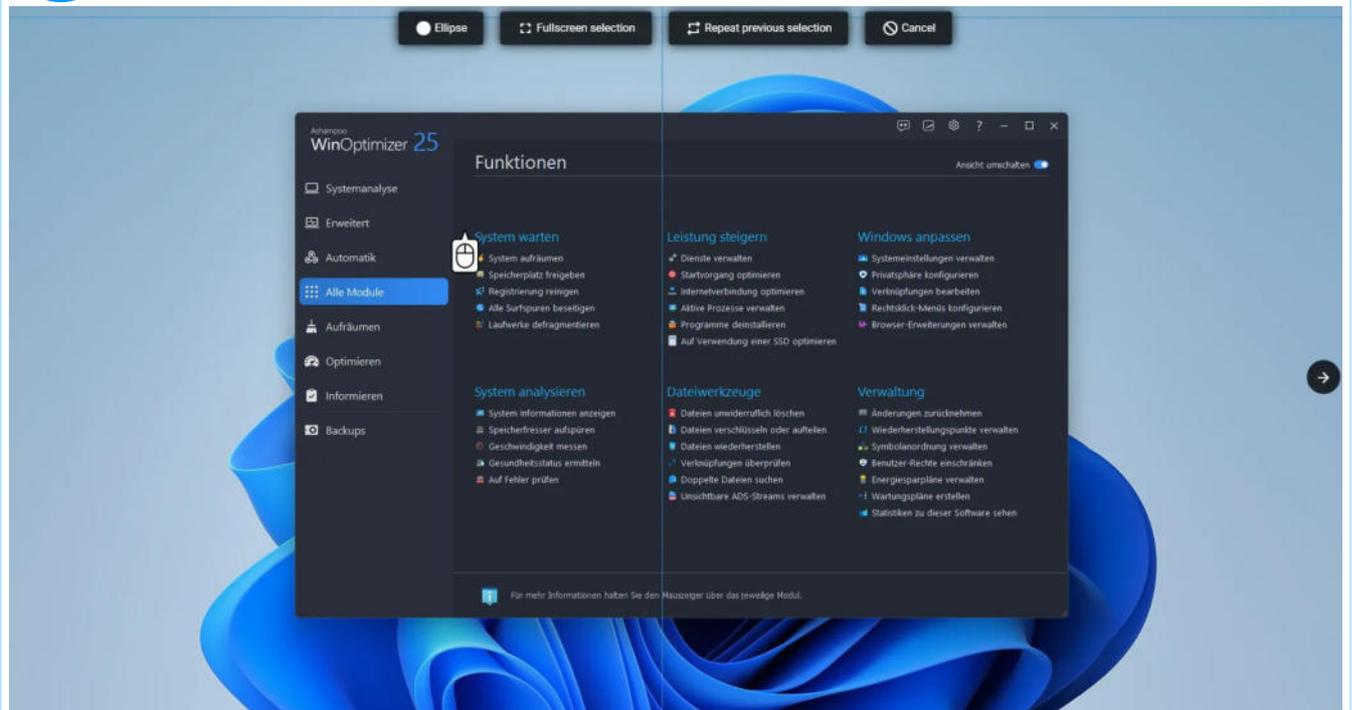
You don't have to rely on the scan feature alone but can also create your own selections manually. Once you start scanning, simply left-click and drag to create a custom selection rectangle.



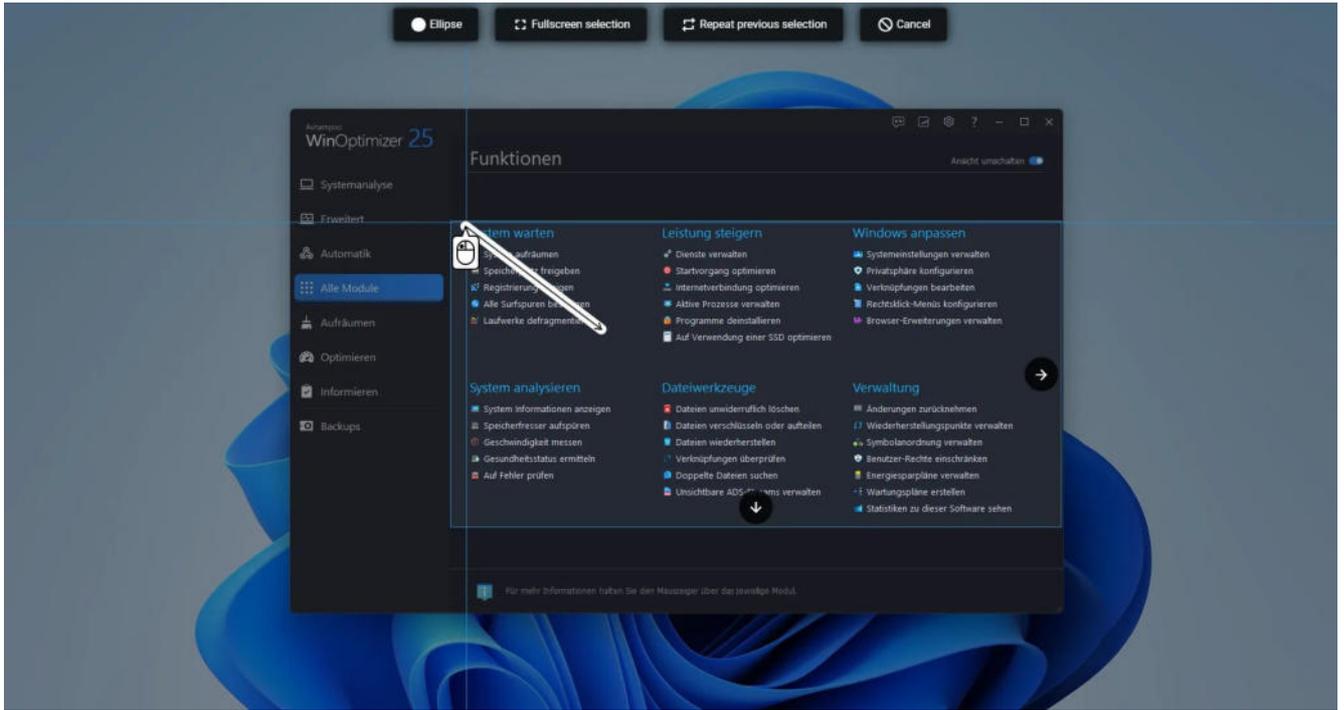
2



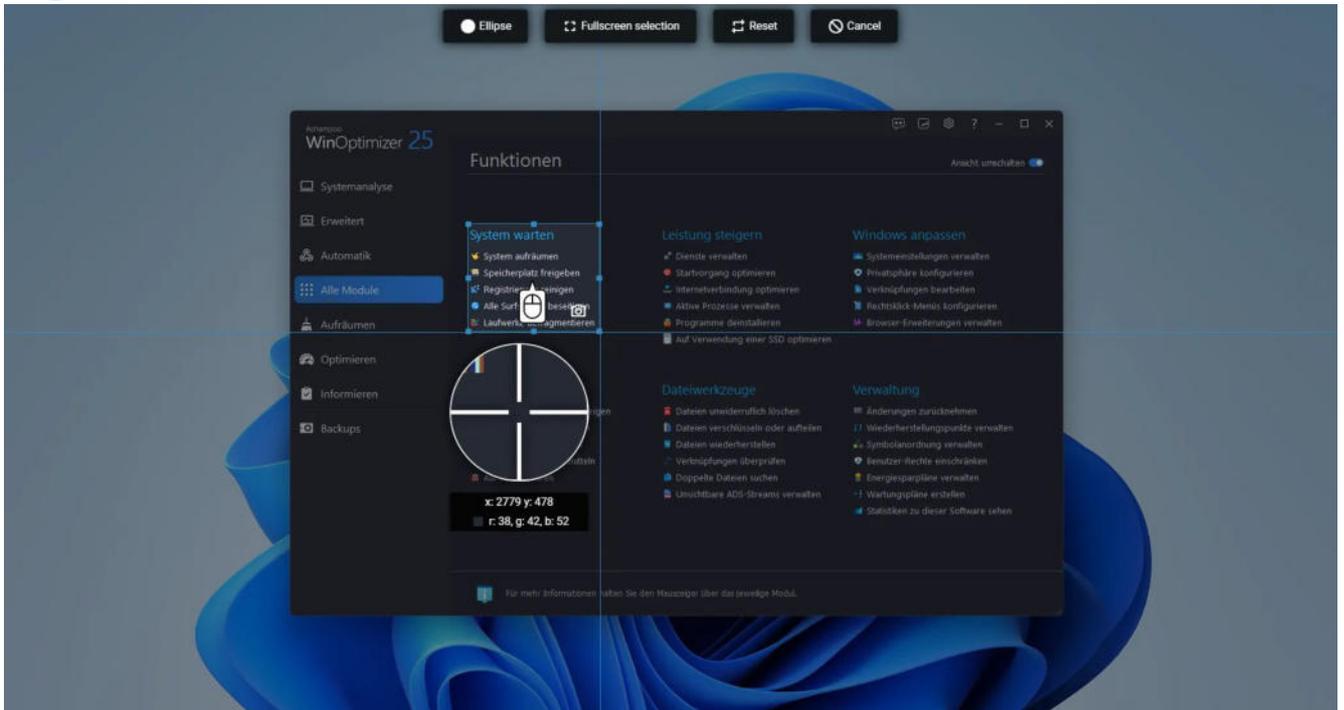
3



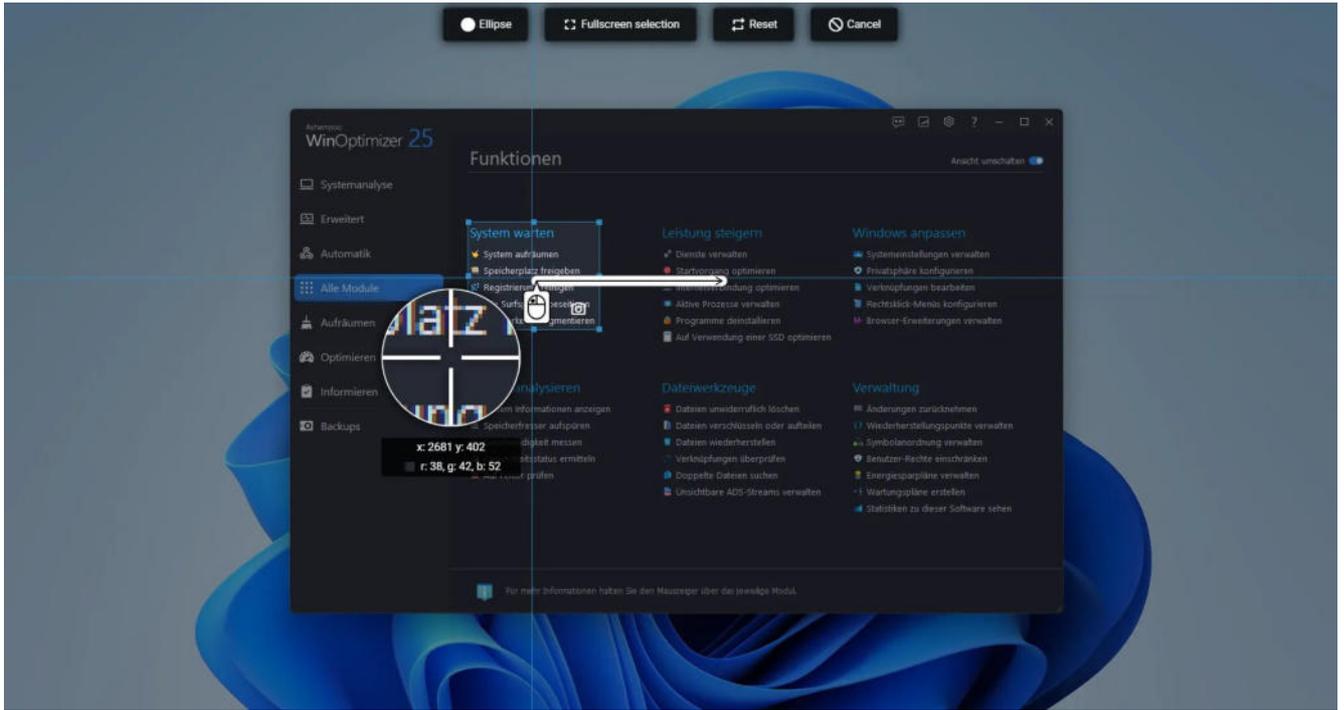
4



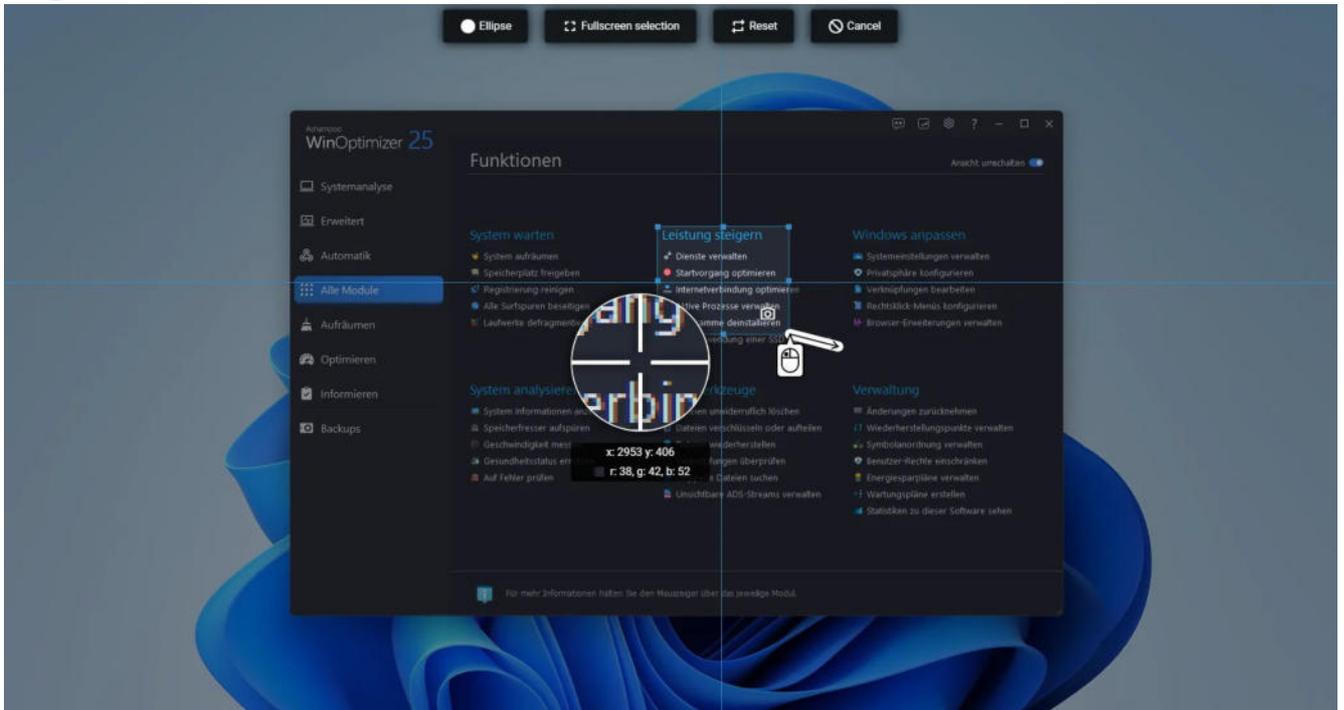
5

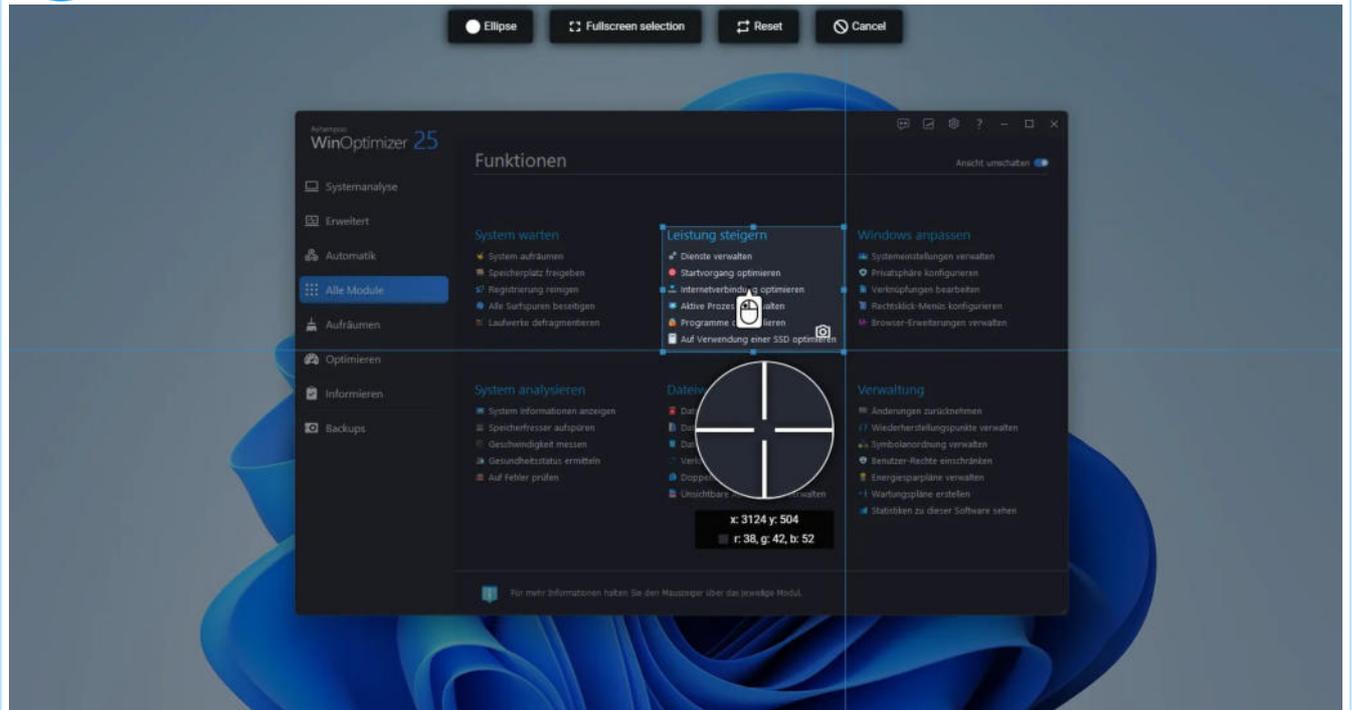


6



7

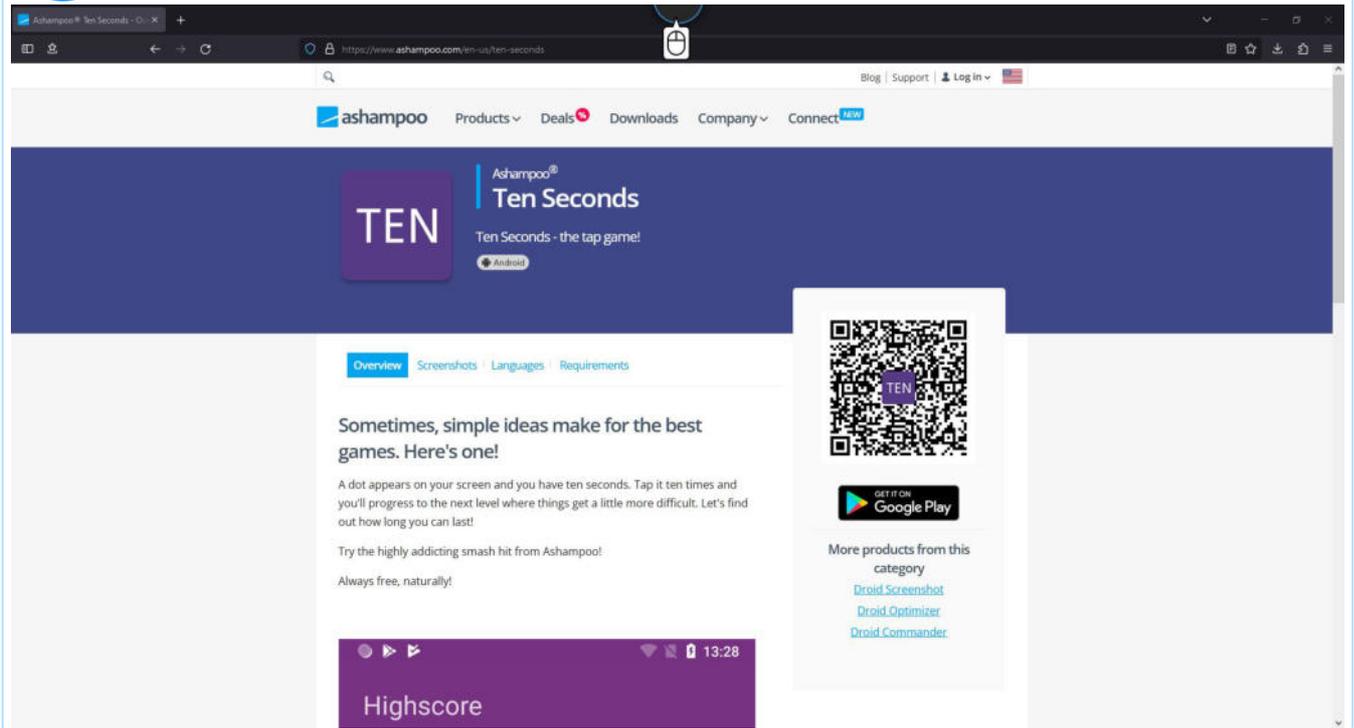




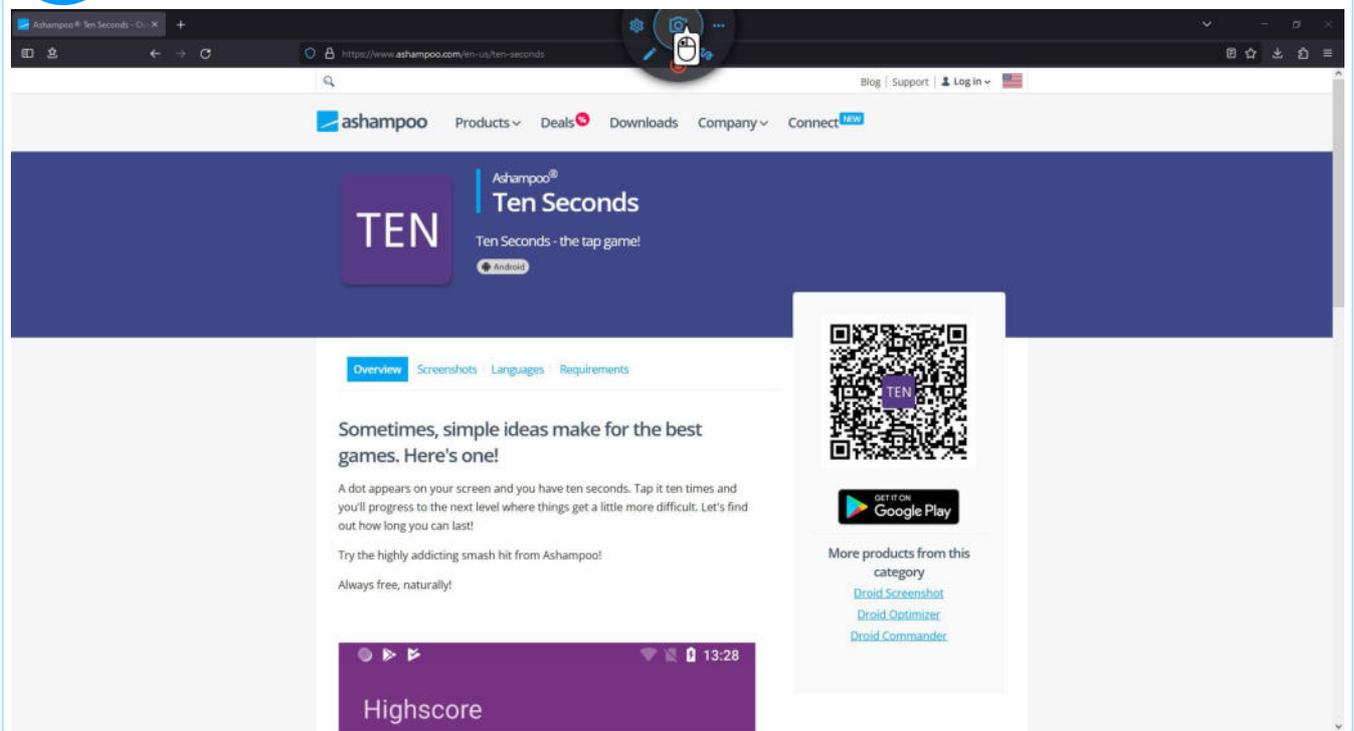
1.3.2 Scrollable regions

During scanning, elements that support scrolling will display arrow buttons you can use to signal the program that the affected regions should be scrolled during capturing to include all contents.

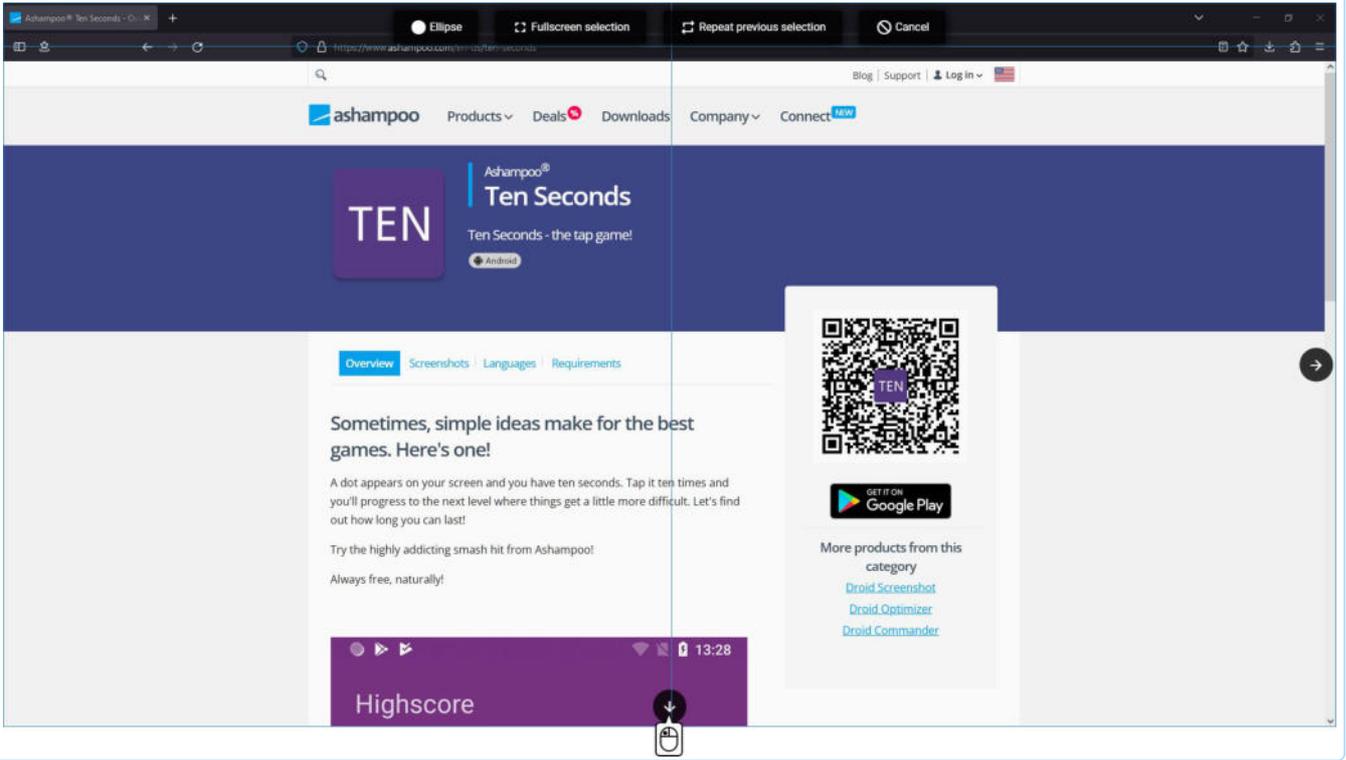
1



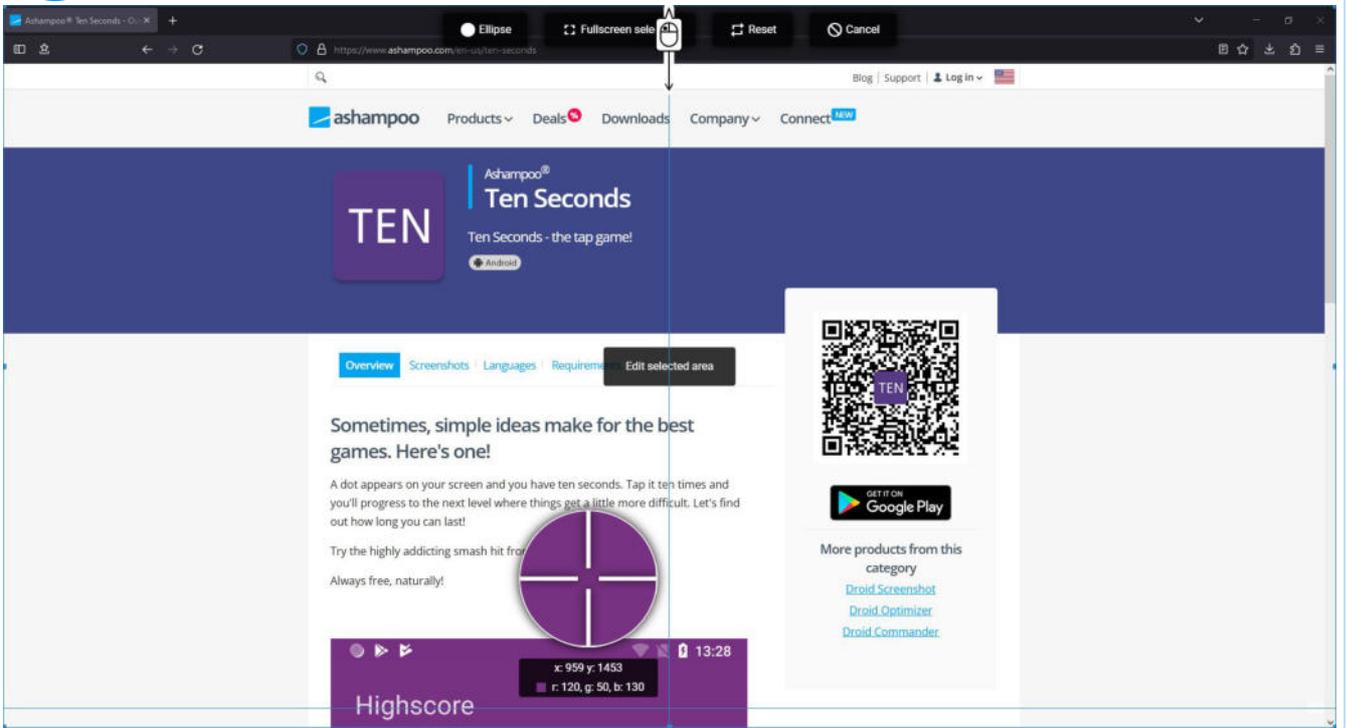
2



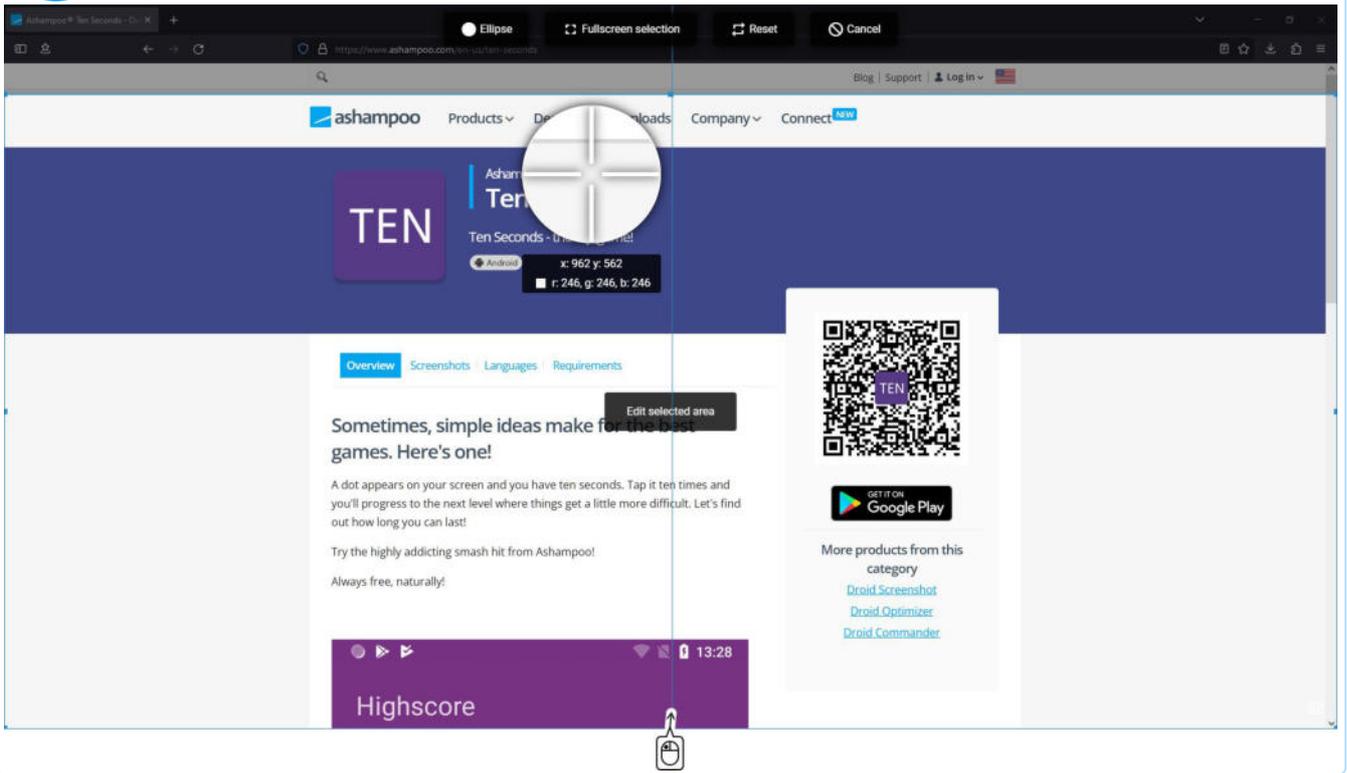
3



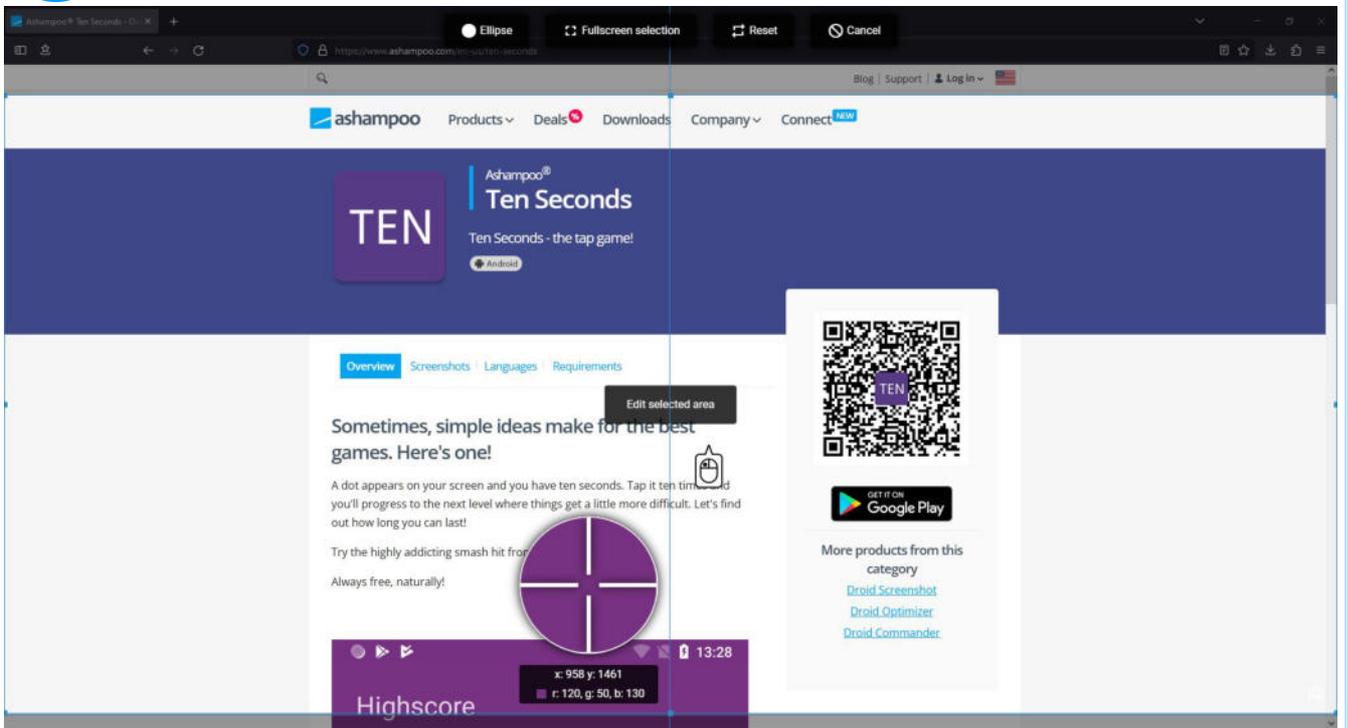
4



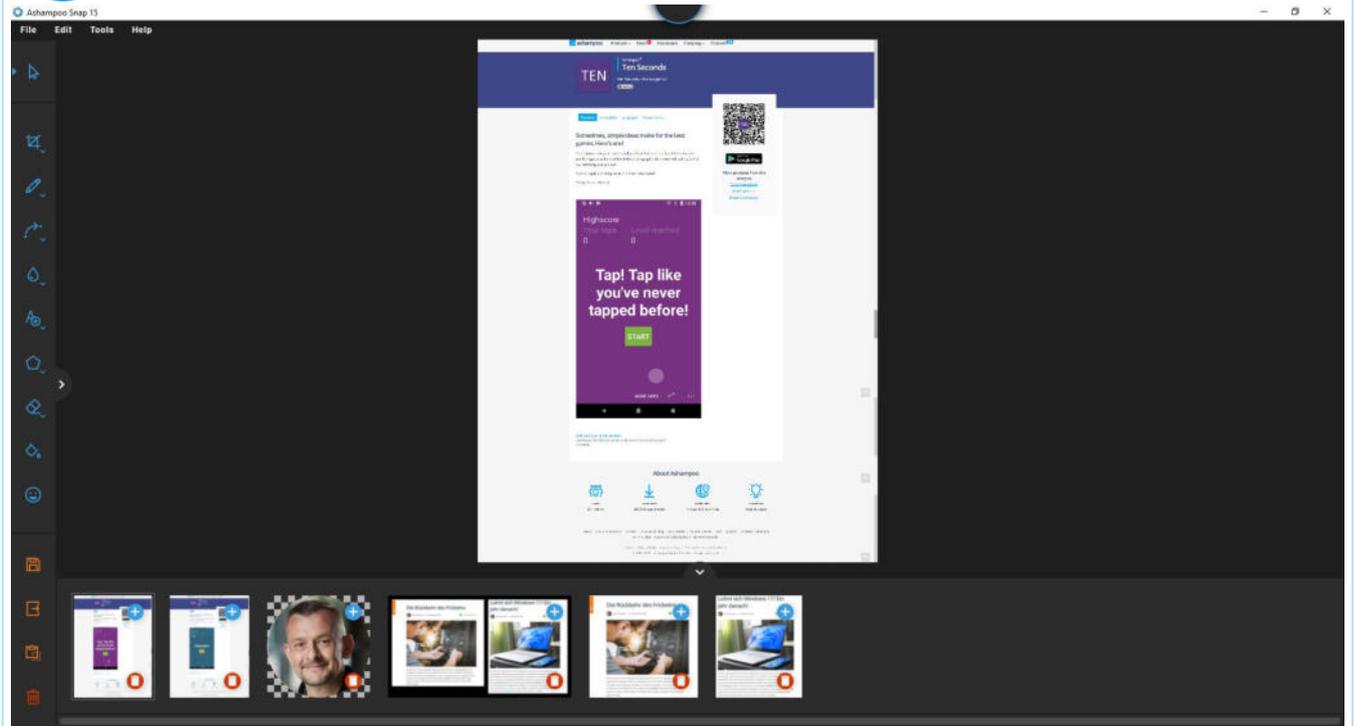
5



6



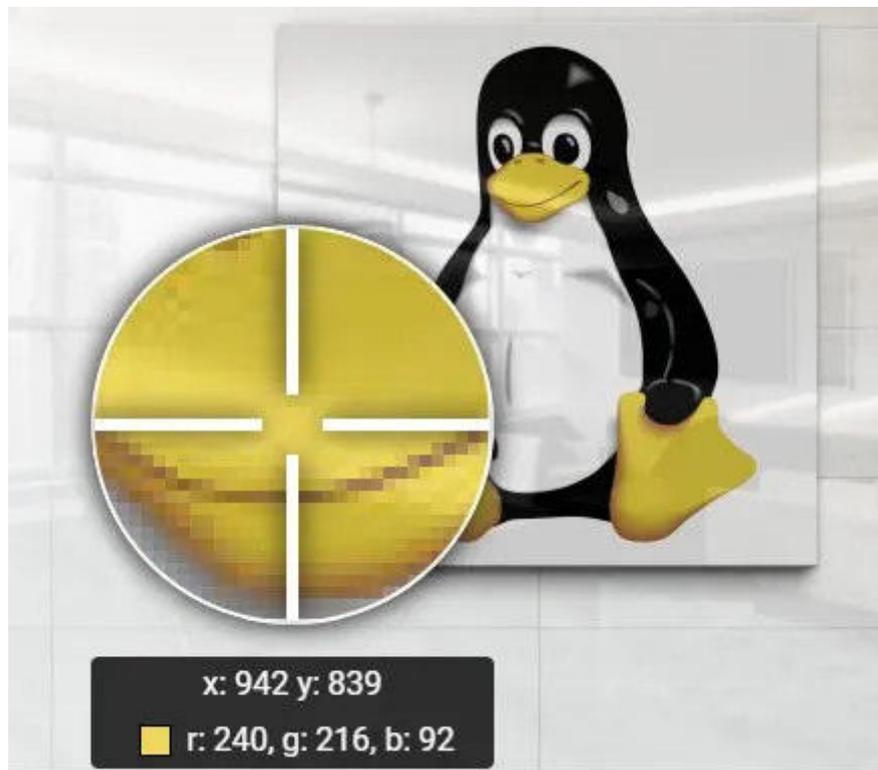
7



1.4 Freehand selection

Hold down the left mouse button and "draw" around the area you wish to capture. Once you release the mouse button, the end point will automatically be connected to the start point and the area will be captured.

1.5 Color picker



Position the dropper over a pixel and left-click to copy its color value to the system clipboard in hexadecimal notation (e.g. #FFFFFF for white).

You will find color pickers next to color selection buttons in the editor. These behave the same way as just described but do not copy their color values to the system clipboard but apply them to their associated tools.

1.6 Countdown / Interval (timer-based capture)

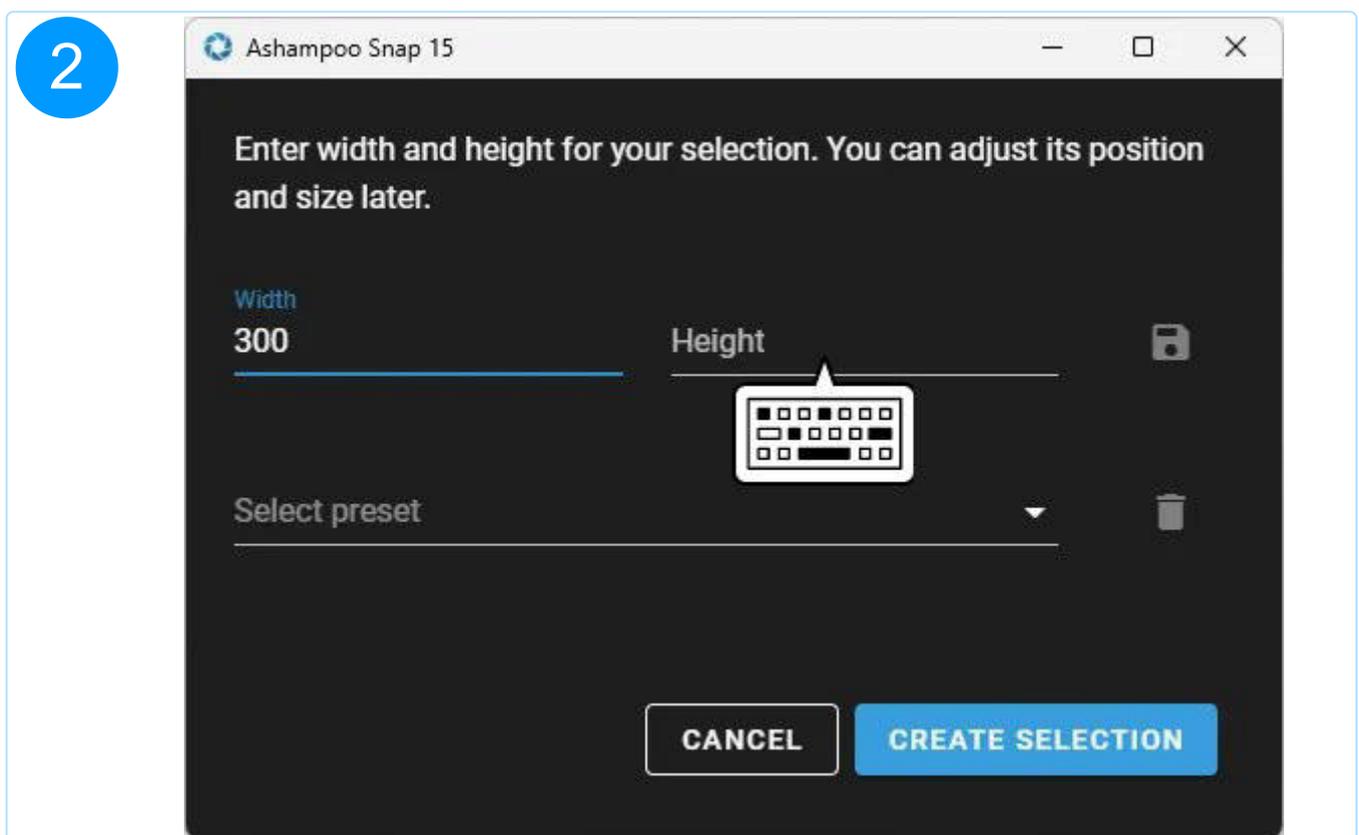
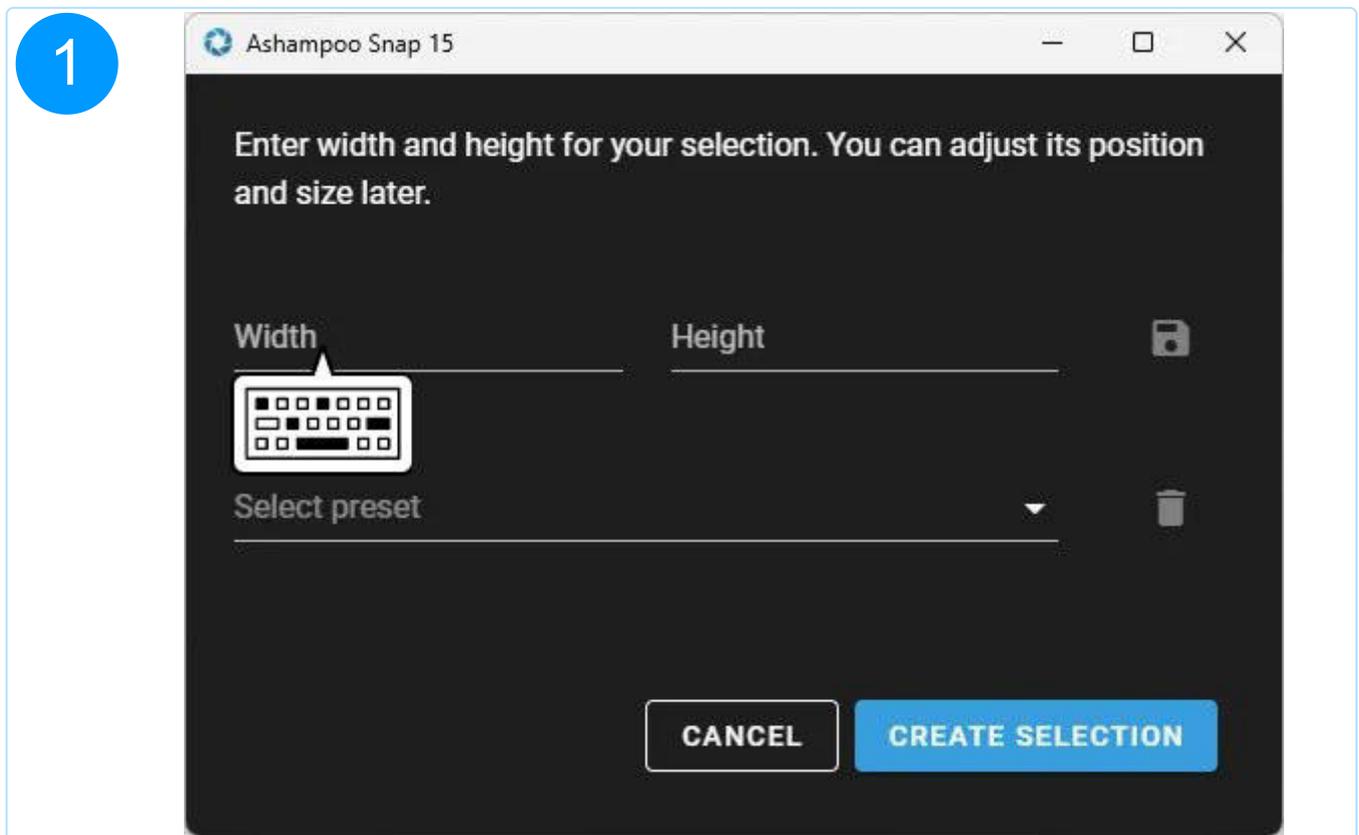
This function allows you to capture the selected area either once after the timer expires or at regular intervals. Select the desired mode at the top and enter a second-based value below. Then, click "Start" and create a selection. You can stop the timer at any time by pressing the Esc key.

1.7 Fixed-size selection

This function creates a rectangular selection based on manually given width/height values or presets. Click "Create selection" to apply your settings and to create the selection.

Create / Delete preset

Click the disk symbol to add your current values as a preset to the bottom list of presets. To delete a custom preset, select it and then click the trashcan symbol.



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Enter width and height for your selection. You can adjust its position and size later.

Width

Height

Select preset

4

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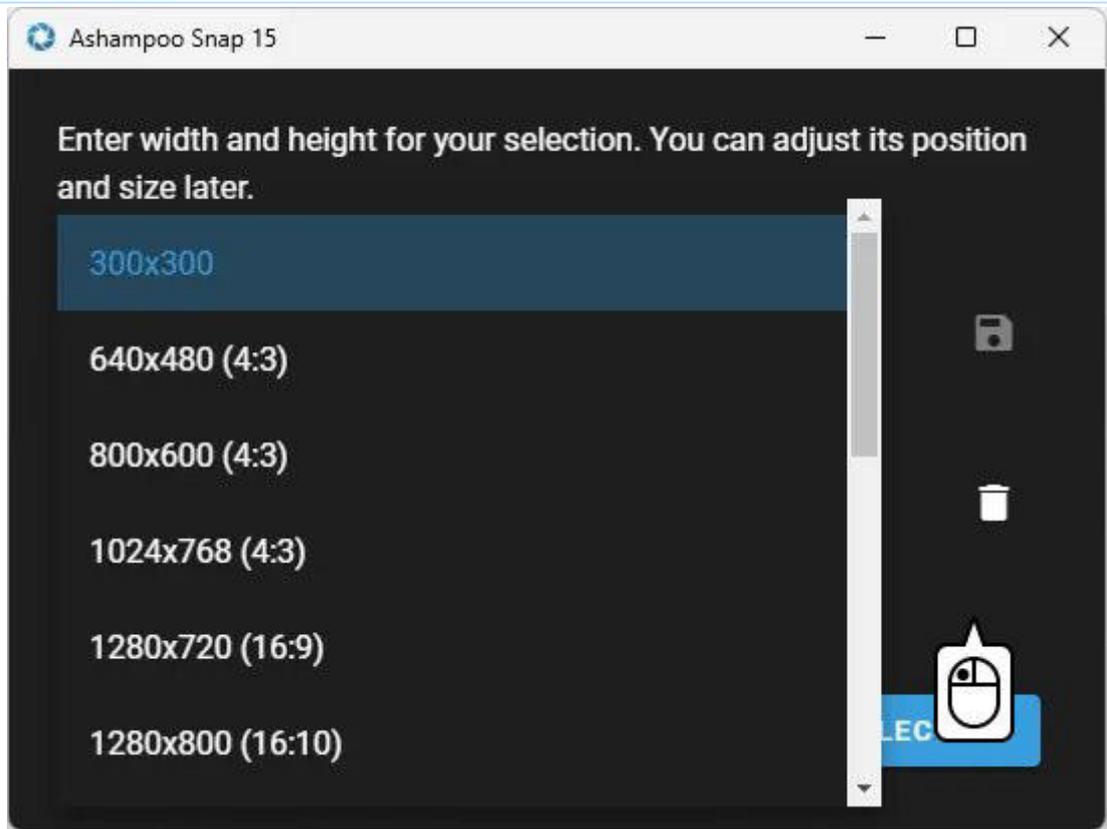
Enter width and height for your selection. You can adjust its position and size later.

Width

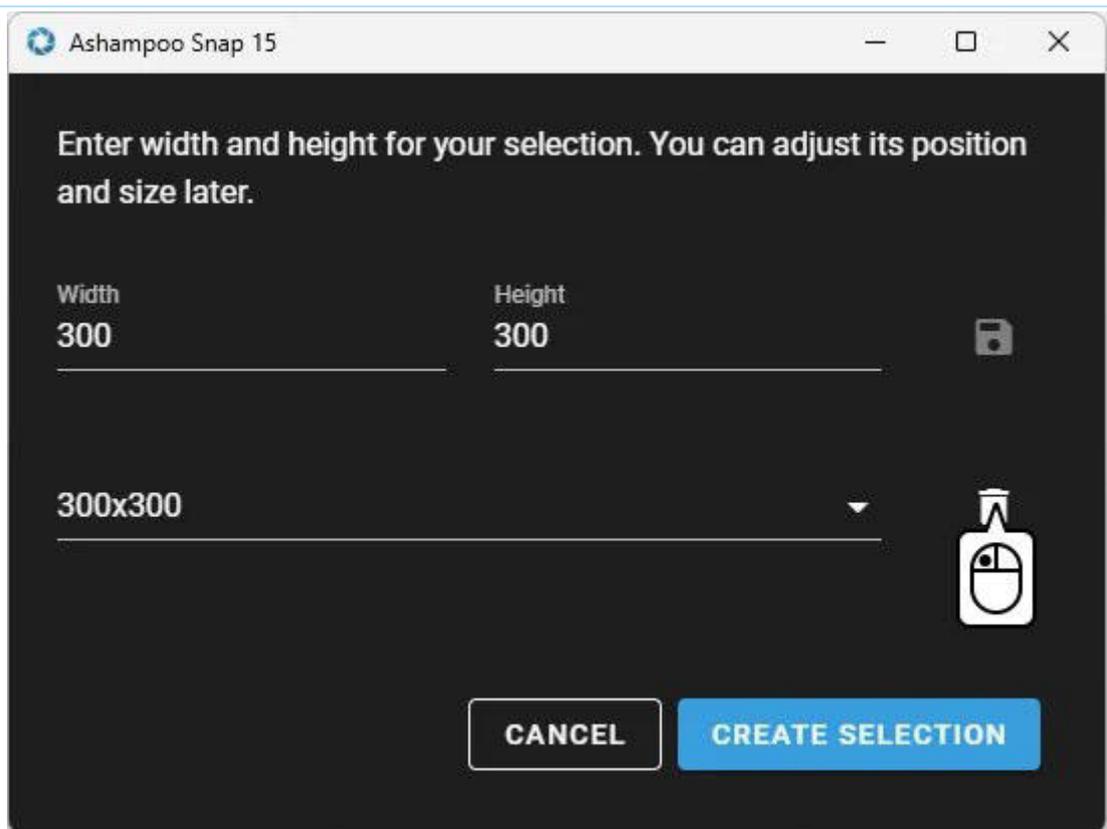
Height

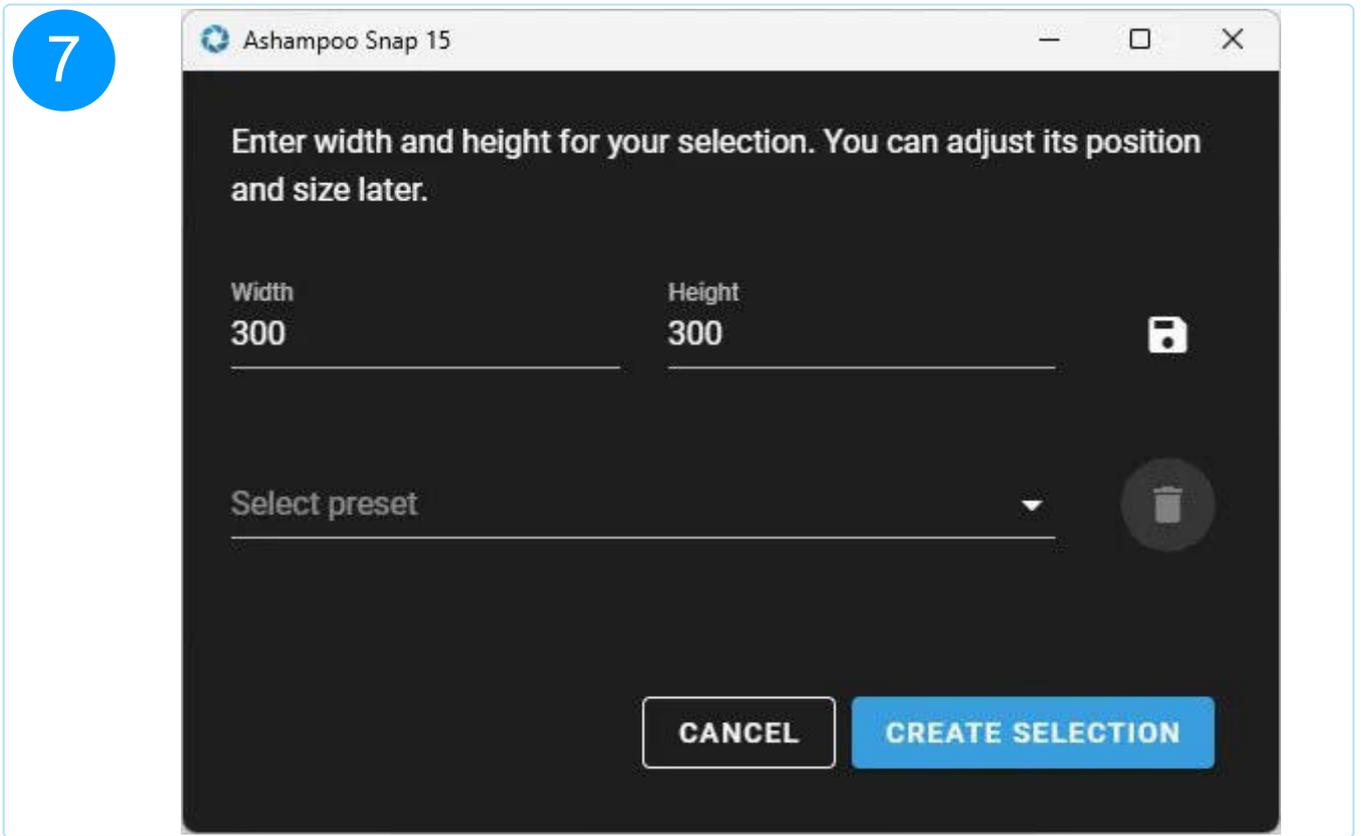
300x300

5



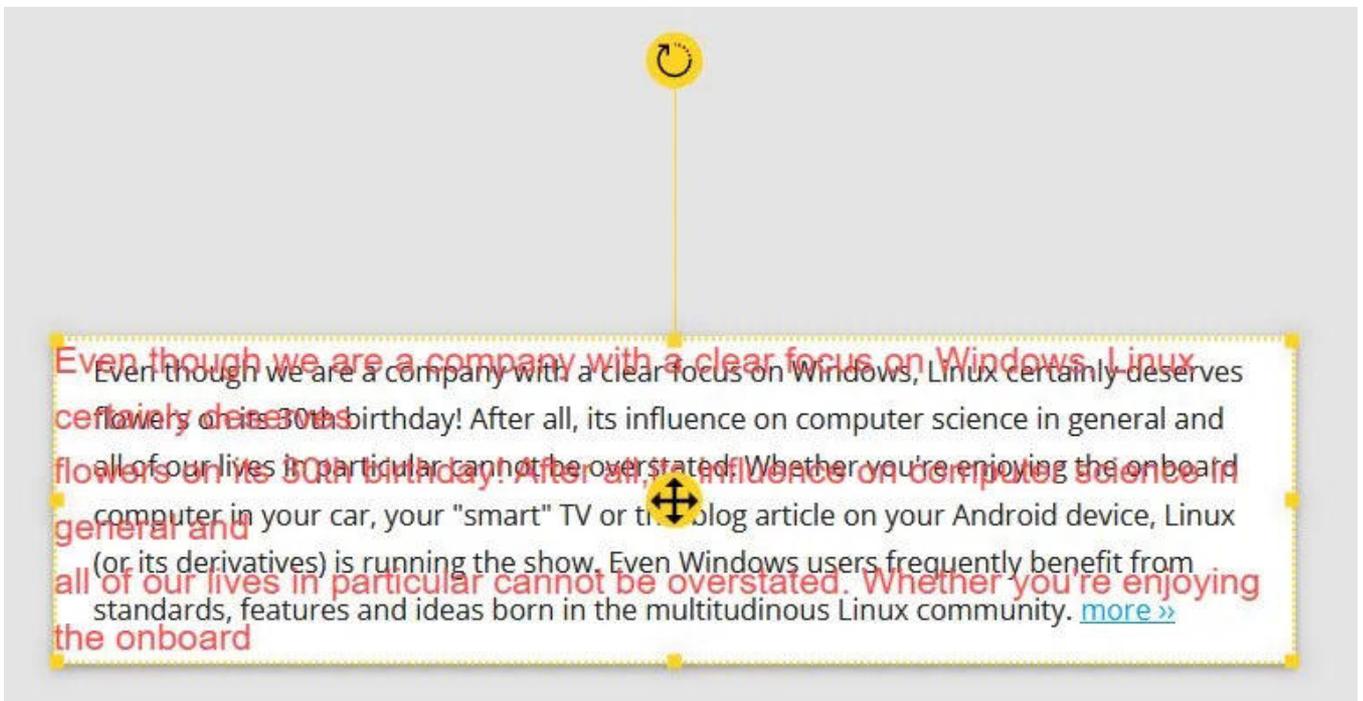
6





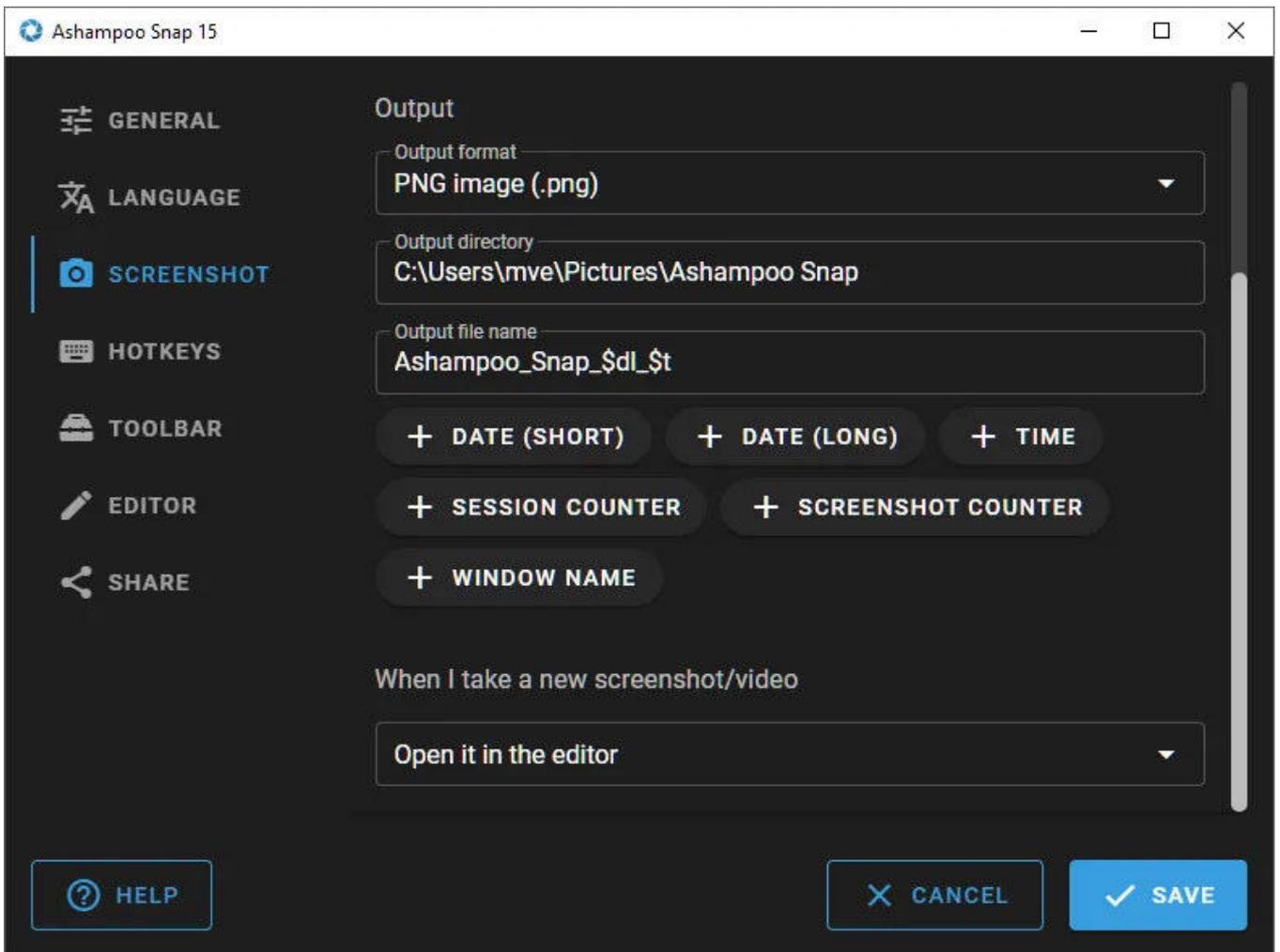
1.8 Capture text (OCR)

You can access this feature by right-clicking the program icon in Windows' task tray next to the clock and selecting "OCR (text-recognition)", followed by the language used in the affected text.



Then, hold down the left mouse button and drag to select the text to be recognized. Click into the selection to begin the recognition process. The text will be added to your snapshot as an editable text object. To use the text in another application, e.g. MS Word, select the text object and left-click its content to select the text. Next, hit Ctrl + C to copy it to the system clipboard. You can then use Ctrl + V to paste the text into other applications.

1.9 Custom file names



You can adjust the file naming scheme that will be used for exported images in the program settings. Simply place the cursor at the desired position under "Output file name" and click the below buttons to add the associated placeholders.

Example

Input	Output
Screenshot\$sc_$\\ds_$\\$t$_$\\wn	Screenshot72_2022.02.03_9h26m27s_Document1 - Word.png

Supported placeholders

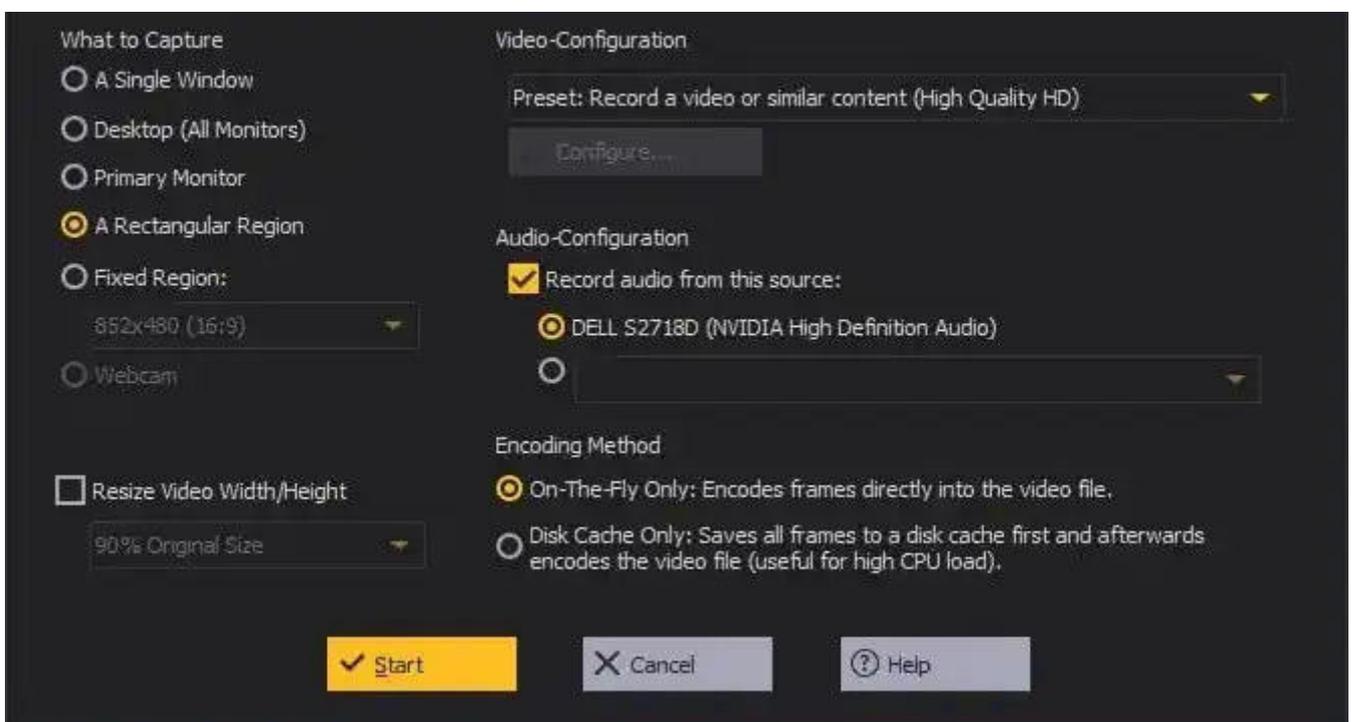
Type	Input	Output
------	-------	--------

Date (short)	\$ds	2022.02.03
Date (long)	\$dl	Thursday, February 3, 2022
Time	\$t	9h15m52s
Session counter	#	1
Scenshot counter	\$sc	1
Window name	\$wn	Document1 - Word

1.10 Capture Video

Video Settings

Before you can begin recording, you will need to adjust the video settings to your needs.



What to Capture

Depending on your selection, you may have to select the area to be recorded once you click "Start".

A Single Window

Move the mouse pointer on the desired program window and left-click the selection rectangle to display the recording dialog.

Desktop (All Monitors)

The visible screen contents of all available displays will be captured. No manual selection is required.

Primary Monitor

Only the main display will be captured. No manual selection is required.

A Rectangular Region

Hold down the left mouse button and drag to create a selection around the desired area. Left-click the selection to display the recording dialog.

Fixed Region

Select the desired size and move the selection rectangle over the desired area. Left-click the selection to begin recording.

Webcam

The live feed from your webcam will be recorded.

Resize Video Width/Height

Use this setting to auto-resize the recording.

Video-Configuration

These settings affect the size and quality of your videos.

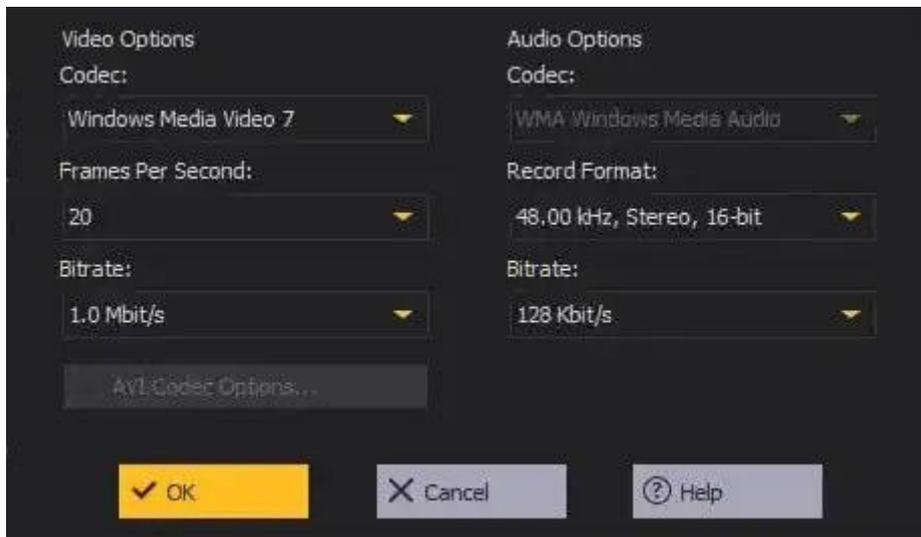
Audio-Configuration

If needed, Snap can also record audio output from the selected recording device. Snap can record audio output from the selected audio device. "Primary recording device" means the program will use the currently selected Windows default audio recording device. In most cases, this will either be "Stereomix" or "What-U-Hear" to record the sound you hear. Note that your sound card driver has to support this feature and that it may not be available in your version of Windows.

Encoding Method

If your computer is old and slow, you may need to use your hard disk for video buffering to avoid stuttering. You may select this option here.

1.10.1 Audio- and video settings



Either use the presets or select "Custom Codec Configuration" to further adjust the video and audio settings (experts only).

1.10.2 Video capture dialog

Once you've selected the area to record, the video capture dialog will come up.



Start/Pause Capture

Starts/Pauses the recording process.

You can press Alt + P to achieve the same effect. This is especially useful when the video controls are minimized!

Stop Capture

Stops the recording process.

You can press Alt + O to achieve the same effect. This is especially useful when the video controls are minimized!

Abort Capture

Cancels the recording process.

Auto stop capture if content does not change anymore

Automatically stops recording when the contents of your screen do no longer change significantly.

Stop capture in

Automatically stops the recording after a fixed amount of minutes.

Minimize Video Controls

Hides the capture dialog. Use the [context menu](#) to show it again.

Show Mouse Cursor

If enabled, the mouse pointer will also be recorded. Note that for this to work, a click effect has to be selected in the extended settings (plus button).

Show pressed keys

If enabled, a notification is displayed for every keystroke you make.

Use Video Effects

Allows you to add pointer and other video effects.

Show Watermark

Enable this feature to protect your IP with a text or image-based watermark and/or a copyright notice.

Show Webcam

Enables you to show the output from your webcam as an overlay window. You may adjust the size/position via the video effects settings.

Use Marker

Use this option to draw onto the live recording window. Use the first and second button controls to delete the most recent or all drawings. Use the third button to adjust the display style for all drawings.

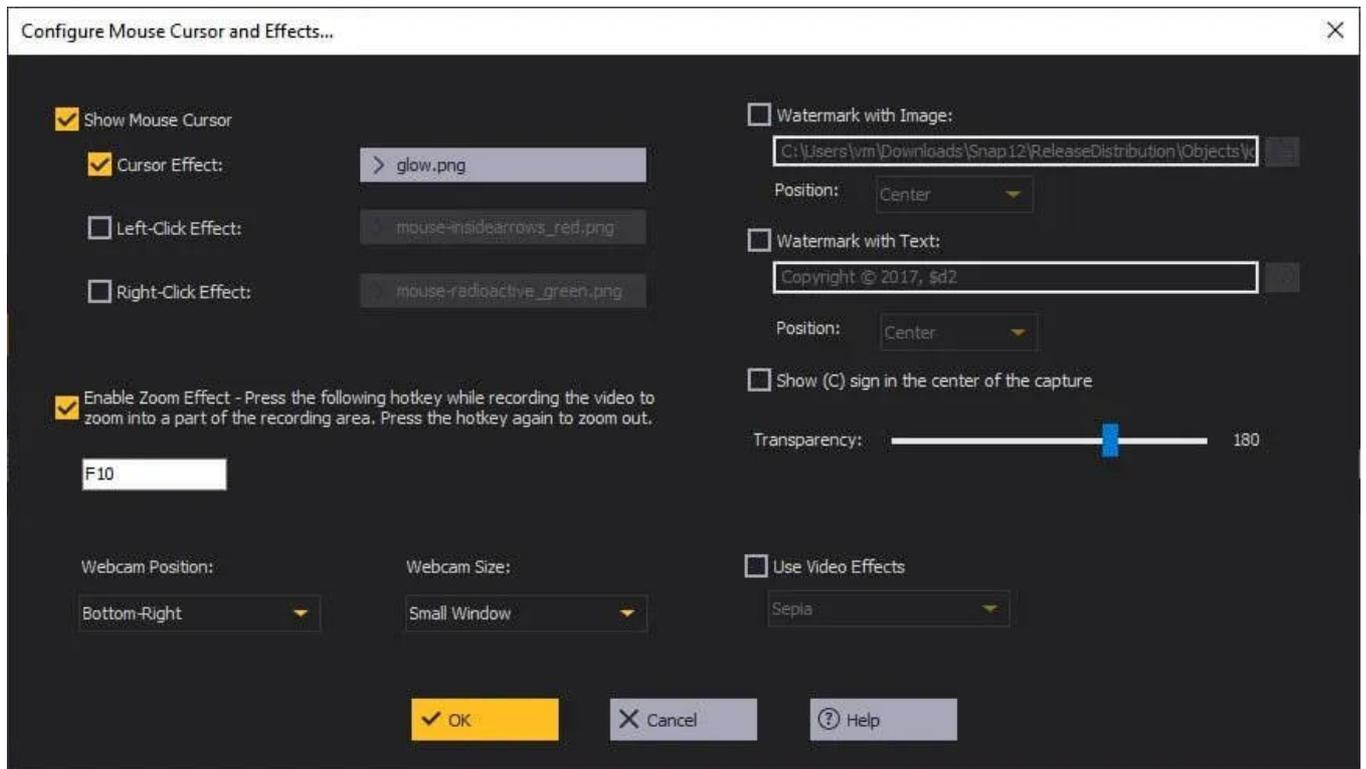
Draw Arrow

Use this option to add arrows to your recording. Use the first and second button controls to delete the most recent or all arrows. Use the third button to adjust the display style for all arrows.

Show Text

Use this option to add texts to your recording. Added text will always be displayed at the bottom center. Use the button to adjust the display style.

1.10.3 Video effects



Show Mouse Cursor

These options allow you to adjust the display of the mouse pointer during records and to add left/right click effects.

Zoom Effect

If enabled, use the specified key to toggle the zoom effect. While active, everything inside the marker will later be magnified. Use the mouse to reposition the marker.



Webcam Position /Size

Use these settings to adjust the size and position of the webcam overlay window.

Watermark

with Image

Click the folder icon to select an image file and place it at the specified position.

with Text

Enter a text to be placed at the specified position. Click the question mark icon to view a list of available placeholders. For example, type in "\$t" to insert the current time at the cursor position.

Use the "Position" dropdown menus to specify the position for your watermark. Enable "Show (C) sign in the center of the capture" to display an additional copyright symbol in your captures.

Use Video Effects

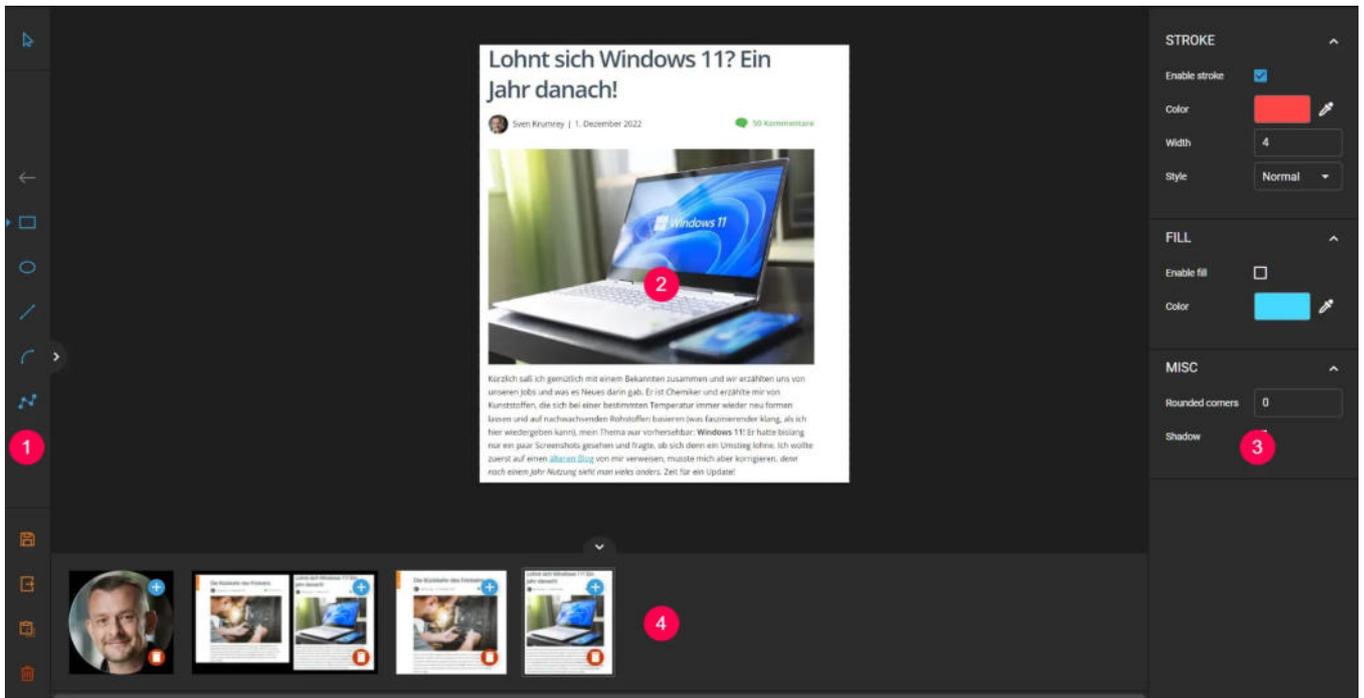
These are special affects that affect the entire video.

1.10.4 Recording the webcam



Select the desired webcam and resolution and click "Start Video Recording" to begin recording. Use "Take Photo" to take a snapshot of the currently visible webcam content.

2. Edit image



1. Toolbar

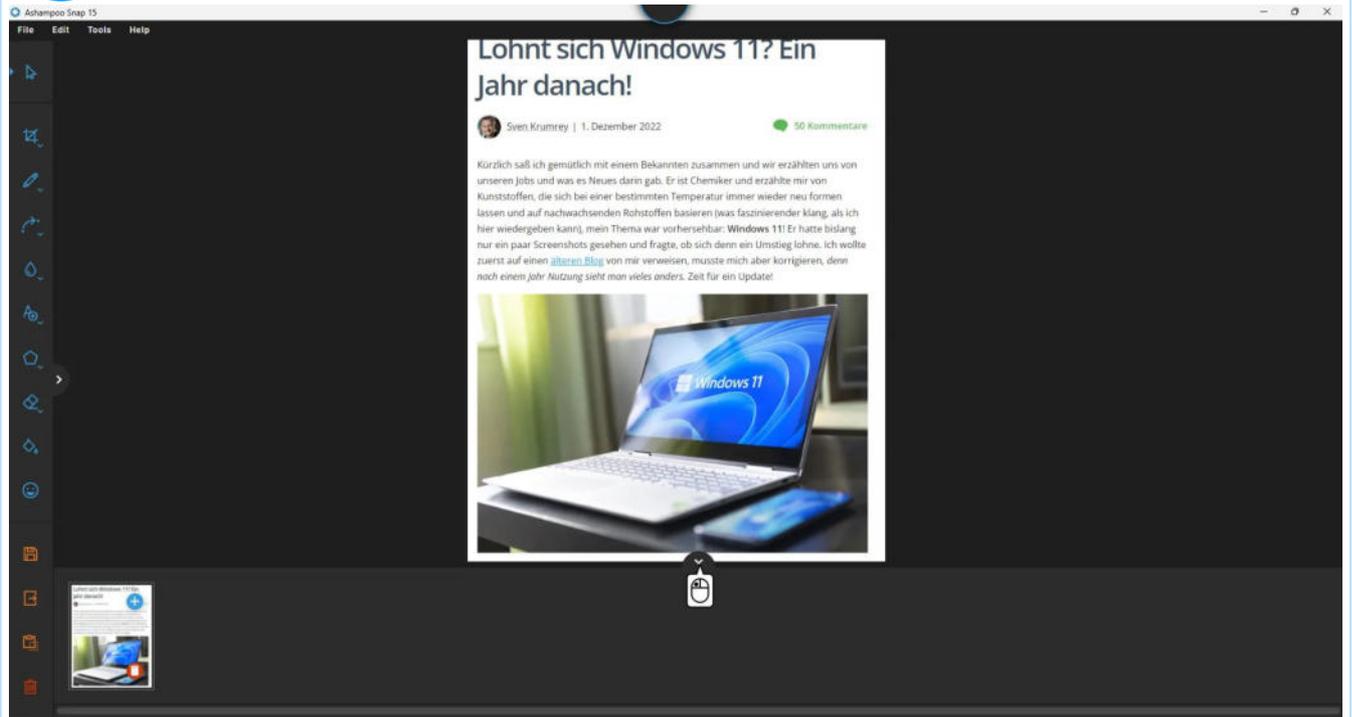
2. Workspace

3. Tool/Object properties

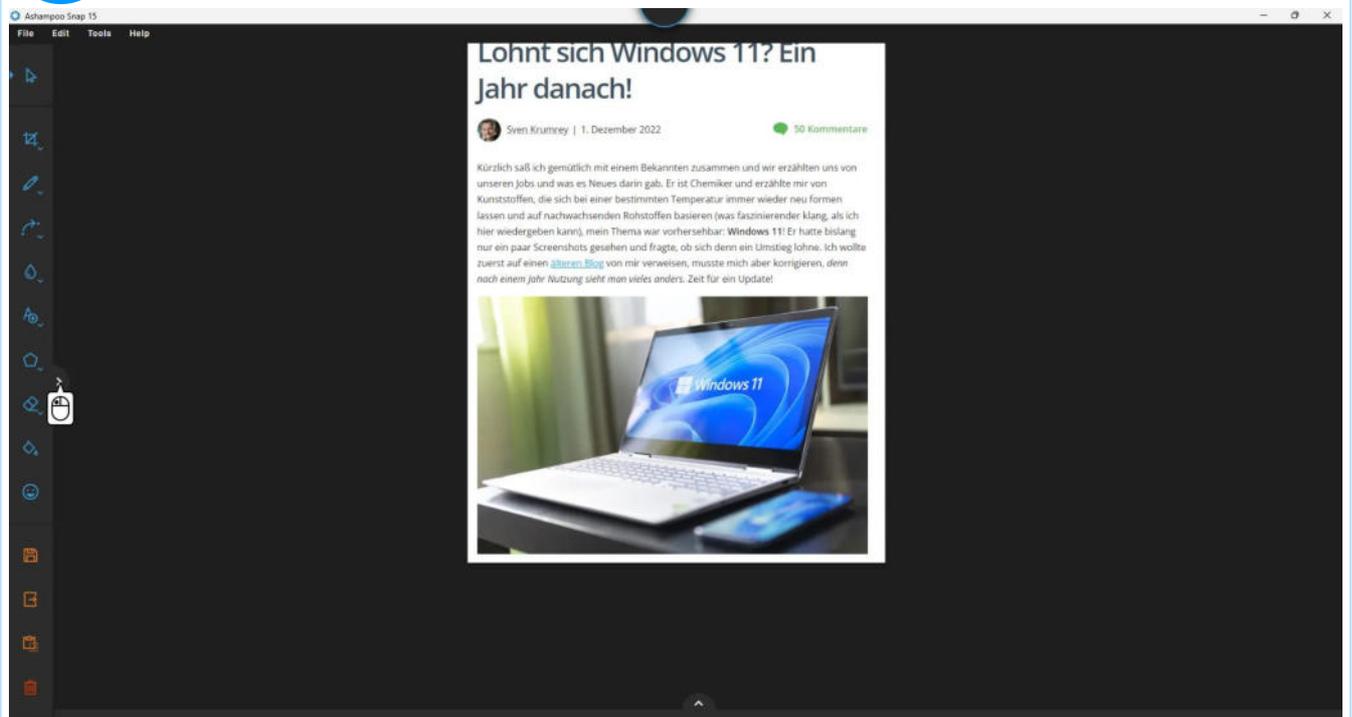
4. Preview bar

Use the semi-circular buttons near the edges to expand/collapse sections. You can expand/collapse individual categories in the tool/object properties pane.

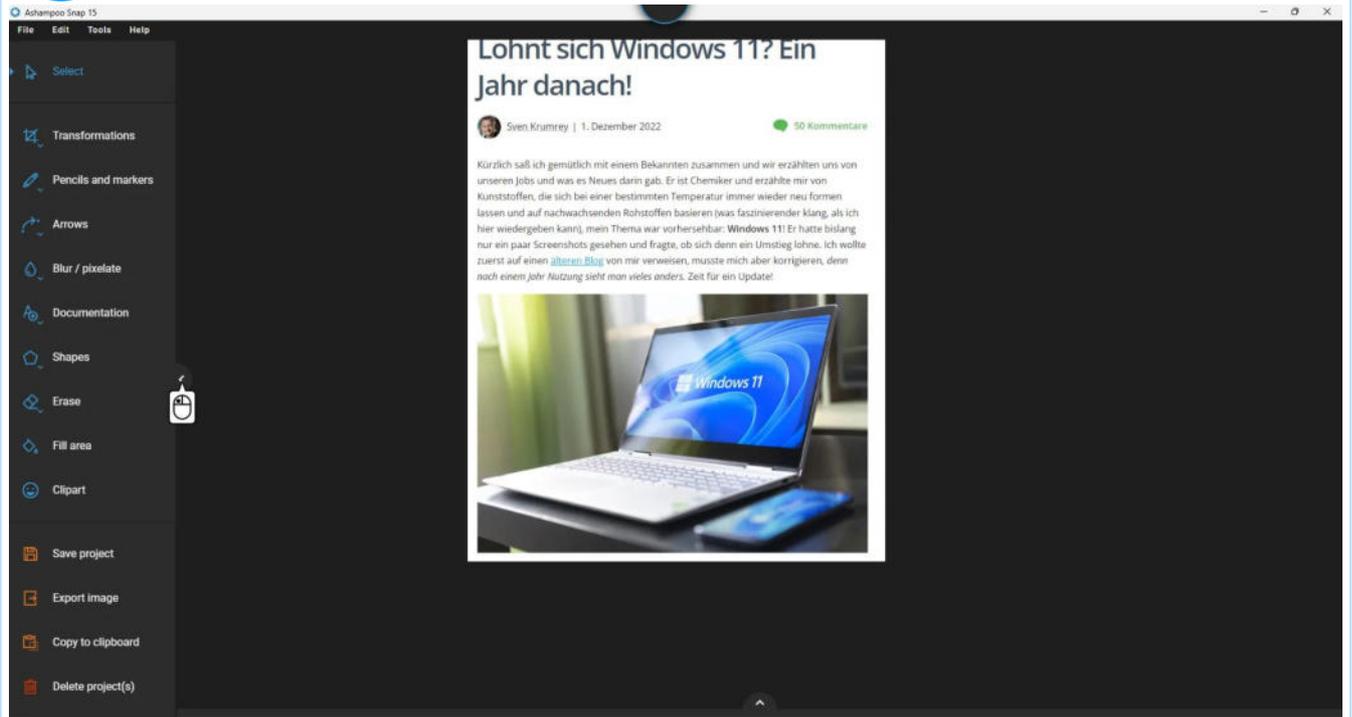
1



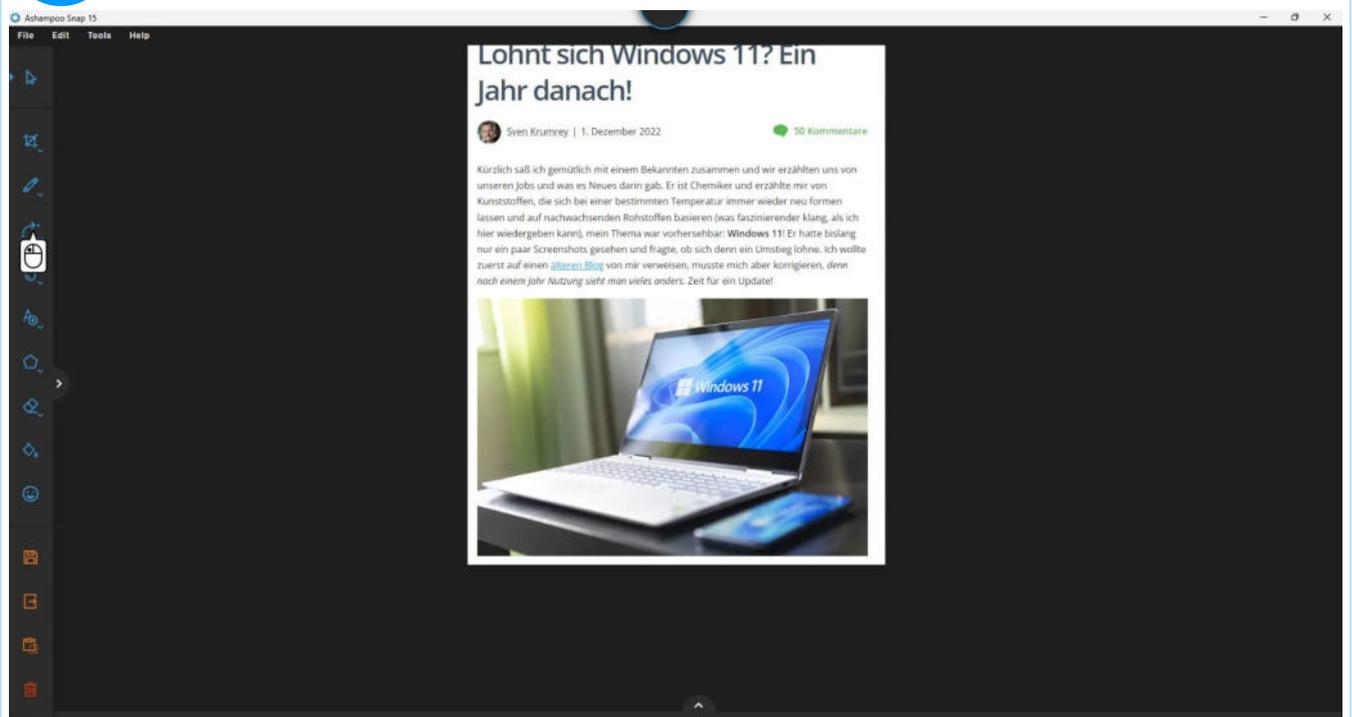
2



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File Edit Tools Help

Lohnt sich Windows 11? Ein Jahr danach!

Sven Krumrey | 1. Dezember 2022 50 Kommentare

Kürzlich saß ich gemütlich mit einem Bekannten zusammen und wir erzählten uns von unseren Jobs und was es Neues darin gab. Er ist Chemiker und erzählte mir von Kunststoffen, die sich bei einer bestimmten Temperatur immer wieder neu formen lassen und auf nachwachsenden Rohstoffen basieren (was faszinierender klang, als ich hier wiedergeben kann), mein Thema war vorhersehbar: Windows 11! Er hatte bislang nur ein paar Screenshots gesehen und fragte, ob sich denn ein Umstieg lohne. Ich wollte zuerst auf einen [älteren Blog](#) von mir verweisen, musste mich aber korrigieren, denn nach einem Jahr Nutzung sieht man vieles anders. Zeit für ein Update!



STROKE

Color ■

Width

Style Normal ▾

ARROW

Arrowhead position Start ▾

Arrowhead size

MISC

Shadow

6

Ashampoo Snap 15

File Edit Tools Help

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STROKE

ARROW

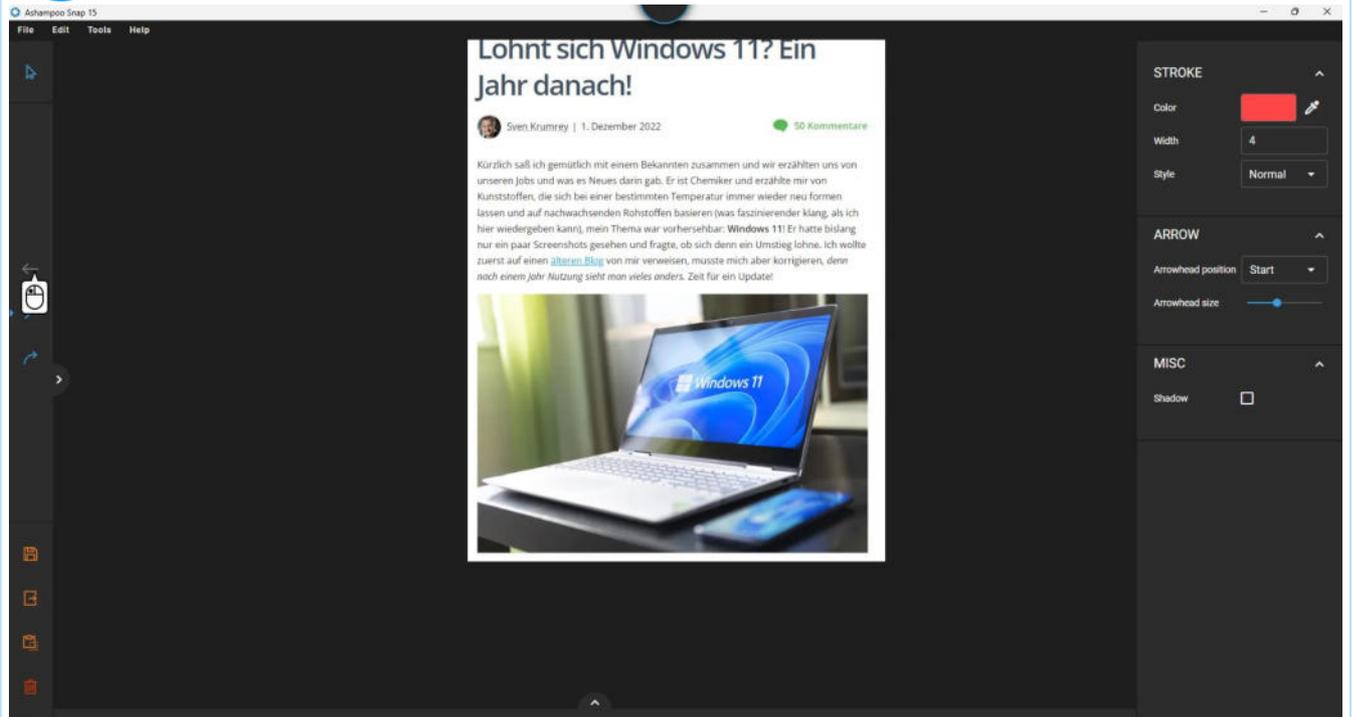
Arrowhead position Start ▾

Arrowhead size

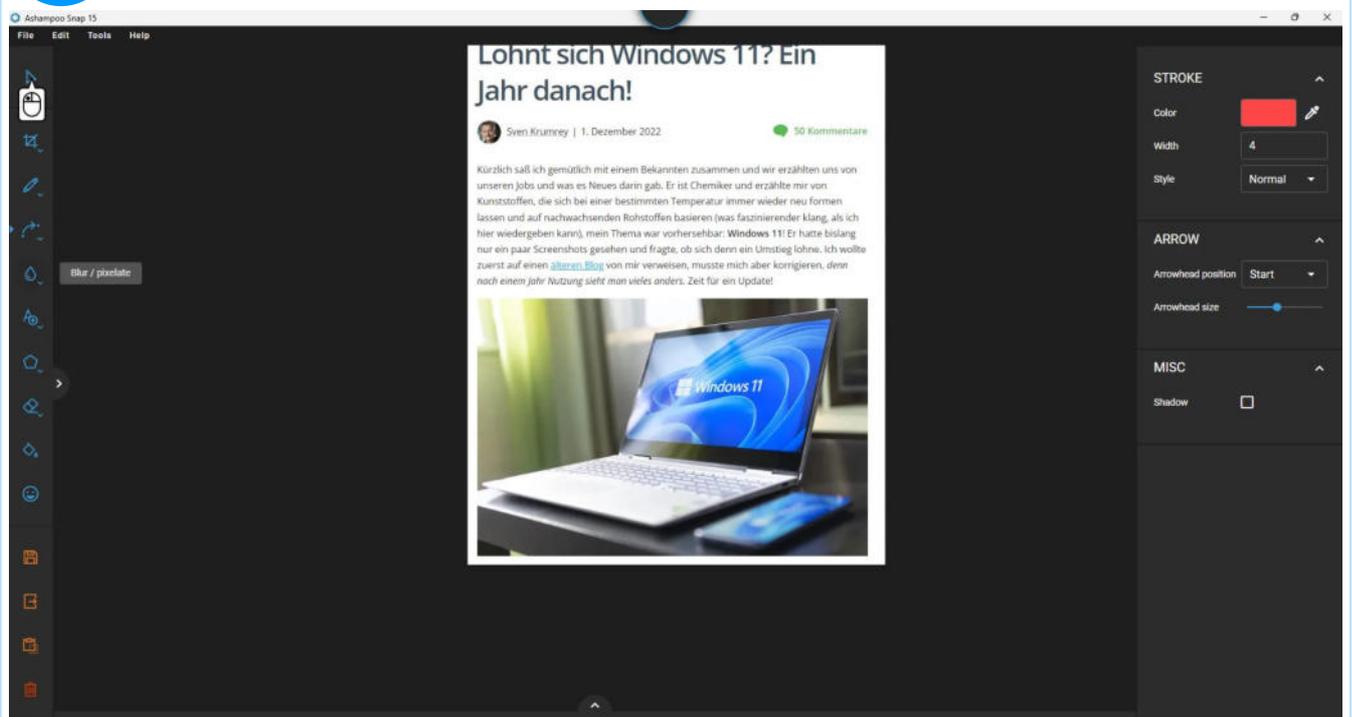
MISC

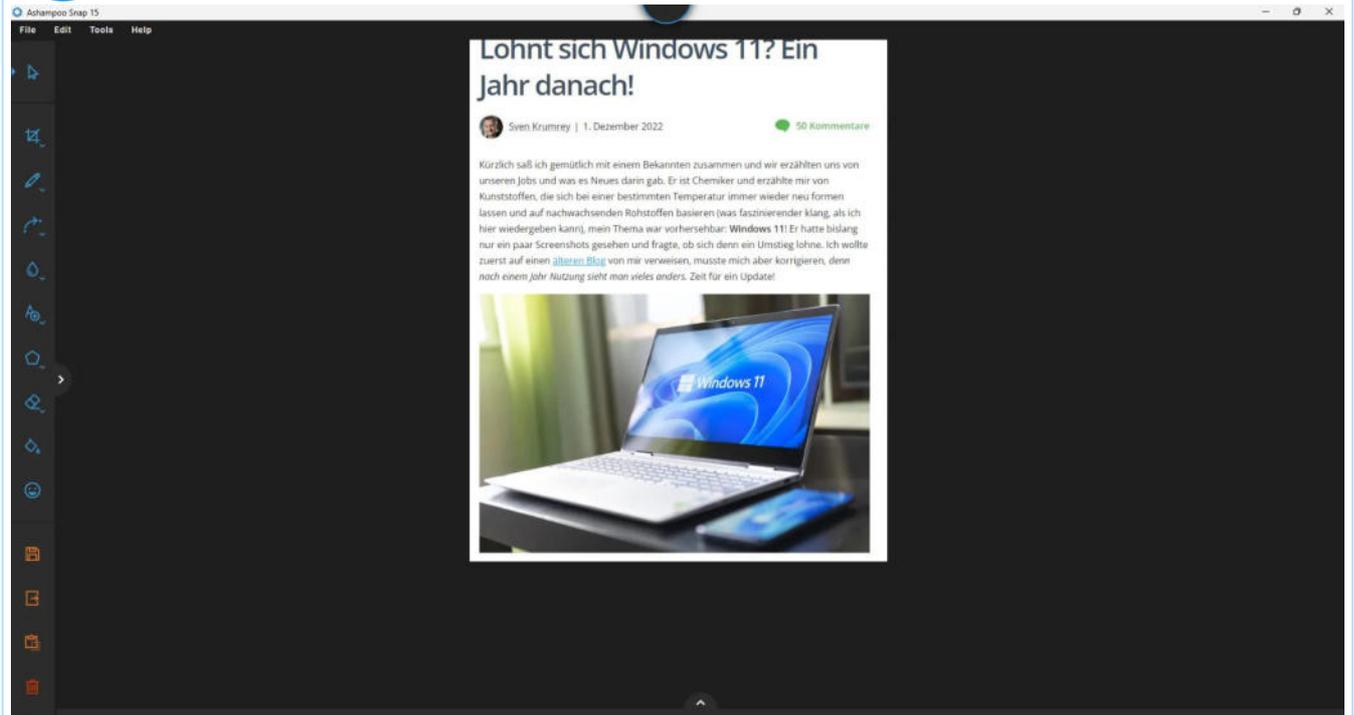
Shadow

7

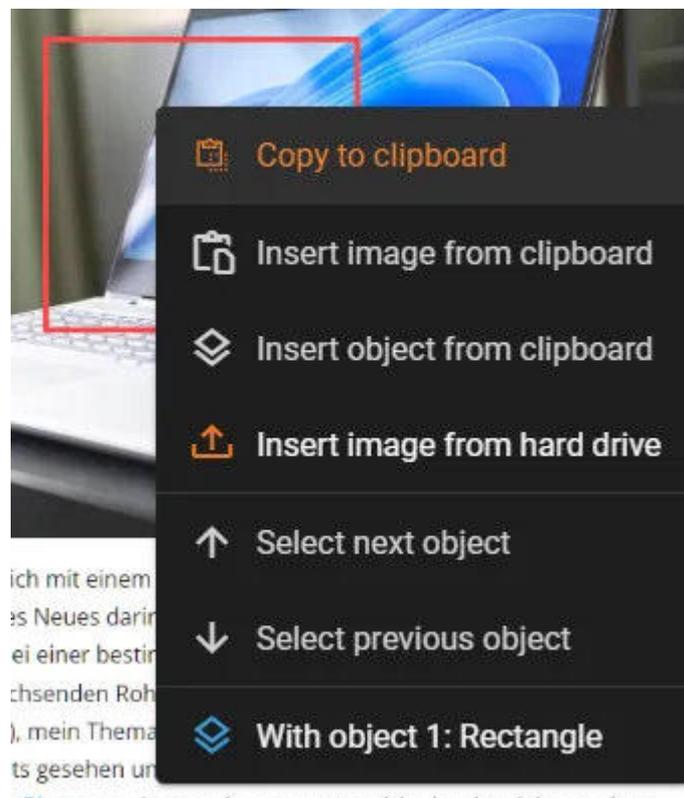


8





Context menu



Right-click into the screenshot to open the context menu.

Copy to clipboard

Copies the current screenshot and all objects to the system clipboard.

Insert image from clipboard

Pastes the clipboard image into the screenshot as an object at the current mouse position.

Insert object from clipboard

Pastes the most recently copied object into the screenshot at the current mouse position.

Insert image from hard drive

Inserts an existing image file into the screenshot as an object at the current mouse position.

Select next/previous object

This entry is available, when there's already an object selected and moves the selection to the next/previous object.

With object

The functions in this submenu affect the object that belongs to the given index.

Select object

Selects the current object.

Move object to front/back

Moves the object to the first or last position in the object hierarchy so that is either visually sits above or below all other objects.

Move object one level up/down

Moves the object one level up/down in the object hierarchy.

Copy project

Copies the object to the system clipboard.

Cut object

Copies the object to the system clipboard and deletes it from the project.

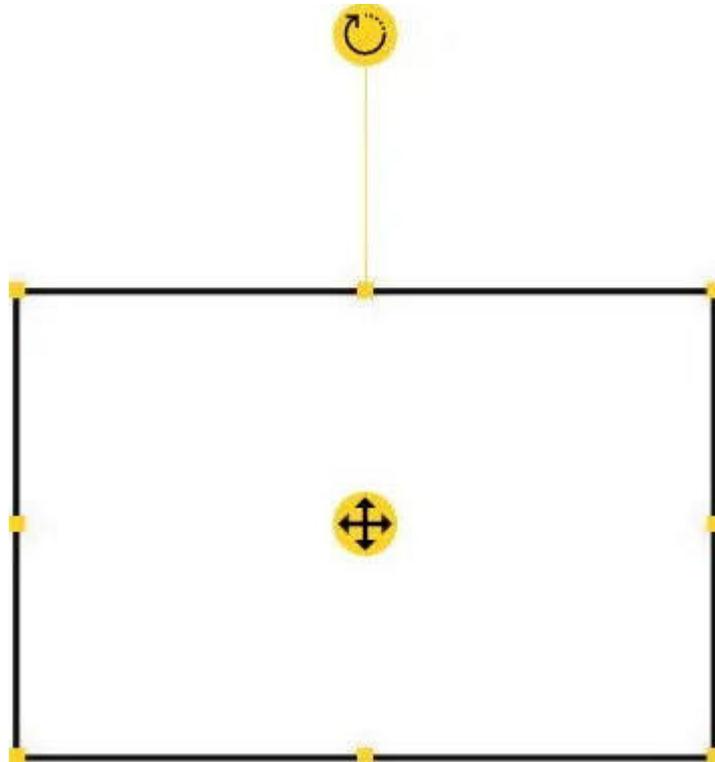
Delete object

Deletes the object from the project.

2.1 Working with objects

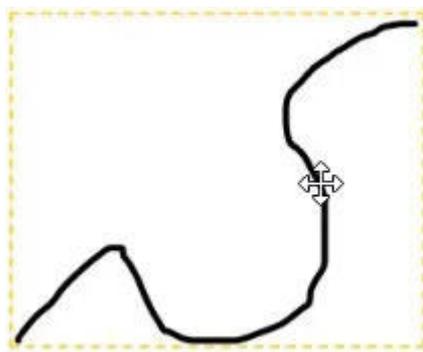
Left-click objects to select them. There are three types of objects:

Type 1



Objects of this type display a selection rectangle around them. Drag the  icon to reposition them. Drag the  icon to rotate the objects freely, e.g. to display text at a 45° angle. Drag the edge markers () to resize the objects.

Type 2



These objects also display a selection rectangle around them, once selected. Unlike type 1, type 2 objects can be dragged directly for repositioning but support neither resizing nor

rotation.

Type 3



Type 3 objects do not display a selection rectangle when selected but can also be dragged directly for repositioning. Drag the edge markers (■) to resize or realign them.

Hold Shift during object resizing to adjust width and height proportionally. For example, this allows you to scale down a clipart without distortions.

2.2 Toolbar

2.2.1 Select

Left-click an object to select it.

2.2.2 Frequently used

Frequently used tools are automatically added to this category for quick access.

2.2.3 Transformations

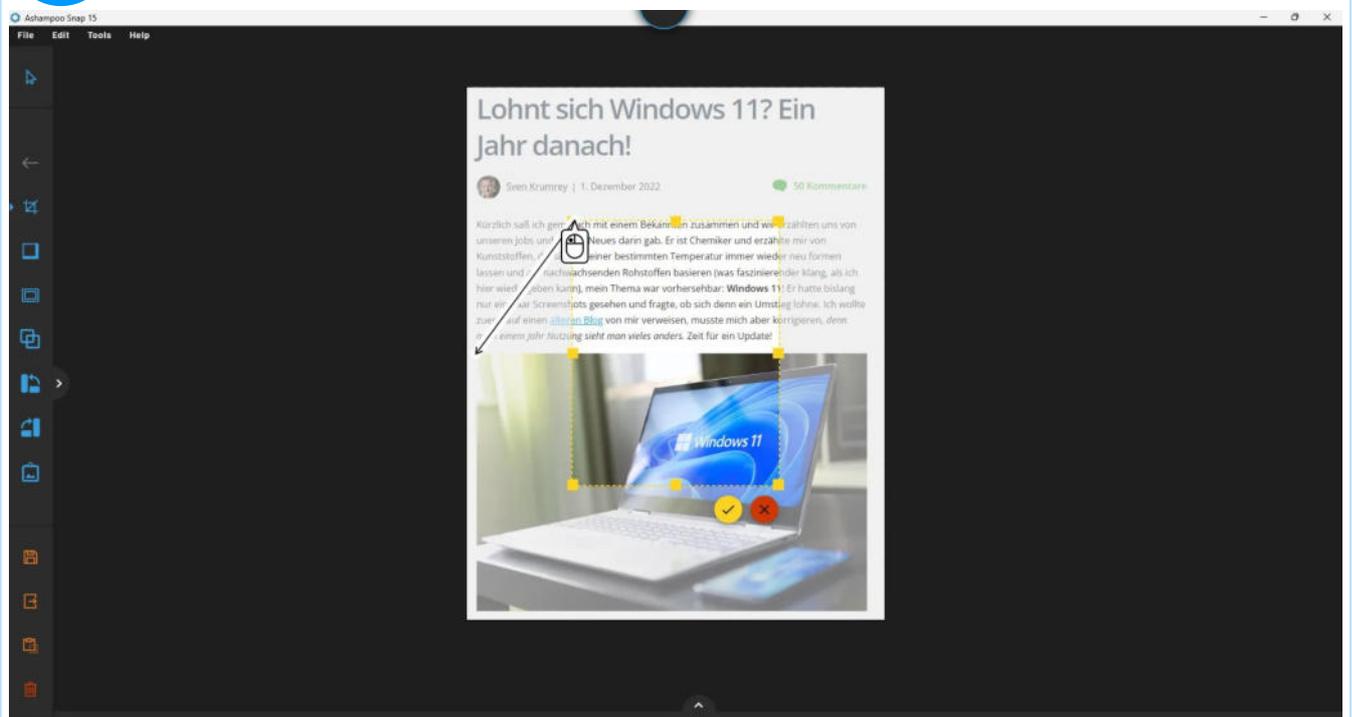
These functions allow you to adjust the size of the screenshot/canvas to your needs.

2.2.3.1 Crop

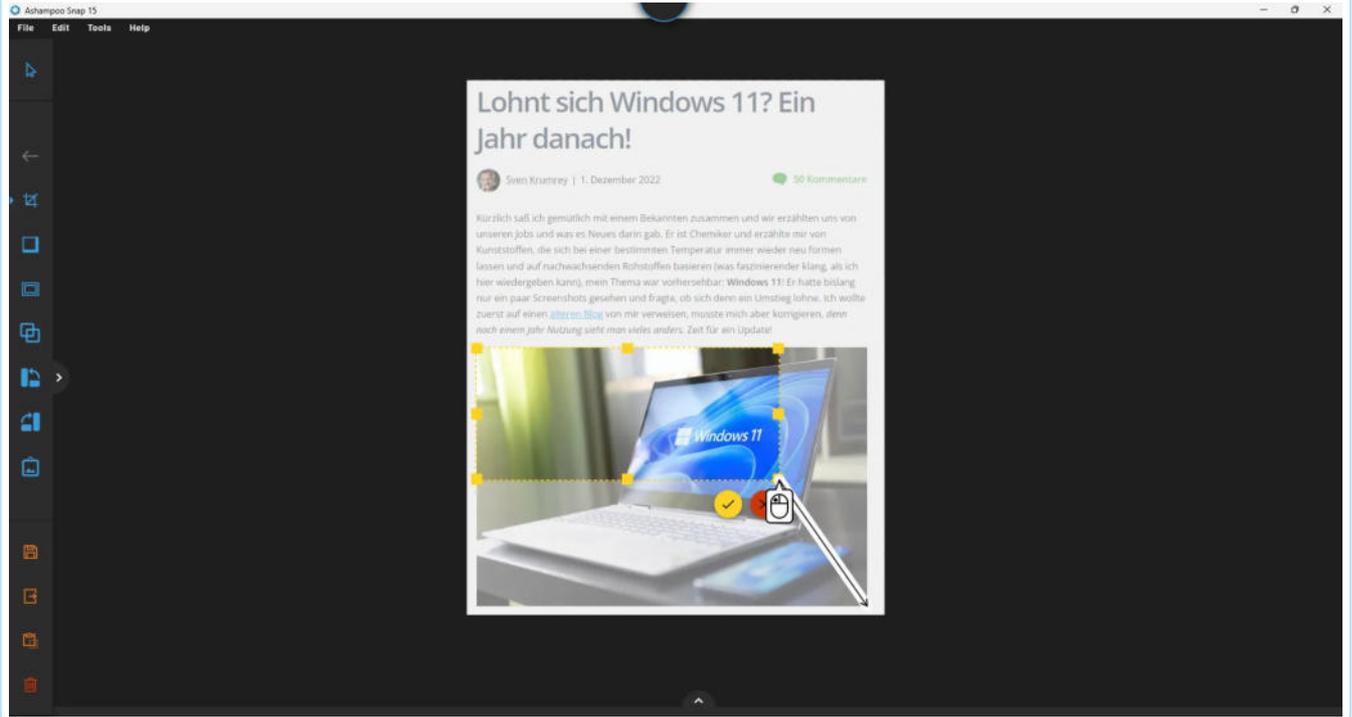
1



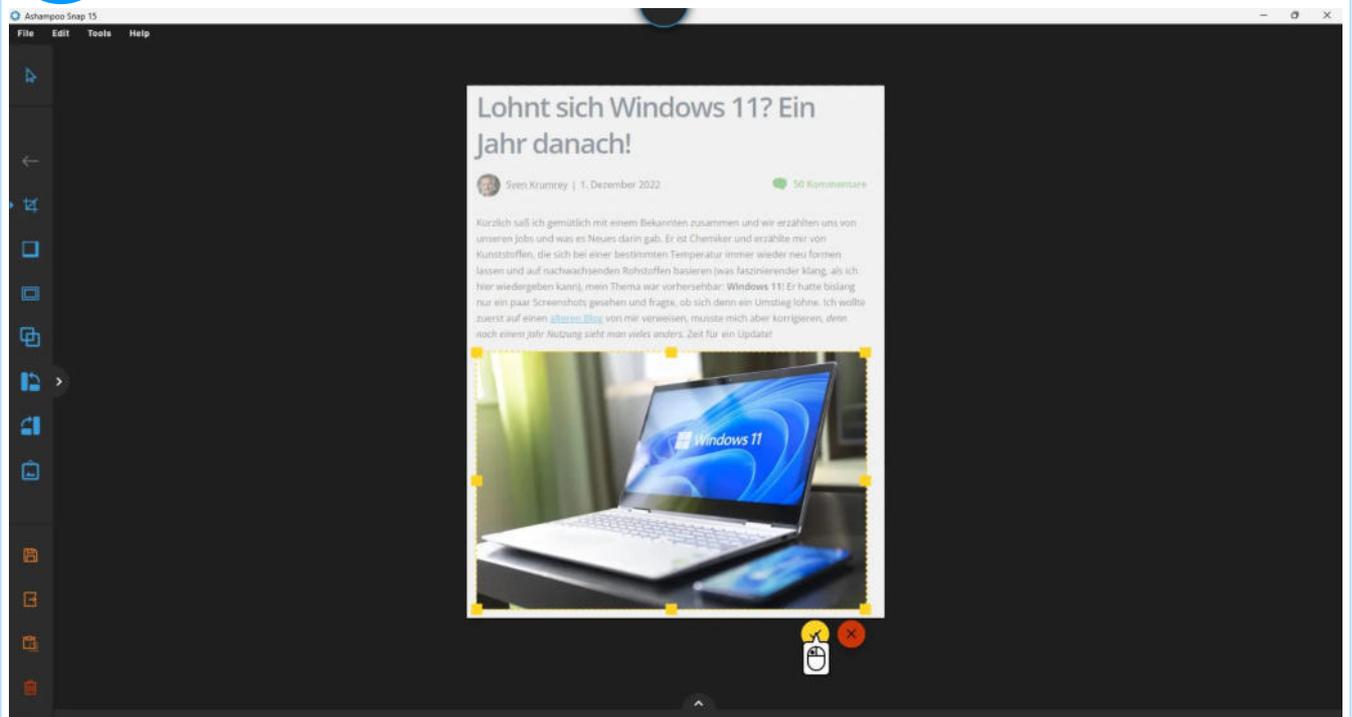
2



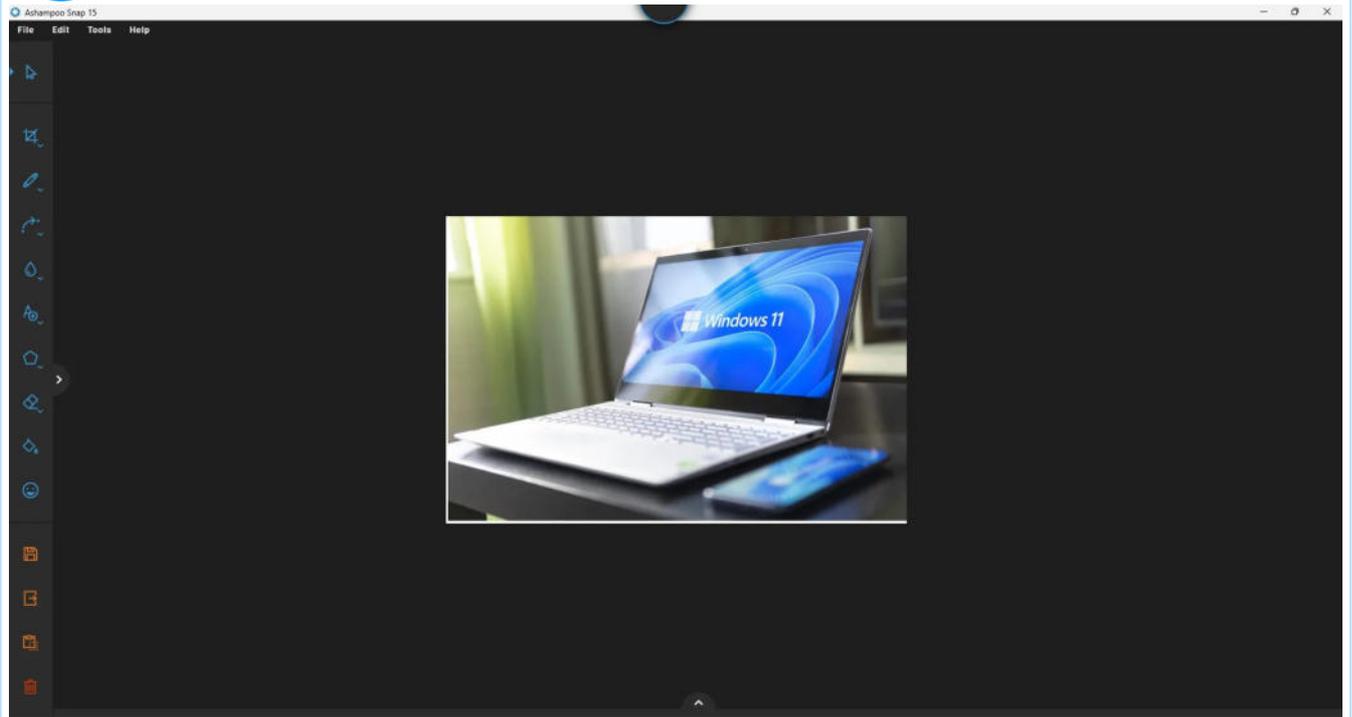
3



4

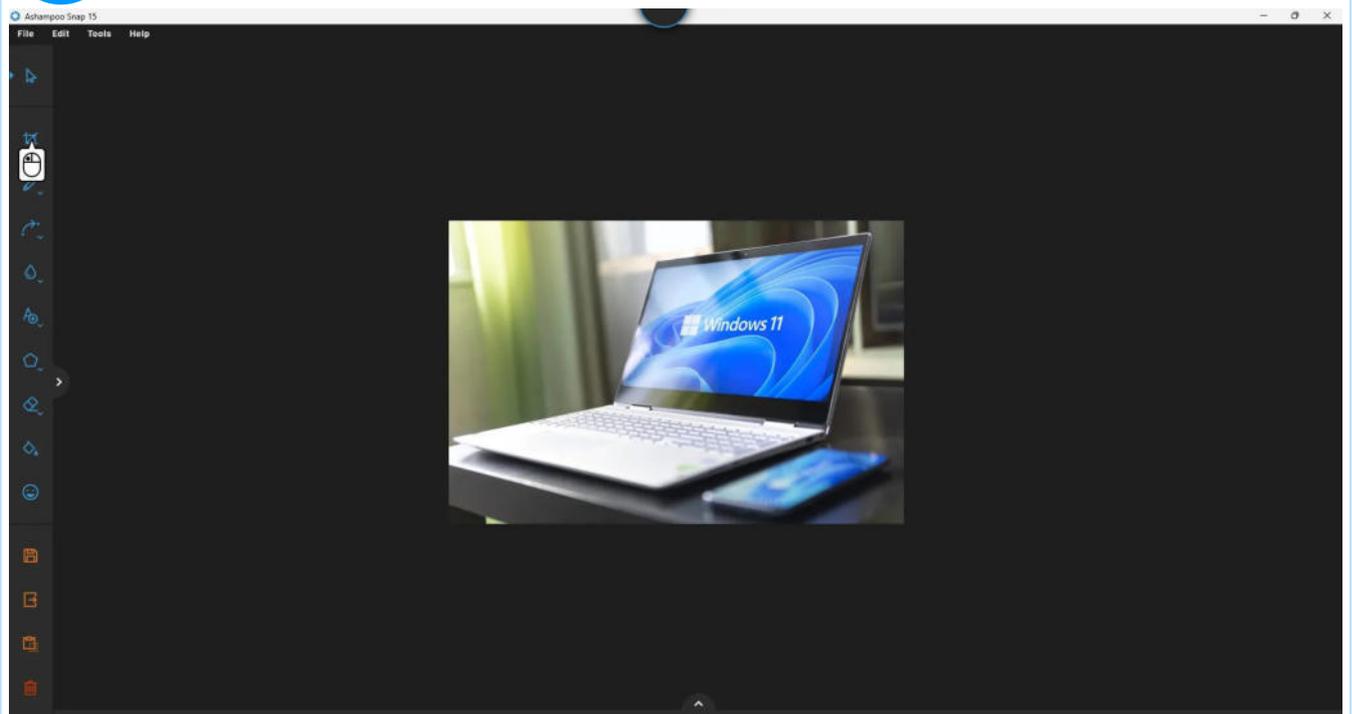


5

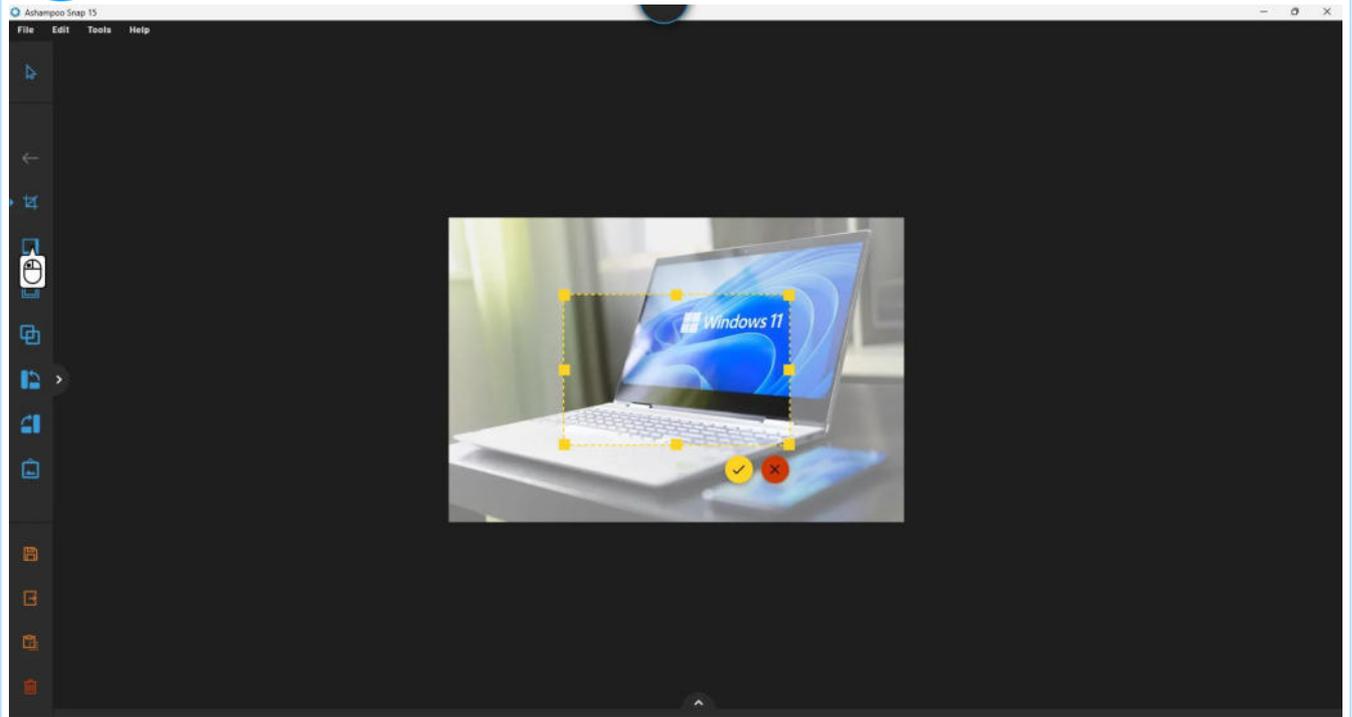


2.2.3.2 Resize screenshot

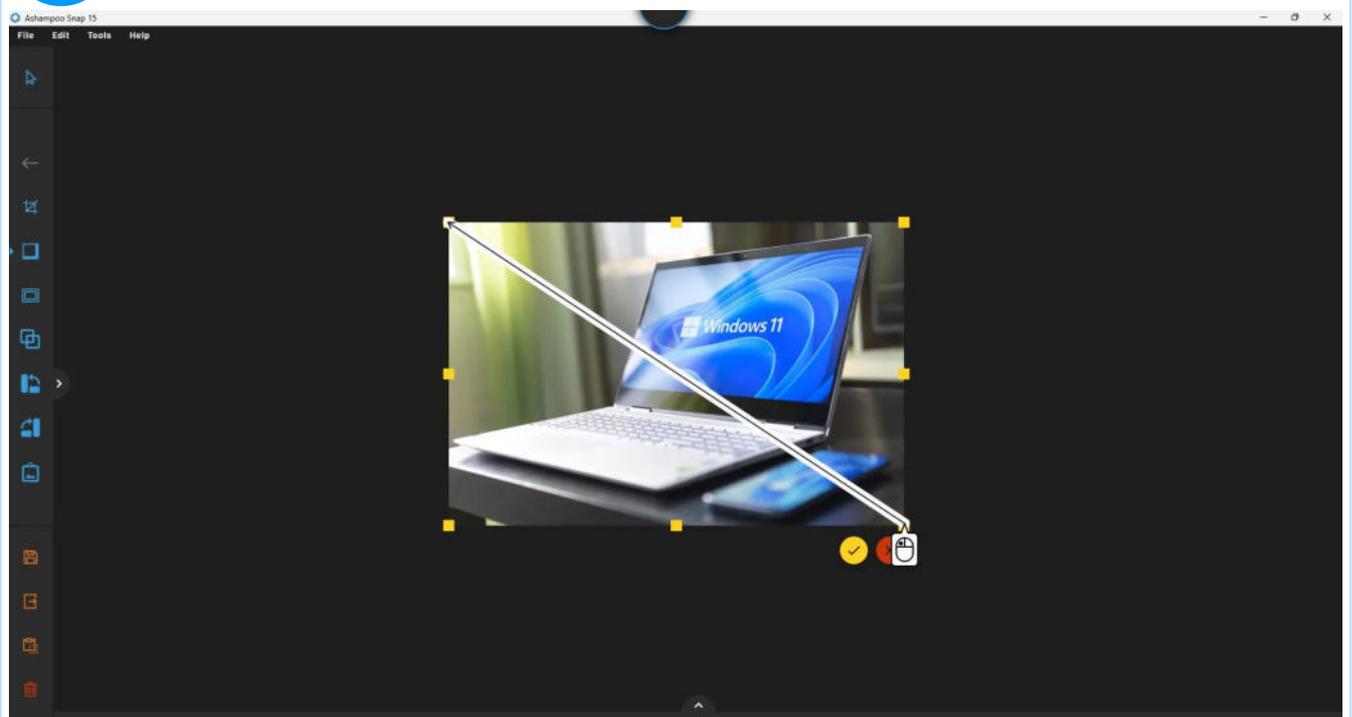
1



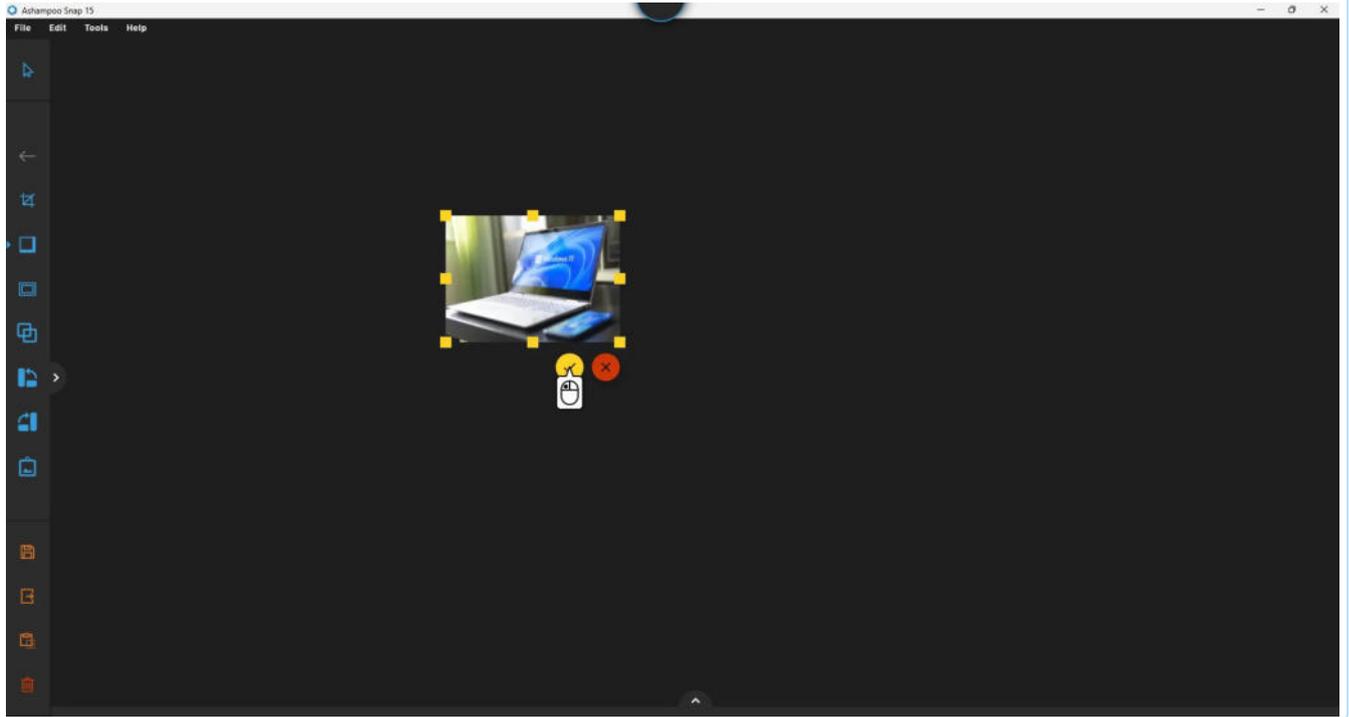
2



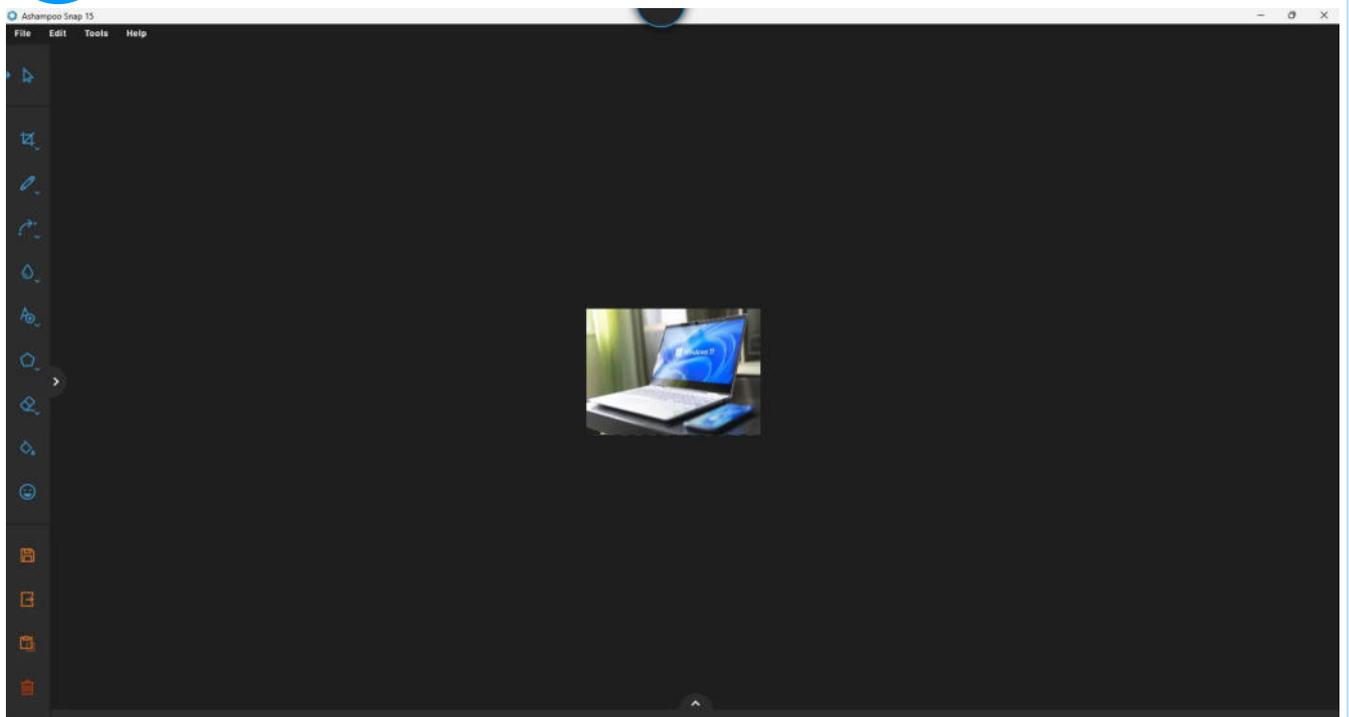
3



4

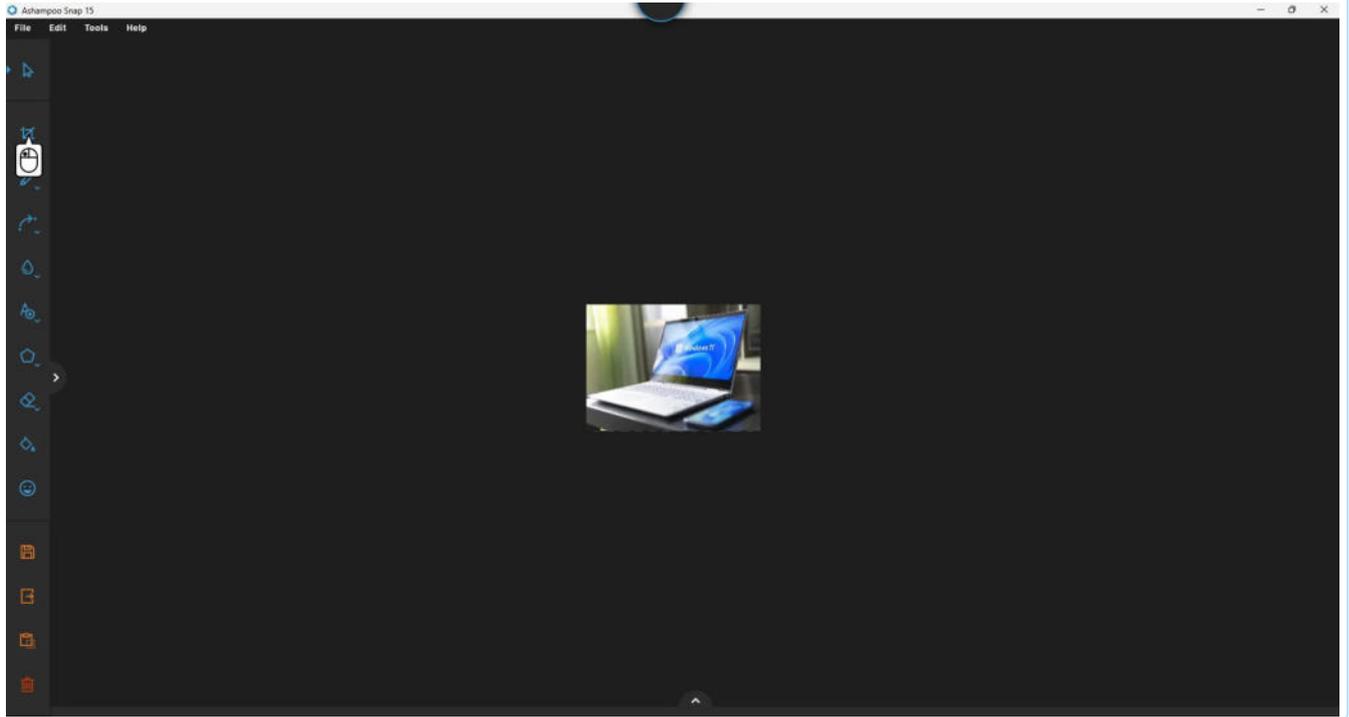


5

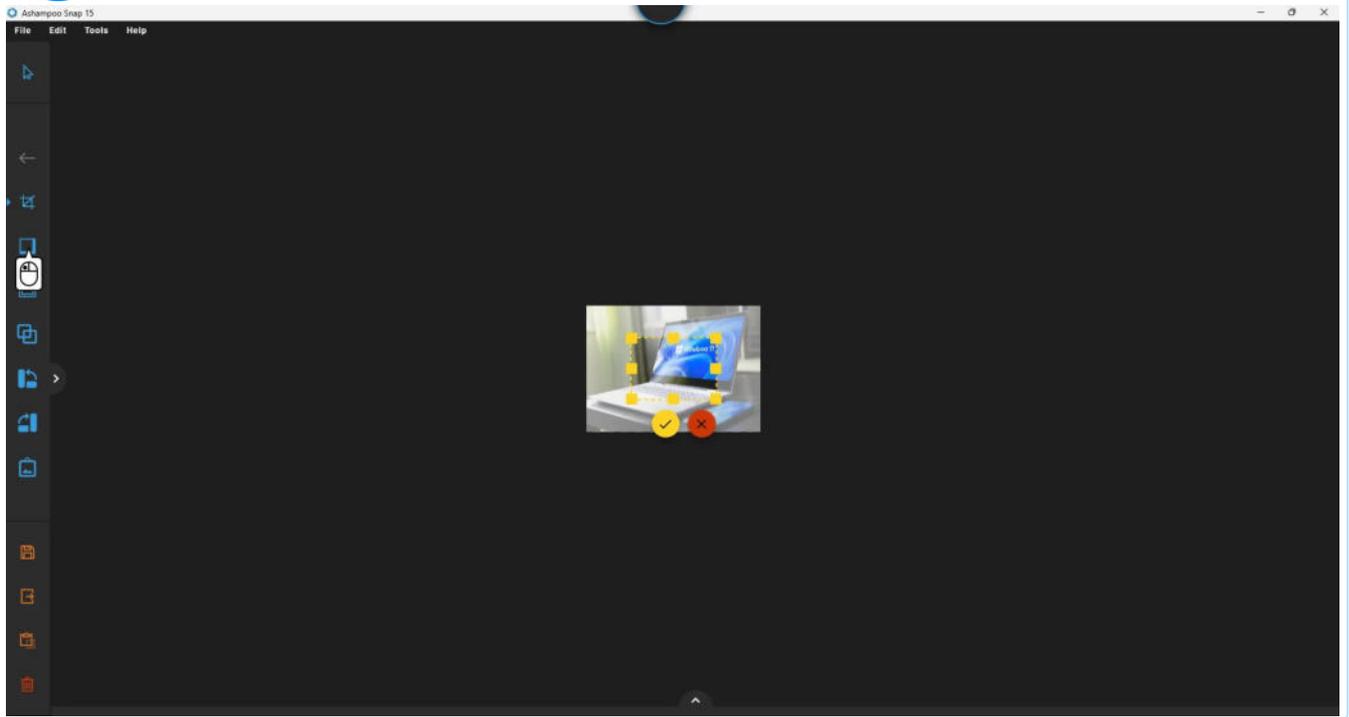


2.2.3.3 Resize workspace

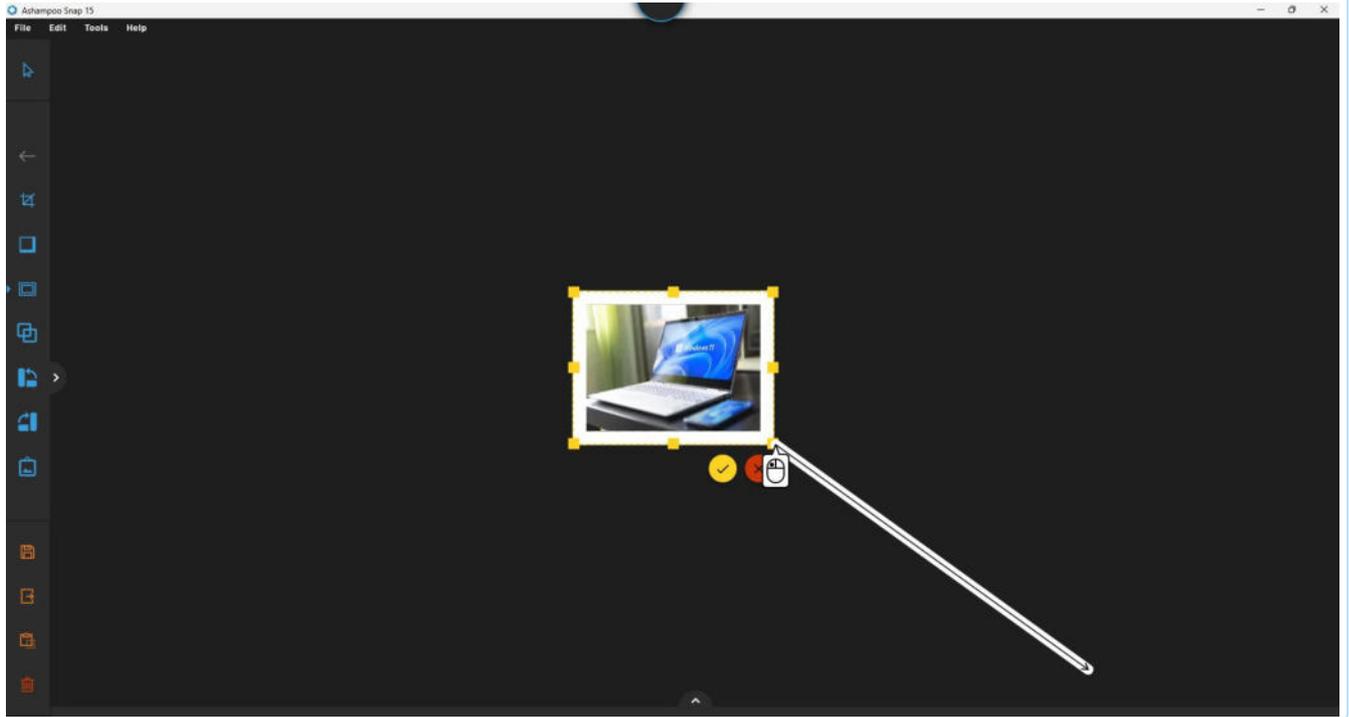
1



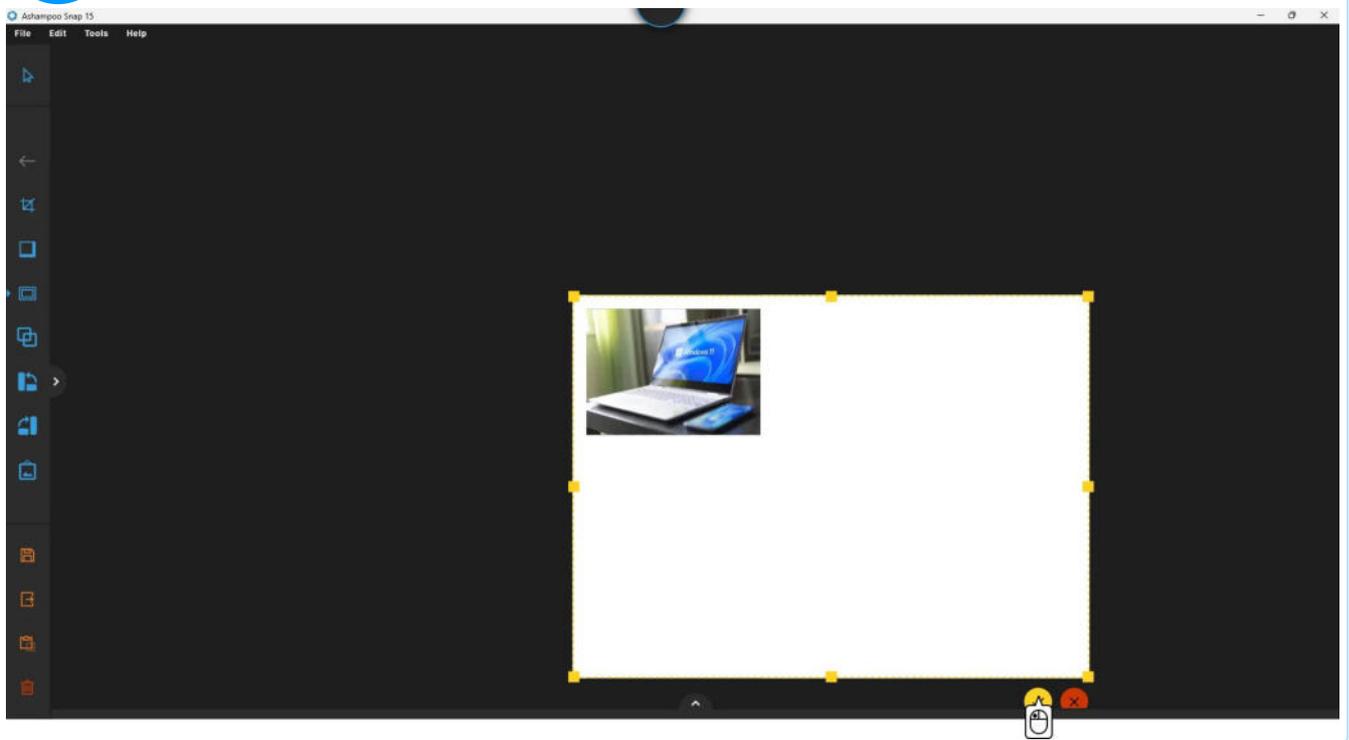
2

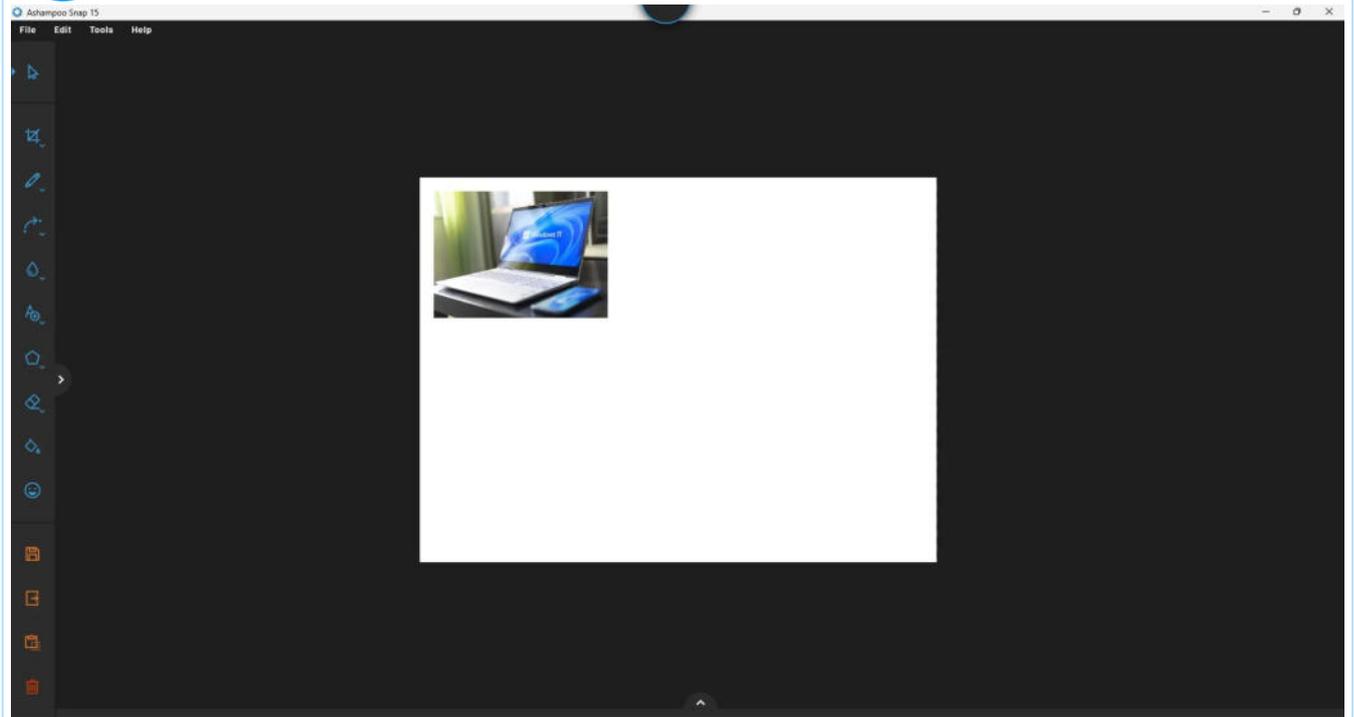


3



4





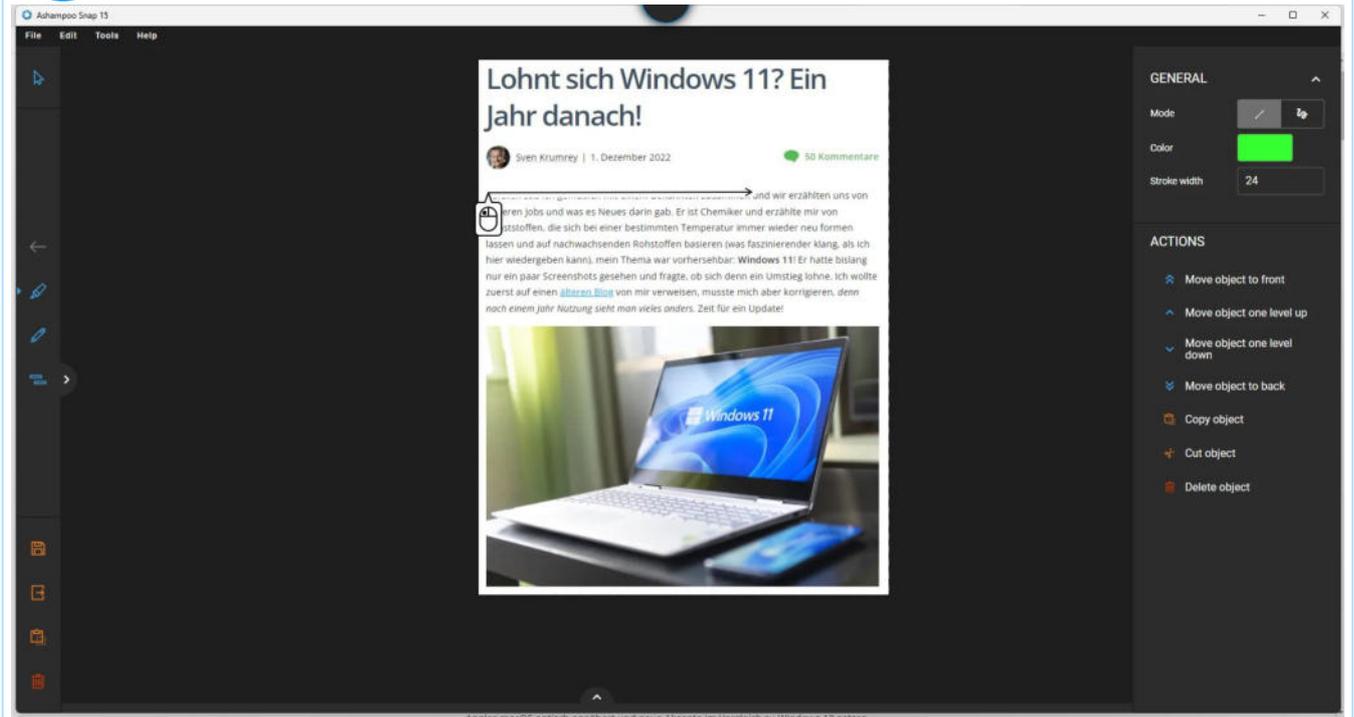
2.2.3.4 Merge layers

This function merges the current objects into the image, rendering them uneditable afterwards.

2.2.4 Pencils and markers

2.2.4.1 Highlighter

1



2



2.2.4.2 Pencil

1



2

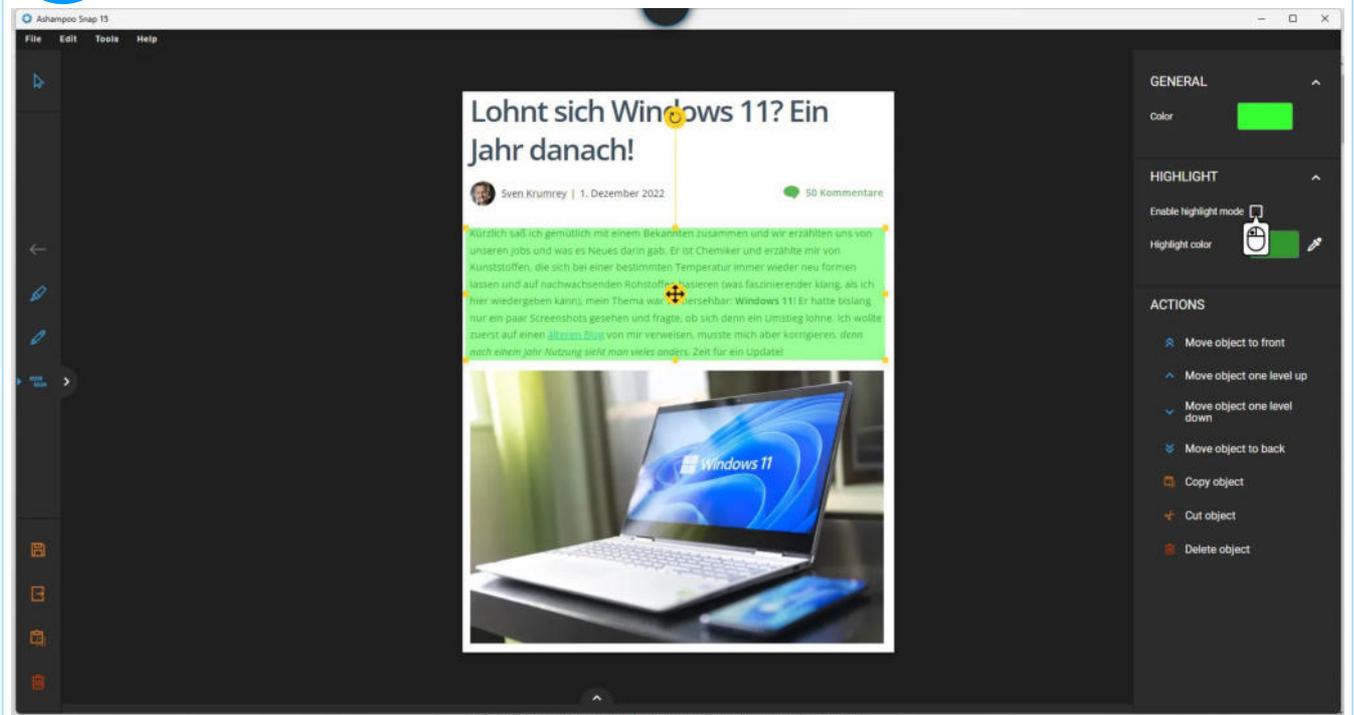


2.2.4.3 Highlight area

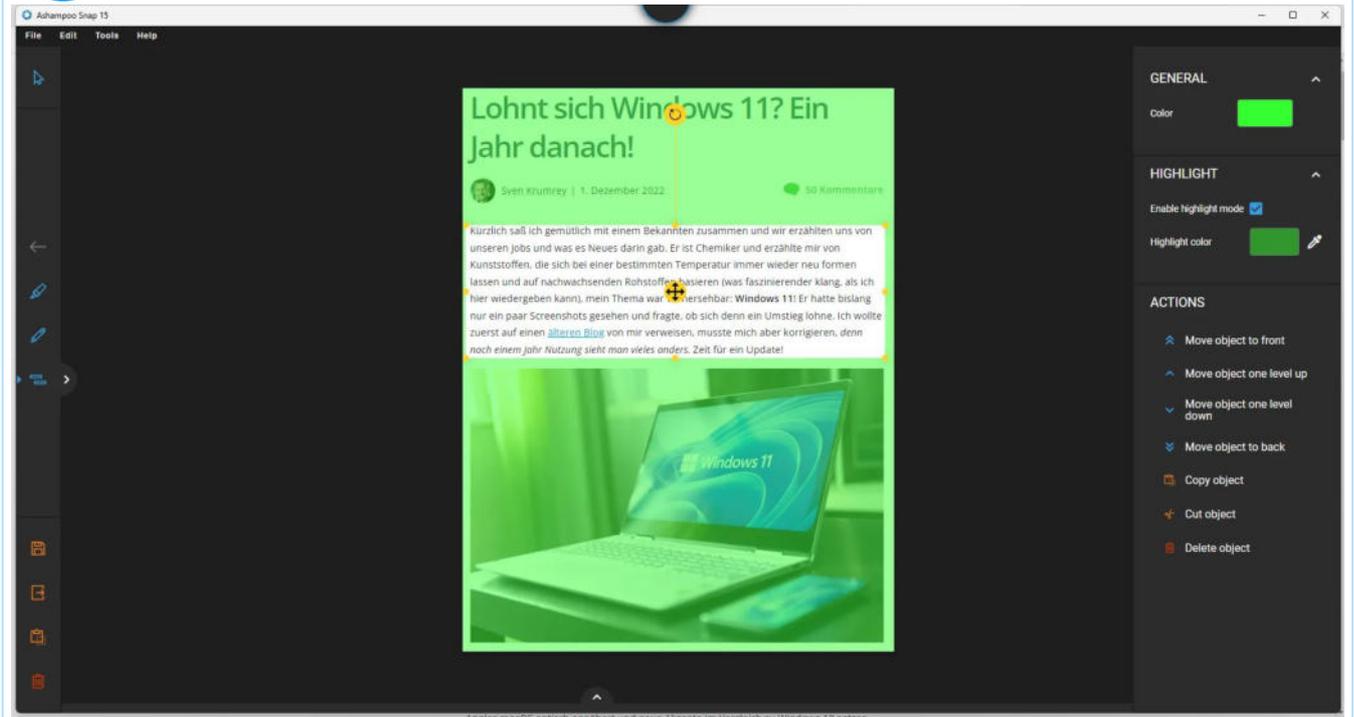
1



2



3



2.2.5 Arrows

2.2.5.1 Straight arrow

1



2



3



2.2.5.2 Curved arrow

1



2



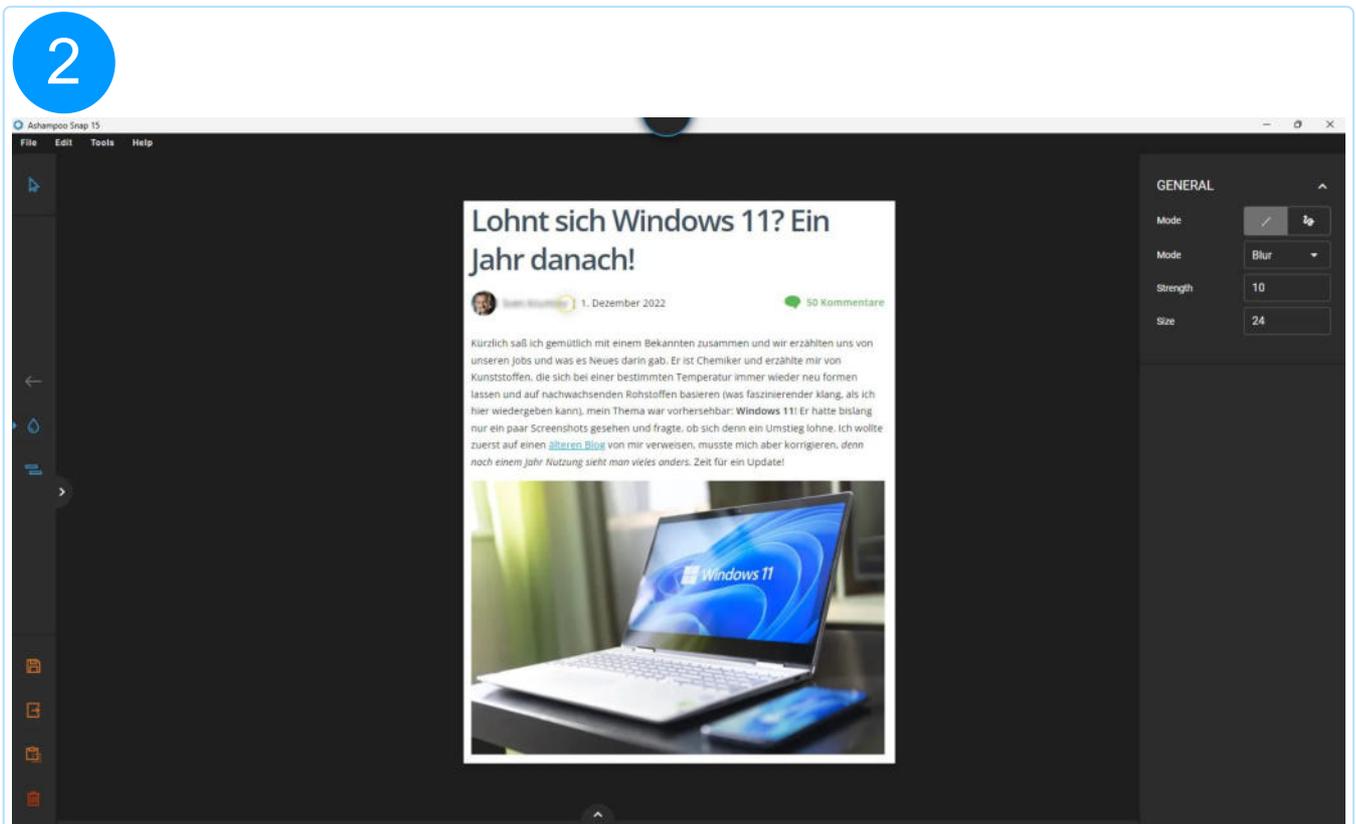
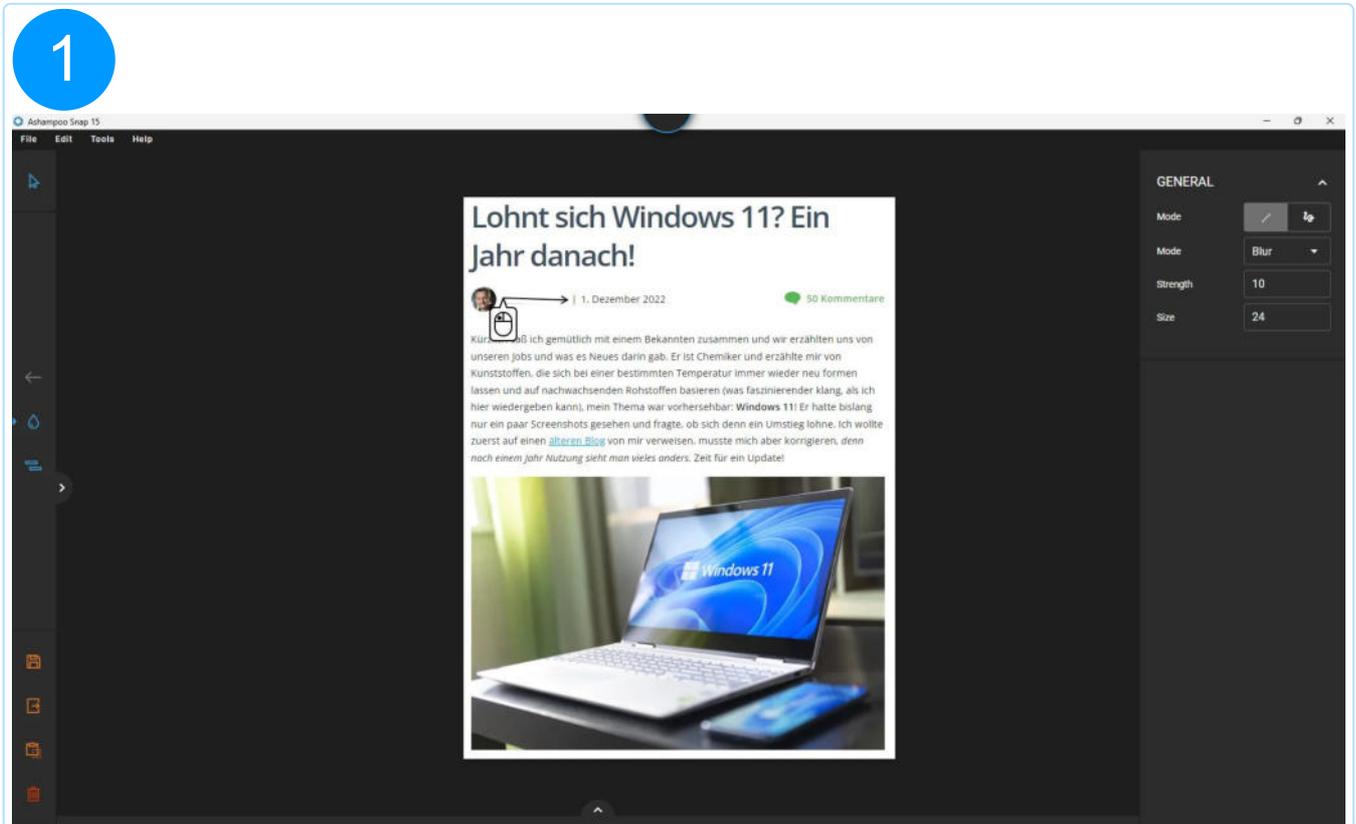
3



2.2.6 Blur/Pixelate

2.2.6.1 Blur pencil

Use this tool to obfuscate sensitive areas in your screenshot. Note that this will only affect the screenshot and not added objects.

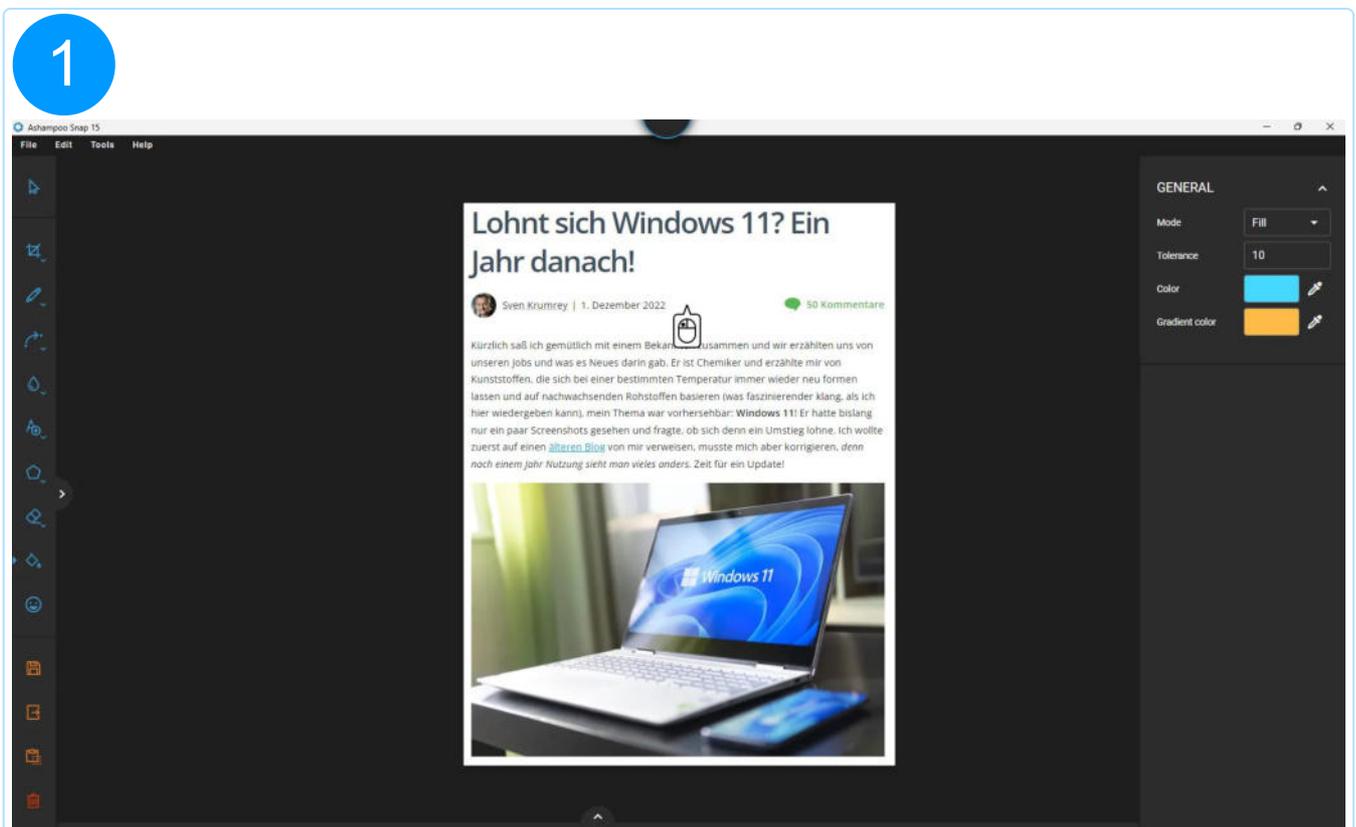


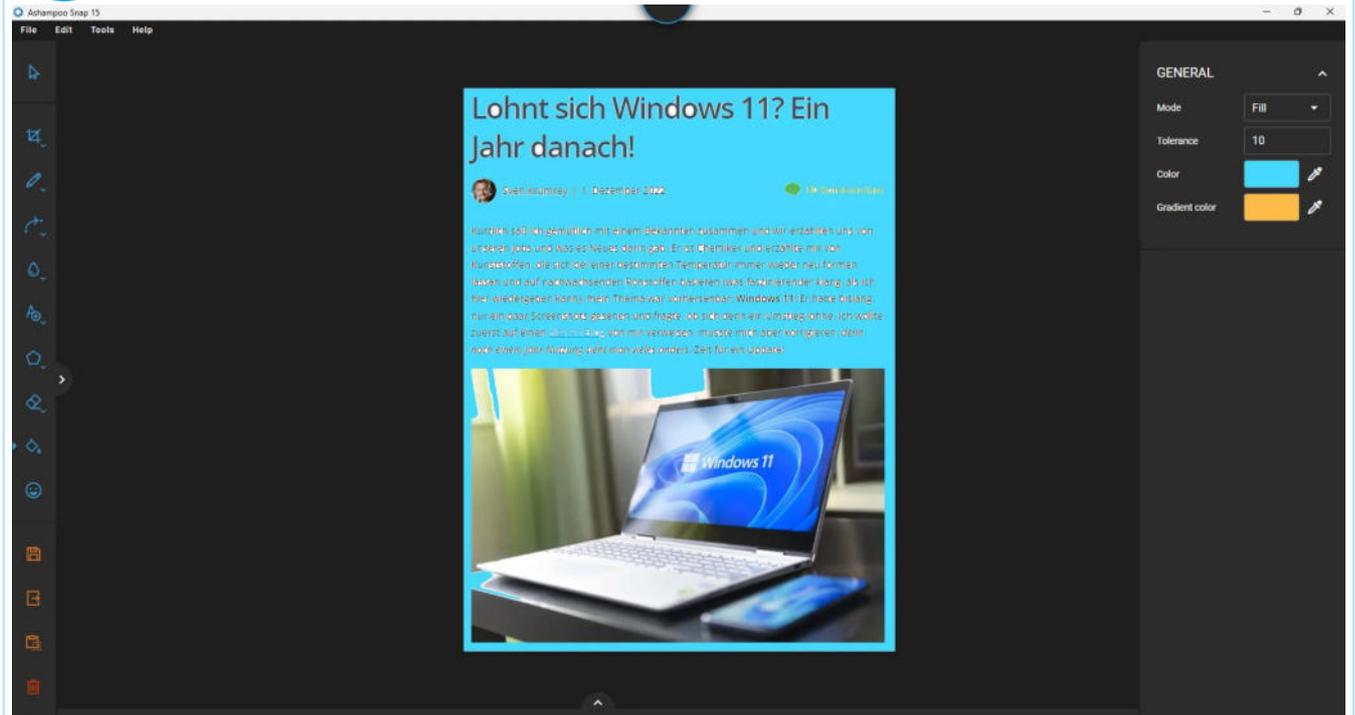
2.2.6.2 Blur area

Drag to create a selection that will automatically blur/pixelate the underlying area. Note that this will only affect the screenshot and not added objects.

2.2.7 Fill area

You can fill regions in your screenshot with a solid color or color gradient using this tool. Note that this will only affect the screenshot and not added objects.





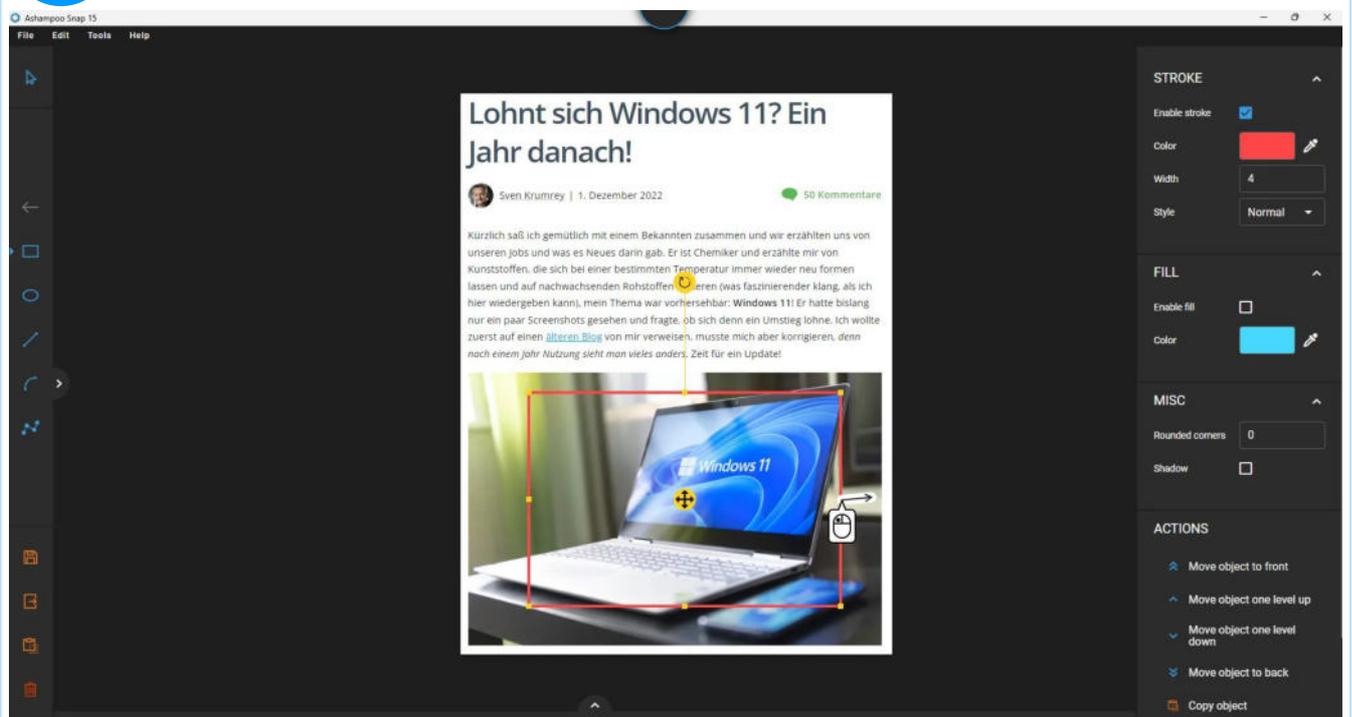
2.2.8 Shapes

Left-click and drag to create a shape with the desired size. Use the edge markers to readjust its size. Drag the centered arrow icon, if available, to readjust the shape's position. If the icon is not available, drag the shape itself. Drag the arrow icon above the shape, if available, to rotate it.

1



2



3

Ashampoo Snap 15

File Edit Tools Help

Lohnt sich Windows 11? Ein Jahr danach!

Sven Krümmrey | 1. Dezember 2022 50 Kommentare

Kürzlich saß ich gemütlich mit einem Bekannten zusammen und wir erzählten uns von unseren Jobs und was es Neues darin gab. Er ist Chemiker und erzählte mir von Kunststoffen, die sich bei einer bestimmten Temperatur immer wieder neu formen lassen und auf nachwachsenden Rohstoffen basieren (was faszinierender klingt, als ich hier wiedergeben kann), mein Thema war vorhersehbar: Windows 11! Er hatte bislang nur ein paar Screenshots gesehen und fragte, ob sich denn ein Umstieg lohne. Ich wollte zuerst auf einen [älteren Blog](#) von mir verweisen, musste mich aber korrigieren, denn nach einem Jahr Nutzung sieht man vieles anders. Zeit für ein Update!

STROKE

Enable stroke

Color

Width

Style Normal

FILL

Enable fill

Color

MISC

Rounded corners

Shadow

ACTIONS

- Move object to front
- Move object one level up
- Move object one level down
- Move object to back
- Copy object

4

Ashampoo Snap 15

File Edit Tools Help

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STROKE

Enable stroke

Color

Width

Style Normal

FILL

Enable fill

Color

MISC

Rounded corners

Shadow

ACTIONS

- Move object to front
- Move object one level up
- Move object one level down
- Move object to back
- Copy object

5



2.2.8.1 Curved line

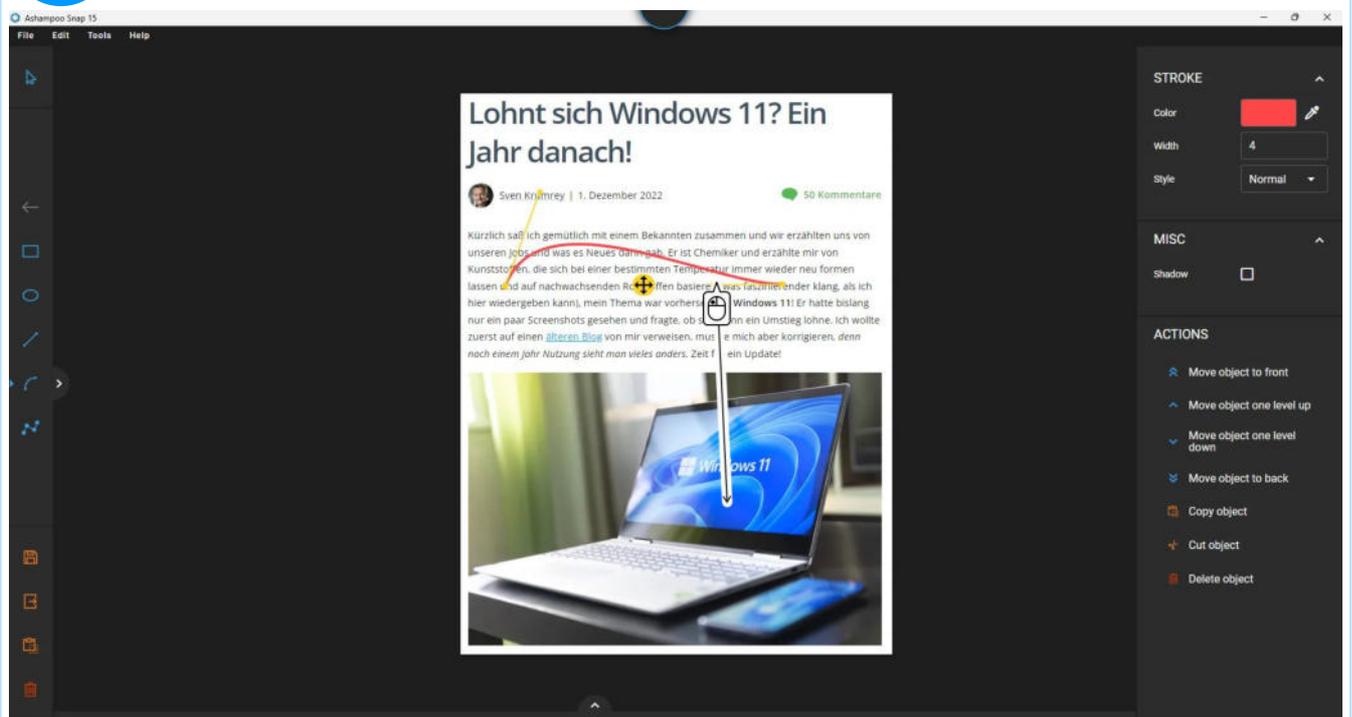
1



2



3





2.2.8.2 Multi-point line

This tool allows you to insert multiple connected lines. Hit Esc to finish the drawing process.

1



2



3



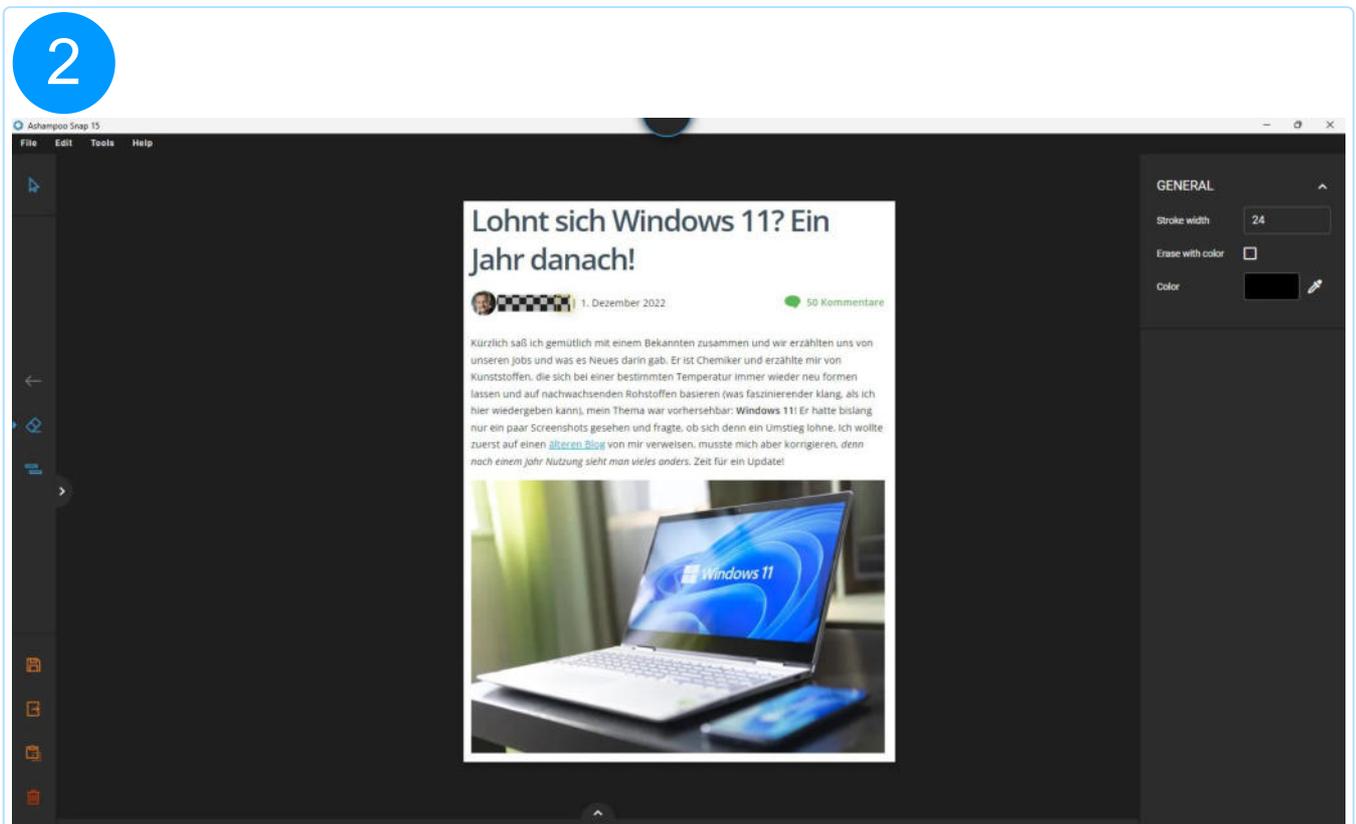
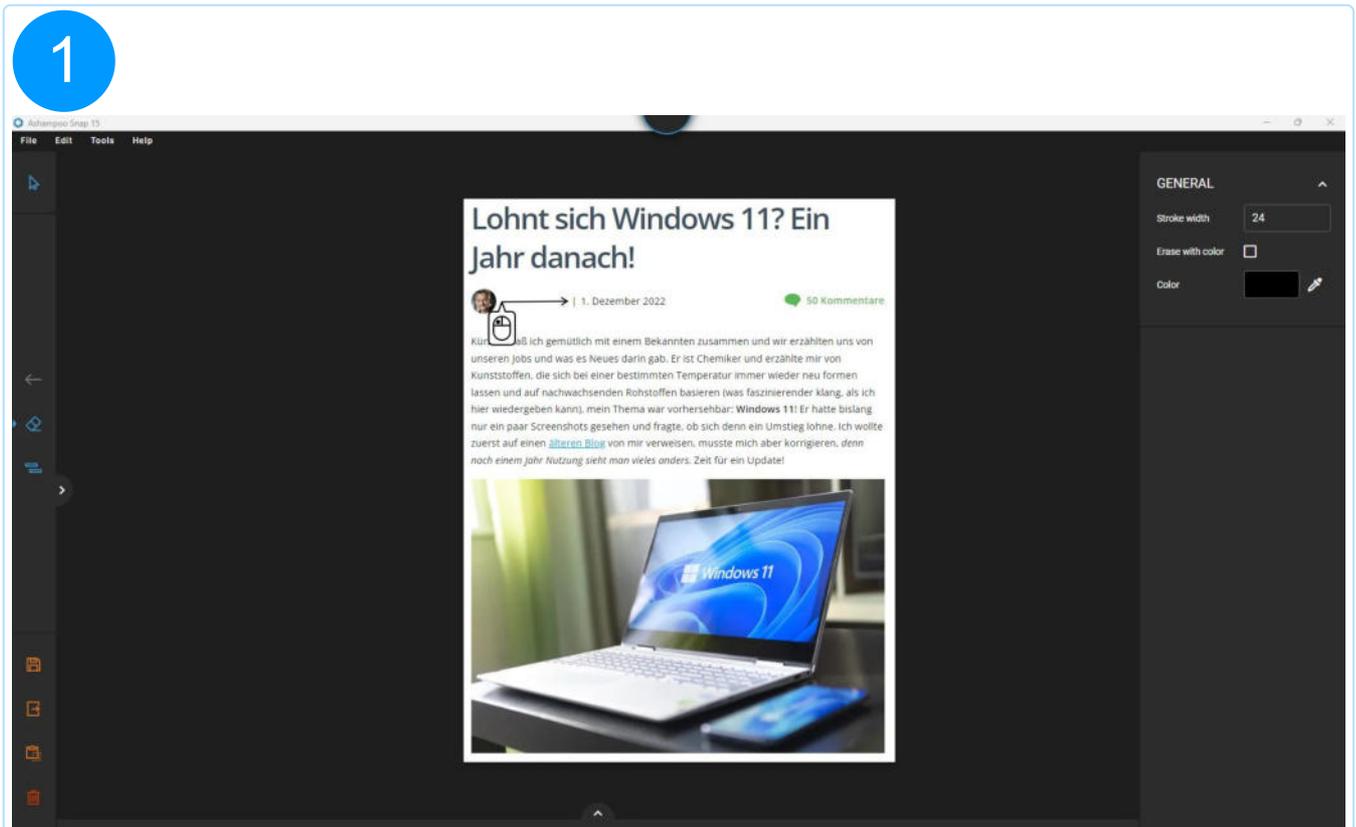
4



2.2.9 Eraser

The eraser replaces pixels in your original screenshot with either transparent or colored

pixels. This allows you to quickly remove unwanted elements from your screenshot. Note that this will only affect the screenshot and not added objects.



2.2.10 Documentation

2.2.10.1 Text

Left-click the workspace to add a text object. Once added, start typing to modify its text content. To edit an existing text object, select it and left-click its content.

2.2.10.2 Note

Note objects are created and edited the same way as text objects but additionally display a background clipart, e.g. a speech bubble. You can pick the clipart from the properties pane on the right and even modify its transparency. You can also pick a new clipart for an existing note object to modify it.

2.2.10.3 Numbering

This tool helps you visualize consecutive steps, e.g. when you're creating a tutorial. Each time you left-click the workspace, a new object will be created with its index automatically incremented sequentially. You can either use numeric (1, 2, 3, ...) or alphanumeric (A, B, C, ...) characters. See "Current number" in the properties pane on the right to adjust the initial value. This way, you can also alter the value, and the background clipart, of existing objects. The cliparts listed on the right behave like toggle buttons and allow you to enable/disable the effect completely or for individual objects.

2.2.11 Clipart

Left-click a clipart in the right properties pane to add it as a centered object to your project. Note that, while you can move and resize it, you cannot alter the clipart design of an existing object. Click "Add graphics" to add existing images to the clipart library. Click the folder button to open the location for custom cliparts in Windows Explorer, e.g. to delete custom images. You can also copy and paste images to the folder directly to add them to Snap's clipart library.

2.3 Project management

Save project

Applies the current changes to the project.

Export image

Saves the current project to a separate image file. Use "Save as" to manually adjust output location and file name and "Quick Export" to use the current output folder and projekt name instead.

Use the "..." button to select a target application (.exe) for the "send to" feature. If no application is specified, you'll be prompted to select an application when you first use this feature.

"Ashampoo Web" allows you to upload your image to Ashampoo web space and share it with others via a simple link. Once uploaded, the link is opened in your browser and also copied to your system clipboard.

Copy to clipboard

Copies the current project as an image to the system clipboard.

Delete project(s)

Deletes the current project permanently.

2.4 Preview bar



The preview bar displays a miniature preview of your projects. The yellow marker indicates that the affected project contains unsaved changes. Click the orange button to permanently delete the affected project.

To delete more than one project, hold Ctrl and left-click the affected thumbnails to (de)select them. Then, click either the delete button in the toolbar or one of the delete buttons associated with a thumbnail to delete the selected projects.

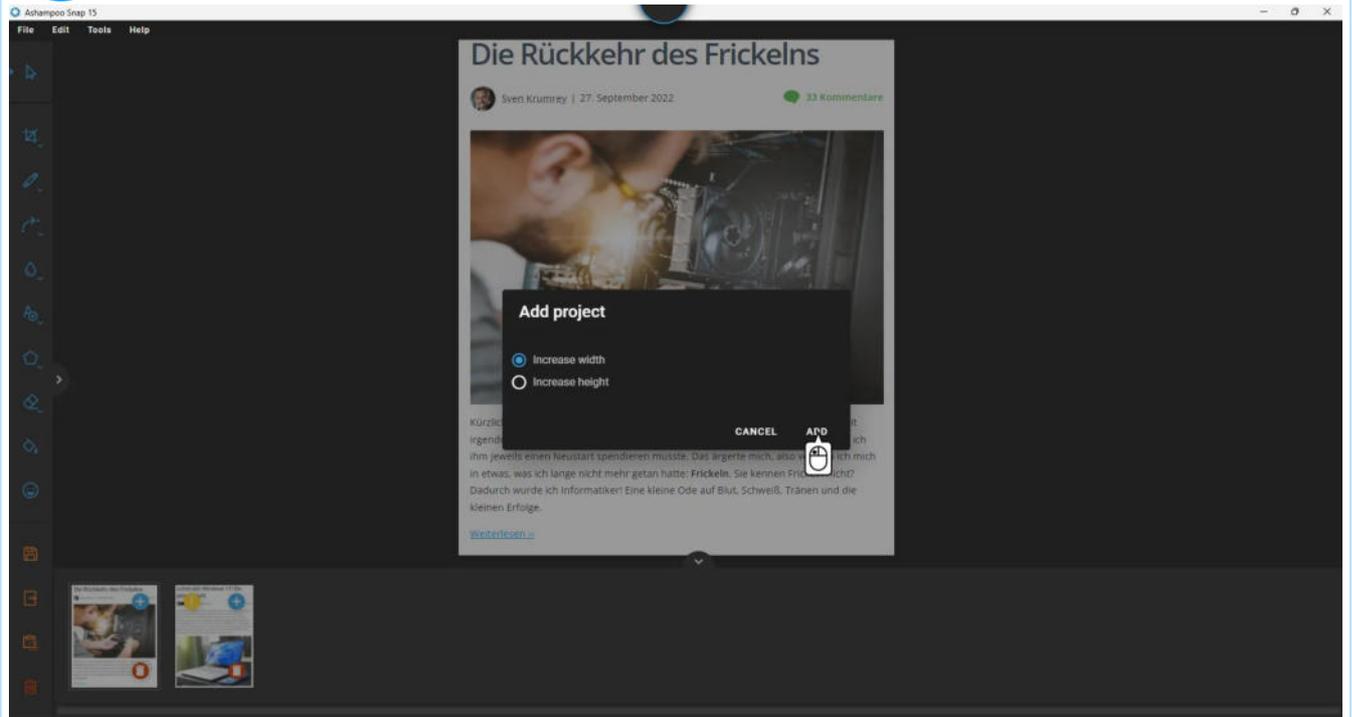
To rename a project, hit F2.

Combining projects

Use the plus symbol to combine several projects into one. This will append the selected project to the currently open project, expanding its workspace as needed. Objects contained in the added project remain fully editable.



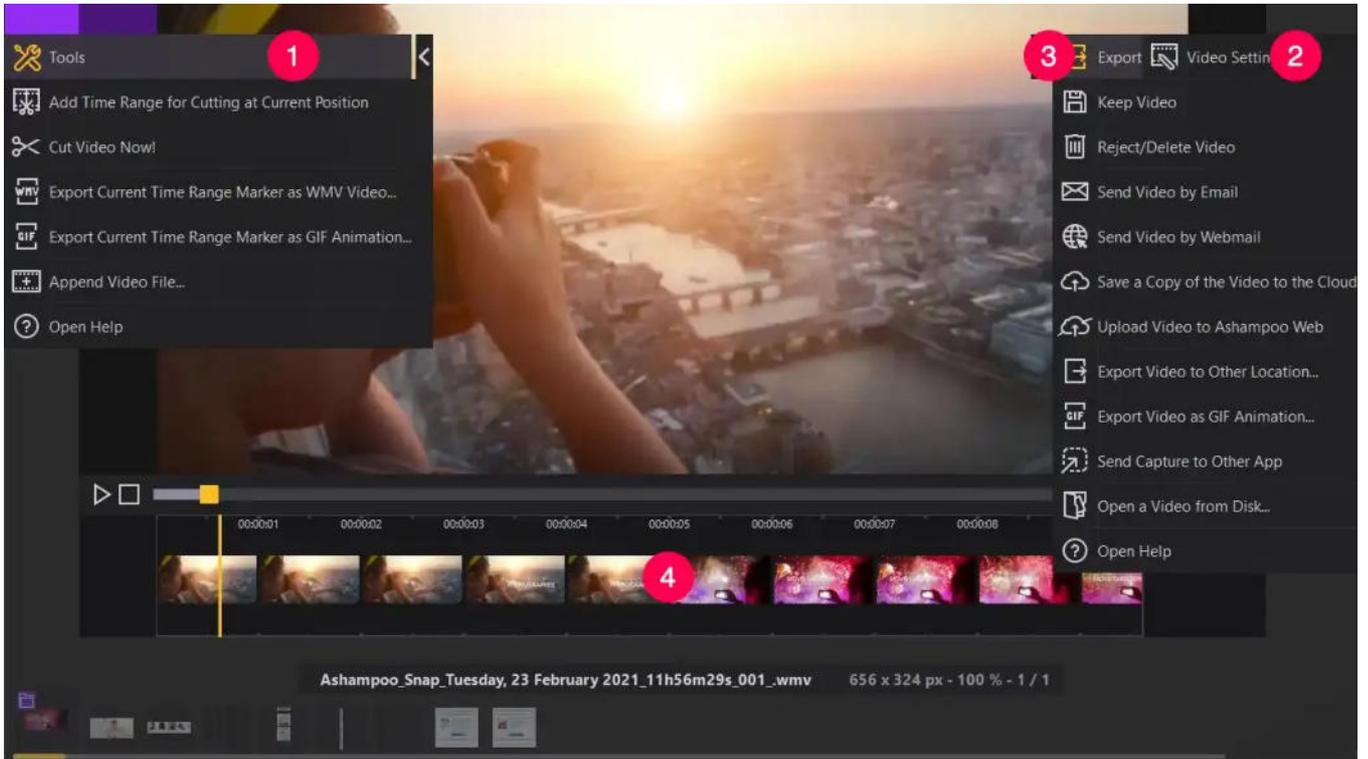
2



3



3. Edit video



1. [Tools](#)
2. [Video Settings](#)
3. [Export](#)
4. [Timeline](#)

3.1 Tools

Add Time Range for Cutting at Current Position

Adds a cut mark at the current position.

Cut Video Now!

Cuts all current selections from the video.

Export Current Time Range Marker as WMV Video...

Exports the selection as a WMV video.

Export Current Time Range Marker as GIF Animation...

Exports the selection as a GIF animation.

Append Video File...

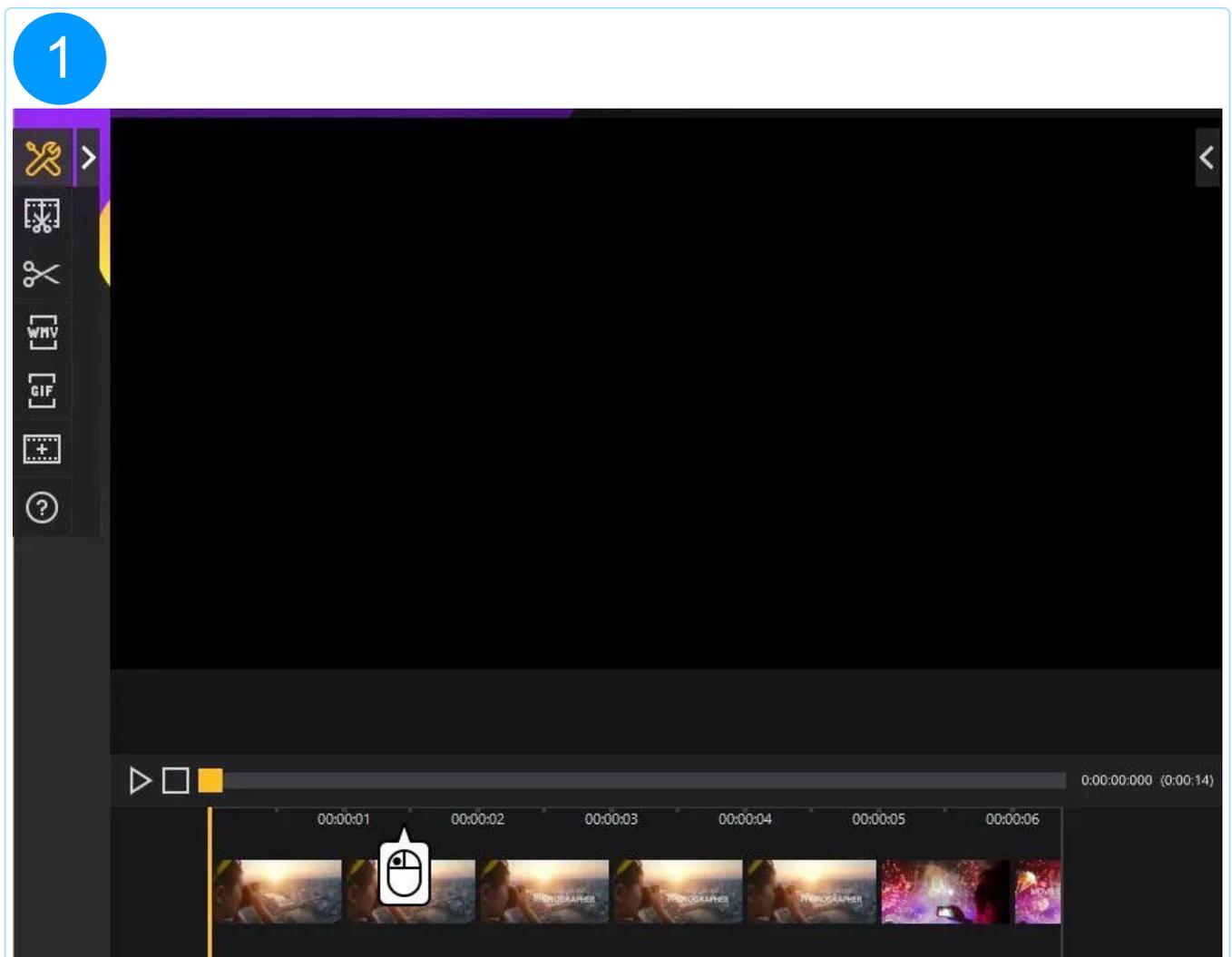
Appends an existing video to the current project.

Open help

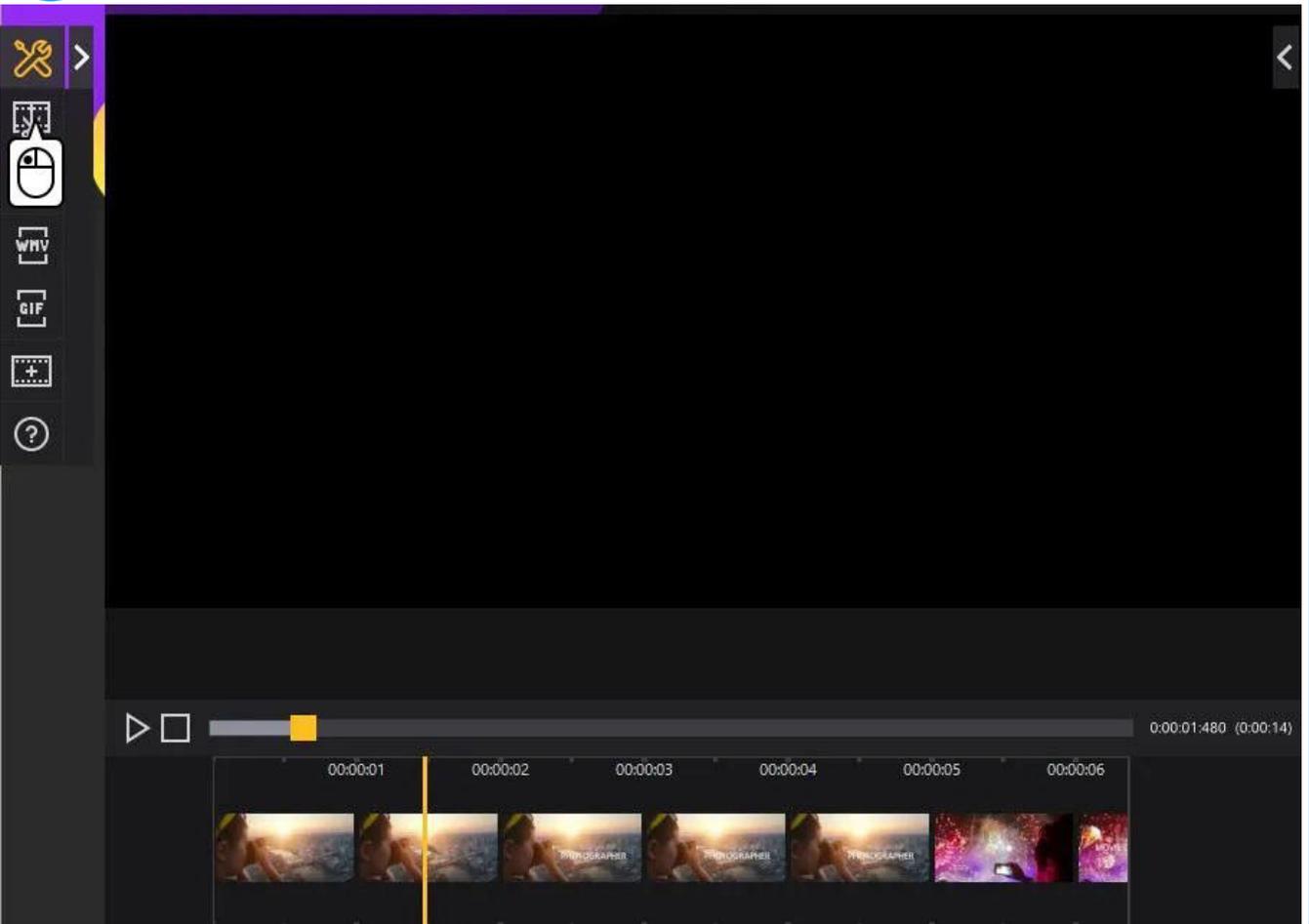
Displays the program help.

Working with the timeline / cut marks

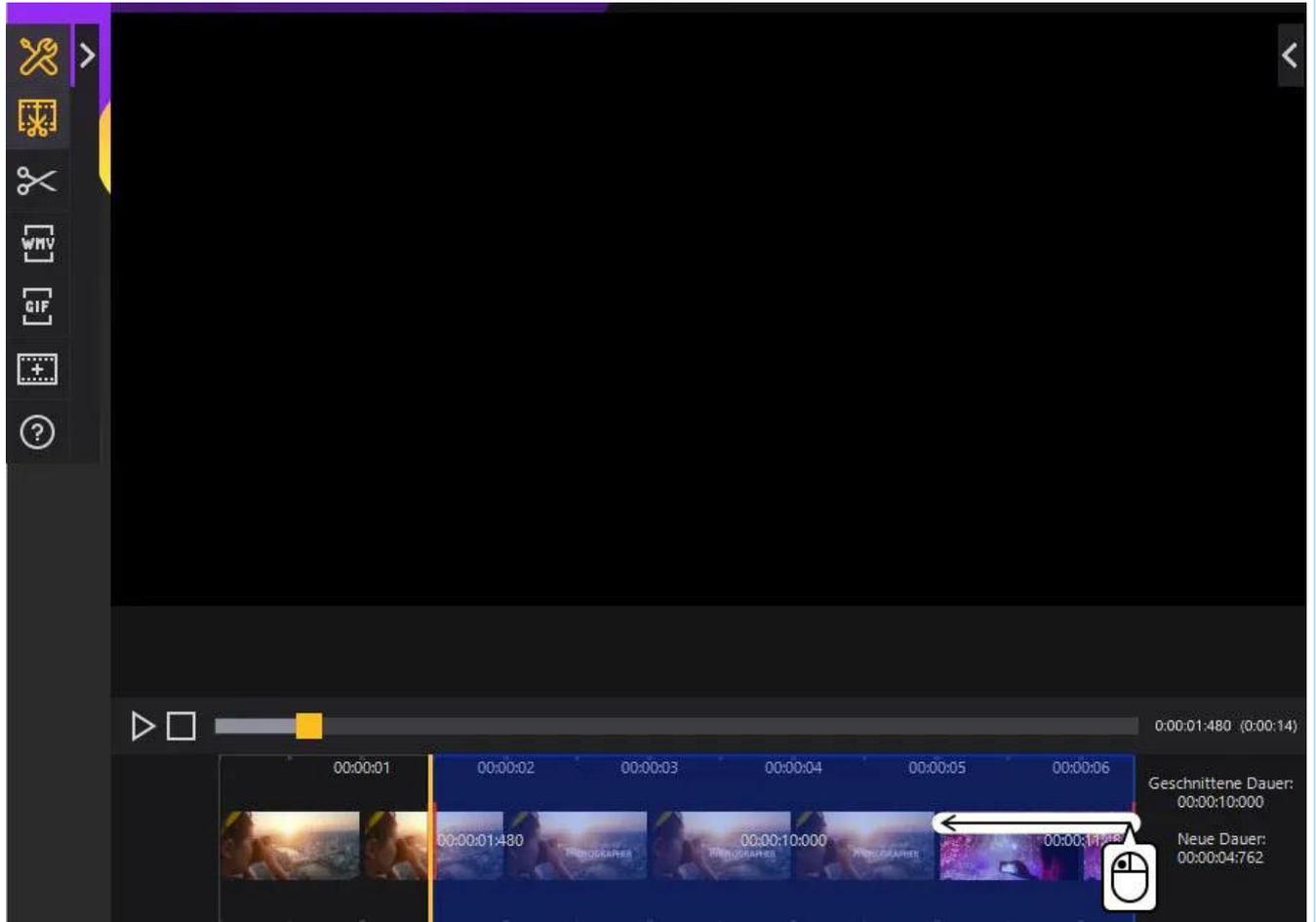
1. Left-click the timeline to set the current position and click the "Add selection" button to add a selection.
2. Drag the start/end markers to adjust the beginning/end of the selection.
3. Click the "X" to remove a selection. Click the scissors to cut all current selections out of the video. You may have multiple selections at once if needed.



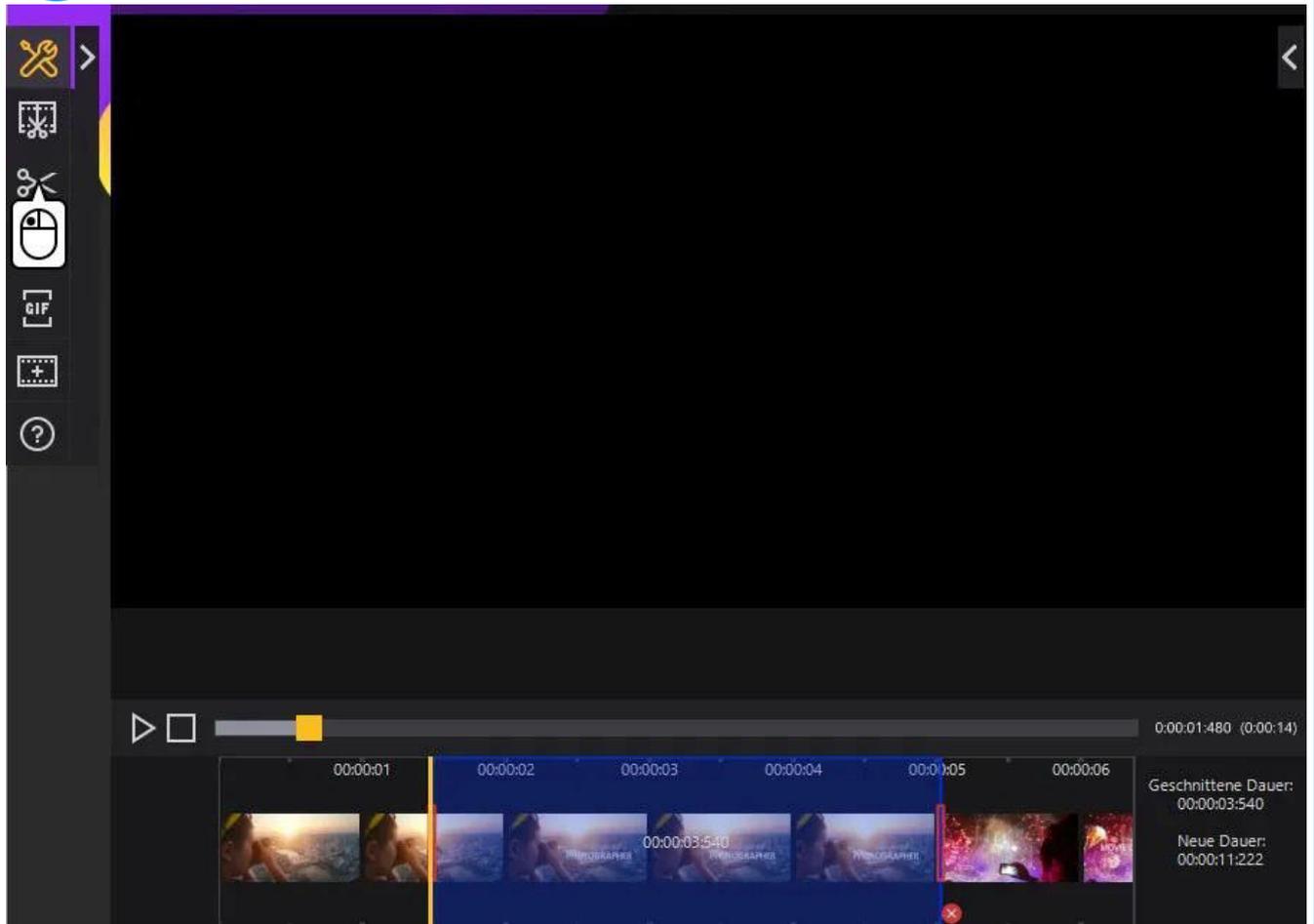
2



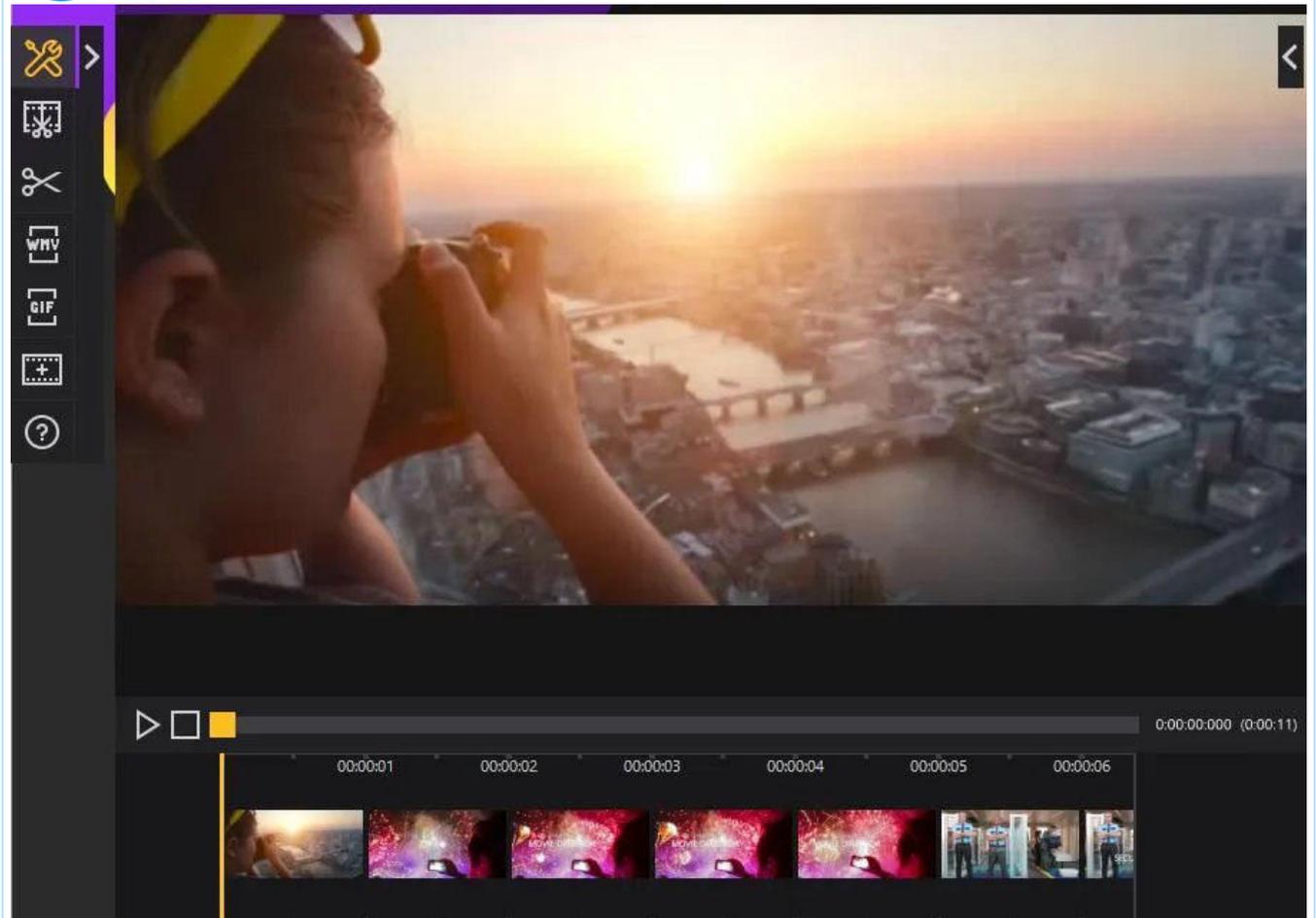
3



4



5



3.2 Video settings

Use these button to undo/redo your actions or to rename your current file.

3.3 Export

These functions allow you to save and share your video captures withn others. Note that same functions will automatically close the editor afterwards.

Keep video

Applies all changes and saves the file.

Reject/Delete video

Delete the current recording.

Send video by email

Launches your default email application and creates a new email with your video as attachment.

Send video by webmail

Enables you to send your video through Google Mail, Yahoo Mail or Mail.ru.

Upload video to the cloud

Uploads the recording to DropBox, Microsoft OneDrive or Google Drive. To use a service you need to have the standalone client provided by each file hoster installed on your machine.

Upload video to Ashampoo Web

Uploads the recording to Ashampoo Web and opens it in your web browser. You may share this link with others to enable them to view your recording.

Export video

Exports the video to a separate file.

Export video as GIF animation

Exports the video as a GIF animation, e.g. for use with websites.

Open local video file

Opens an existing video file.

Open help

Displays the program help.

3.4 Keyboard Shortcuts

Apart from the capture bar and the context menu, you may also use various keyboard shortcuts to access different capturing tools, some of which you can customize in the program settings.

Magic eye / Scan screen

Scan screens



Capture rectangular region



Capture fixed-size region

Alt + **Ctrl** + **A**

Extract text from screenshot (OCR)

Alt + **Ctrl** + **P**

Editor

Deselect tool

V

Hand tool (move workspace)

Space + **Drag with mouse**

Undo

Ctrl + **Z**

Redo

Ctrl + **Shift** + **Z**

Cut

Ctrl + **X**

Copy

Ctrl + **C**

Copy image to clipboard

Ctrl + **Shift** + **C**

Paste

Ctrl + **V**

Delete object

Del

Open/Load

Ctrl + **Shift** + **O**

Close

Alt + **F4**

Save

Ctrl + **S**

Export

Ctrl + **Shift** + **S**

Zoom in	Ctrl + Plus or Ctrl + Mouse wheel
Zoom out	Ctrl + Minus or Ctrl + Mouse wheel
Clear selection/Cancel	Esc
Rename project	F2

Maintain aspect ratio

When resizing objects by dragging their edge markers, hold Shift to resize their width and height proportionally. For example, this allows you to scale down a clipart without distortions.