



# Manual



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# 1. Capture

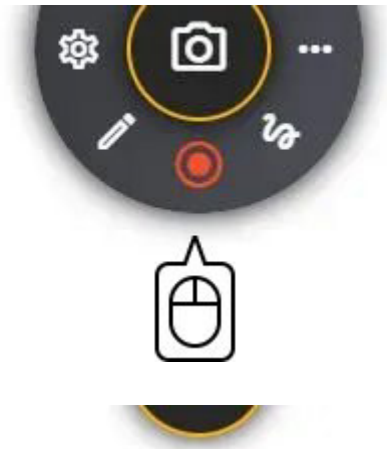
There are three ways to activate the capture process: through the capture bar, through the program symbol in the system tray or through keyboard shortcuts.

## 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 into the marker to expand the capture bar. Move it outside the bar to hide it.







## Functions



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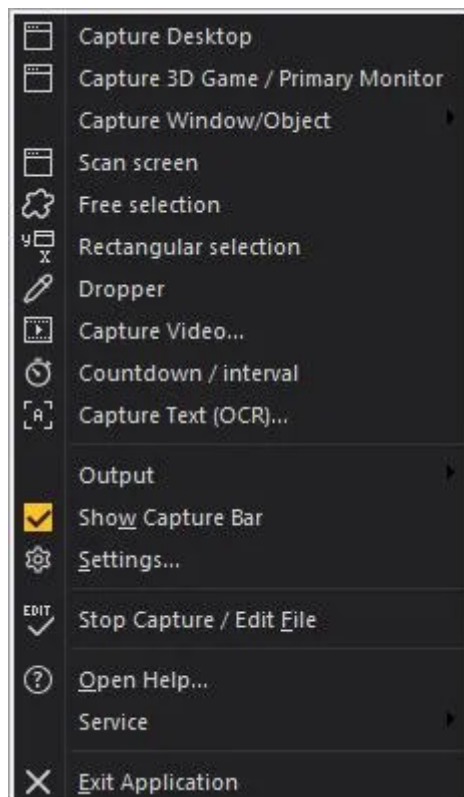


1. Back: Returns to the first page
2. [Dropper](#)
3. [Countdown / interval](#)
4. [Rectangular selection](#)

## 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.



### Capture Desktop

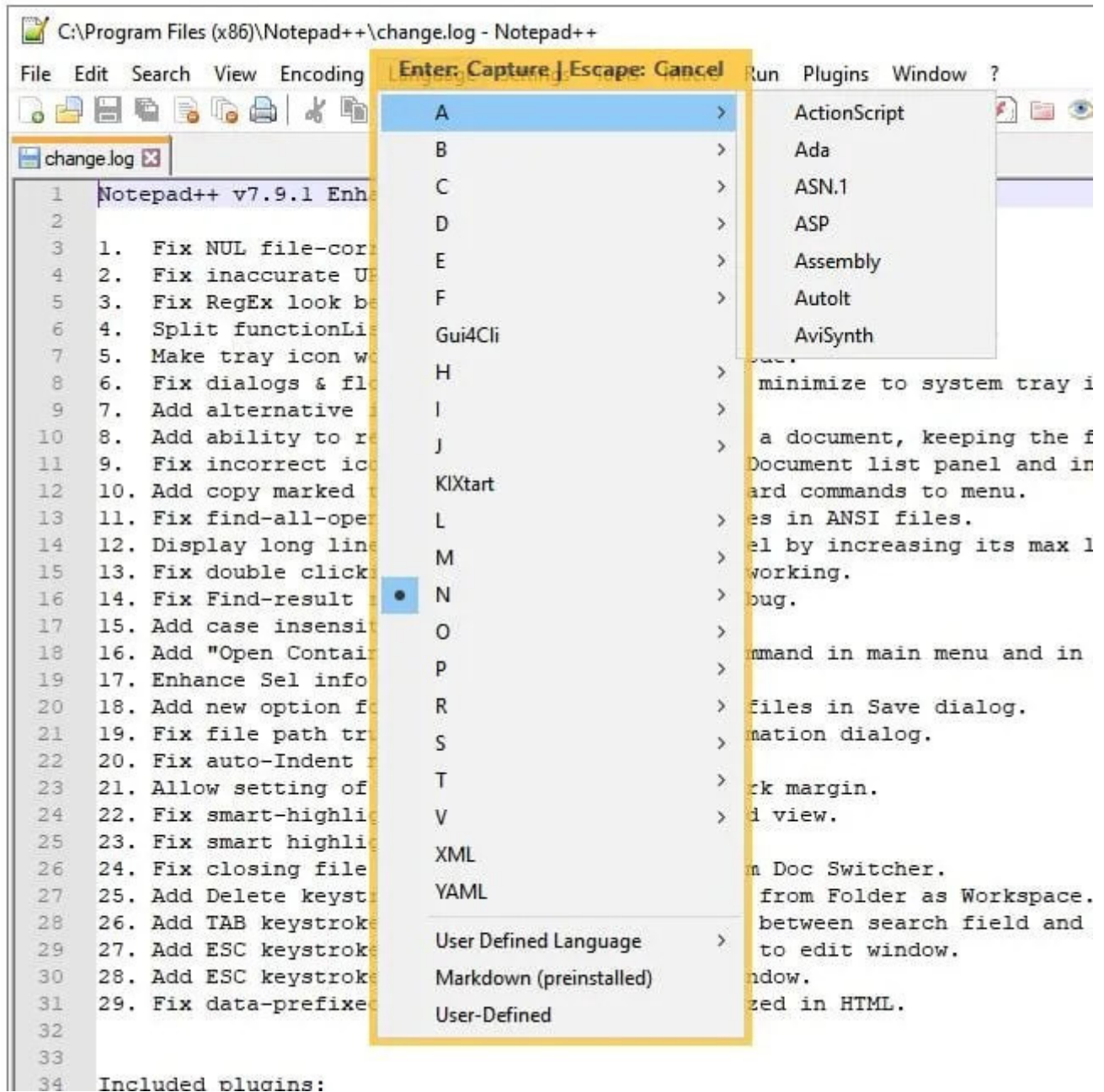
Captures the entire desktop across all active displays.

## Capture 3D Game / Primary Monitor

This function captures fullscreen applications and games running on your primary display.

## Capture Window/Object

### Capture Menu



This feature allows you to capture traditional program menus. Once selected, simply open the desired menu and Snap will then add a selection rectangle. Left-click the selection to capture the menu.

### [Scan screen](#)

### [Free selection](#)

## Rectangular selection

## Dropper

## Capture Video

Creates a video capture of your screen. You may optionally display the mouse pointer, highlight mouse clicks and apply visual effects.

## Capture Timed

Takes timer-based screenshots.

## Capture Text (OCR)

Applies text recognition to the selected area and adds the recognized text as a text object to a blank screenshot.

## Output

### Open in Edit Mode

If enabled, newly created screenshots will automatically be opened in Snap's editor.

### Save to Output Directory Only

If enabled, newly created screenshots will only be stored in the selected output location.

### Copy to Clipboard

If enabled, newly created screenshots will be copied to the system clipboard.

### Send to app

Allows you to open newly created screenshots in an external application for further processing.

### Customize...

Displays the [program settings](#).

## Show Capture Bar

Shows/Hides the [capture bar](#).

## Einstellungen

Displays the [program settings](#).

## Stop Capture / Edit File

Stops the current recording and allows you to edit an existing image/video file.

## Open Help

Displays this program help.

## Service

Here, you may check the status of your license, search for program updates, register the

program or contact our customer service.

## Exit Application

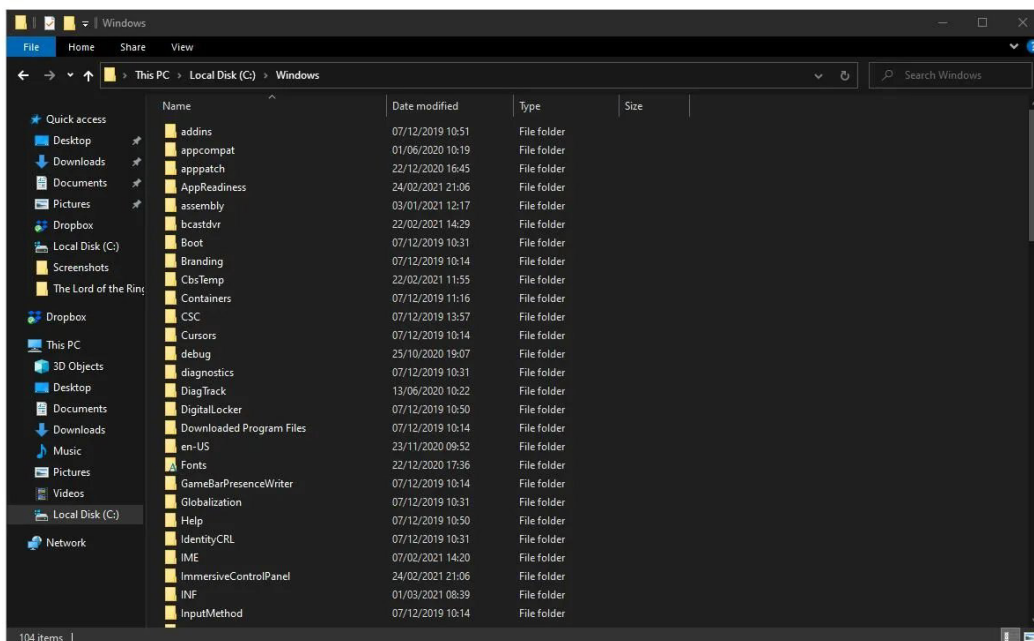
Quits Snap.

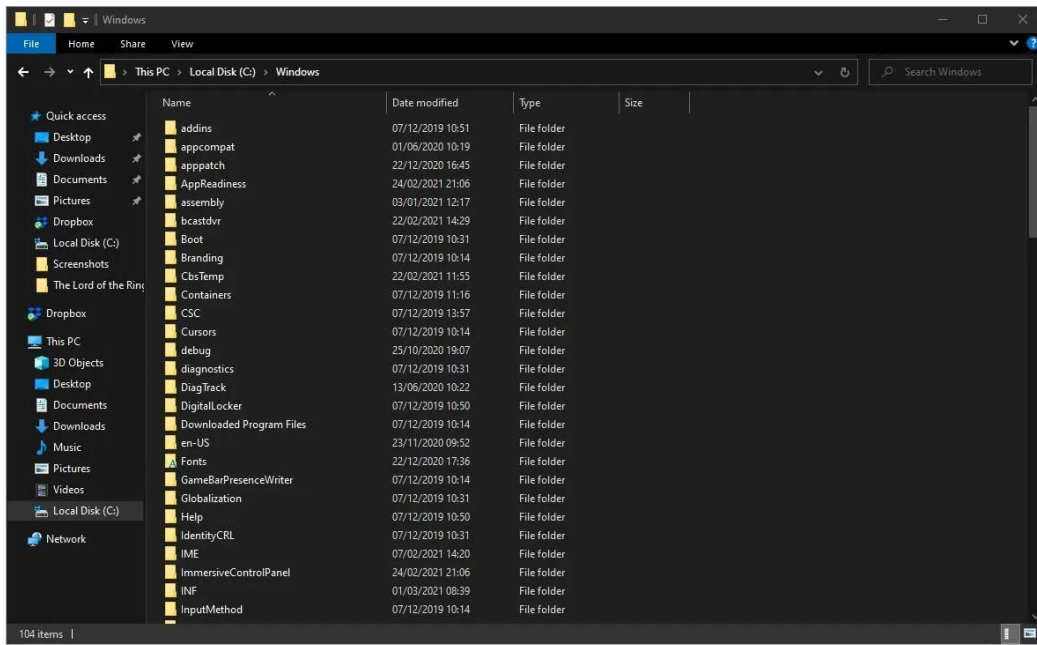
# 1.3 Keyboard Shortcuts

Apart from the capture bar and the context menu, you may also use various keyboard shortcuts to access different capturing tools. You can customize them [here](#).

# 1.4 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 the camera icon to capture the selection.



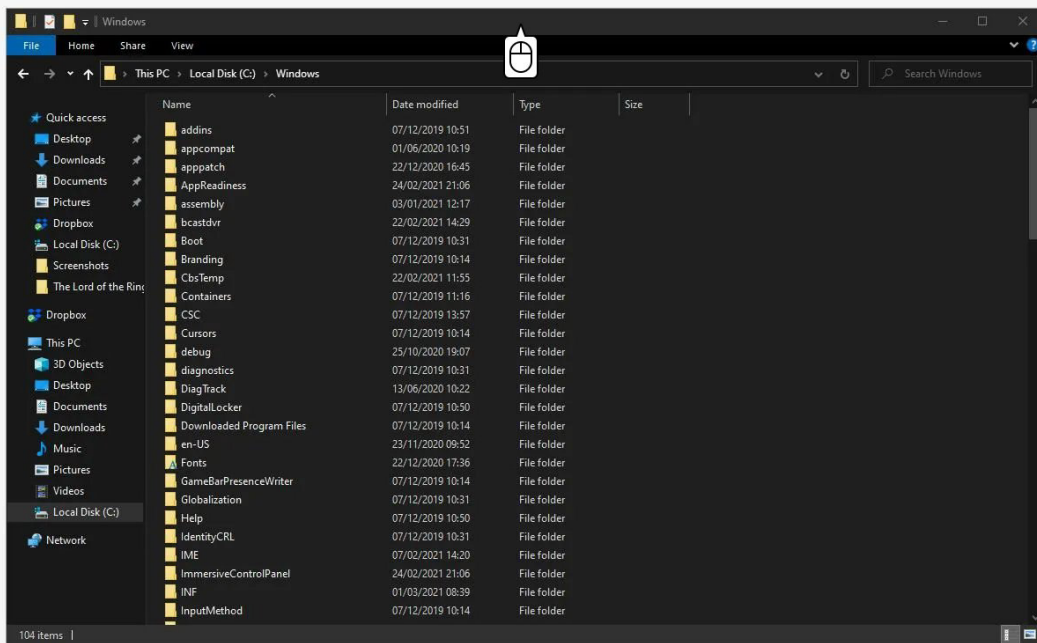


Select fullscreen

Rectangular selection

Reset

Cancel



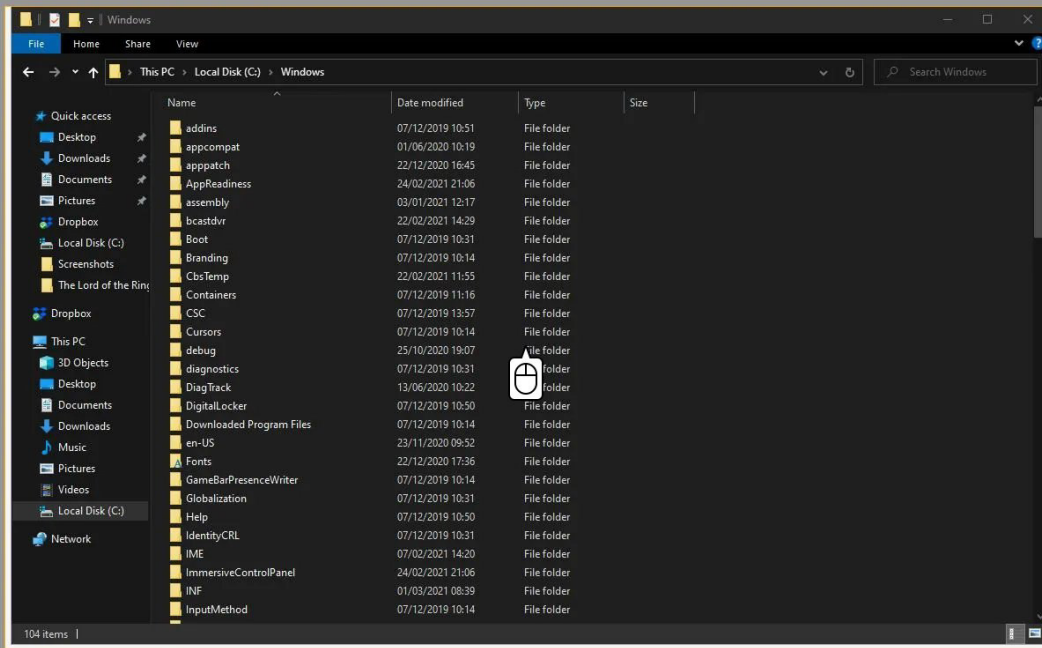


Select fullscreen

Rectangular selection

Reset

Cancel

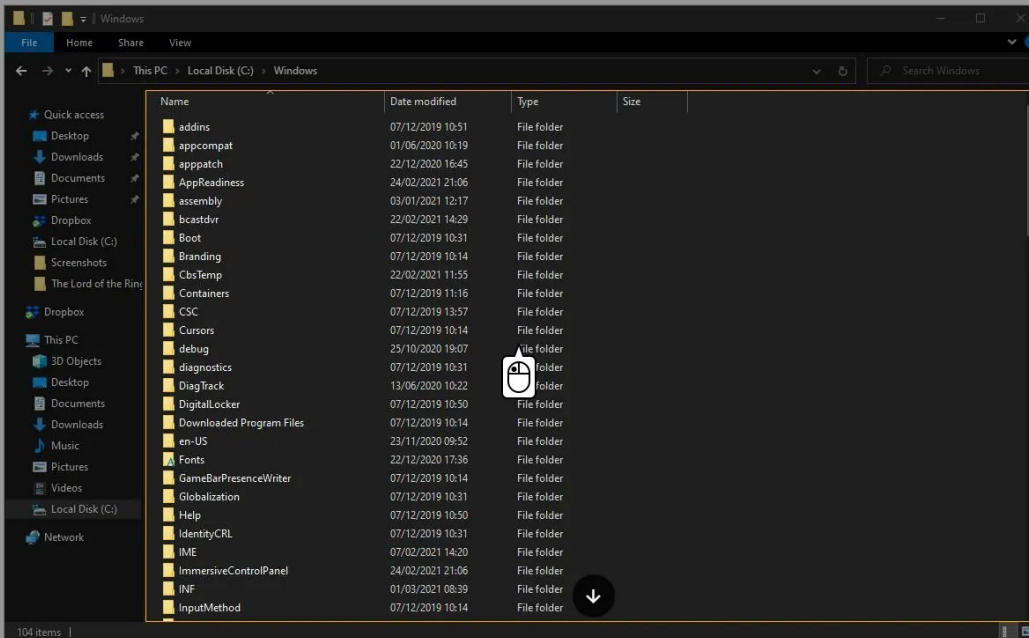


Select fullscreen

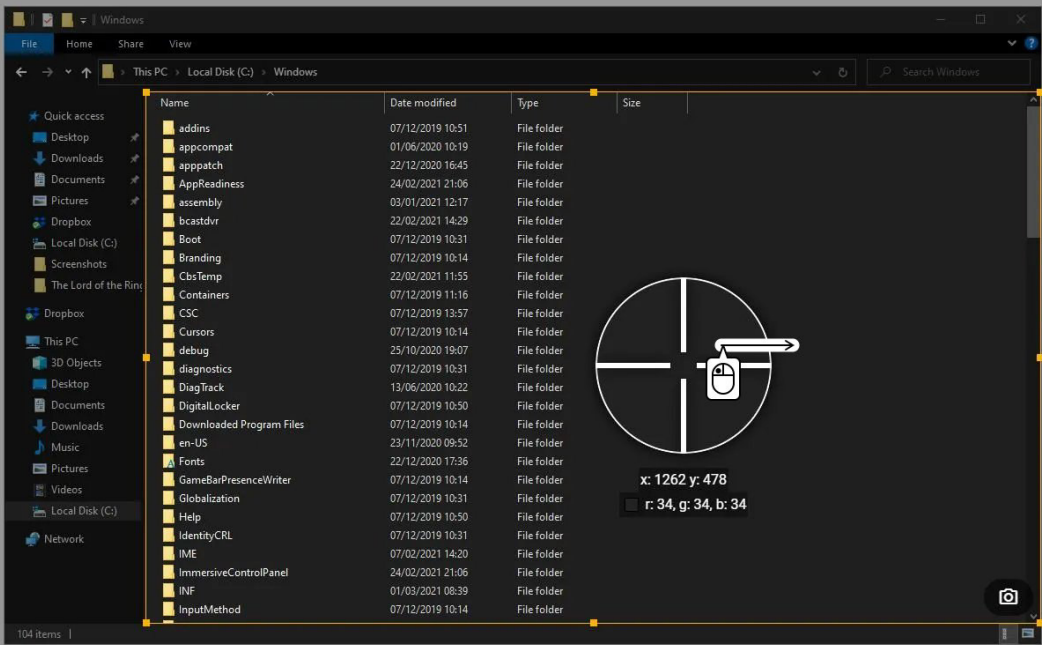
Rectangular selection

Reset

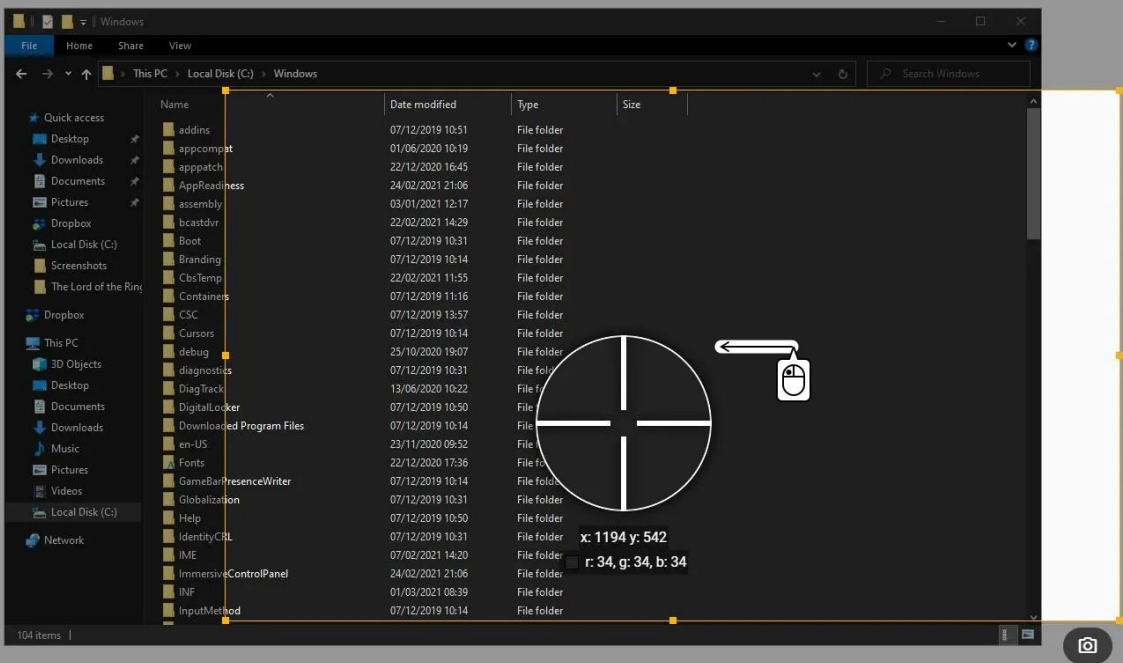
Cancel



Select fullscreen    Reset    Cancel

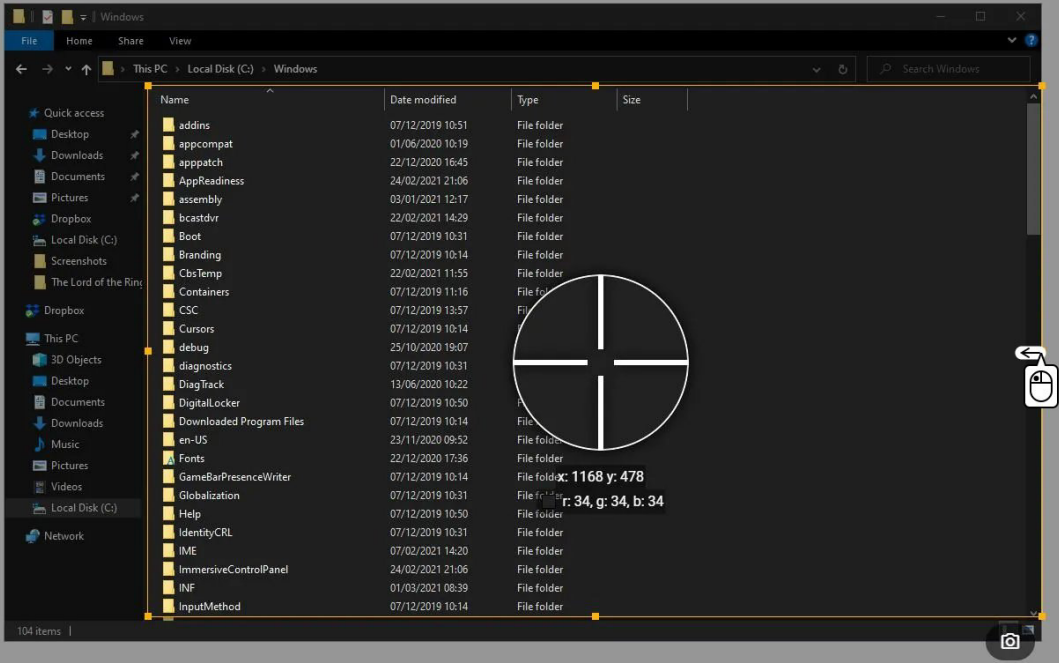


Select fullscreen    Reset    Cancel

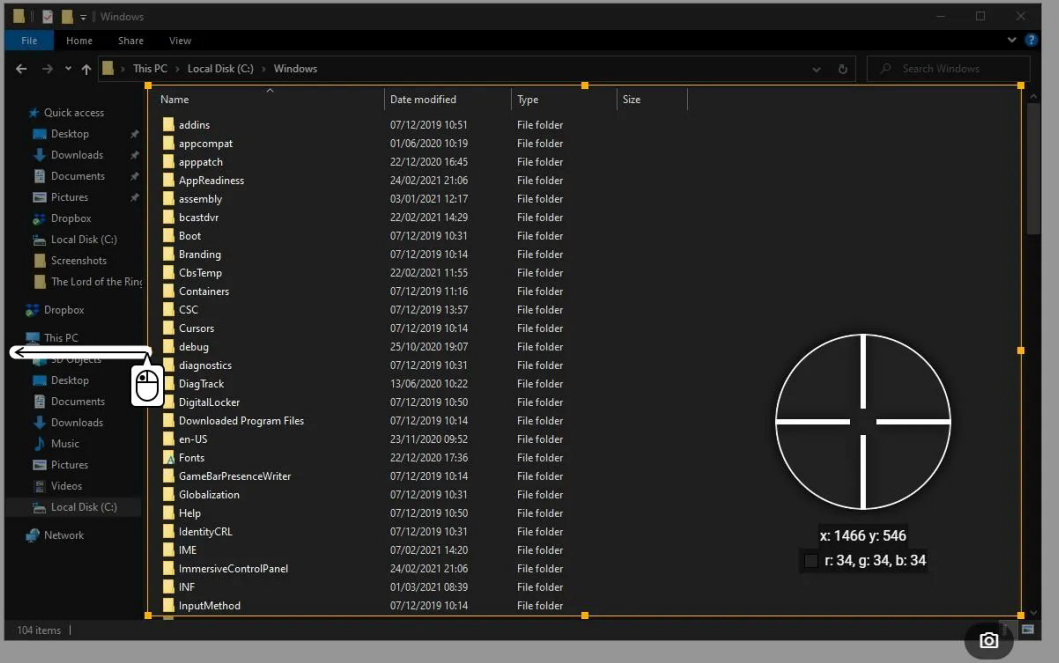




Select fullscreen    Reset    Cancel



Select fullscreen    Reset    Cancel



Select fullscreen    Reset    Cancel

Name	Date modified	Type	Size
addins	07/12/2019 10:51	File folder	
appcompat	01/06/2020 10:19	File folder	
apppatch	22/12/2020 16:45	File folder	
AppReadiness	24/02/2021 21:06	File folder	
assembly	03/01/2021 12:17	File folder	
bcastdrv	22/02/2021 14:29	File folder	
Boot	07/12/2019 10:31	File folder	
Branding	07/12/2019 10:14	File folder	
CbsTemp	22/02/2021 11:55	File folder	
Containers	07/12/2019 11:16	File folder	
CSC	07/12/2019 13:57	File folder	
Cursors	07/12/2019 10:14	File folder	
debug	25/10/2020 19:07	File folder	
diagnostics	07/12/2019 10:31	File folder	
DiagTrack	13/06/2020 10:22	File folder	
DigitalLocker	07/12/2019 10:50	File folder	
Downloaded Program Files	07/12/2019 10:14	File folder	
en-US	23/11/2020 09:52	File folder	
Fonts	22/12/2020 17:36	File folder	
GameBarPresenceWriter	07/12/2019 10:14	File folder	
Globalization	07/12/2019 10:31	File folder	
Help	07/12/2019 10:50	File folder	
IdentityCRL	07/12/2019 10:31	File folder	
IME	07/02/2021 14:20	File folder	
ImmersiveControlPanel	24/02/2021 21:06	File folder	
INF	01/03/2021 08:39	File folder	
InputMethod	07/12/2019 10:14	File folder	

x: 384 y: 556

r: 26, g: 26, b: 26

Ashampoo Snap 12

Ashampoo Snap 12

Name	Date modified	Type	Size
addins	07/12/2019 10:51	File folder	
appcompat	01/06/2020 10:19	File folder	
apppatch	22/12/2020 16:45	File folder	
AppReadiness	24/02/2021 21:06	File folder	
assembly	03/01/2021 12:17	File folder	
bcastdrv	22/02/2021 14:29	File folder	
Boot	07/12/2019 10:31	File folder	
Branding	07/12/2019 10:14	File folder	
CbsTemp	22/02/2021 11:55	File folder	
Containers	07/12/2019 11:16	File folder	
CSC	07/12/2019 13:57	File folder	
Cursors	07/12/2019 10:14	File folder	
debug	25/10/2020 19:07	File folder	
diagnostics	07/12/2019 10:31	File folder	
DiagTrack	13/06/2020 10:22	File folder	
DigitalLocker	07/12/2019 10:50	File folder	
Downloaded Program Files	07/12/2019 10:14	File folder	
en-US	23/11/2020 09:52	File folder	
Fonts	22/12/2020 17:36	File folder	
GameBarPresenceWriter	07/12/2019 10:14	File folder	
Globalization	07/12/2019 10:31	File folder	
Help	07/12/2019 10:50	File folder	
IdentityCRL	07/12/2019 10:31	File folder	
IME	07/02/2021 14:20	File folder	
ImmersiveControlPanel	24/02/2021 21:06	File folder	
INF	01/03/2021 08:39	File folder	
InputMethod	07/12/2019 10:14	File folder	

Ashampoo\_Snap\_Monday, March 1, 2021\_9h27m28s\_140\_PLACEHOLDER 1141 x 604 px - 100% - 1 / 1

Select fullscreen

Rectangular selection

Reset

Cancel

### Select full screen

Selects the entire desktop area.

### Rectangular selection

Allows you to create a rectangular selection manually. Left-click and hold, then drag the mouse to create the selection area.

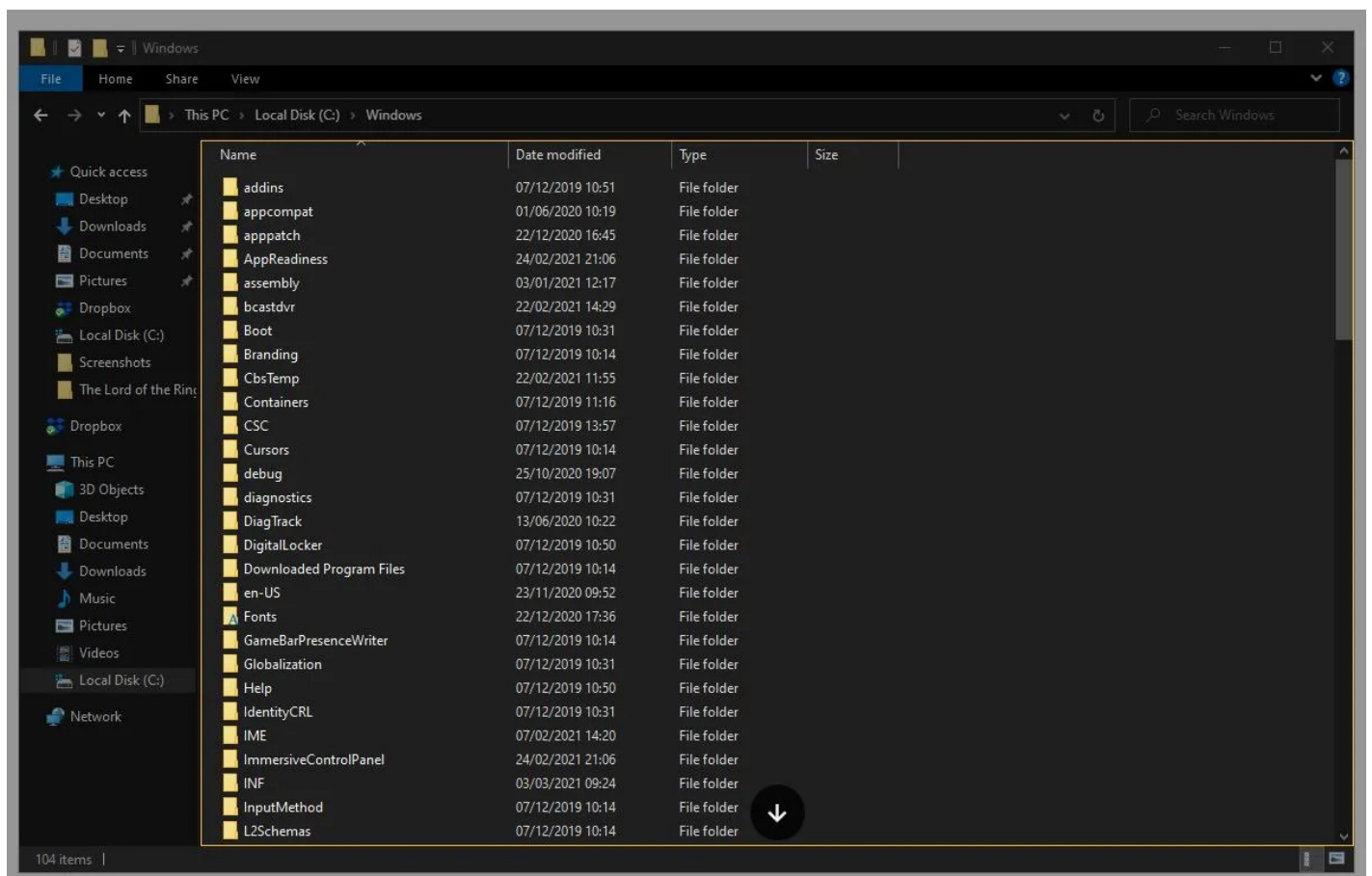
### Reset

Clears the current selection.

### Cancel

Cancels the capture process.

## 1.4.1 Scrollable regions



As soon as a selection is created around a scrollable region, a marker will appear pointing in the scroll direction. Click the marker to capture the entire region.

## 1.5 Free selection



Denn während Decken und Knabberzeug schon bereit lagen, begann der lange Weg

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

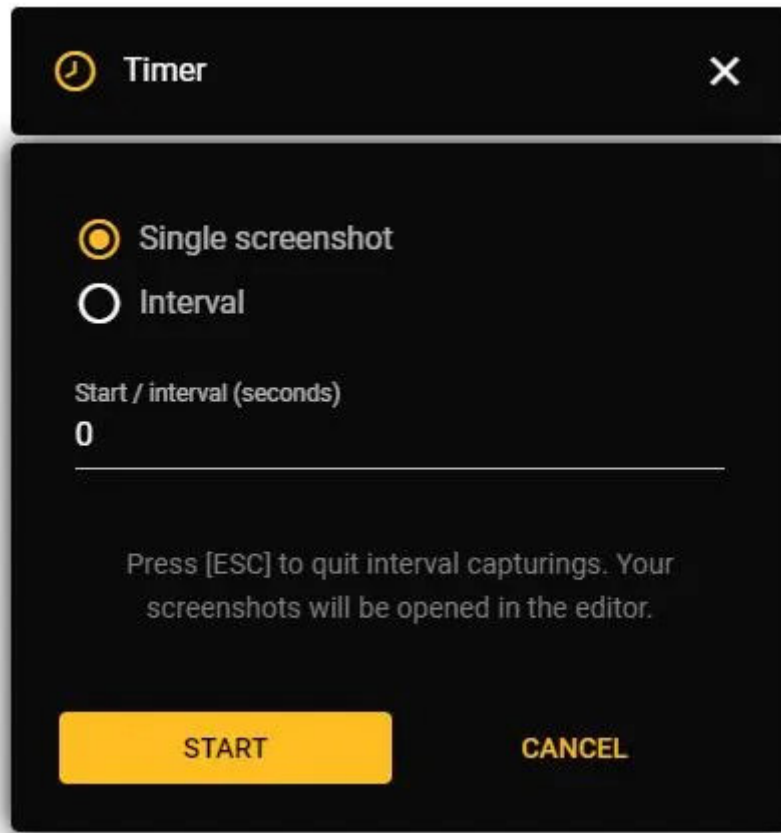
## 1.6 Dropper





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).

## 1.7 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 by hitting the Esc key at any time.

## 1.8 Rectangular selection (captured fixed-size region)

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.

## 1.9 Capture text (OCR)

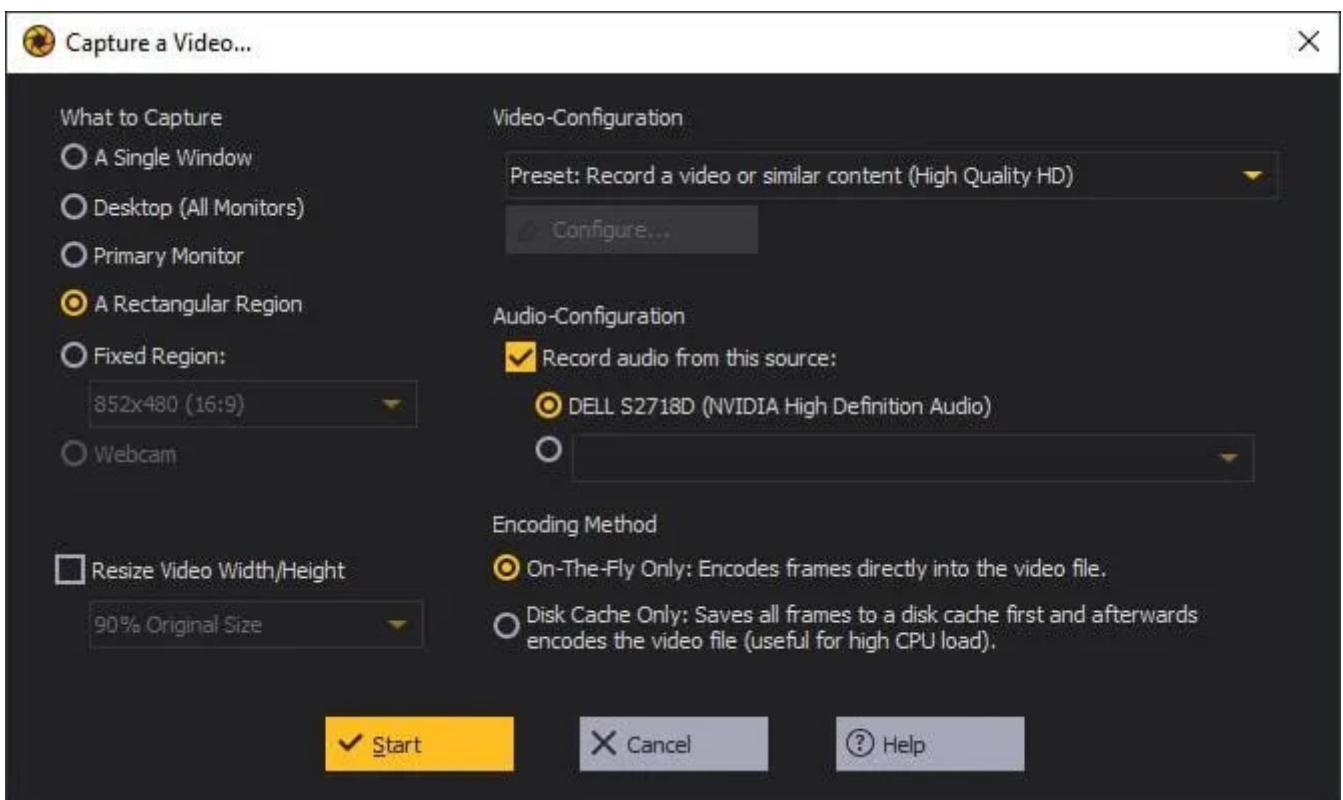
While blankets and snacks were already waiting for us we went through a sheer endless movie selection. If I had to elaborate on the meaning of "the agony of choice", *this evening would most definitely come up*. Even if you happen to find a decent flick after 20 minutes of scrolling there might be better, **perfect movies** just around the corner. So you keep on looking, barely remembering the promising candidates after 3 minutes of continued searching followed by the inevitable "Why don't we see what Netflix has to offer?".

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.

## 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.

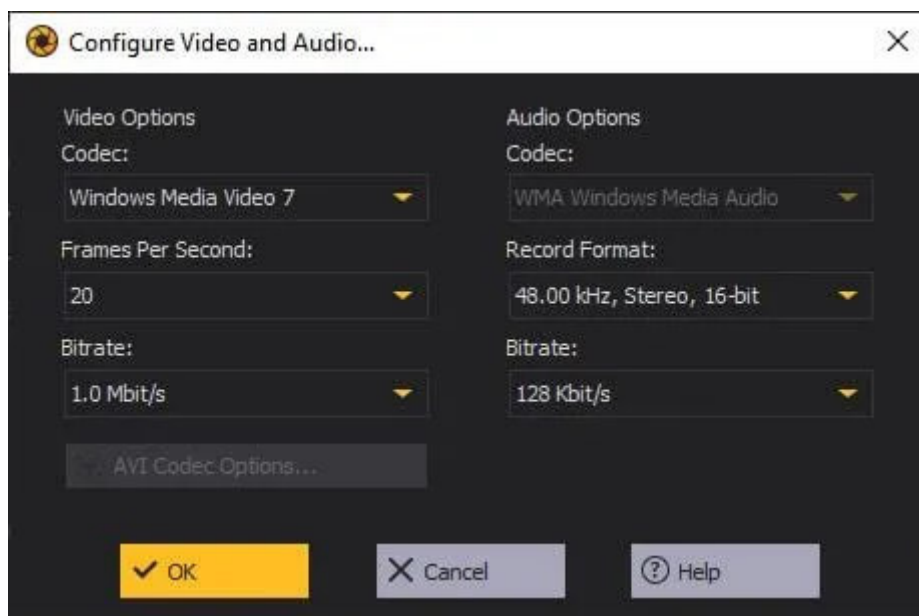
## **Context menu**





While recording video, right-click the program symbol in the system tray to access the video-related context menu.

### 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.

## Stop Capture

Stops the recording process.

## 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.

## 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.

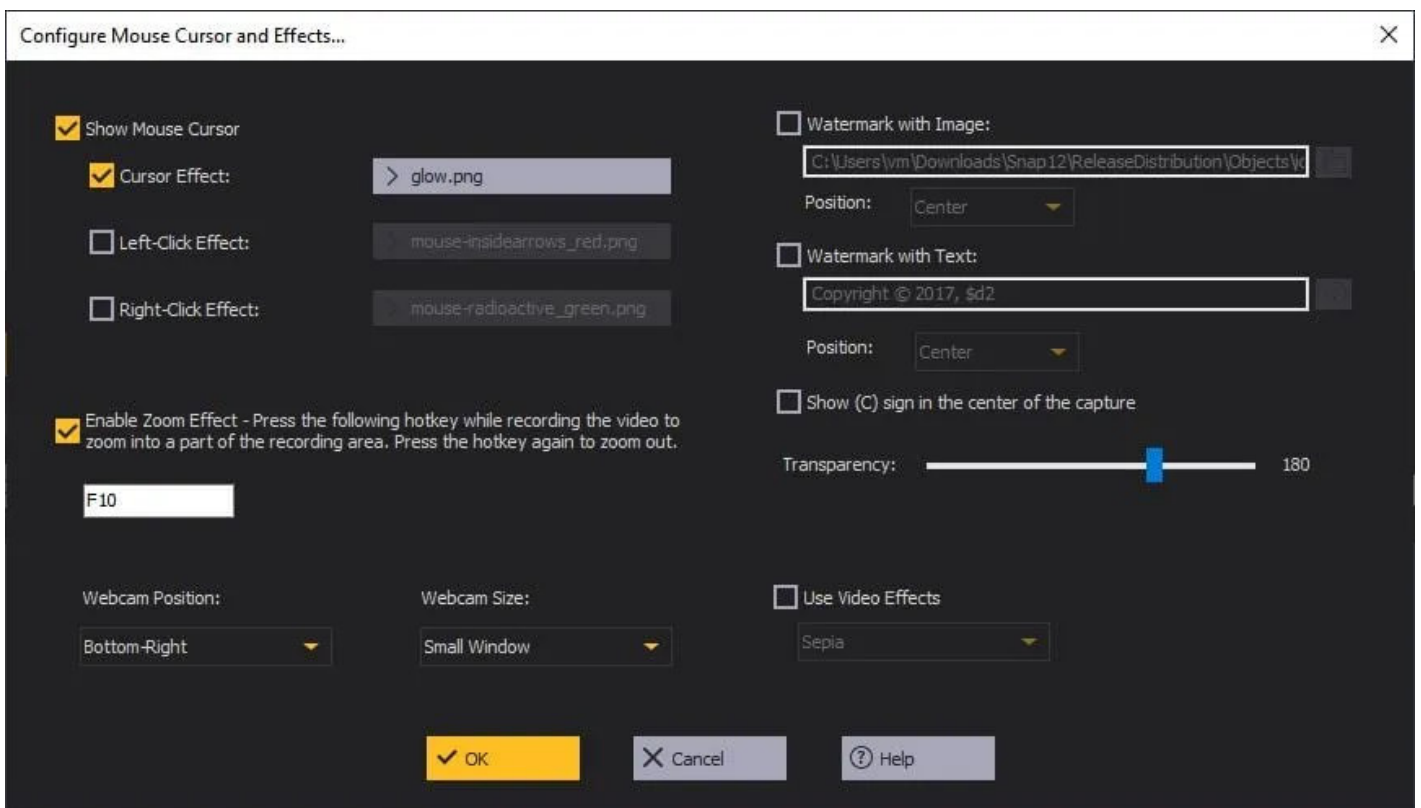
### Draw Arrow

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.

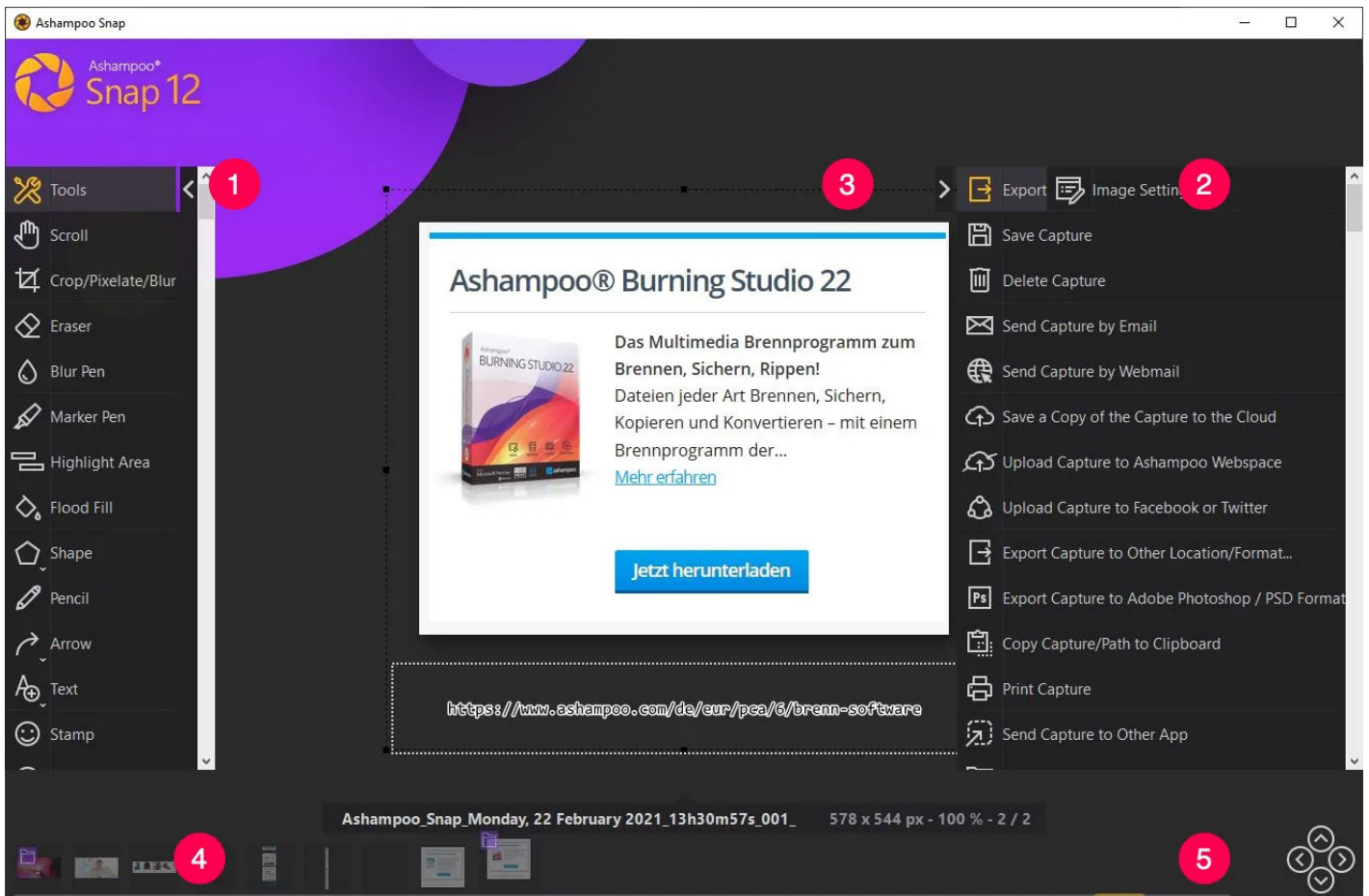
## 1.10.4 Recording the webcam



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.

## 2.10 Edit image



1. [Mouse tools](#)

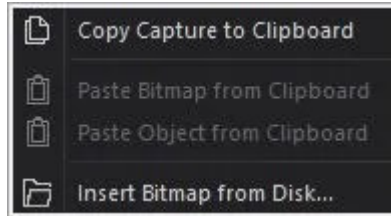
2. [Image settings](#)

3. [Export](#)

4. [Thumbnail bar](#)

5. Scroll buttons: Hover the mouse pointer over one of the buttons to pan the current screenshot.

## Context menu



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

### Copy Capture to Clipboard

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

### Paste Bitmap from Clipboard

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

### Paste Object from Clipboard

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

### Insert Bitmap from Disk

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

## 2.11 Tools

These tools help you highlight and annotate your screenshots. See the section [Working with objects](#) for details on how to work with objects.

### Scroll

Left-click and hold, then, move your mouse to pan the screenshot.

### Crop/Pixelate/Blur

Left-click and drag to create a selection rectangle. Click into the selection and hold, then, move your mouse to reposition the selection. Drag the border markers to adjust its size.

#### Crop

Retains only the selection and removes everything else. You may also drag the markers around the screenshot itself to crop it.

#### Pixelize

Makes the selection unreadable.

#### Zoom

Zooms into the selection to make it fill up the entire screen.

#### Copy

Copies the screenshot to the system clipboard.

Copies the selection into the system clipboard.

### Paste

Pastes the current clipboard content into the selection. The content will be resized to fit into the selection rectangle.

### Cut

Copies the selection into the system clipboard and deletes it from the screenshot.

### Crop

Retains only the selection including the selection rectangle and removes everything else.

### Buttonize

Applies a 3D border effect to the selection.

### Pixelize

Makes the selection unreadable.

### Blur

Blurs the selection.

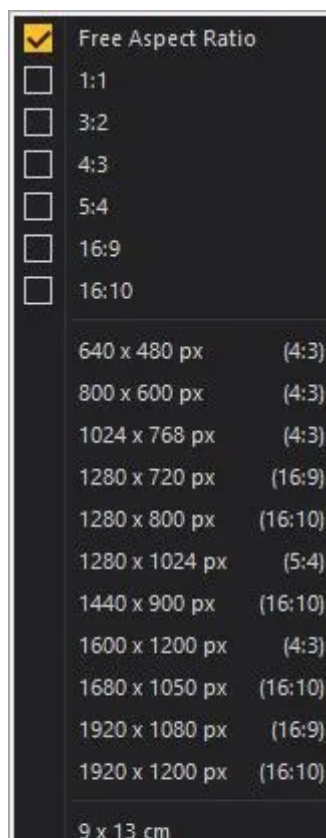
### Sharpen

Applies a sharpening effect to the selection.

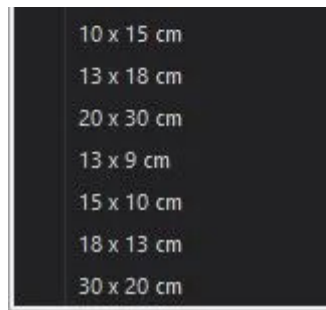
### Zoom into Selection

Zooms into the selection make it fill up the entire screen.

### Size







The options in the upper third affect the screenshot's aspect ratio. If you select "16:10" and drag the border markers or create a new selection, its width and height will be adjusted according to your selected aspect ratio. The options in the center and bottom part will modify both the size of the selection and the aspect ratio for the current and future selections. If you select "640x480px (4:3)", the width height and aspect ratio of your selection will be adjusted accordingly and the selection will be moved to start at the top left corner of your screenshot.

### Eraser

Use the eraser to overwrite individual pixels either with a color or transparency.

### Blur Pen

This tool allows you to blur individual pixels. You can adjust the degree of blurriness by selecting different effects.

### Marker

In this mode, the tool will behave like a giant text marker.

### Highlighter

Hold down the left mouse button and drag to create a selection rectangle. Use the border markers to adjust its size or drag within the selection to reposition it. See here for details on how to select a color.

#### Mode: marker

In this mode, the tool will behave like a giant text marker.

#### Mode: highlight

In this mode, everything except the selection will be darkened using the selected color. Use the slider to adjust the strength of the effect.

### Flood Fill

Fills a region with transparency, a color or a color gradient.



## Tolerance

If this setting is high, pixels that resemble the affected pixels in color will also be filled.

## Fill Style

Select between transparency, a single color or a color gradient and use the buttons to select a primary a secondary color. See here for details on how to select a color

## Gradient

You may adjust the direction of the gradient here.

## Add Shape

### Rectangle

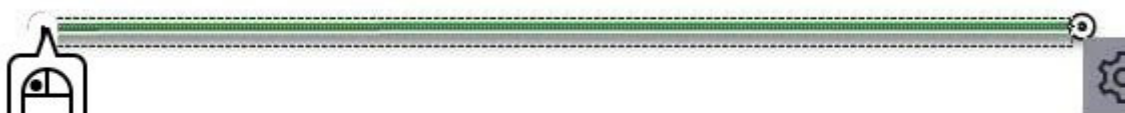
Hold down the left mouse button and drag to create the object.

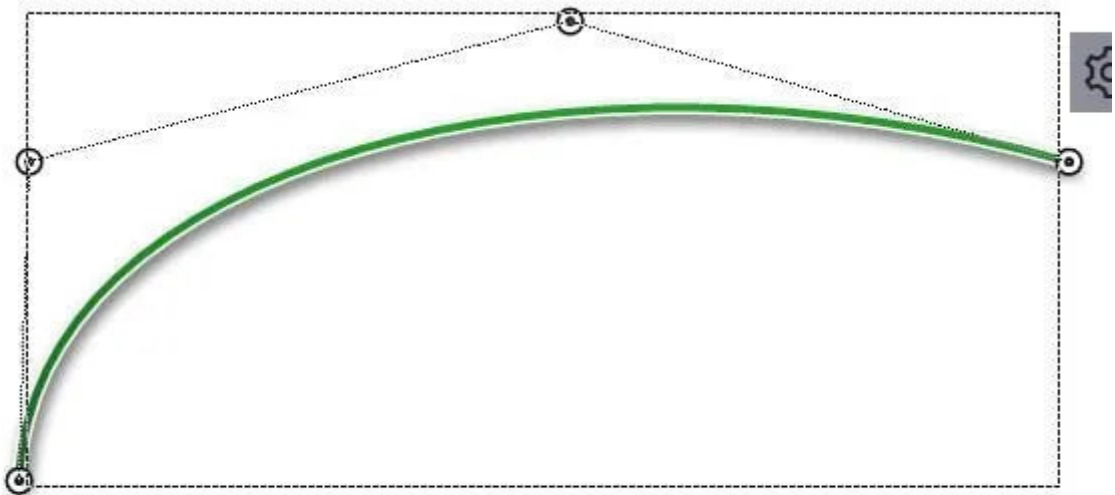
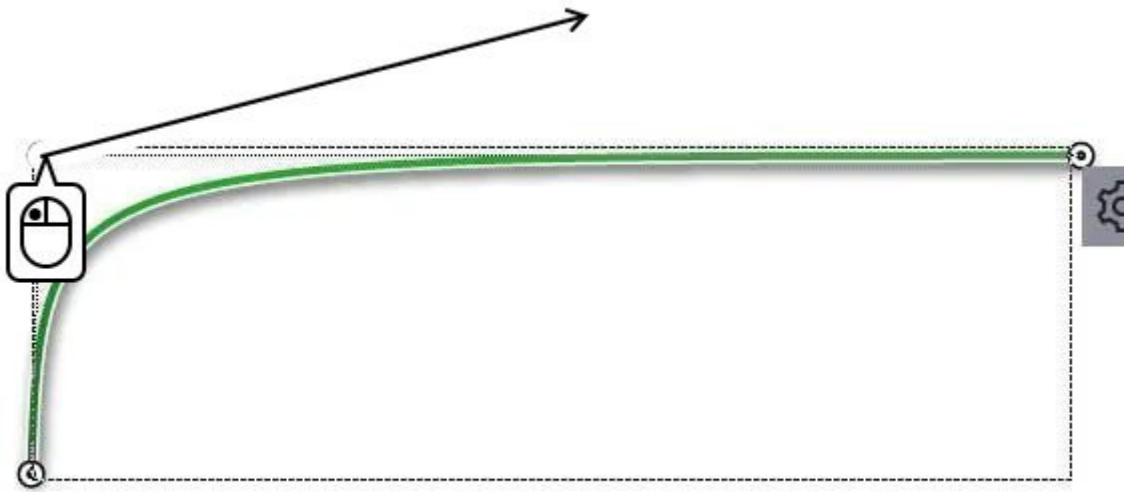
### Ellipse

Hold down the left mouse button and drag to create the object.

### Bent Line

1. Hold down the left button and move the mouse to create a straight line.
2. Drag the edge markers to adjust the curvature.





### Straight Line

Hold down the left mouse button and drag to create the line.

### Polyline

Left-click on the starting point, then, left-click on the first end-point. Click on another end-point to create an additional line beginning at the previous end point. Repeat this process

points to create an additional line beginning at the previous end point. Repeat this process as often as needed. Click on an existing end point to finish the line.

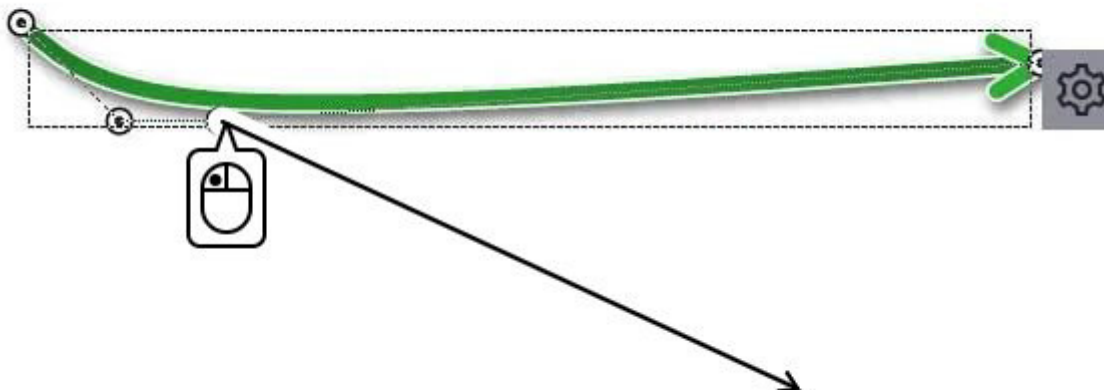
### Pencil

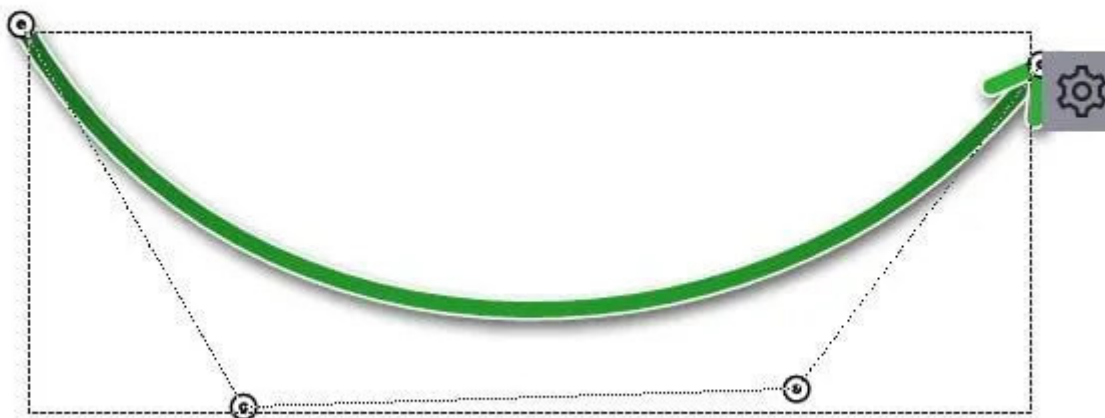
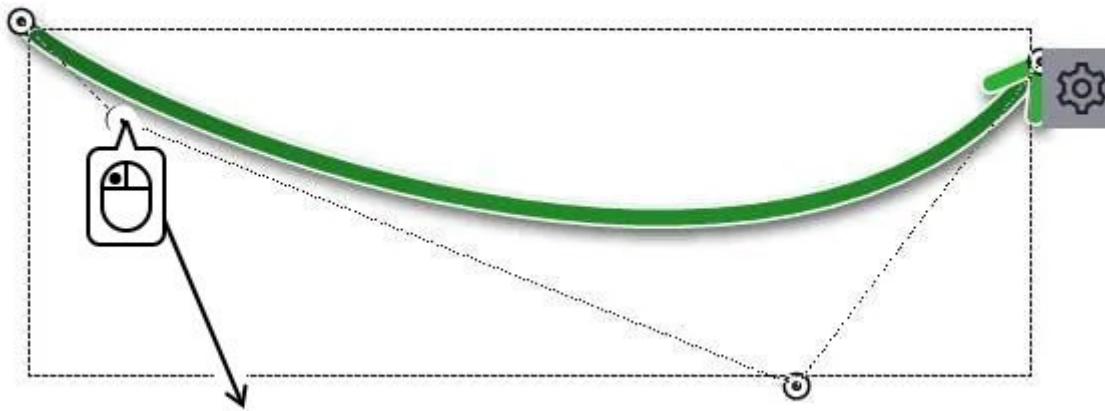
Hold down the left mouse button and draw directly into your screenshot. See here for details on how to work with objects.

### Add Arrow

### Bent Arrow

1. Left-click to specify the starting point and drag to the desired end position.
2. Drag the edge markers to adjust the curvature.





### Straight Arrow

Left-click to set the starting point and drag the mouse to the desired end position.

Add Text, Hint, Note

### **Text**

Click to set the starting point and start typing. You may also double-click the text object to edit it. See here for details on how to work with objects.

### **Hint**

Click to set the starting point and start typing. You may also double-click the hint object to edit it. Drag the arrow head marker to adjust the arrow. See here for details on how to work with objects.

### **Note**

Click to set the starting point and start typing. You may also double-click the note object to edit it.

### **Stamp**

Once you select a stamp it will automatically be placed in the screenshot. You may then move it like any other object. See here for details on how to work with objects.

## **Numbered Button, Zoomed Button**

### **Numbered Button**

Left-click where you want the first number to appear. With each click, Snap will increment the number by one. Repeat this process as often as needed. Select this tool again to begin anew.

### **Zoomed Button**

Creates a zoomed view of the selected area and adds a rounded border. Simply drag to create a selection around the desired area.

### **Spotlight**

Applies a spotlight effect. Left-click and drag to create a selection around the desired area.

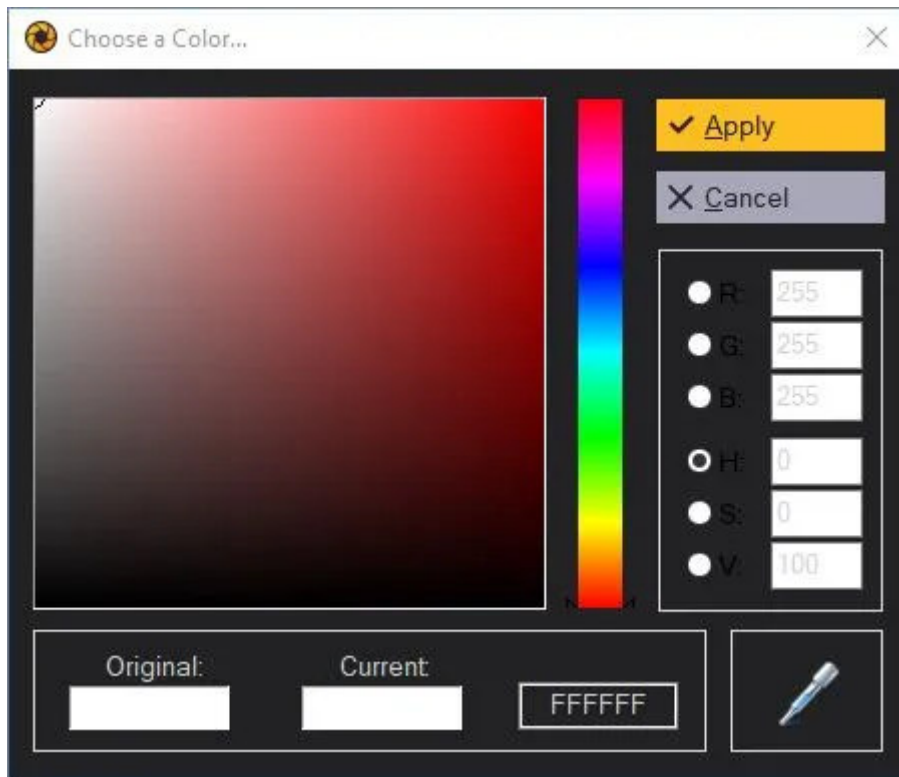
### **Configure**

Opens the [program settings](#).

### **Open Help**

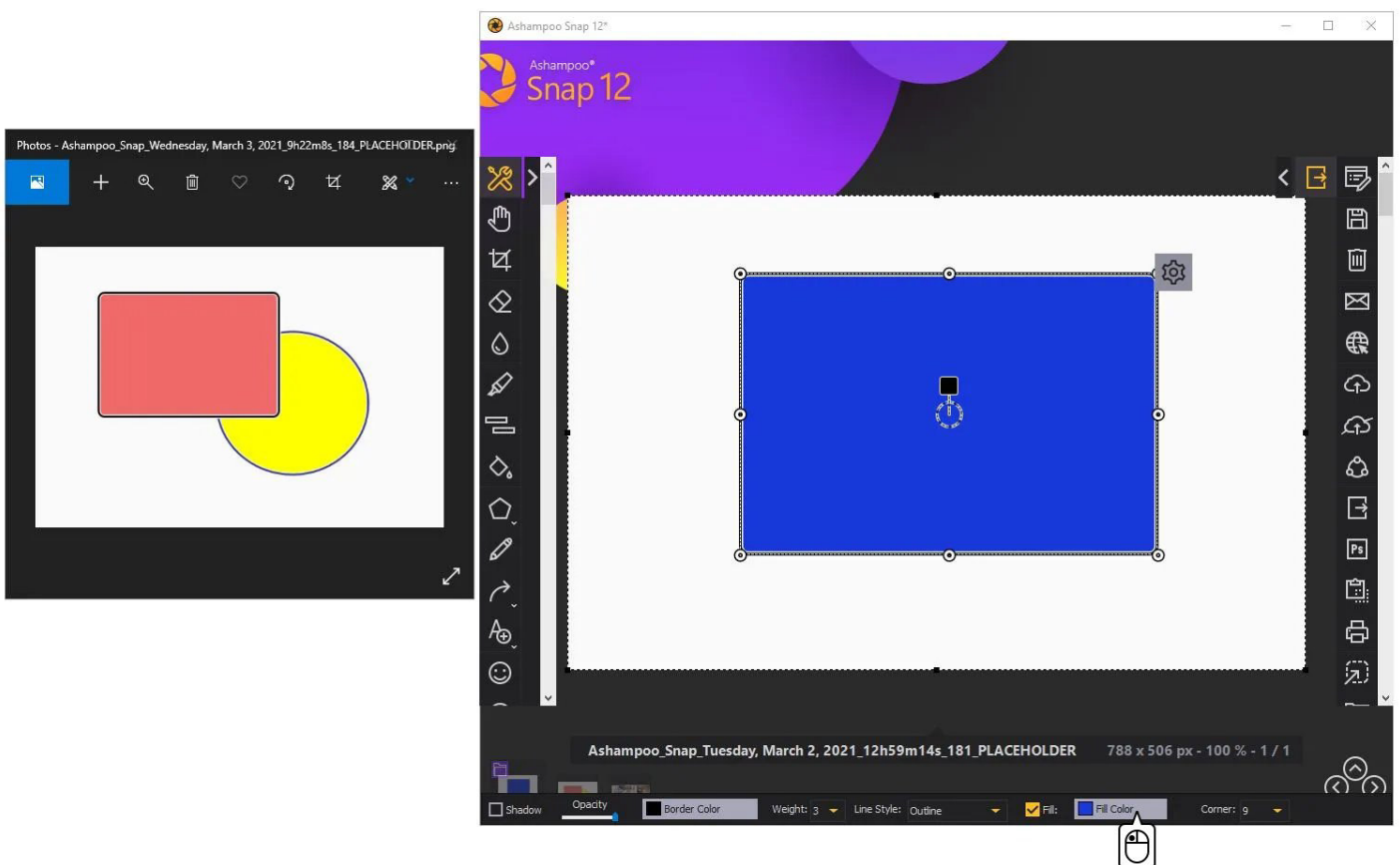
Displays this program help.

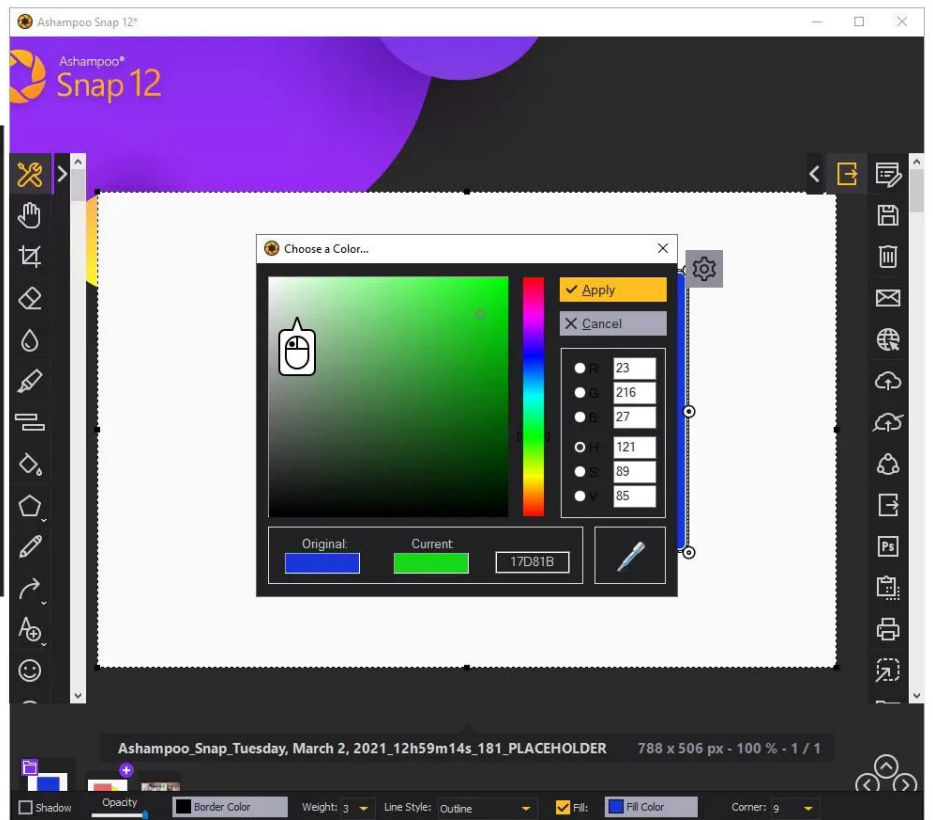
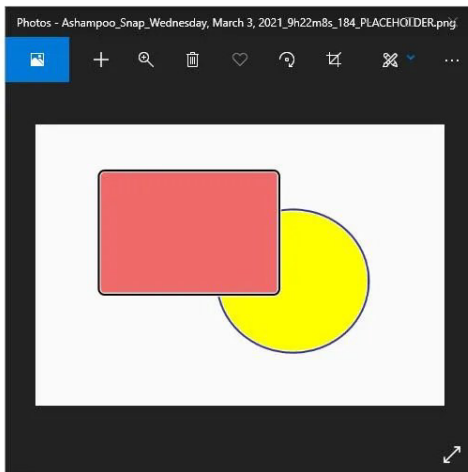
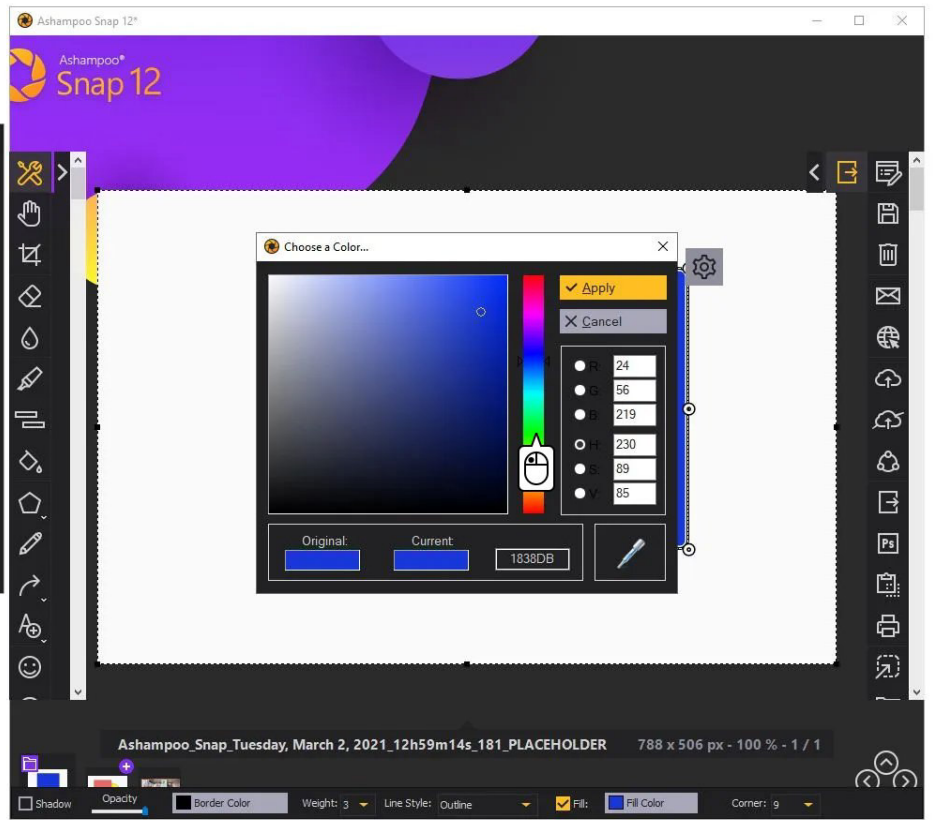
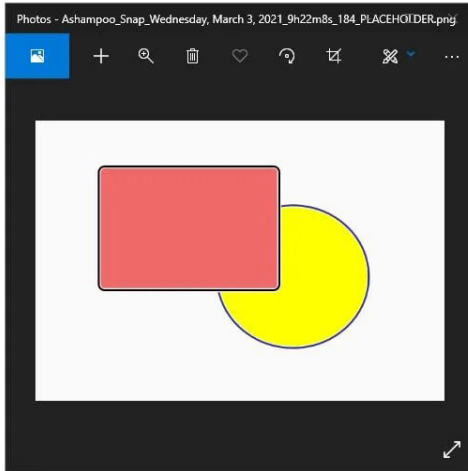
## 2.11.1 Selecting colors



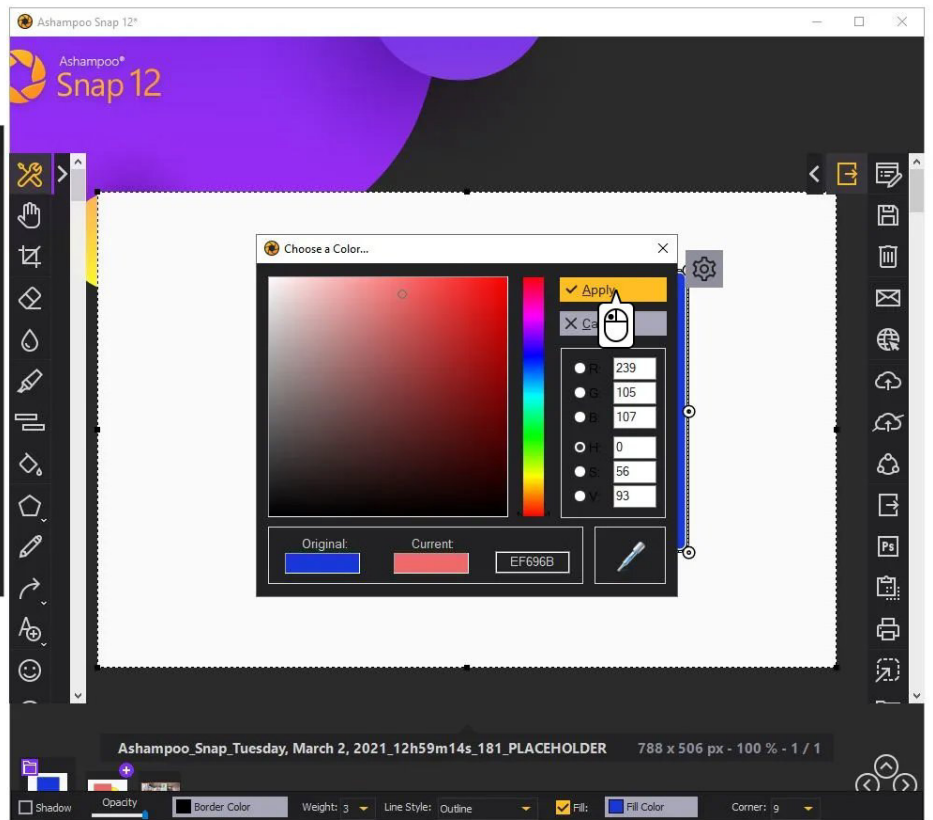
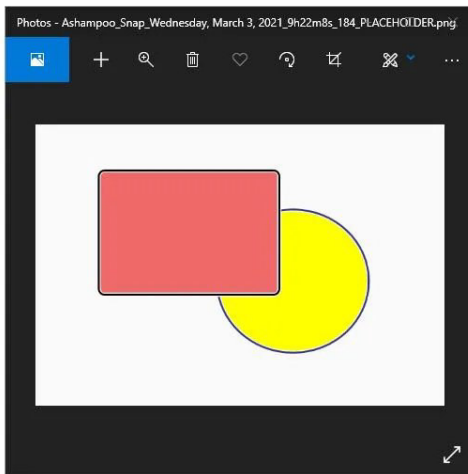
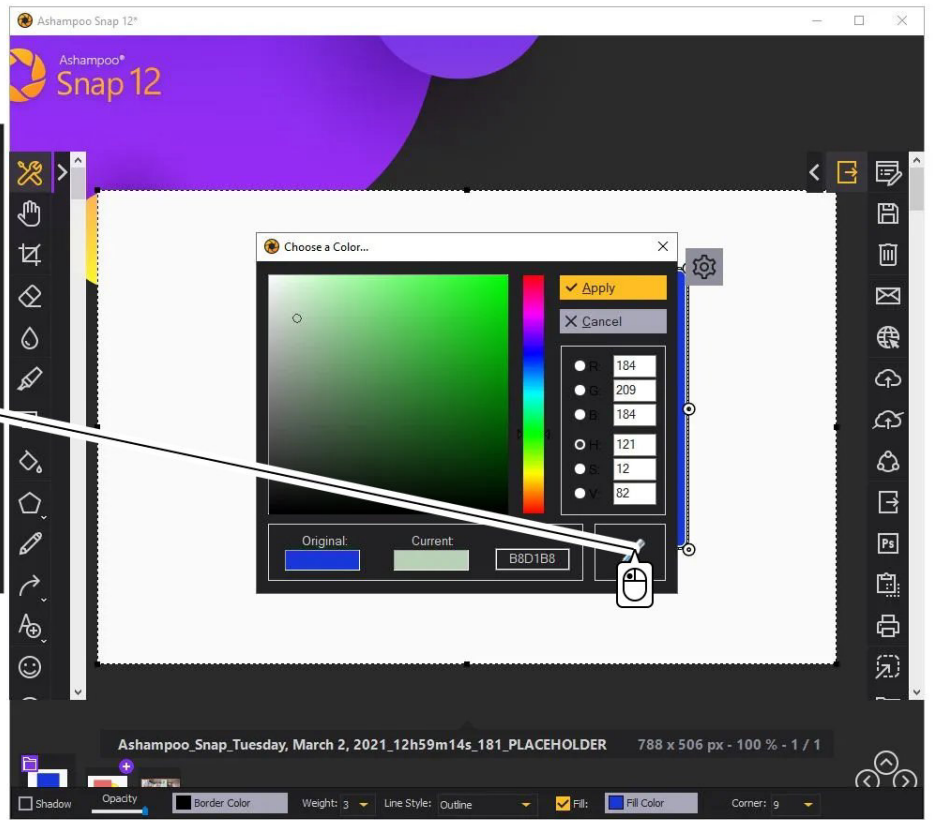
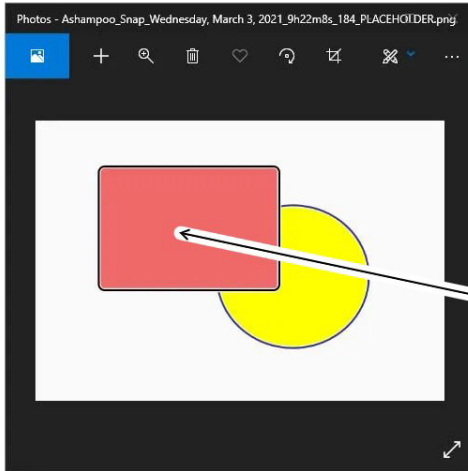
Some tools use a separate color selection dialog. Click into the gradient to select a color. You may also click into the color spectrum to adjust the base color. Alternatively, you may also enter RGB or HSV values into the corresponding text fields.

To select the color of a pixel on your screen, drag the color picker icon out of the dialog onto the desired pixel to extract its color.

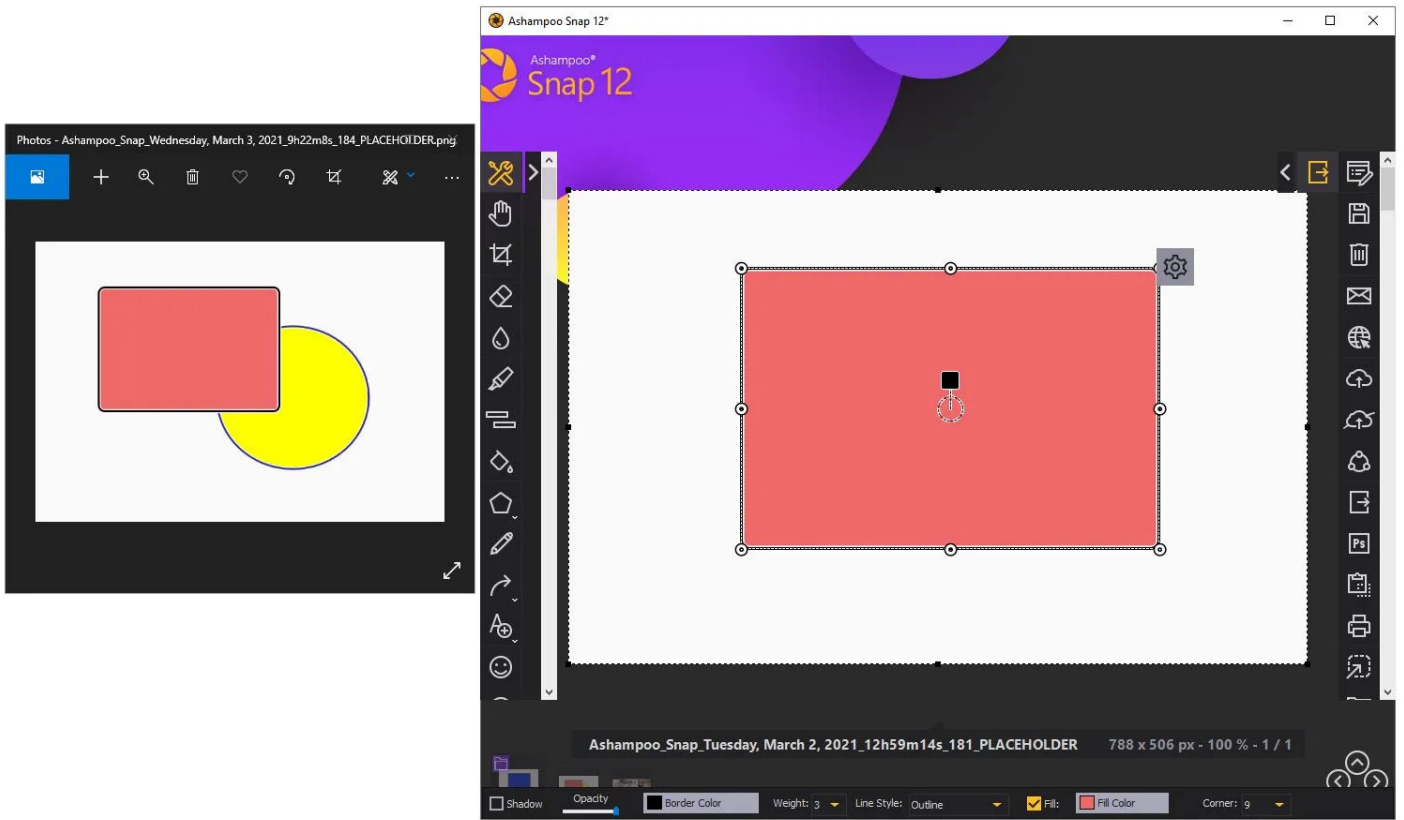




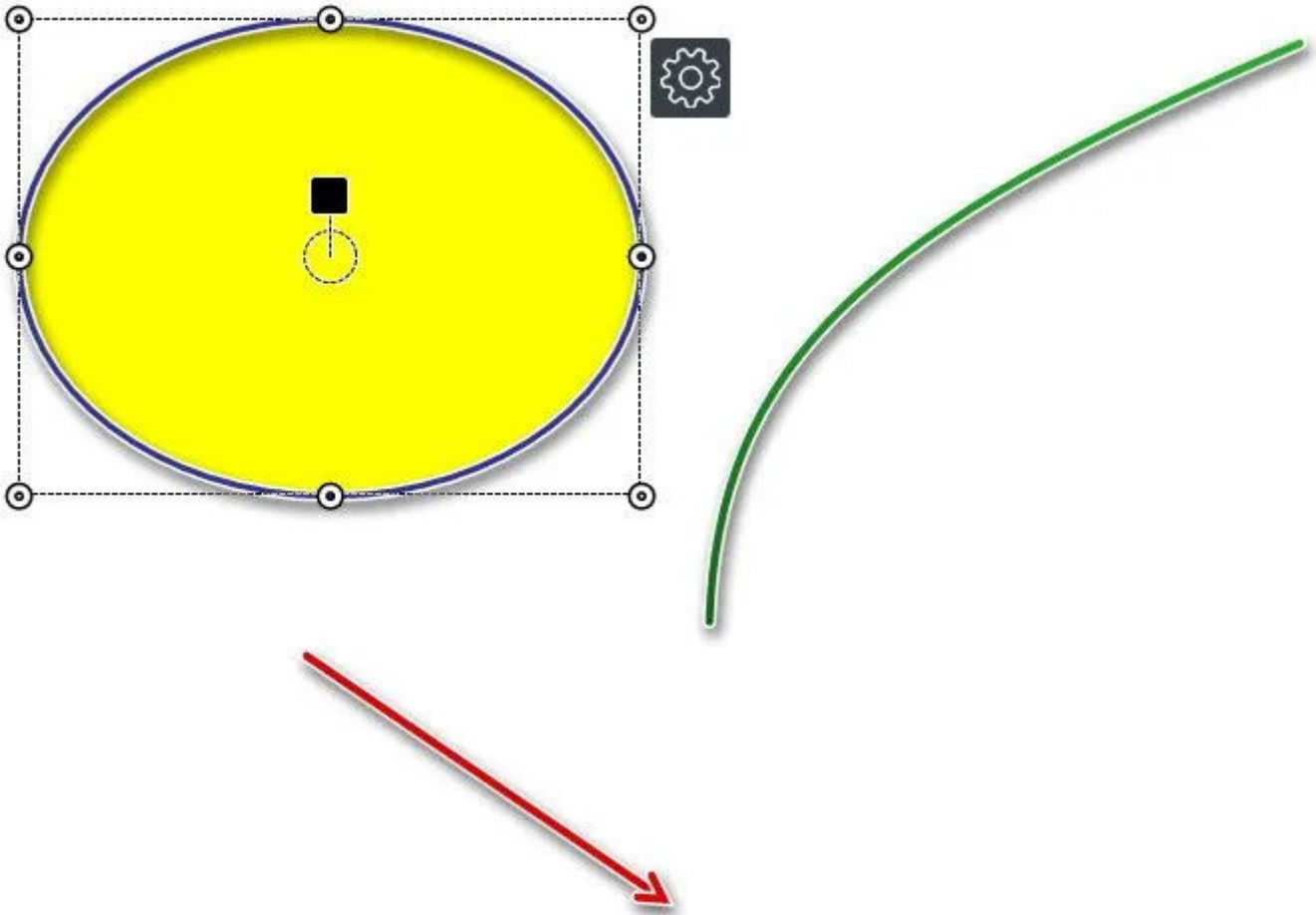




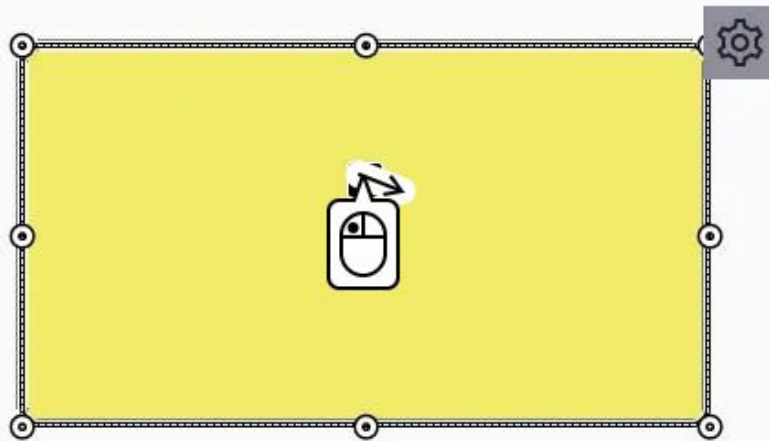
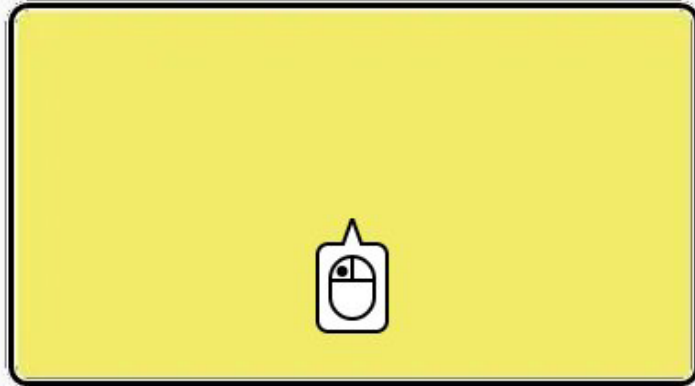


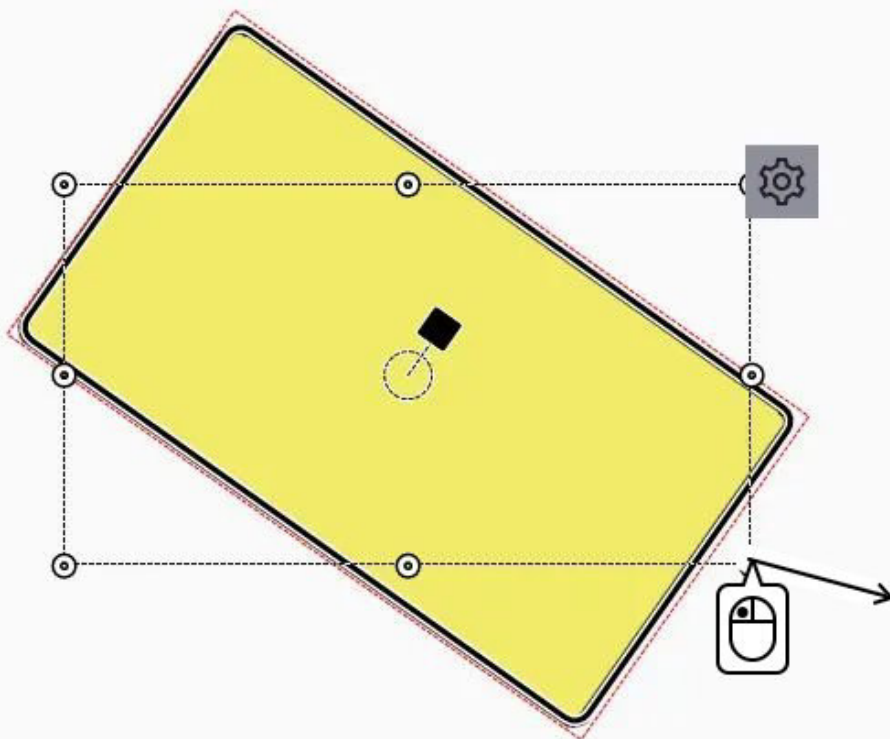
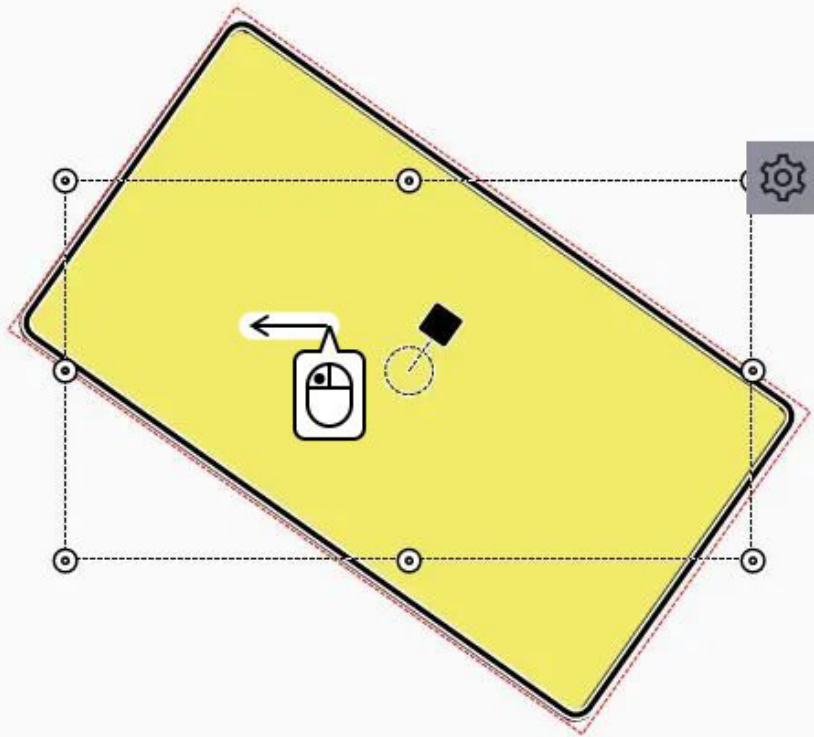


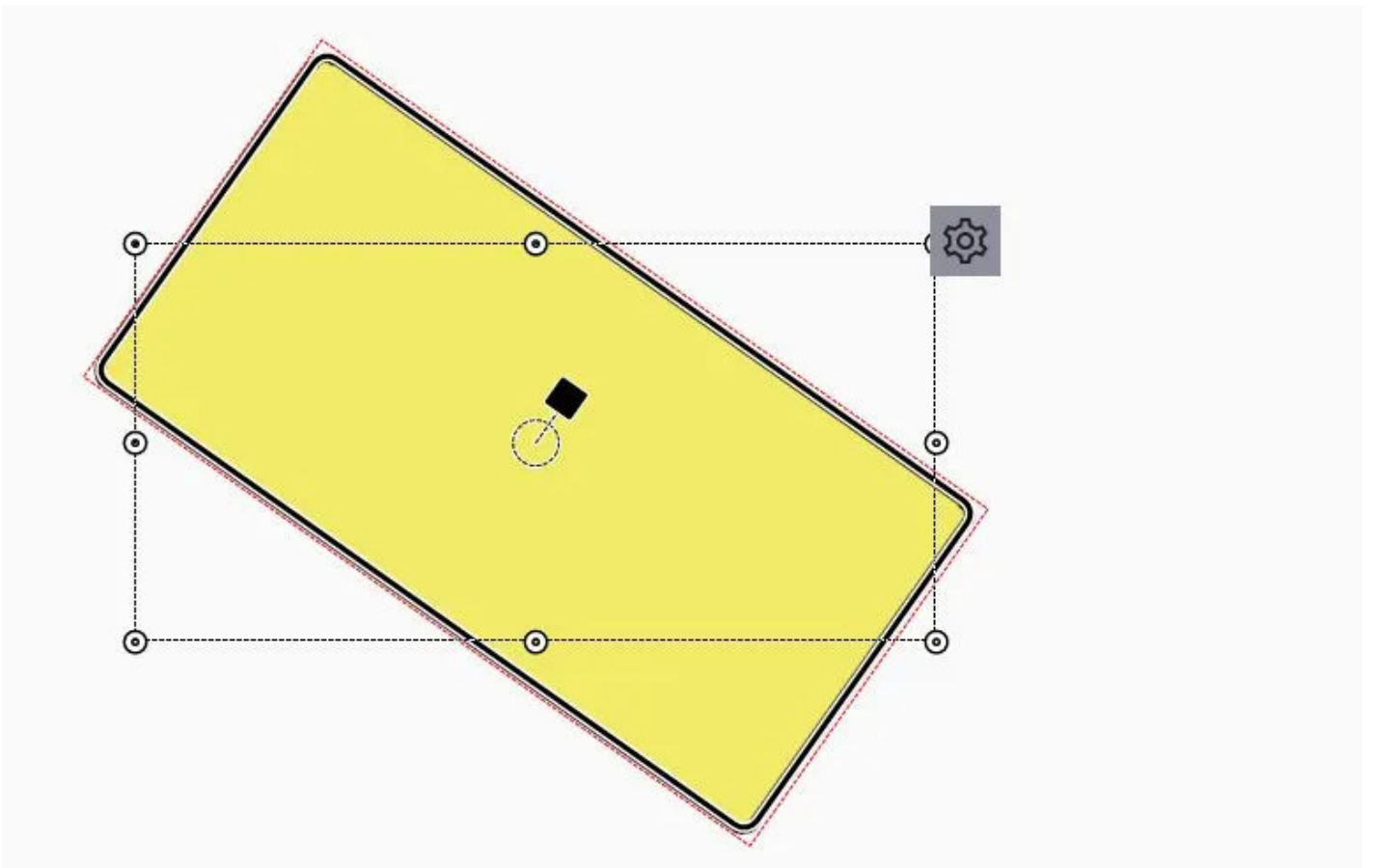
## 2.11.2 Working with objects



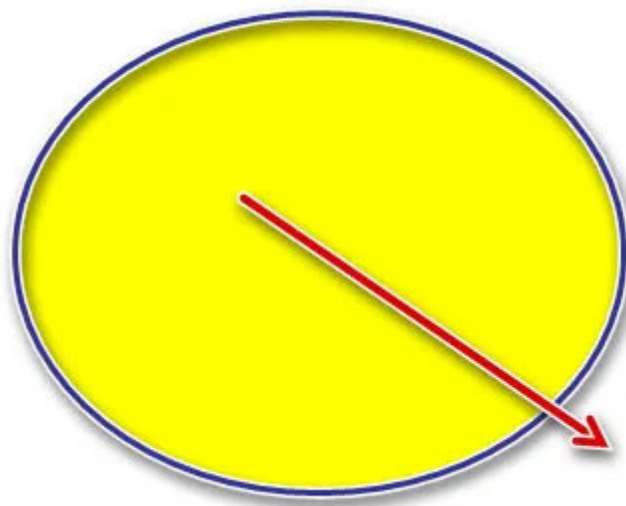
Most tools create modifiable objects. Left-click an existing to object to select it. Click and drag inside the object to reposition it or drag the border markers to resize it. Drag the center square to rotate an object.



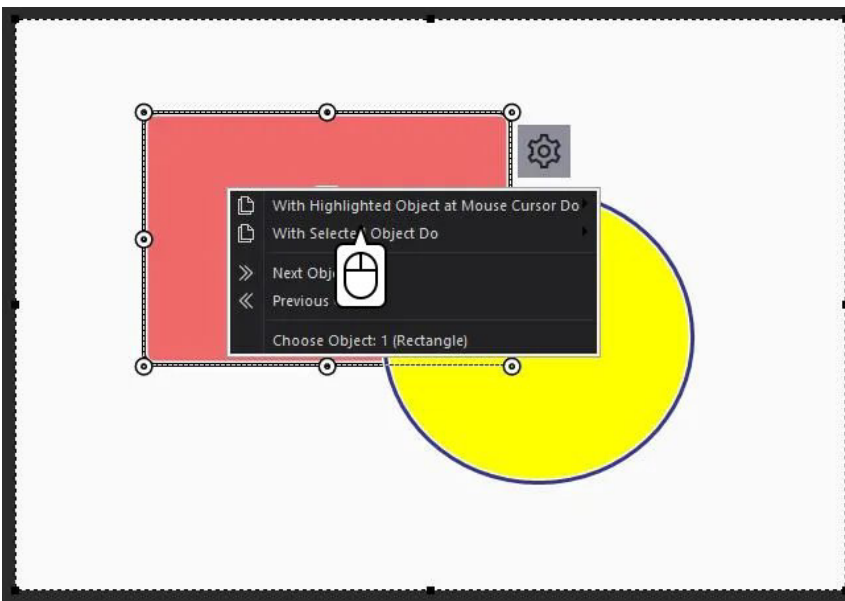
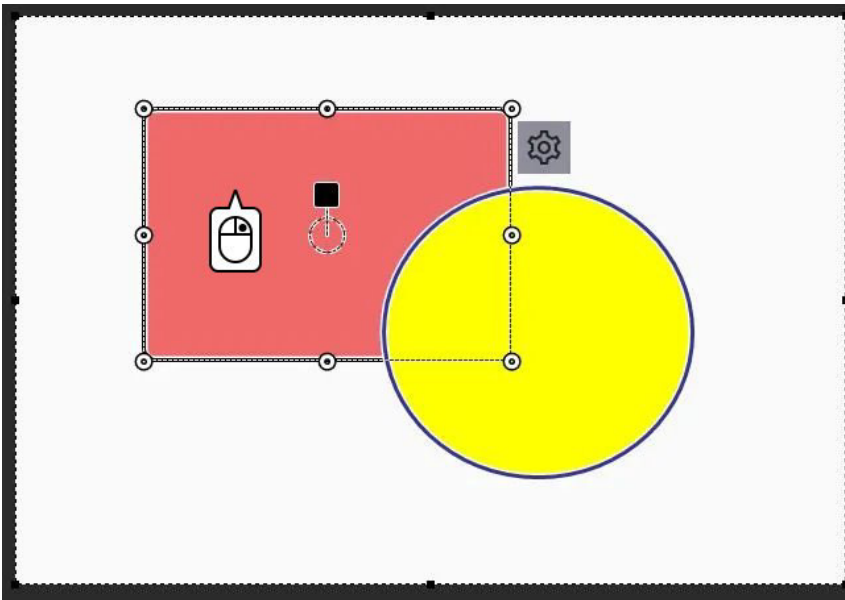
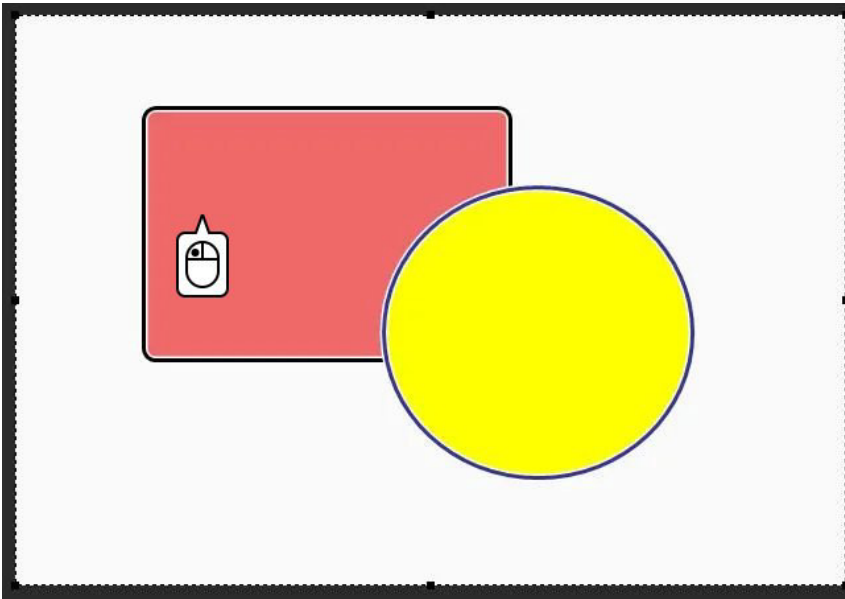


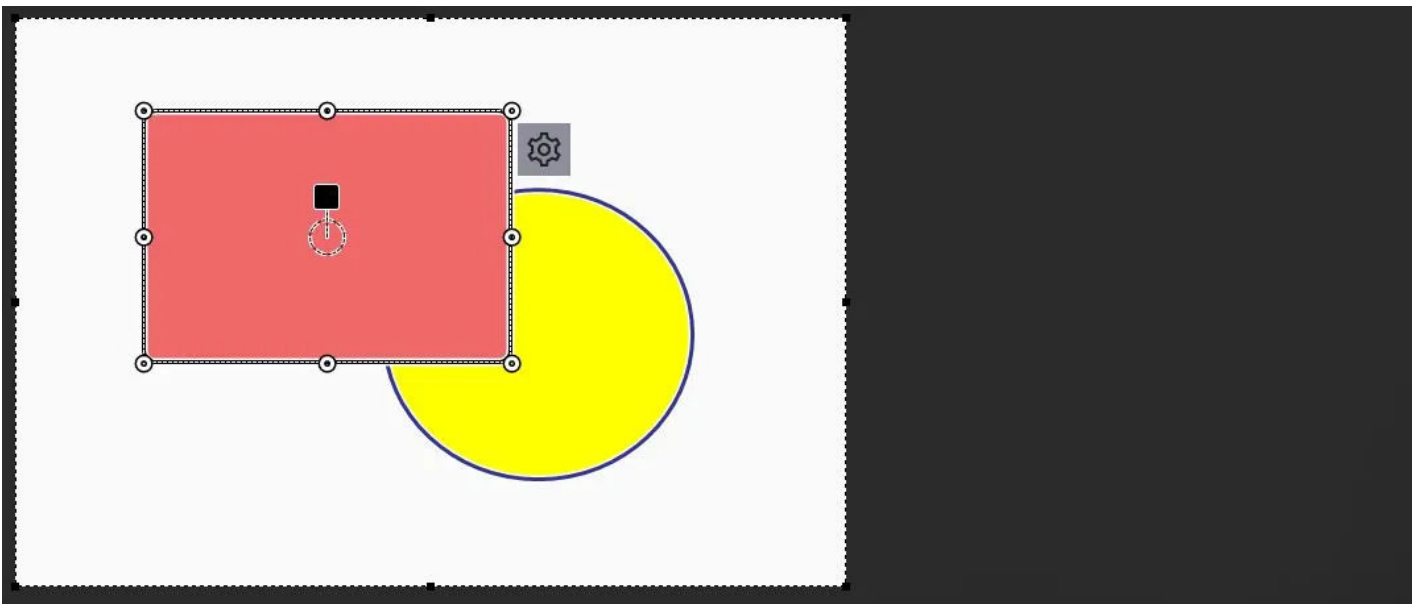
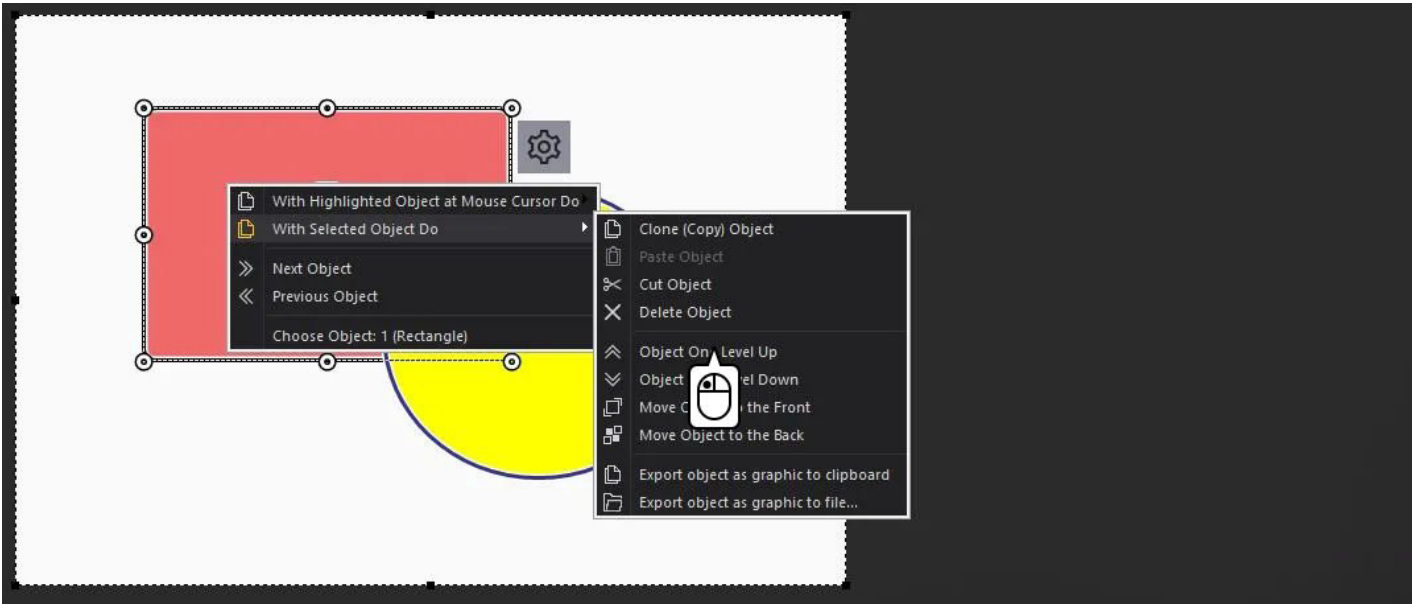


## Object hierarchy



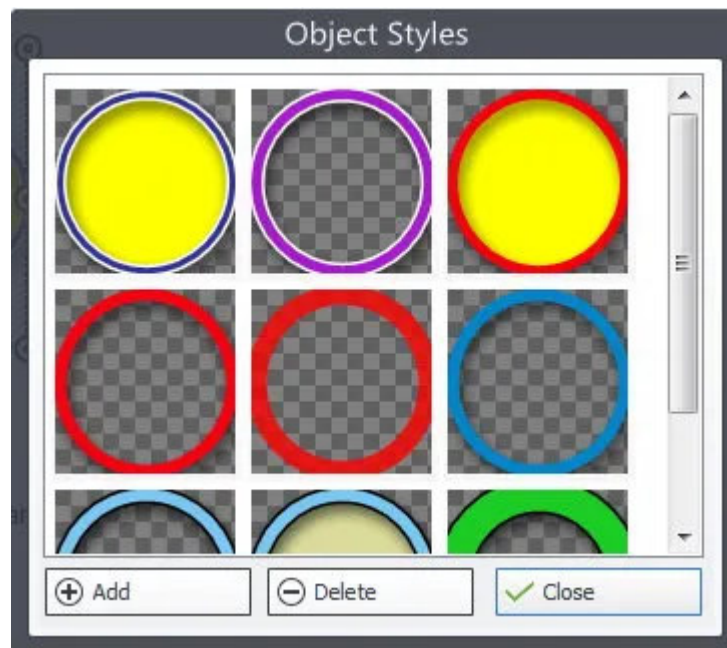
The most recently added object always has the highest position on the object hierarchy and appears on top of every other object. To alter this position and have the arrow appear below the ellipse, use the context menu.





Object styles





Click the gear symbol to access existing object styles and click on an entry to adjust the visual appearance of your object. Use "Add" to add the current object style as a new style and "Delete" to delete the selected style from the list.

## Object properties

Size: 25   Erase with color:

Effect:  Size: 24

Color:  Width: 20

Tolerance: 2  Fill Style:    Gradient:

Shadow   Weight:  Line Style:   Fill:

Shadow  Font:  Size:  Alignment:   Bold  Italic  Underline  Reflection

Gradient  Weight:   Weight:

Shadow

Whenever you select or create a new object you will see its properties at the bottom of the screen. These are the most frequent object properties:

### Size / Width

Sets the stroke or border width.

### Color

Allows you to specify a color through a menu or the color selection dialog.

### Tolerance

Affects how much an effect extends to pixels of a similar color.

### Shadow

Enables/Disables the drop shadow effect.

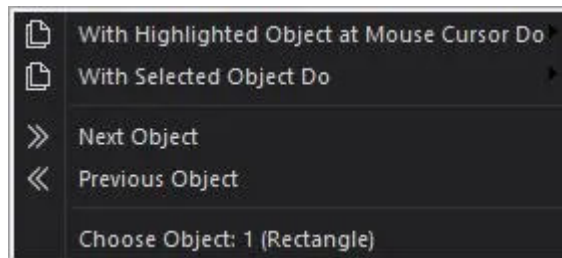
### Line Style

Adjusts the line style, e.g. turning the outline of a rectangle into dotted lines.

### Opacity

Affects the opacity of an object. Higher values make objects appear translucent.

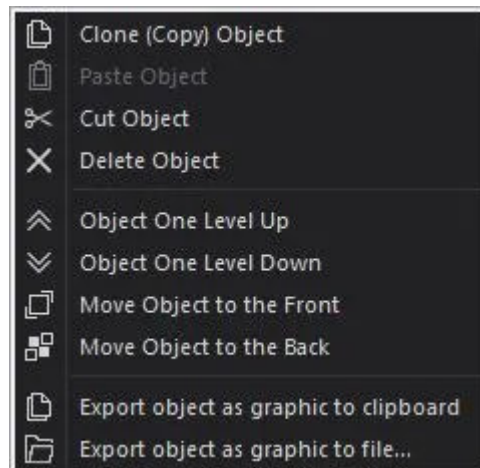
## Context menu



Right-click an object to access its context menu.

Width Highlighted Object at Mouse Cursor Do / With Selected Object Do

Snap distinguishes between the currently selected object and the object below the mouse pointer. When a large rectangle sits on top of a small circle, you will usually have to move the rectangle out of the way or modify the [object hierarchy](#) to access the circle. "With Highlighted Object at Mouse Cursor Do" allows you to access the object without doing so.



### Clone (Copy) Object

Creates a copy and inserts it next to the object.

### Paste Object

Inserts a copied object at its original position into the screenshot.

### Cut Object

Copies the object to the clipboard and removes it from the screenshot.

### Delete Object

Deletes the object from the screenshot.

### Object One Level Up

Moves the object one level up in the object hierarchy.

### Object One Level Down

Moves the object one level down in the object hierarchy.

### Moves the object one level down in the object hierarchy.

Moves the object to the highest level in the object hierarchy.

### Move Object to the Back

Moves the object to the lowest level in the object hierarchy.

### Export object as graphic to clipboard

Copies the object as an image to the system clipboard, e.g. to paste it into a Word document.

### Export object as graphic to file

Stores the object as a separate image file.

### **Next Object**

Selects the object that succeeds the current object in the object hierarchy.

### **Previous Object**

Selects the object that precedes the current object in the object hierarchy.

### **Choose Object**

This is a list of all objects that sit below the mouse pointer. Click an entry to select the associated object.

## **Modifying objects after saving**

Snap allows you to modify objects in saved screenshots. This is possible because Snap creates a separate SNAPDOC file for each capture. This format retains all object settings and properties, unlike traditional image formats, allowing you to alter them at a later time. When you load an existing image with Snap, Snap will always use the SNAPDOC copy, if available. This mechanism also enables you to undo all changes to a screenshot and restore the original image, if needed.

## **2.12 Image settings**

These features let you perform typical image processing tasks such as image rotation. Note that some settings such as the copyright feature not only affect the current file but also future files.

### **Undo All / Reset to Original**

Reverts all changes and restores the original image.

### **Undo**

Undoes the last operation.

### **Redo**

Redoes the last undone operation.

### **Zoom Out**

Zooms out of the image.

### **Zoom 100%**

Resets the zoom level to 100%.

### **Zoom In**

Zooms into the image.

## Rotate / Mirror

### Rotate 90° Left

Rotates the image 90° left.

### Rotate 90° Right

Rotates the image 90° right.

### Mirror

Flips the image horizontally.

### Flip

Flips the image vertically.

### Apply Drop Shadow

Enables/Disables the drop shadow and allows you to adjust the intensity and direction.

### Apply Border

Applies a border effect to all or individual image borders. Note that "Rounded Corners" always applies to all borders.

### Apply Fade

Applies a fade effect with a selectable direction to the image.

### Apply Watermark

## Text

Allows you to use text as a watermark. Use the variables to add details such as the current date. Click the "?" to display additional information on available variables.

## Image

Allows you to insert an image as a watermark.

### Show (C) sign in the center

Displays the copyright symbol in the center of the screenshot.

## Transparency

Adjusts the opacity of all watermarks.

### Apply Mouse

Displays the captured mouse pointer.

### Apply Date and Time

Inserts the current date/time as a text object.

### **Apply Effects**

Applies an image effect, e.g. "Pencil Drawing", to the current screenshot. Watermarks, mouse pointer and time stamp objects are not affected.

### **Change Background Color/Flatten Layers**

#### **^Convert to 24bit**

Decreases the color depth to 24bit and replaces all transparent pixels with a color.

#### **Flatten layers**

Paints all objects into the image. Afterwards, the objects will no longer be editable.

#### **Resize Capture**

Adjusts the image size.

#### **Resize Canvas**

Adjusts the size of the canvas. For example, if your image is 500x500 pixels and you use a value of 800, Snap will create a 300 pixel wide border around the image that allows you to add additional objects outside the image. If your image is 24bit, the border will be of the specified color. Otherwise, it will be transparent.

#### **Rename Capture**

Allows you to enter a new file name.

#### **Open Help**

Display the program help.

## **2.13 Export**

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

#### **Keep Capture**

Applies all changes and saves the file.

#### **Reject/Delete Capture**

Deletes the current recording.

#### **Send Capture by Email**

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

#### **Send Capture by Webmail**

Allows you to send your recording via Google Mail, Yahoo Mail or Mail.ru.

### Save a Copy of the Capture to the Cloud

Uploads the image 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 Capture to Ashampoo Webspace

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

### Upload Capture to Facebook or Twitter

Uploads the image to Facebook or Twitter. You will need to input your user name and password.

### Export Capture

Saves the recording to a separate file.

### Export Capture to Adobe Photoshop / PSD Format

Opens the image in Adobe Photoshop, if installed. Otherwise, your image will be saved to a PSD file and placed in the "\_PSD" folder that sits in your default output directory. You may select a different output directory in the [program settings](#).

### Copy Capture/Path to Clipboard / Zoom In

Copies the current image to the system clipboard.

### Print Capture

Prints the current image.

### Send Capture to Other App

Opens the current image in an external application. See [here](#) for details.

### Keep Capture and Open Output Folder

Saves the current modifications and opens the output folder.

### Open a Capture from Disk

Loads an existing image.

### Open Help

Displays the program help.

## 2.14 Thumbnail bar

The thumbnail bar displays a miniature view of all images and videos in your output folder. Move the mouse over a thumbnail to view a bigger preview. Left-click on a thumbnail to load

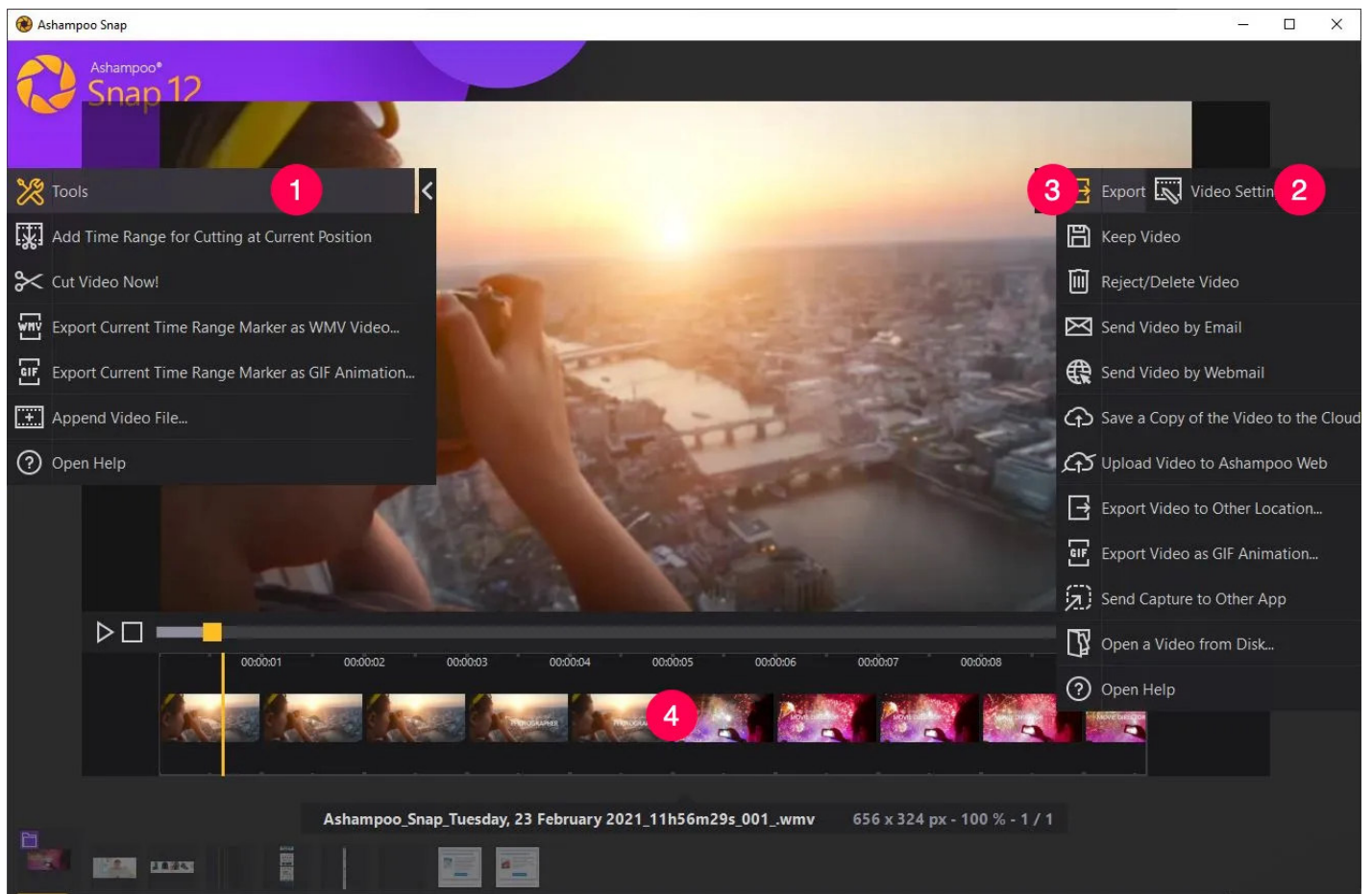


the associated file. The folder icon indicates that a file is open/modified.

## Collages

Use the plus symbol to combine several images into one. Simply load the first image and click the plus sign, to create a new image with your current image on the left and the second image on the right. Repeat this process as often as you like.

# 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...

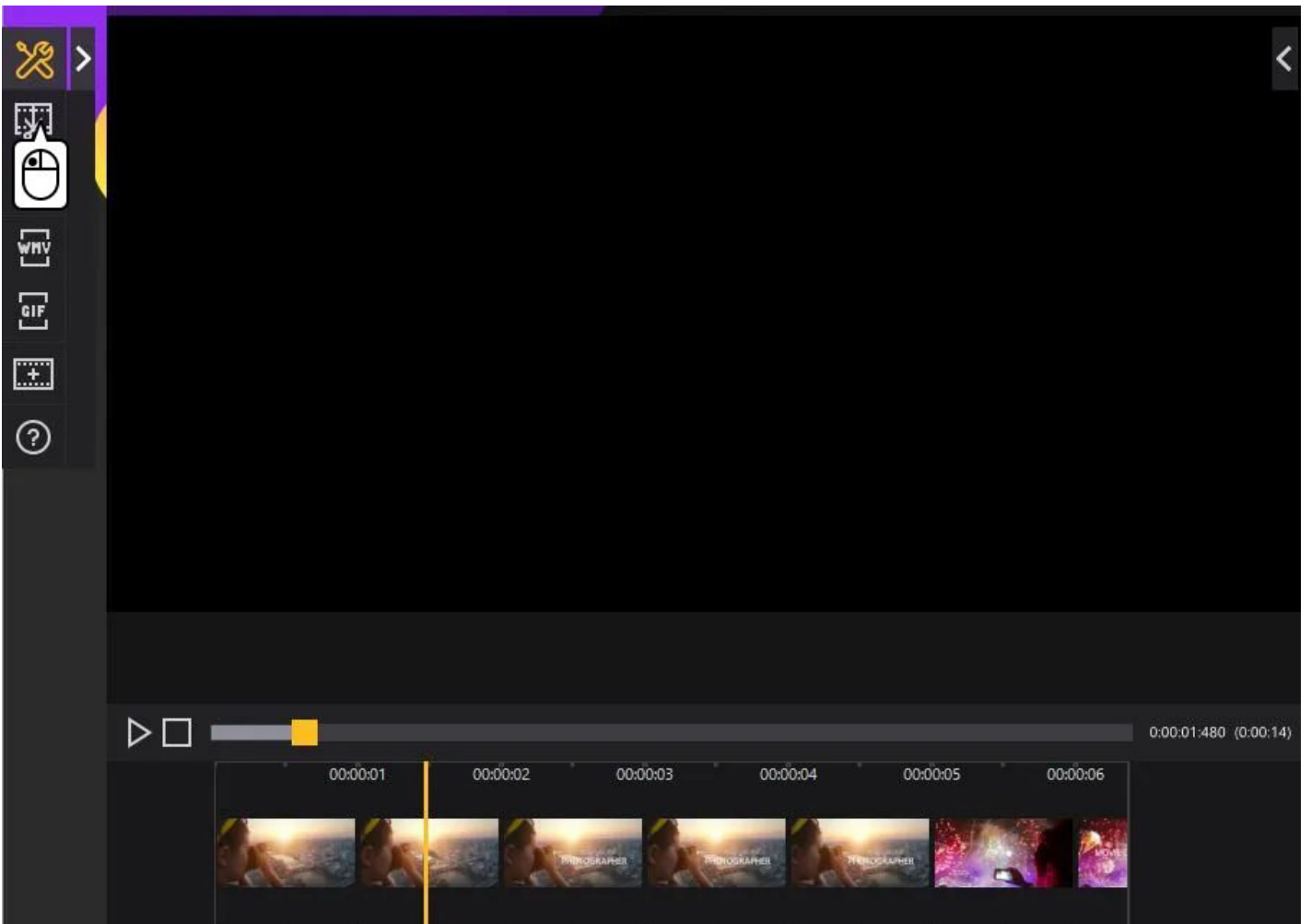
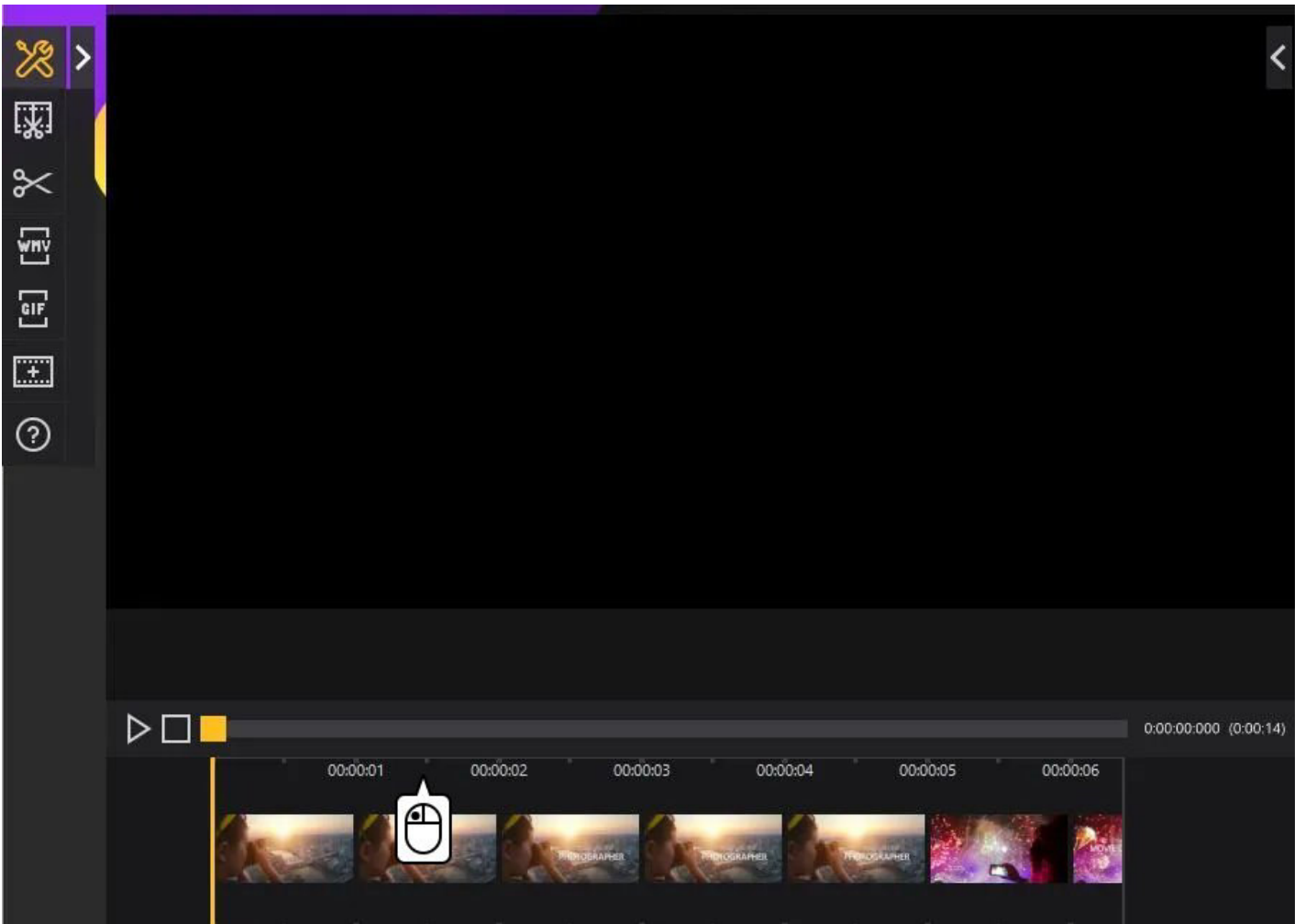
Appends an existing video to the current project.

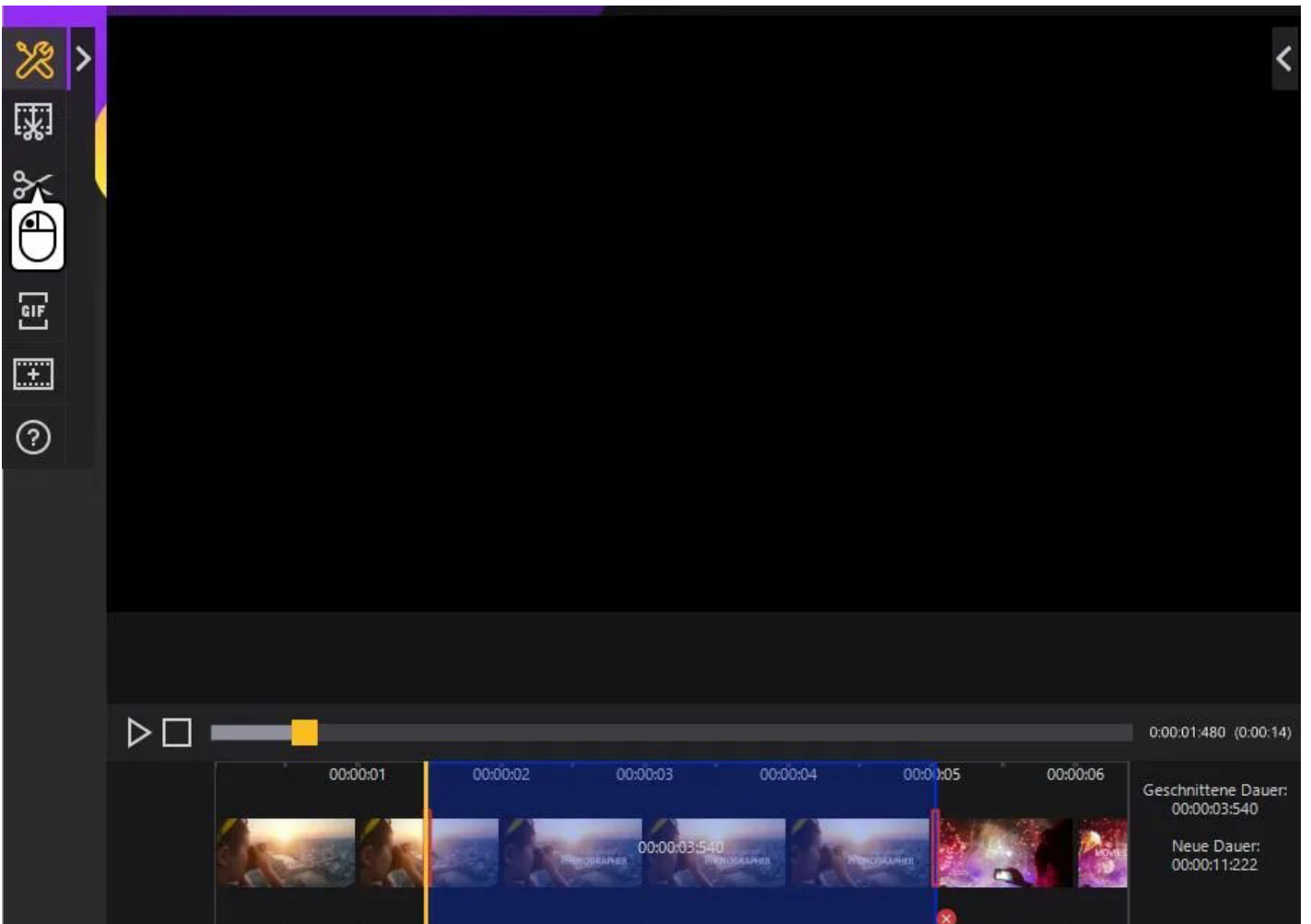
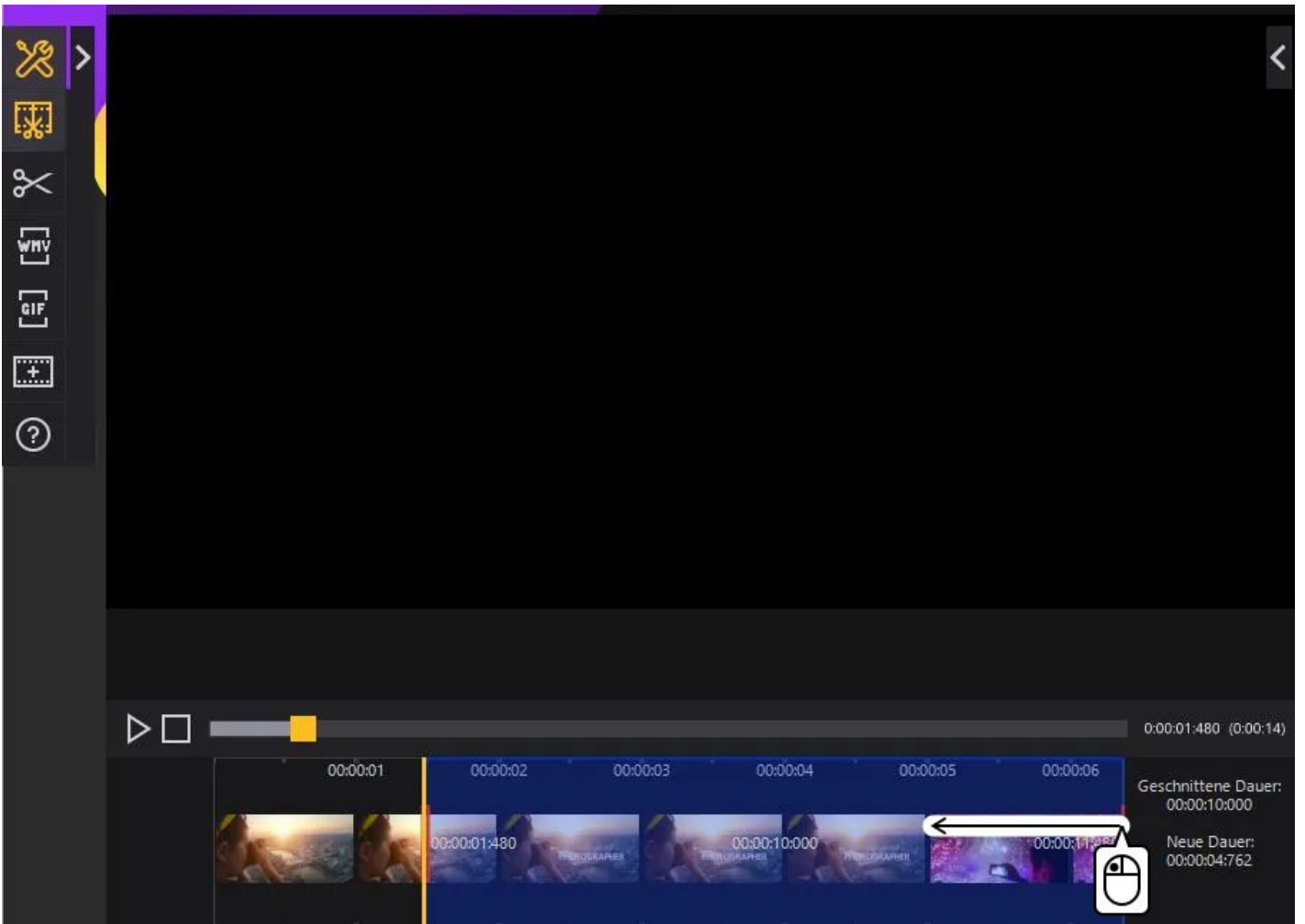
## Open help

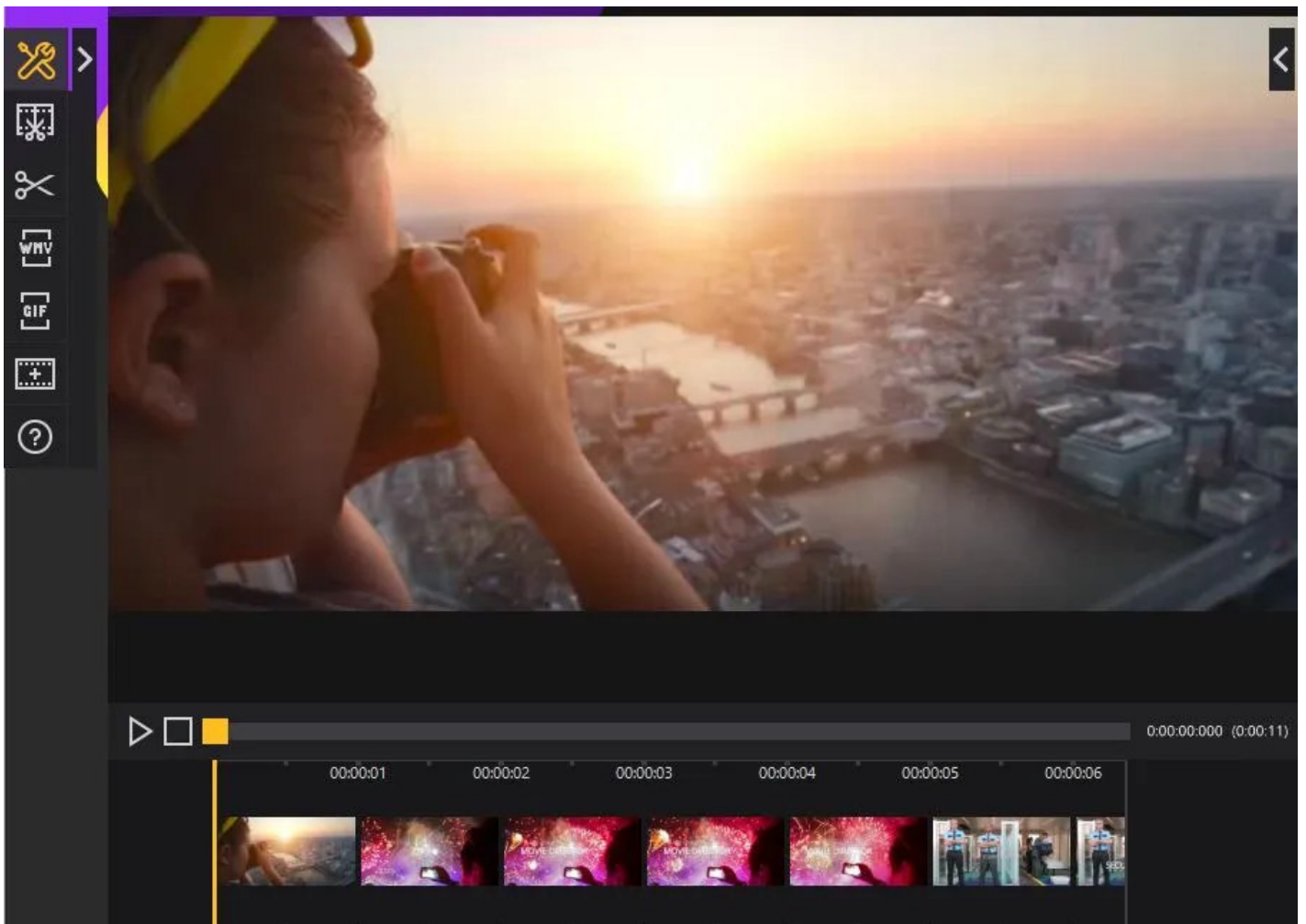
Displays the program help.

## 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.







## 3.2 Video settings

Use these buttons 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 with others. Note that some 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.

### **Send video to app**

Opens the current video in an external application. See for details.

### **Open local video file**

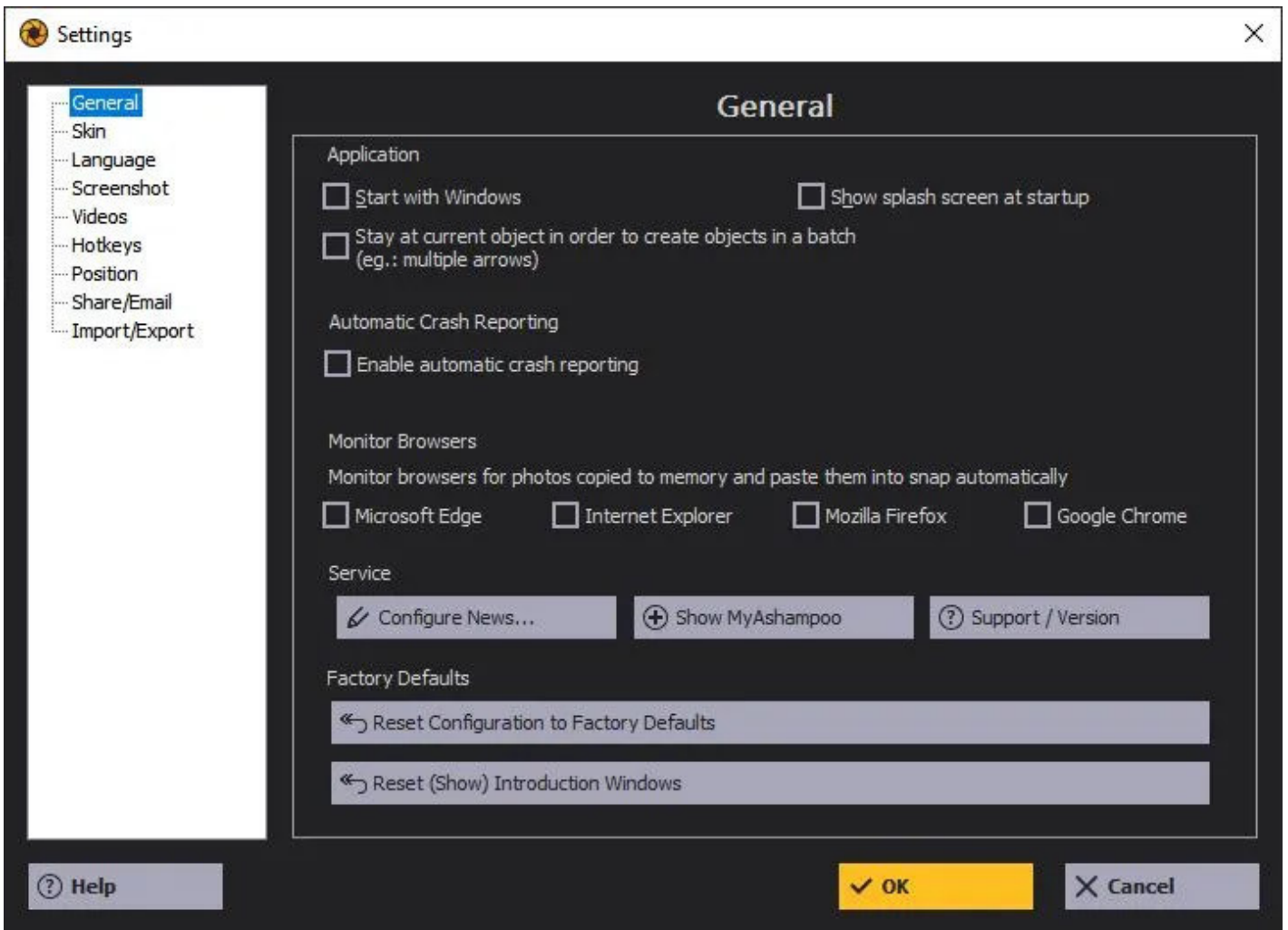
Opens an existing video file.

### **Open help**

Displays the program help.

## **4. Settings**

### **4.1 General**



Determines, whether Snap should launch with Windows and whether the program logo should be visible during program launches. Enable automatic crash reports to help us improve the application and reset the default settings, if required.

You can also determine whether Snap will deselect a tool once it has been used, e.g. the arrow tool, to allow for the insertion of multiple objects in a row without having to reselect the tool every time.

## Service

Use these buttons to enable/disable service notifications, to check the status of your license or to search for updates. You may also search for new Ashampoo offers or contact our customer service.

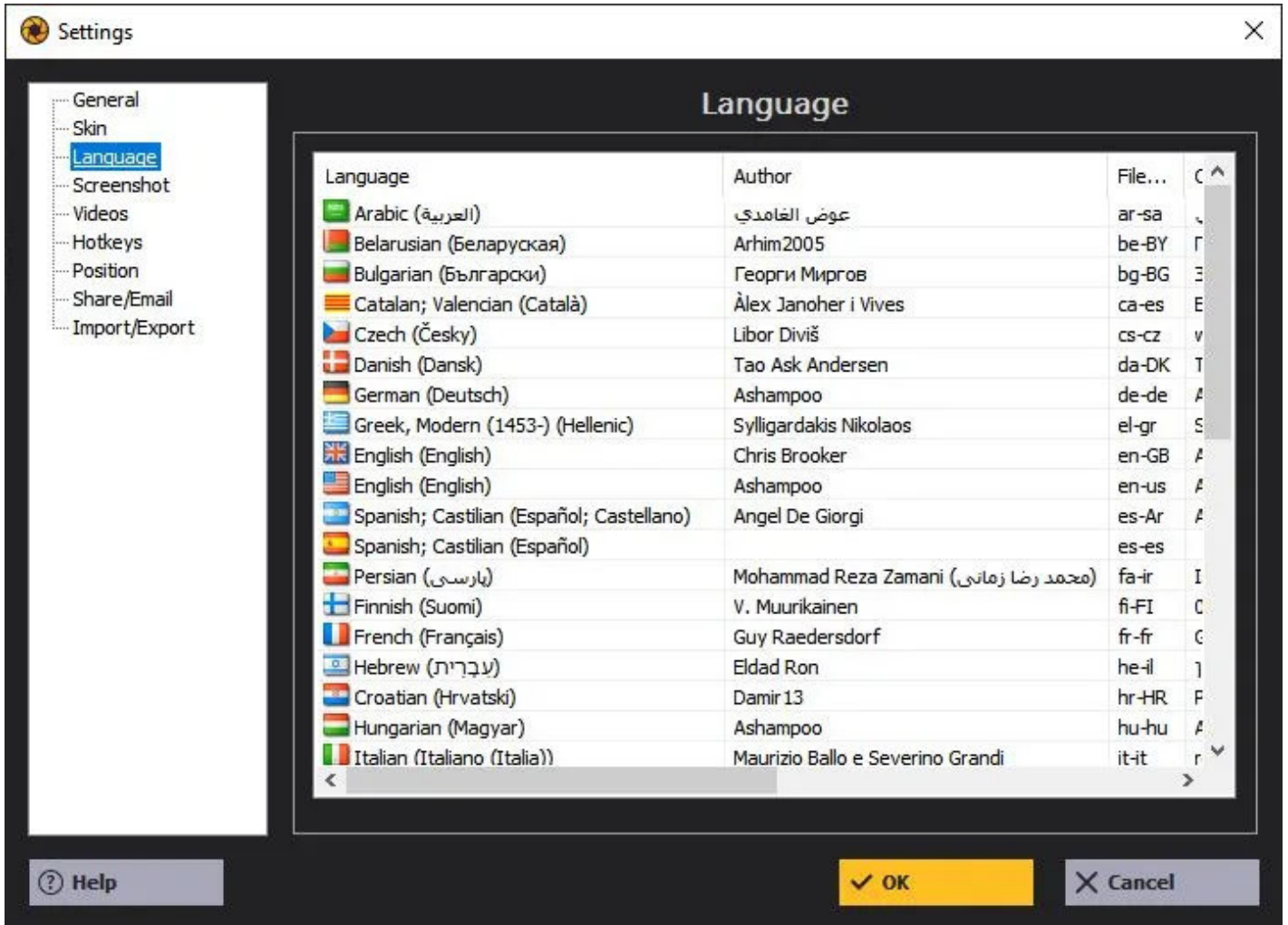
## 4.2 Skin

Adjust the visual appearance of the application here. If tool bars appear too small/big, you may



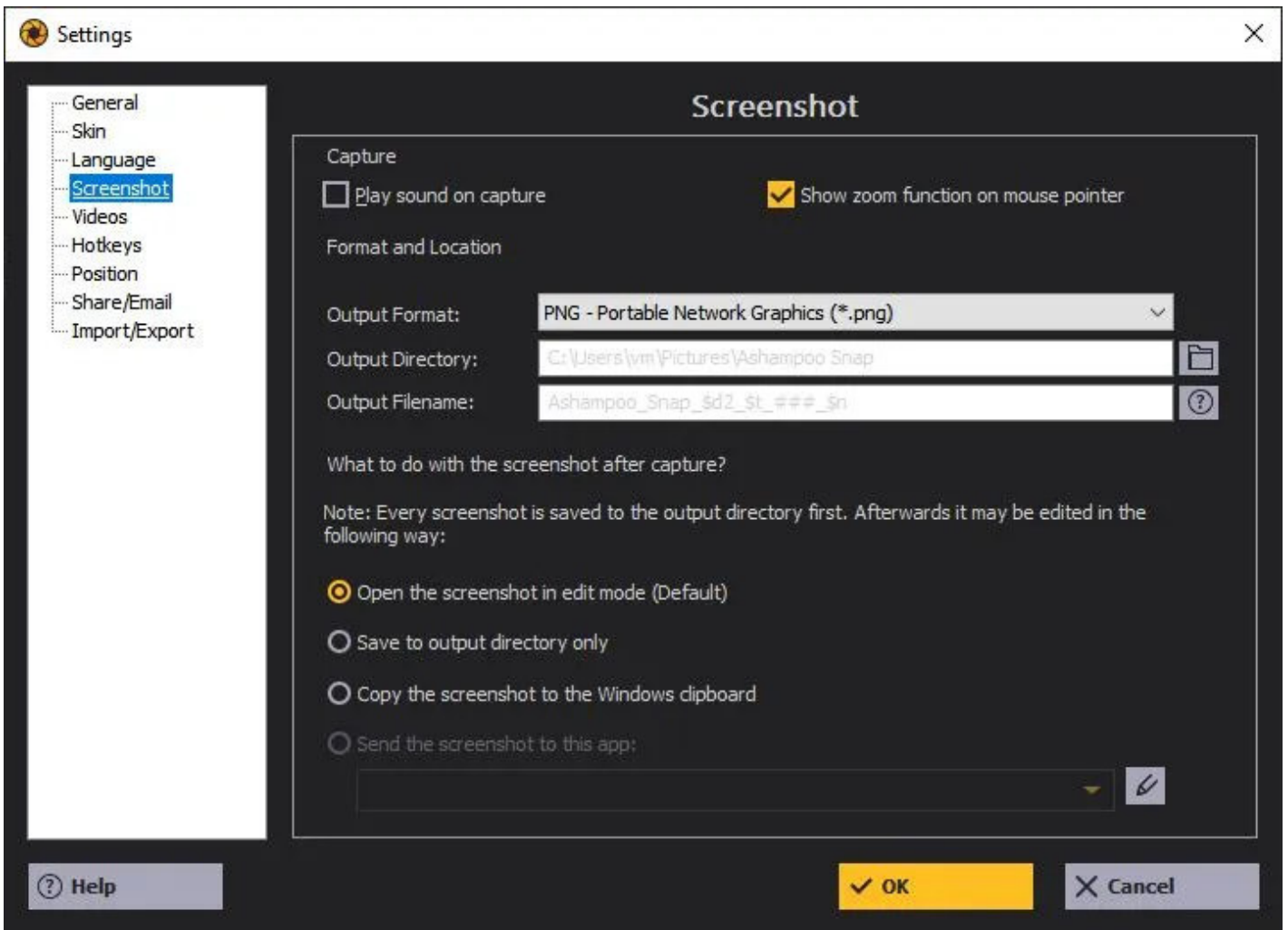
also select a different size for them here.

## 4.3 Language



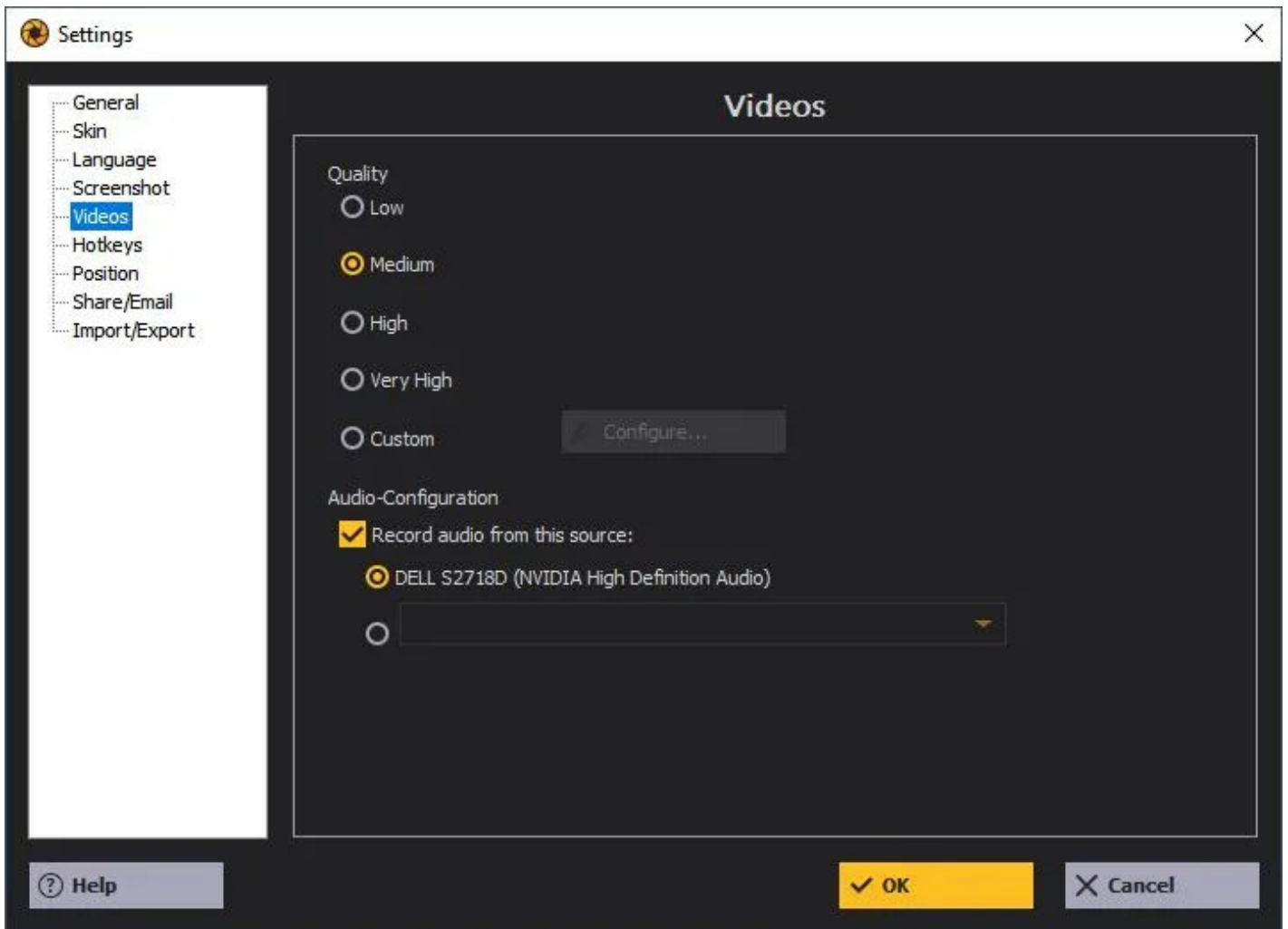
Select your desired program language here.

## 4.4 Screenshot



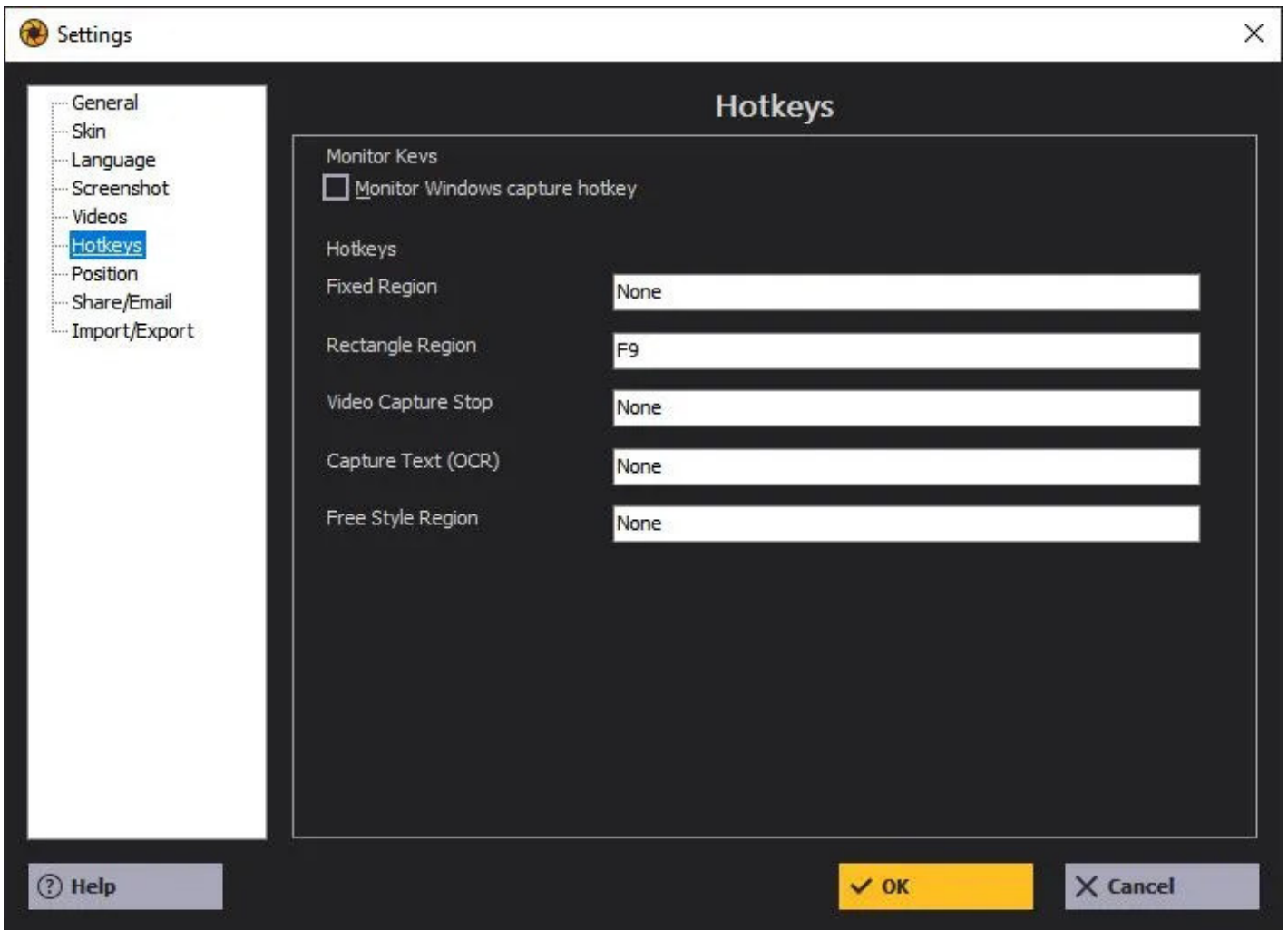
You can determine the output format and location for new captures here. By default, Snap will open new captures in edit mode automatically but you can change that using the bottom settings.

## 4.5 Videos



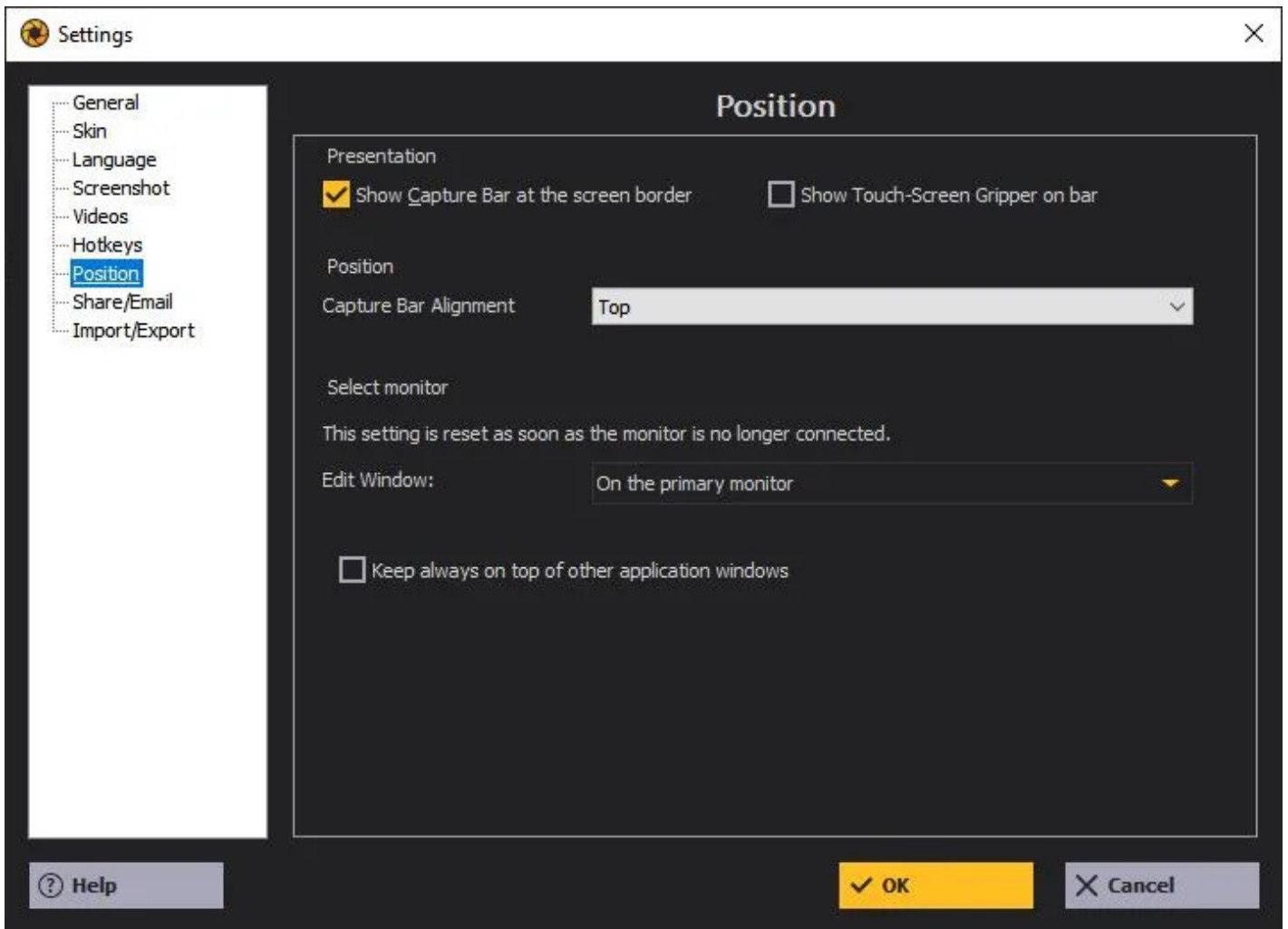
Specify format and quality for new video captures here.

## 4.6 Hotkeys



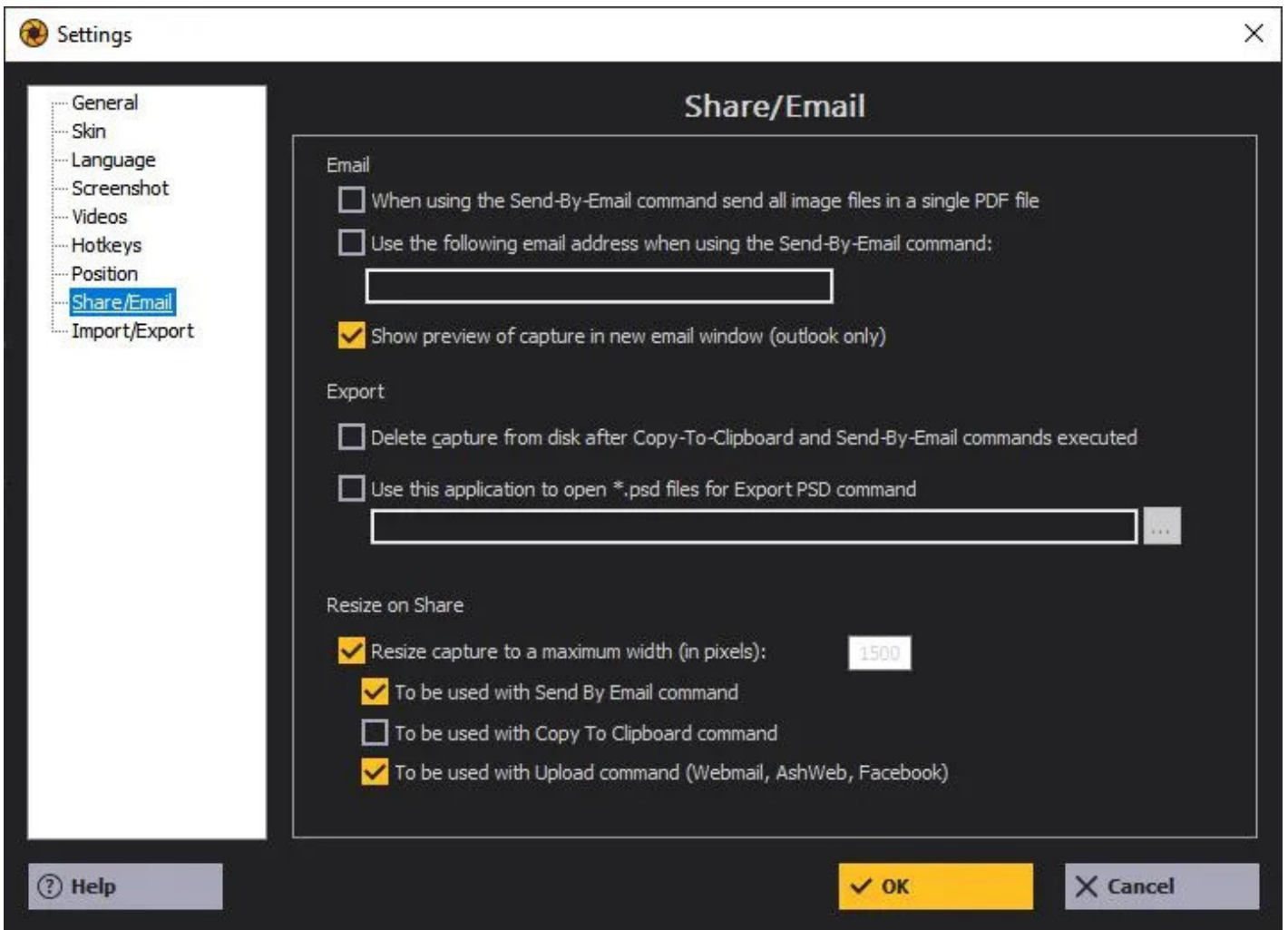
You may assign different keyboard shortcuts to various capture tools here. Hitting the PrtScr button will capture the entire desktop and copy the results to the system clipboard on Windows systems by default.

## 4.7 Position



These settings allow you to reposition or hide the capture bar (magic eye). You can also set a target display for the edit window (provided, you have multiple displays connected).

## 4.8 Share/Email



### Email

Determines, whether multiple screenshots will be bundled in a PDF file or send out as separate attachments. You may also specify a default email address that will be used with all emails.

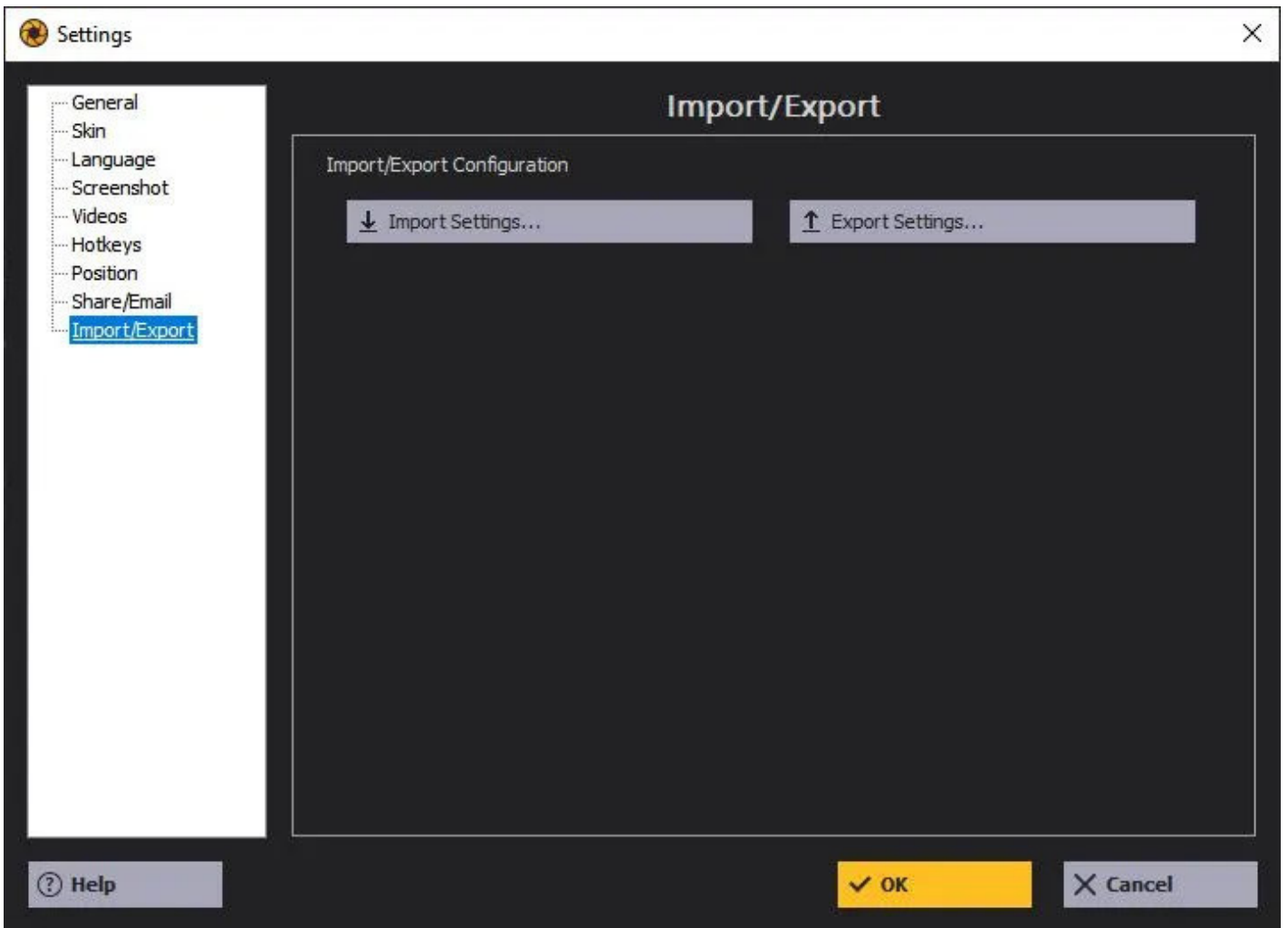
### Export

Specifies, whether images that have been sent to the clipboard or emailed should be deleted. You may furthermore specify how the program will handle exported Photoshop files.

### Resize on Share

These settings enable you to auto-resize your images if their width exceeds the specified value.

## 4.9 Import/Export



## Import

Imports all program settings from an external file.

## Export

Exports all program settings to an external file.