MadCap Capture: Beyond the Basics

PRESENTED BY

Matthew Ellison, UA Europe

MATTHEW ELLISON

- Consultant and trainer for User Assistance tools and technologies since 1993

- User of MadCap products since 2006

- Certified Flare Instructor

- Based in the UK

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

FIXING SCALING ISSUE FOR HIGH DPI SCREENS

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
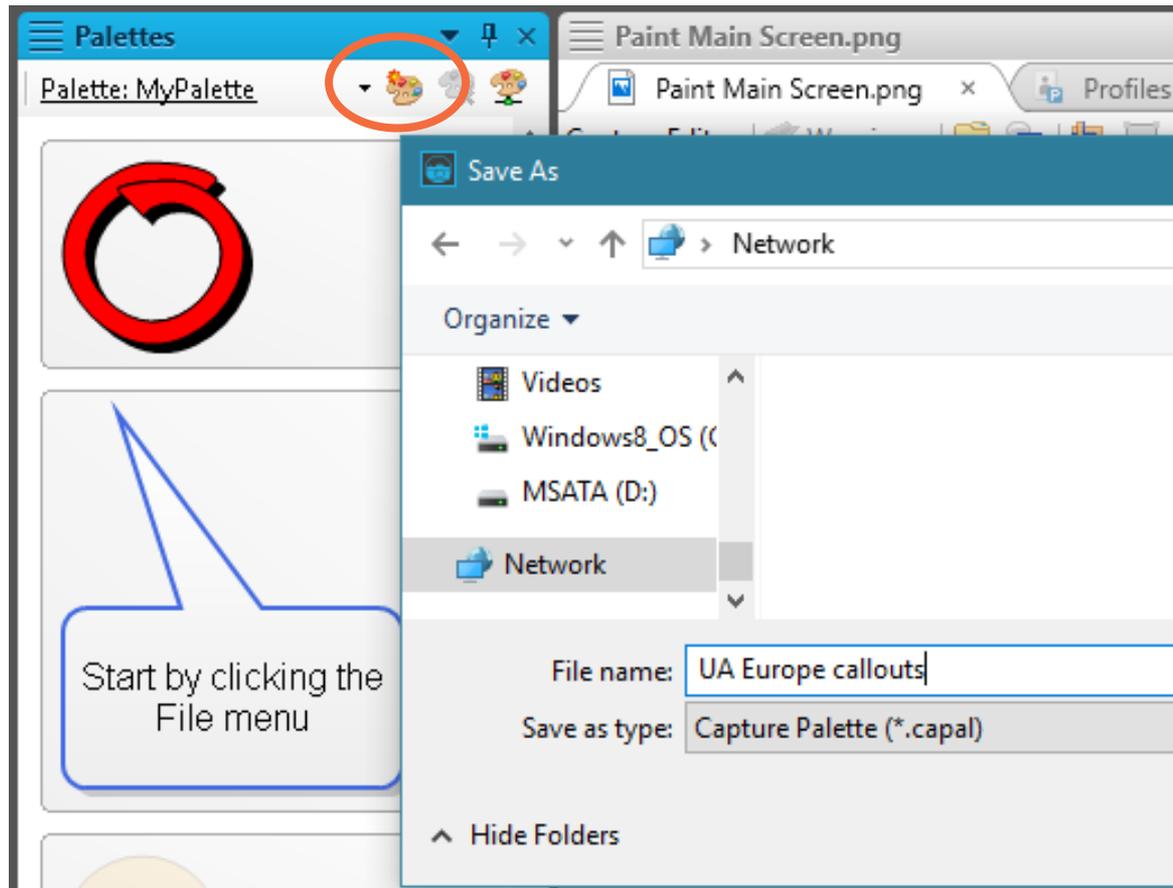 - Cursor
- Easiest way to add is drag from palette

Demonstration...
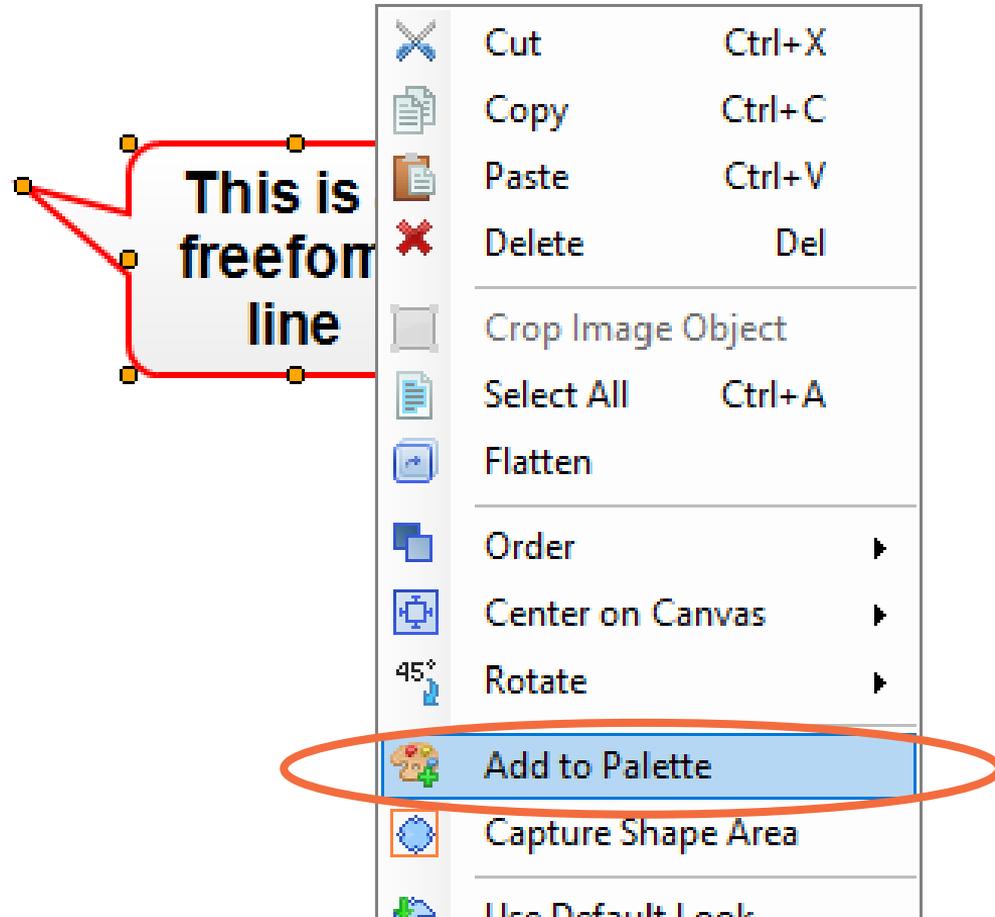
CUSTOMIZING PALETTES (.CAPAL)

- 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 format

  Optionally / as appropriate:
  - Single-sourcing information (color depth, resolution, etc.)
  - Position and size of capture window
  - Objects (bubbles, arrows, etc.) in XML format

.props file

...AAAQAA... ...props file ...AAQAAA... ...AM?
MAAAC...QMAAQAAAAE...AAAo...QMAAQAAAAIAAAA9A...QMAAQAAAAEA...ABSAQMAAQAAAAIA...AAAAAAA</O
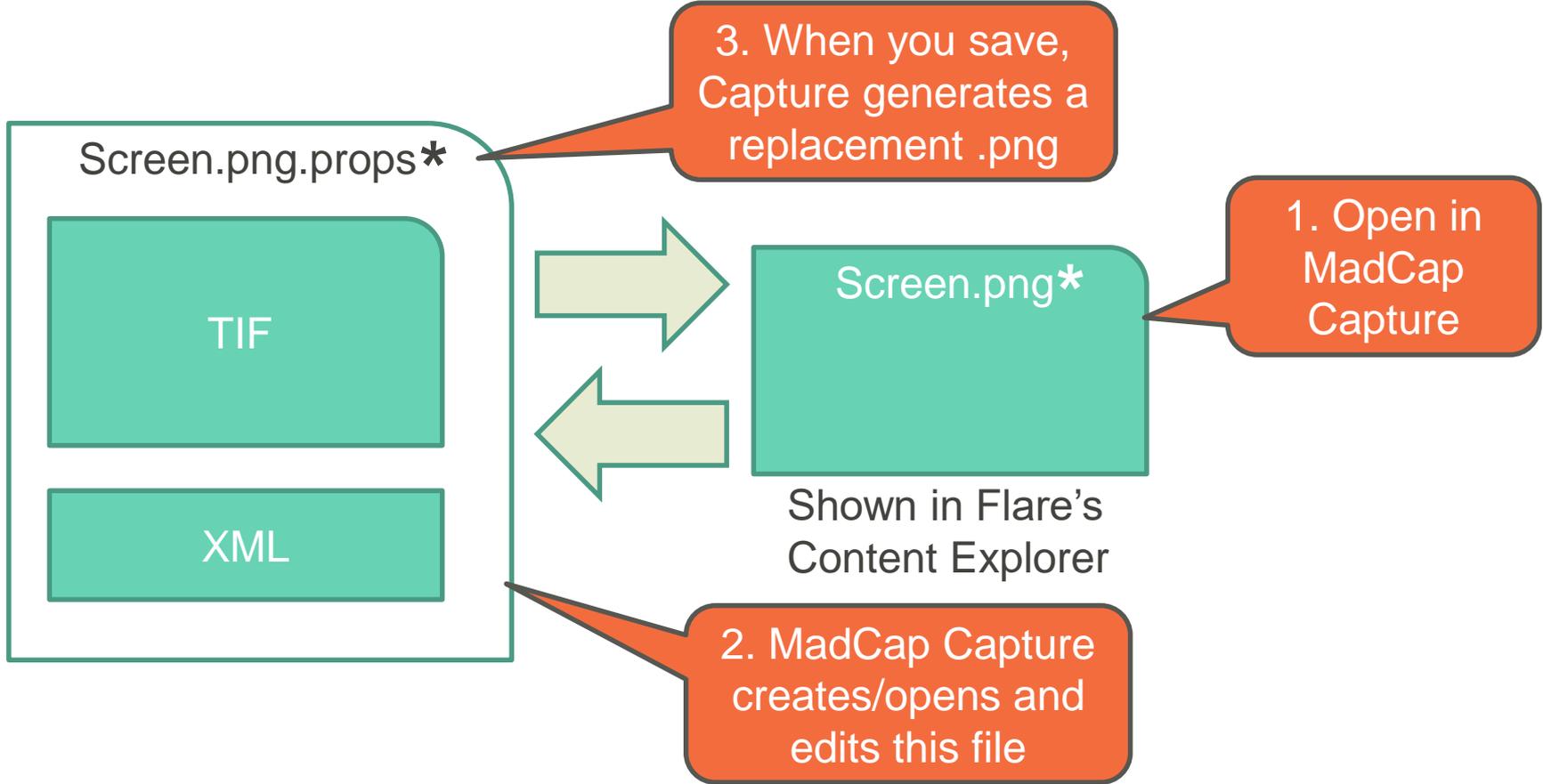riginalImage>
<Variables />
<Shapes>
    <Shape Type="Bubble" PaddingLeft="0" PaddingBottom="0"
    PaddingRight="0" PaddingTop="0" Width="110" Height="76" TipX="184"
    TipY="157" LineWidth="2" LineColor="#ff0000"
    BackgroundType="GradientNS" BackgroundColor="#ffffff"
    BackgroundColorAlt="#eeeeee" 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

3. When you save, Capture generates a replacement .png

Screen.png.props*

TIF

XML

Screen.png*

Shown in Flare's Content Explorer

1. Open in MadCap Capture

2. MadCap Capture creates/opens and edits this 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
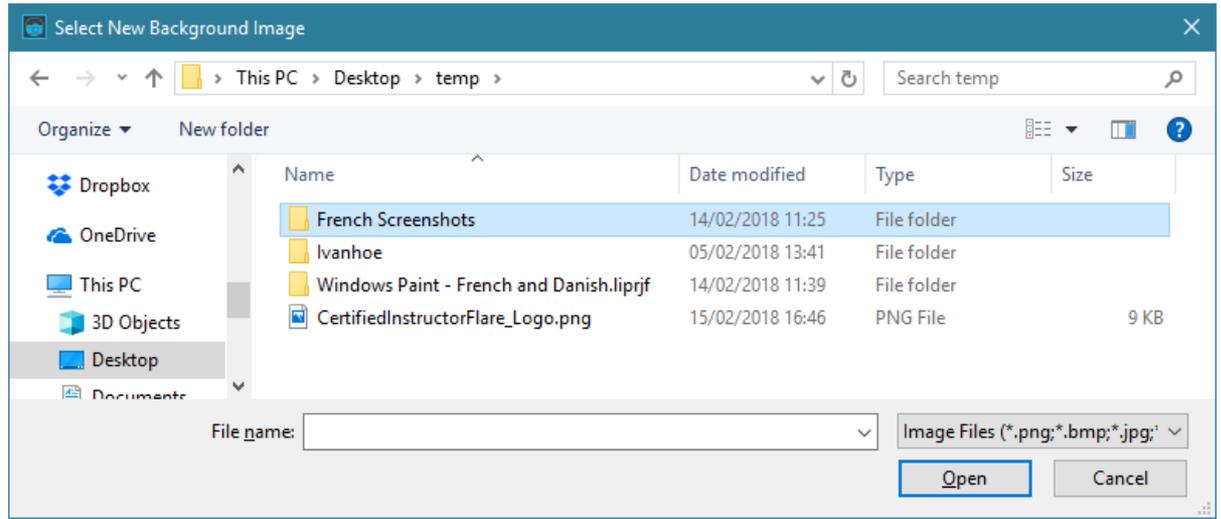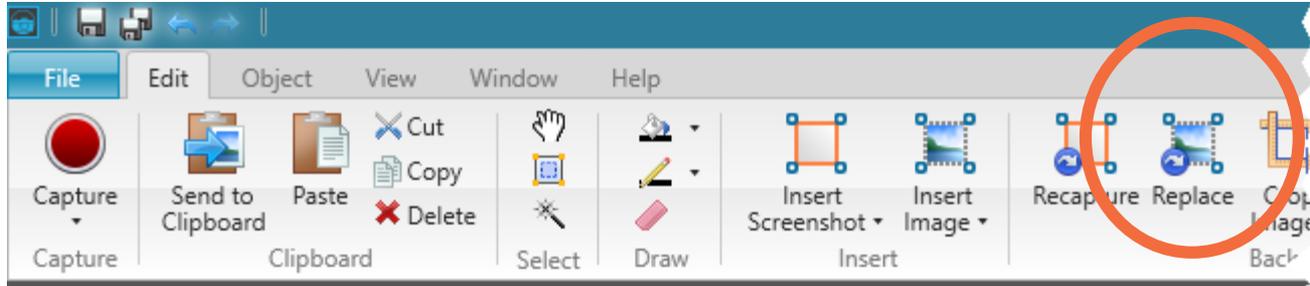 - Recapture
  - Replace
  - Batch Replace Images
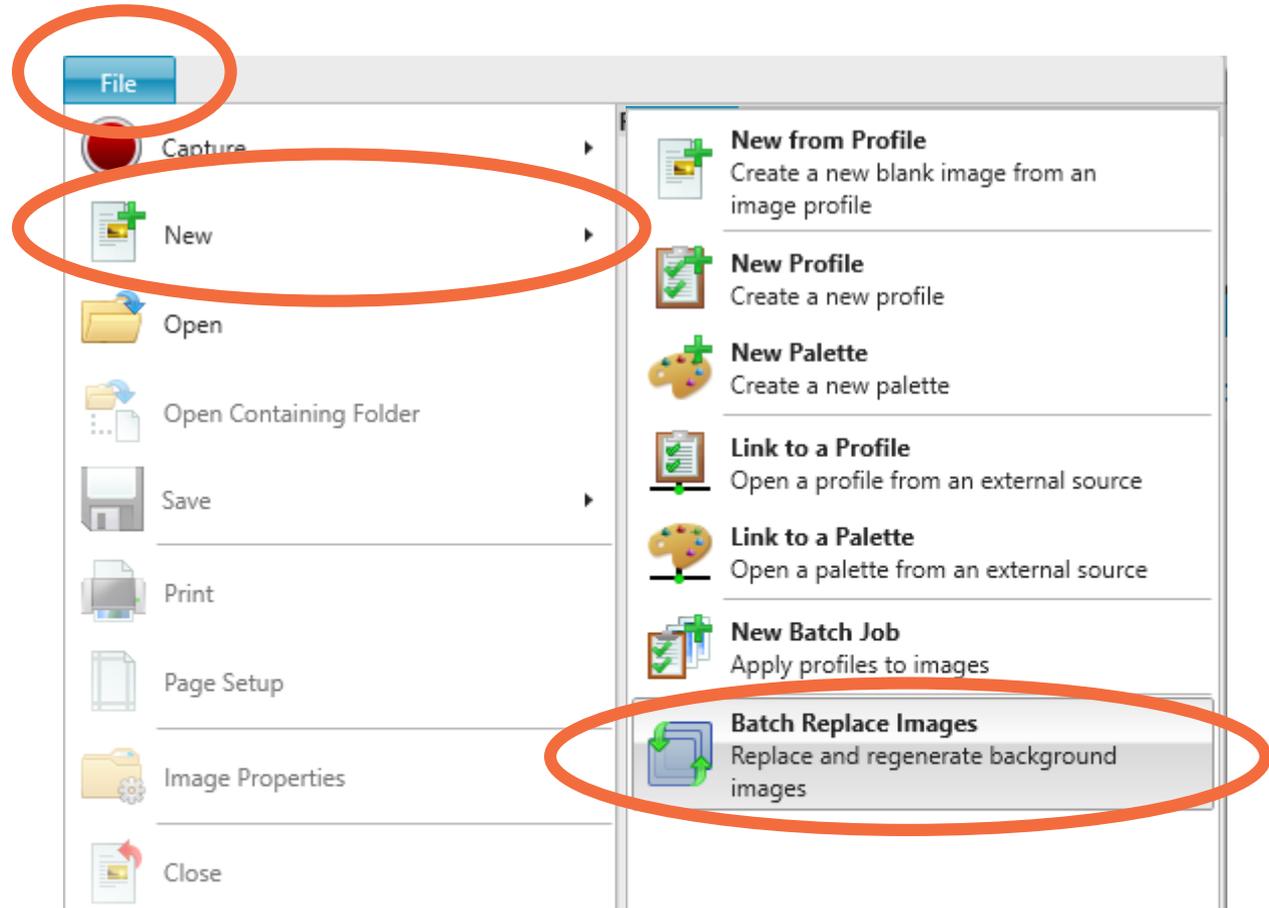
Demonstration...

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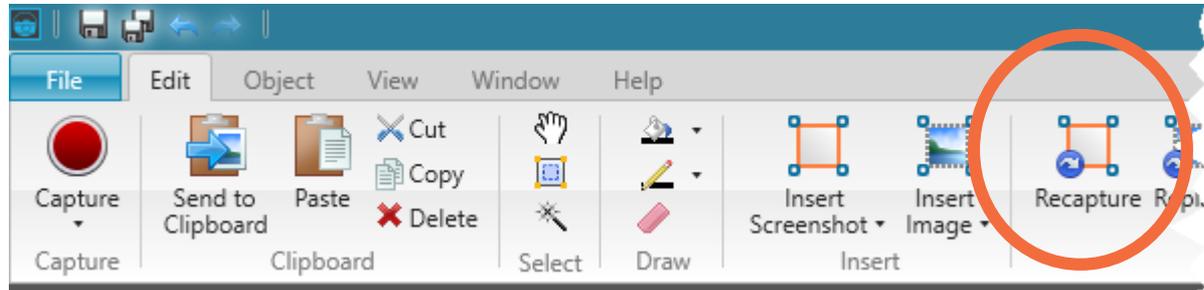
- You can adjust the size and position of capture, if required

REPLACE

BATCH REPLACE IMAGES #1

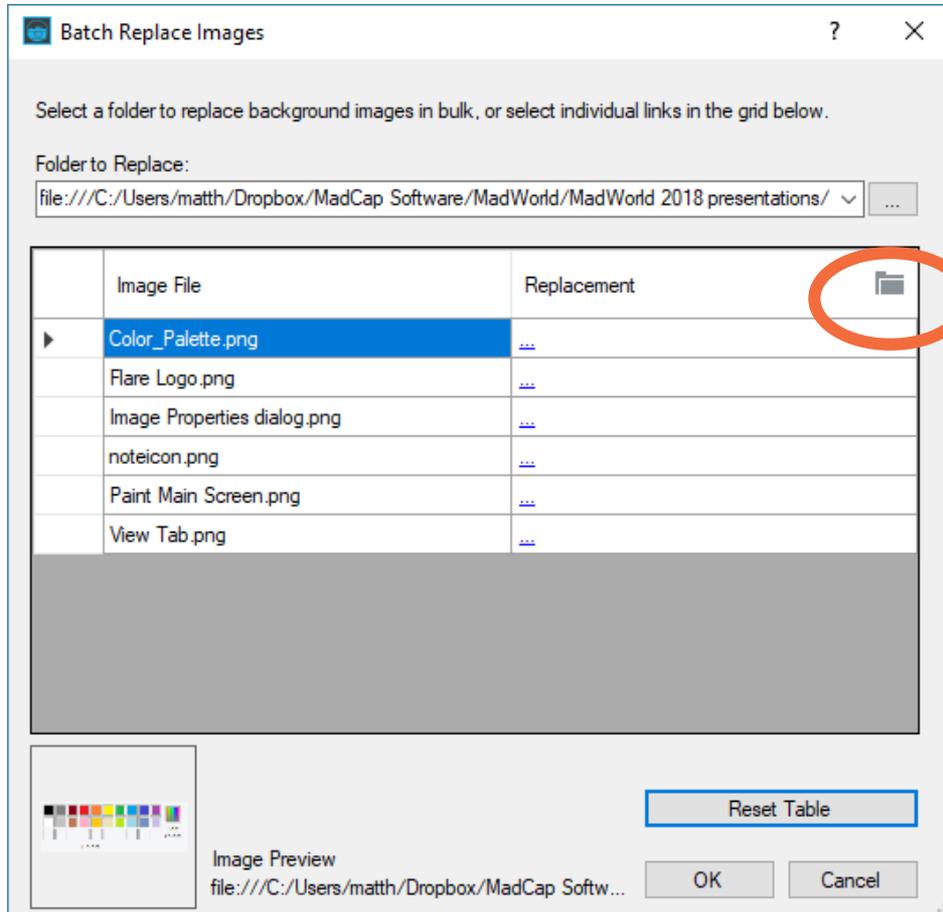# BATCH REPLACE IMAGES #2
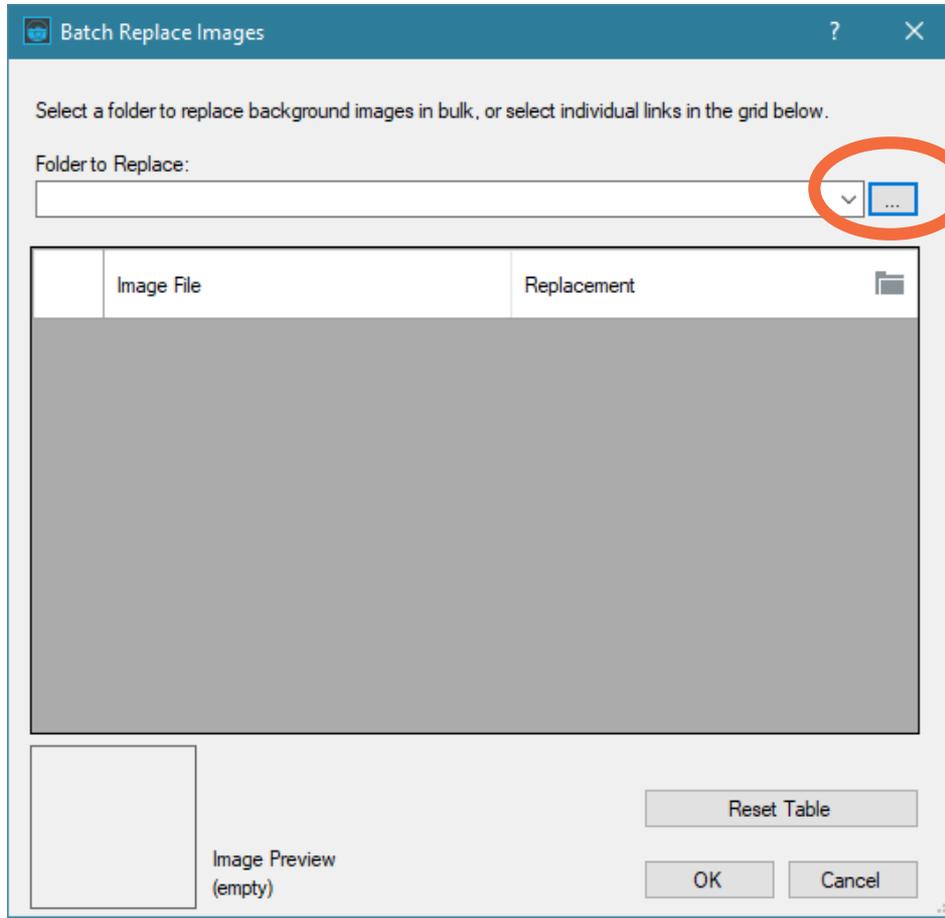
BATCH REPLACE IMAGES #3
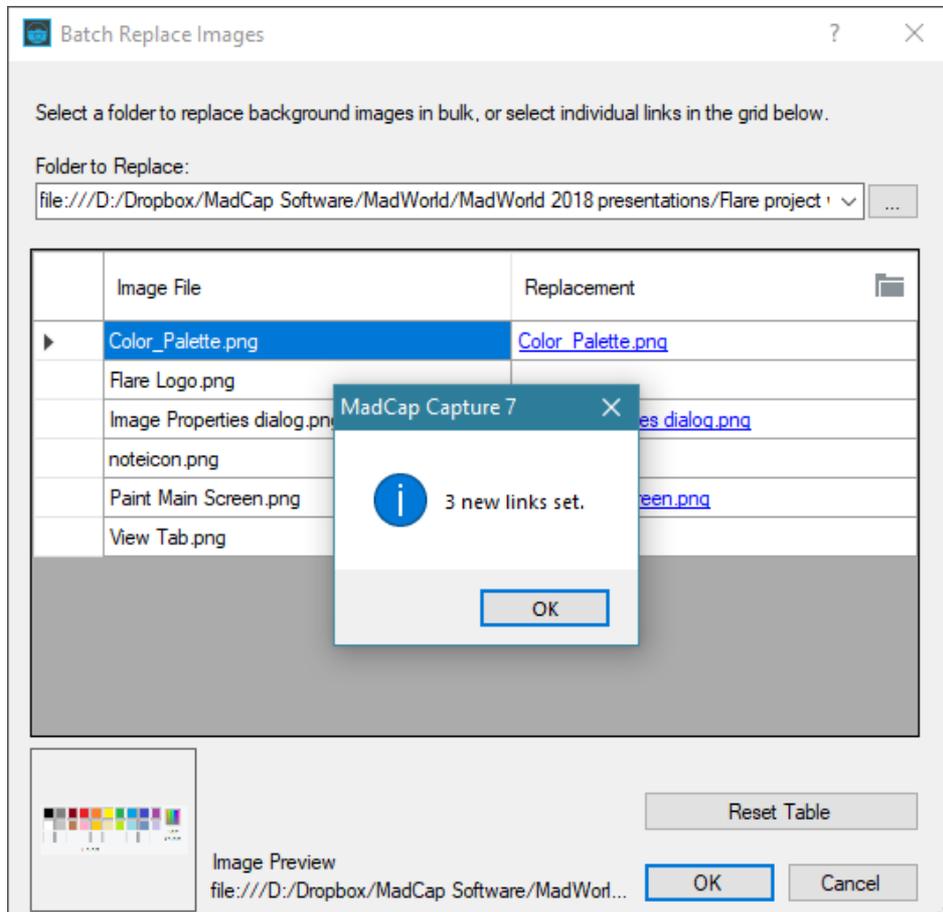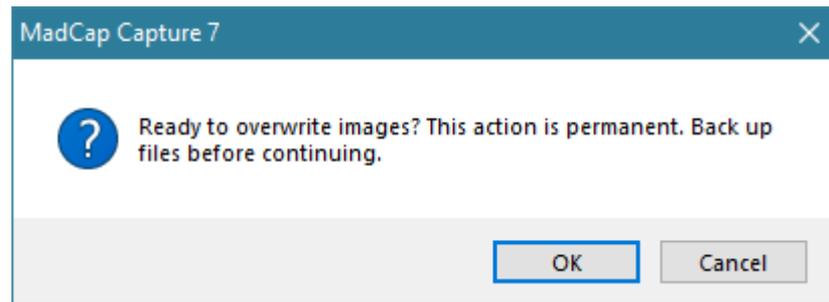
BATCH REPLACE IMAGES #4

BATCH REPLACE IMAGES #5
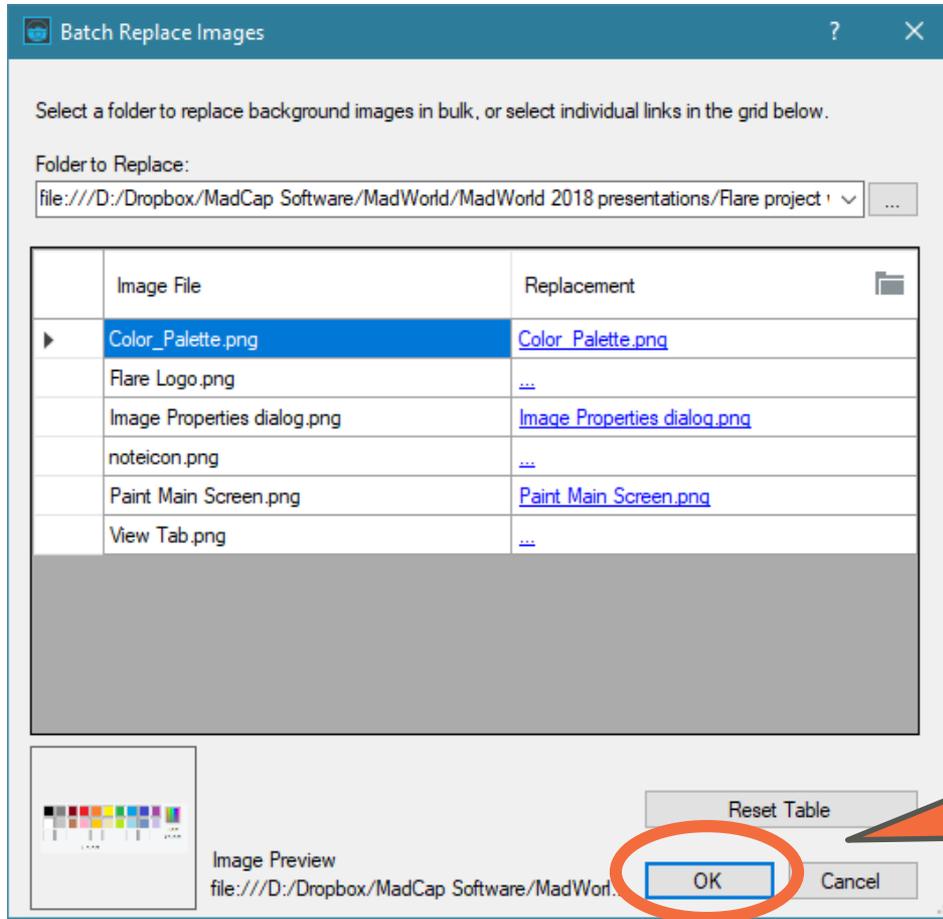
Click OK to replace images

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
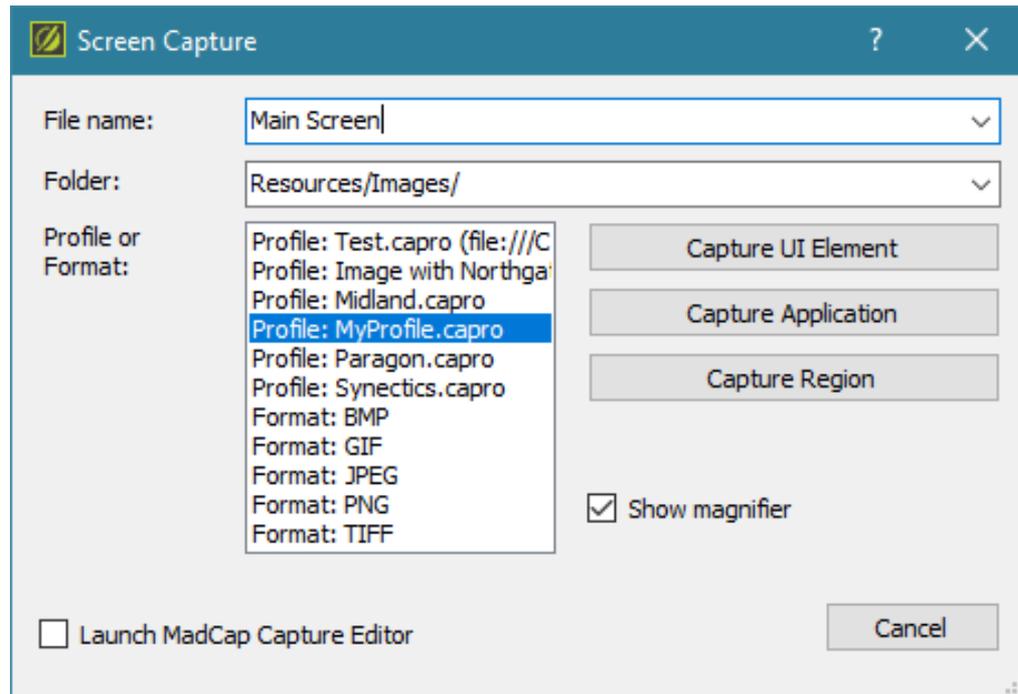 - Print DPI (effectively controls size in PDF output)

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?

Matthew Ellison
matthew@uaeurope.com