Grabber v1.02 - Icon grabber for Windows / Dos - 1st pass

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Contents

What is Grabber?

Grabber is a full-screen screen grabber which writes a copy of the currently displayed screen to a disk file. Files produced by Grabber can be redisplayed by the program IconMk2 which then allows you to capture icons.

Why use Grabber and not IconMkr or WallMkr?

Grabber occupies less memory than IconMkr or WallMkr and will enable you to capture images from a wider variety of programs.

The accompanying programs IconMk2 and WallMk2 are not severely restricted in the amount of memory they may use, so they feature a more friendly options setting menu, support more display modes than IconMkr and WallMkr and include additional conversion options.

The additional display modes supported are the high-resolution VESA modes (see *Display Modes Supported* below).

How to use Grabber

Grabber is a pop-up utility (TSR) which is installed under Dos. Once installed, it sits around in the background waiting to be activated when you hit a special combination of keys on the keyboard. When you give the correct key combination Grabber pops-up and allows you to capture the screen currently displayed. Once Grabber has finished, the program you were running before continues.

How to Register

See Registration Form below for prices. Send cheque or cash to:

                Andrew King,
                25 Montem Road,
                New Malden,
                Surrey KT3 3QW,   CompuServe: 100112,204
                U.K.   Telephone: (44) 81 949 4283

IconMaker and WallpaperMaker can also be registered through the Compuserve registration facility.

When you register you will receive a copy of the latest version of IconMaker with the reminders to register removed (the registered version cannot remove the word 'register' from images created using the unregistered version). An order form is included at the end of this document. <u>See Registration Form below.</u>

To Make Grabber Ready for Use

Grabber is made ready in Dos (before starting Windows) as follows.

Either Change directory to the directory where the IconMaker distribution files were installed

     eg. *cd \IconMkr*

Or   Add the directory where the IconMaker files were installed to your path (in your Autoexec.bat file)

     eg. *path=c:\IconMkr*

Then load Grabber by typing its name

     eg. *Grabber*

How to Remove Grabber

Grabber may be removed so that it is no longer sitting in background waiting to be activated.

Grabber is removed in Dos as follows.

If the directory where the IconMaker distribution files were installed is not in the path
     Change directory to the directory where Grabber is installed

Type *Grabber /r*

To Activate Grabber

Once Grabber has been made ready it can be activated over a graphic display at any time by using a special key combination as follows.

Hold down the *right Shift key* and at the same time hit the *Caret* (^) key (or 6 on the

alpha keypad).

Please note. Grabber uses the same key combination as IconMkr and WallMkr to activate. Remember to remove one before installing the other, i.e. do not have both programs installed at the same time. Or request that one program uses the Left Shift while the other uses Right Shift.

Grabber will write a copy of the currently displayed screen in a special file on disk. (See *output file* below)

Progress is indicated by a series of clicks. When the clicks stop Grabber has finished. The clicks can be switched off by running the program with the /s parameter i.e. *Grabber /s*.

If a file is not produced Grabber is unable to pop-up over this display. The reason for this will be one of the following.

> The display mode used by the graphic program is not supported by Grabber. See below for a list of display modes supported.

> Some games programs take control of the timer interrupt which Grabber needs to be able to pop-up.

If you wish to use a Caret (^) character while you have Grabber waiting in the background you can still use the left shift key and caret.

Freeze Action Option

Like IconMkr and WallMkr, Grabber can be run with a freeze action option. Setting this parameter allows you to pause the program which is running and decide whether to capture the screen immediately, or to let the program continue to run.

The Freeze Action option is set by running Grabber with the /f parameter, i.e. *Grabber /f*.

To freeze the action of a program simply *hold down the Right Shift key*.

> If you wish to capture the screen, while still holding the Right Shift key *hit the Caret (^) key*.

> Otherwise *release the Right Shift key* and the program will continue.

Sound Option

Grabber gives you audible feedback of progress. As the screen capture starts two rising notes are played. Clicks are played during capture and on successful completion two falling notes are played.

The sounds can be disabled by running Grabber with the /s parameter, i.e. *Grabber /s*

Output File

Grabber creates a file in the current directory for each captured screen. The file has the extension *.ik2*. The filename assigned is the next available name in the series *grab-a* to *grab-z*, e.g. *grab_a.ik2*

It is recommended that these files be renamed to something more meaningful if they are to be kept.

The programs IconMk2 and WallMk2 read these .ik2 files.

Display Modes Supported

Grabber supports the following graphics display modes.

       04   CGA 4 colour
       05   CGA 4 colour
       06   CGA mono   - doesn't work properly
       0d   EGA 16 colours, low resolution (320 by 200)
       0e   EGA 16 colours, normal resolution (640 by 200)
       0f   EGA mono (640 by 350)
       10   EGA 16 colours, high resolution (640 by 350)
       11   VGA mono (640 by 480)
       12   VGA 16 colours (640 by 480)
       13   VGA 256 colours (320 by 200)
       6a   VESA 16 colours (800 by 600)
       100   VESA 256 colours (640 by 400)
       101   VESA 256 colours (640 by 480)
       102   VESA 16 colours (800 by 600)
       103   VESA 256 colours (800 by 600)
       104   VESA 16 colours (1024 by 768)
       105   VESA 256 colours (1024 by 768)
       106   VESA 16 colours (1280 by 1024)
       107   VESA 256 colours (1280 by 1024)

Grabber does not support the following display modes and will not pop-up over the display.

       00, 01 40 column text
       02,03 80 column text
       07   monochrome alphanumeric
               display card specific SVGA modes

Grabber only runs on VGA or more capable graphics cards, it will not run on EGA or CGA only cards.

Windows

Grabber can pop-up over Windows like any other program. Don't forget that Grabber does not currently support manufacturer specific SVGA modes. If you normally use one of these you should use Windows Setup to change to the standard VGA driver or a VESA driver (On the Trident 8900 card these modes are supported by VESA drivers). (See your Windows manual for details of changing your video driver)   Icons and wallpaper produced from IconMk2 and WallMk2 can be used with any video driver.

Memory

Some games require a large amount of base memory to run and will not run once Grabber has been installed. If this happens it may be possible to make additional base memory available by using a special boot configuration. To do this you would need to make special version of your config.sys and autoexec.bat files. Things you can do include loading DOS into upper memory (high) and removing drivers such as disk cacheing and ram disk. Your operating system manual should give details of how to boot the system leaving maximum base memory available to your programs.

Grabber can also be loaded into high memory to make more room in base memory.

Known Bugs

1   Mode 6, monochrome CGA does not work properly.

2   There appears to be a problem after completion when running Grabber to save a 256-colour file on a disk which is compressed using SuperStor Pro version 1. The computer hangs after saving the screen to file. The same screen can be successfully captured on an uncompressed disk.

License

You are licensed to use a single copy of the program.

IconMaker and WallpaperMaker are shareware products. You may freely copy the unregistered versions and pass them to your friends and colleagues. Please encourage them to register if they like it as cheap utilities like IconMaker and WallpaperMaker will only be developed if the Shareware system is respected.

You may not sell icons or wallpaper produced using IconMaker or WallpaperMaker for profit.

Registration Form

The next page contains a registration form for ordering copies of IconMaker. You can print it using File, Print then selecting Pages, From 7 To 7.
First some details of another program available from Andrew King - ***SlowMo***.

SlowMo is a small pop-up utility which gives you <u>slow motion at the touch of a key</u>.

Are you having difficulty blasting that last alien, or maybe you need a little time to think in battle? ***SlowMo*** could be just the thing you need.

SlowMo can be configured to any speed from "very slow" to "normal". It can be activated in the <u>middle</u> of a game at the touch of a key and removed again just like that and the speed can be adjusted while playing. ***SlowMo*** also features Pause and Freeze, so you can stop and think, or answer the 'phone in the middle of a game. ***SlowMo*** lets you choose the best key for each action and gives audio feedback of all operations.

SlowMo can save the configuration you set for each game, which can be automatically called-up the next time you play the game.

SlowMo - an essential cheat for all action games!

***SlowMo* costs £4 ($8) or £2.50 ($5) if ordered with IconMaker or WallpaperMaker**.

[   ] IconMaker   £5 or US$10

[   ] WallpaperMaker   £6 or US$12

[   ] IconMaker + WallpaperMaker   £9 or US$18

[   ] *SlowMo* with any of above   add £2.50 or US$5

[   ] *SlowMo*   £4 or US$8

                                             All prices include postage

Name   [   ]

Address   [   ]
             [   ]
             [   ]
             [   ]
             [   ]
             [   ]

[   ] 3½" disk
          or
[   ] 5¼" disk

Please enclose cheque payable to "Andrew King", or cash.

Other currencies please add £2.50 for exchange and send cash notes to equivalent value.

Mail to: Andrew King
                25 Montem Road
                New Malden
                Surrey KT3 3QW
                U.K.