

ScreenFoo is the best tool available for real-time screen capture and markup. It's time to put away your laser pointer and time to stop jiggling your mouse to draw attention to a particular area of your screen. Let ScreenFoo help you with your software training and demonstrations.

Once installed and started, ScreenFoo appears in the your System Tray.



ScreenFoo is activated by double-clicking on the icon in the System Tray or by using the Hot Key combination Ctrl + Atl + F (if selected in your settings).

Once activated, ScreenFoo captures the current screen and allows you to perform a variety of markup operations in real-time. These markup operations are determined by keyboard shortcuts as follows:

### ***ScreenFoo Keyboard Shortcuts***

1,2,3,4,5,6,7,8,9,0	Activates the bullet assigned to this key. After bullet is selected, click your left mouse button to place the bullets. Hold the Shift Key down to continue placing bullets horizontally or vertically.
*F1-F10	Plays the blurb (short .wav file) assigned to this key. Blurbs can also be played when bullets are placed if set to do so in the ScreenFoo settings.
Z	Zoom—After pressing the Z key, click and drag a rectangle to specify the area you want to zoom to.
H	Horizontal Line—Click and drag a horizontal line to underline, cross out, or otherwise draw attention to an area on the screen.
V	Vertical Line—Click and drag a vertical line.
A	Arrow Line—Click and drag a line with an arrow head at the end of it. Hold the Shift Key down to restrict the line to be drawn vertically or horizontally.
L	Omni-angled Line—Click and drag a line that is not restricted to horizontal or vertical orientation.
G	Highlighted Line—Click and drag up and down on the screen to have a highlighted rectangle display. When the mouse button is released, the highlighted rectangle is placed.
S	Save—An image is saved in your “My Pictures/ScreenFoo” directory. The file is automatically named for you so your presentation is not interrupted with SaveAs dialog boxes.
Ctrl+C	Copy to Clipboard—The current ScreenFoo image is copied to the Windows Clipboard.
B	Blackout—Click and Drag a Rectangle area. Everything outside that area is blacked out on the screen. Opacity and color used for the BlackOut function is set in the Settings dialog.
W	Whiteout—Whiteouts the entire screen. Opacity and color used for Whiteout is set in the Settings dialog box.

\*Items highlighted are not available in the Evaluation mode of ScreenFoo.

### ScreenFoo Keyboard Shortcuts (cont.)

R	Rectangle—Click and Drag a rectangle around an area.
C	Clears all markups and returns to the initial ScreenFoo capture.
*Up Arrow	Previous—Displays prior mark-up state view. This can be used to ‘remove’ markup actions. It can also be used to ‘undo’ ScreenFoo actions.
*Down Arrow	Next—Displays next mark-up state view.
U	Bullet—Changes to the next bullet in the 10-bullet list.
Q	Hides ScreenFoo and returns to prior program being used.

\*Items highlighted are not available in the Evaluation mode of ScreenFoo.

When ScreenFoo is activated, a mouse Right Click will bring up the following menu:



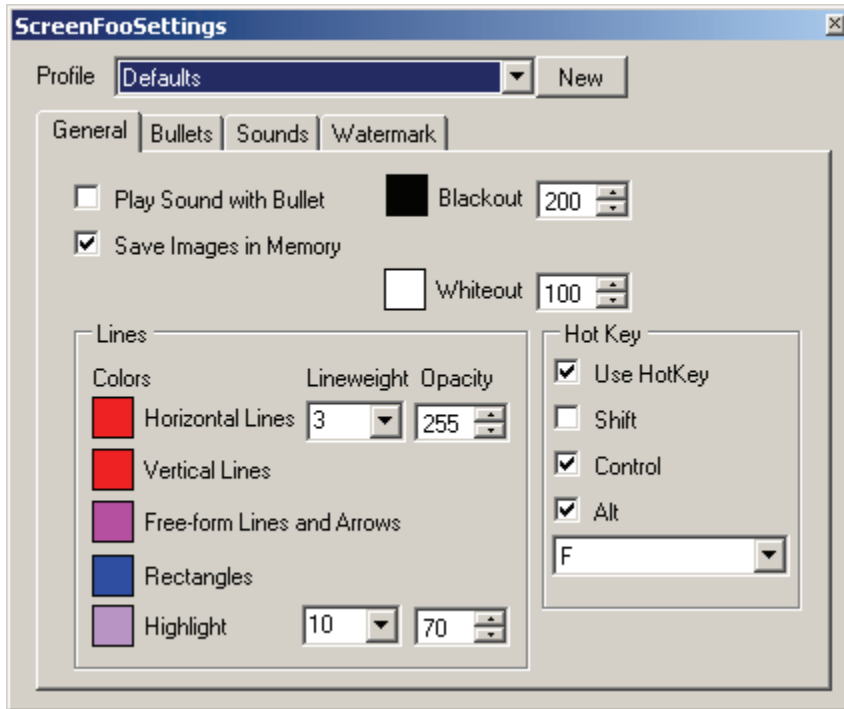
ScreenFoo operations can be selected from the menu. Selecting the “Main Menu” item will bring up the ScreenFoo Main Menu.



The Main ScreenFoo Menu can also be accessed by right-clicking on the icon in the system tray.

Once you purchase ScreenFoo, you can enter your serial number by clicking on the “Enter Serial Number” menu item. This menu item will disappear once a valid serial number is entered.

The Settings menu item displays the ScreenFoo settings dialog box.



Profiles can be created to store project or event-specific ScreenFoo settings.

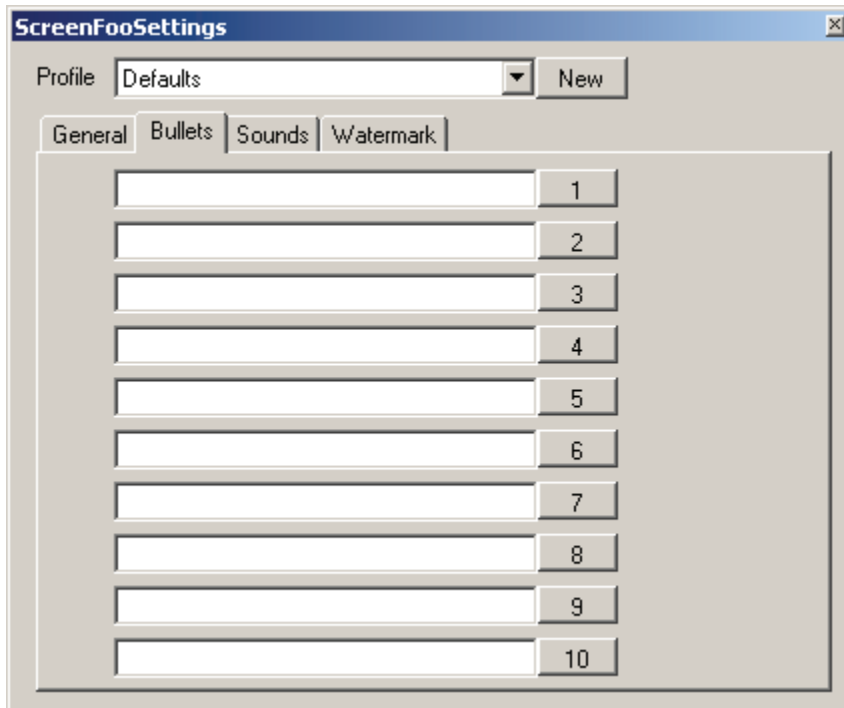
Changes to any of the Hot Key settings requires a restart of ScreenFoo.

Opacity values range from 0 to 255.

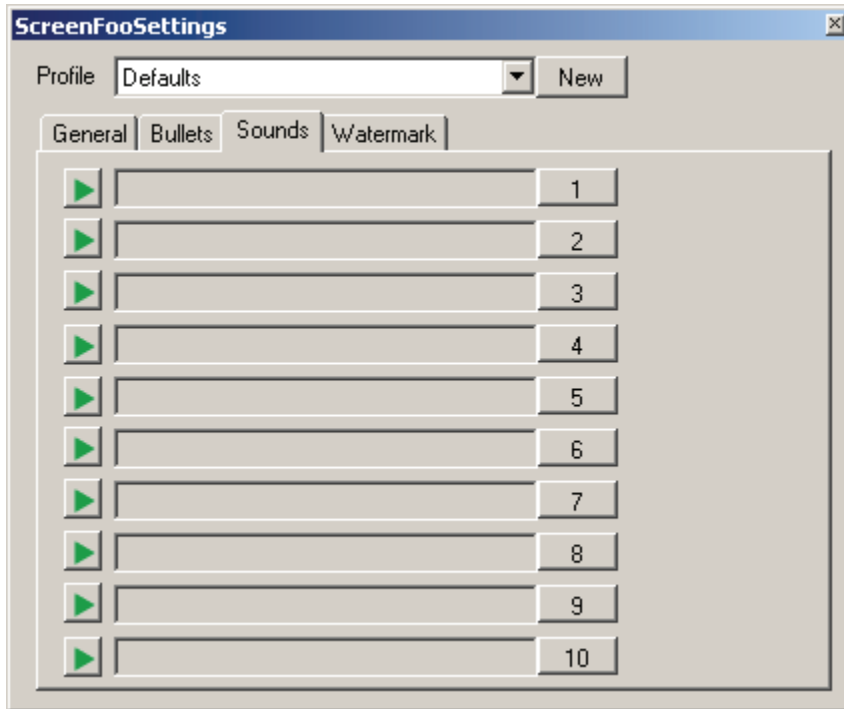
Lineweight values are entered in pixels.

Double-click on the color boxes to select a different color.

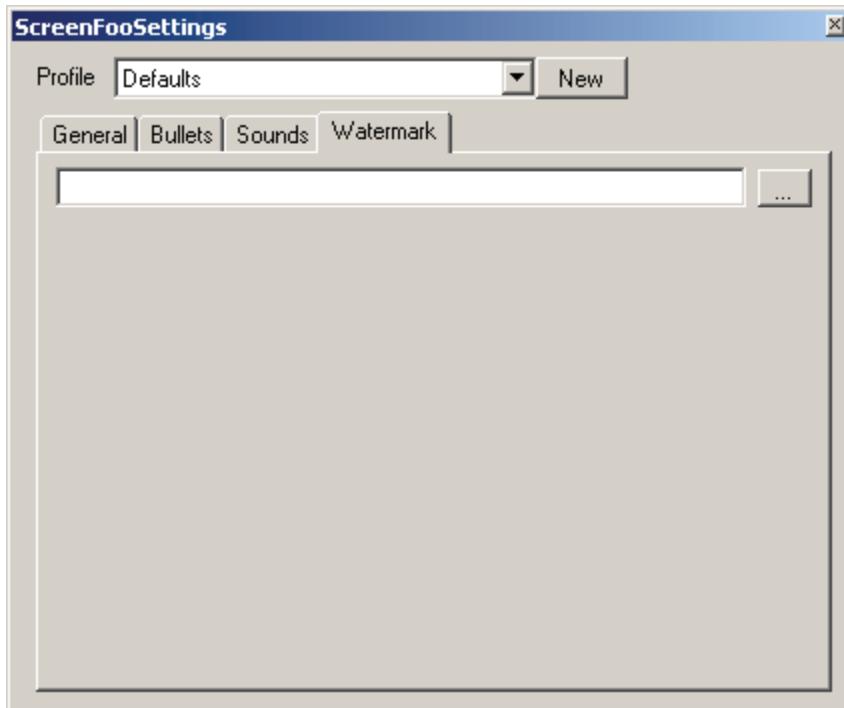
If you want to be able to use the Up and Down arrow keys (purchased version only), the “Save Images in Memory” must be checked.



Ten bullets come installed with ScreenFoo. Additional Bullet Packs can be purchased from the ScreenFoo website or you can create your own. Bullets are .jpg, .bmp, and .png files. The .png file format supports transparency so it is recommended that you use .png files for your bullets. Click on the bullet number to browse for the desired bullet.



10 Sounds, or Blurbs as we call them with ScreenFoo, are built into the program. You can select your own brief .wav files to play when the Function Keys (F1—F10) are pressed. These sounds can also be 'linked' to their corresponding bullets and played as bullets are placed in ScreenFoo.



In Evaluation Mode, a ScreenFoo watermark is displayed whenever ScreenFoo is active. Once purchased, you can specify your own watermark to display in the lower-right hand corner of ScreenFoo. Or you can delete the path in the file path textbox and no watermark will be displayed.

This is a brief outline of the basic functionality of ScreenFoo. For additional information and to see ScreenFoo in action, please view the videos on the ScreenFoo website.

For additional questions regarding ScreenFoo, you can contact us at: [jerryw@screenfoo.com](mailto:jerryw@screenfoo.com)

Thank you for your time. We hope ScreenFoo will be as helpful to you as it is to us.