

PicMarkit

User's Guide

Rev. 2

PicMarkit is the fastest, easiest way to add text, pointers, and watermarks to images. There are no complicated menus or confusing functions. It is designed for ease of use, and performs only these functions:

- Image cropping
- Adding text to images
- Adding pointers to images
- Adding watermarks to images (the same as text with opacity adjustment)

There is only one screen, with no menus to navigate. All of the available functions are clearly visible at all times.

This guide is divided into the following sections:

- 1. Basic Functions**
- 2. File Opening, Closing, and Saving**
- 3. Adding Text**
 - a. Adding Watermarks**
- 4. Adding Pointers**
- 5. Cropping**

1. Basic Functions



(This is cropped and annotated with PicMarkit)

- 1) This is the text settings area. The color setting also controls the color of pointers. The font type and size are changed by clicking the box that displays the current font. The color is chosen by clicking the colored rectangle. Alignment and opacity are selected from the respective drop-down lists.
- 2) Text that is to be added to the image is entered in this box.
- 3) This section shows the name of the currently displayed image. The folder and disk icons from left to right are: File Open, Save, and Close. The up and down arrows to the left of the File icons are used to select which image is displayed when multiple image files have been opened.
- 4) This section is where line width and pointer size selections are made for drawing pointers.
- 5) Cropping is performed with the Crop Box and Crop buttons.
- 6) Here is where the user can commit to the most recent change (text or pointer) or remove the most recently added text or pointer. Save change must be clicked before more text or another pointer can be added. Once the change is saved, it cannot be undone without closing and re-opening the file. Pointers are automatically saved when text in the box (2) is changed. Text is automatically saved when the 'Draw Pointer' button is clicked.

2. File Opening, Closing, and Saving

Image files are opened by clicking on the open folder icon. Multiple images can be opened at the same time. Images are sorted by file name in alpha-numeric order, and the last on the list is displayed. If more images are opened with the sorting operation will be performed on all open images.

Closing the image files is accomplished by clicking on the closed folder icon. This will close only the currently displayed image. If changes have been made to the image and it has not been saved, the user will be warned and the option to save will be presented. If it is desired to save and close the image, it is easier to do this than to save first then close.

Clicking on the disk icon will save the image. The save file dialog will appear allowing the user to choose a name and location for the file.

Clicking the "ALL" disk will save all of the open images. The save file dialog will appear. The location and file name is chosen as above. Each image will be saved with the same name and (x) appended.

3. Adding Text

Choose the Font, Size, and color from the text settings area. Opacity is generally 100% for normal text annotations, but can be adjusted as desired. Enter the text to be added to the image in the text box. The chosen alignment will be represented in the text box. The font in the text box will not change with the font selection.

Text is added to the image by clicking on the image where the text is to be placed. Text will appear to the left, right or centered on the pointer depending on alignment selection. Font, size, and color can be adjusted after the text has been placed on the image.

To commit the changes to the image and allow addition of more text, click 'Save Change'. Clicking on the 'Draw Pointer' button will commit the change to the image also.

Clicking on the 'Undo Change' button will remove any text that has been added to the image since the last time the 'Save Change' or 'Draw Pointer' buttons were clicked.

If multiple images have been opened, the text in the text box will not change when scrolling through images with the arrow buttons. This allows for same or similar text to be quickly and easily added to multiple images.

a. Adding Watermarks

Adding watermarks is really no different than adding text, but is given a separate section because it is a popular function. Follow the same steps as adding text and adjust the opacity and text color to create the watermark.

4. Adding Pointers

To add a pointer, click the 'Draw Pointer' button. Click on the image where you would like the pointer line to start, hold the mouse button and drag the pointer to the desired location, then release the mouse button. If the result is not satisfactory, the pointer can be re-drawn by clicking and dragging again.

Adjusting the line width by changing the number in the 'Line Width' text box changes both the line width and the pointer size. The pointer size can be changed by changing the number in the 'Pointer Size' box.

The pointer color is the same as the chosen text color. Change the color in the text settings area to change the pointer color.

To commit the changes to the image and allow for addition of another pointer, click 'Save Change'. A pointer will be committed to the image if text is changed in the text box. This allows for the addition of text after a pointer is added without having to click the 'Save Change' button.

Clicking on the 'Undo Change' button will remove a pointer that has been added to the image since the last time the 'Save Change' button was clicked, as long as the text box hasn't been changed.

5. Cropping

Cropping is accomplished by clicking on the 'Crop Box' button. Click on the image at one corner of the desired crop area. Hold the mouse button down and drag to the opposite corner of the crop area. Release the mouse button. The box that is drawn on the screen represents the crop area. If the result is not satisfactory, click and drag again until the desired crop area is boxed in. The escape button on the keyboard (esc) will remove the crop box and exit the crop operation.

Once the crop box is in place, clicking the 'Crop' button will crop the image.

*Clicking the 'Crop Box' button commits any text or pointer changes that have not been saved.