

GizmoAnnotate Help

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Figure 1: **GizmoAnnotate** Version 1.60

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1 What is the use of **GizmoAnnotate** ?

GizmoAnnotate is a simple utility to add annotation to a picture (see figure [2]).



Figure 2: Example of annoyed picture

As show on the figure, the style (shape, arrow color,...) of each annotation can be changed. Moreover the annotations can belong to different layers. The visibility of each layer can be controlled. So you can have a layer in english, in french for the same picture.

As output you may have:

- Saving your work as a metafile for future modifications.
- Saving your work as a picture with annotations (.jpg format).
- Printing the picture with annotations.

1.1 What is new in version 1.60 ?

- The submenus of recently used files are displayed in alphabetical order and their number is unlimited.
- The annotated image is stored in the meta file and not just its path.
- Improvement updates.
- Adding keyboard shortcuts: **Cmd+**, (Preferences), **Cmd+:** (About...), **Cmd+;**(check for updates).

2 Using GizmoAnnotate .

2.1 Program opening.

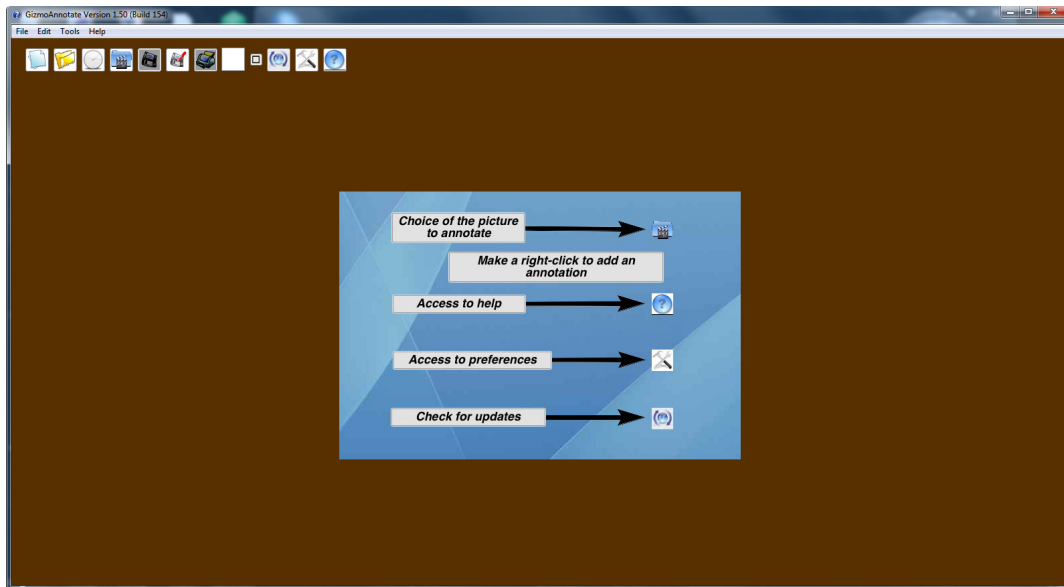


Figure 3: The main window at opening. A tool bar is available at the upper left corner.

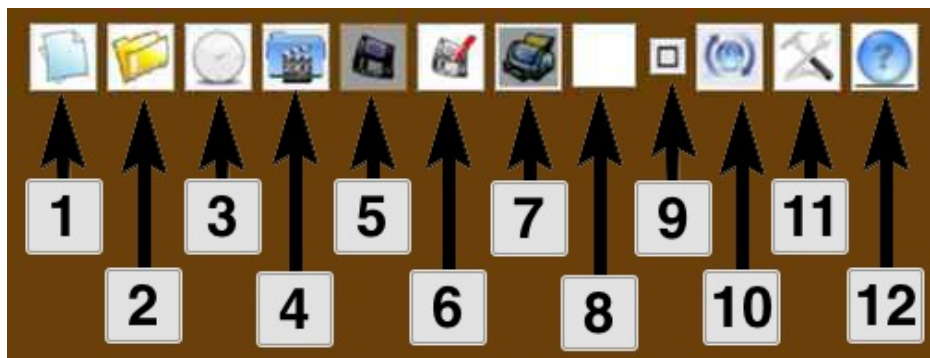


Figure 4: The tool bar.

At opening, the application is full screen (see figure [3]). A tool bar (see figure [4]) is available at the upper left corner. The tools description is given below:

- **Button 1:** New project.
- **Button 2:** Open a project.
- **Button 3:** Open a recent project.
- **Button 4:** Set up the background picture to be annotated.
- **Button 5:** Saving the project.
- **Button 6:** Saving the project with a new name.
- **Button 7:** Printing the project and the annotations.
- **Button 8:** Color of the transparent layer of the background image.

- **Button 9:** Indicator of change.
- **Button 10:** Check for updates.
- **Button 11:** Opening the preferences.
- **Button 12:** Access to help (this file).

Beside these tools you have also the menus. (*Only the menus **File**→**Save picture as**, **File**→**Printer options...**, **Tools**→**Manage fonts**, **Tools**→**Manage annotation styles** and **Tools**→**Manages layers** don't have equivalent tools*).

2.2 Preferences choice.

You access to the Preferences dialog through the menu **Help**→**Preferences** or by clicking on **Button 11** (see figure [4]).

You may choose the language of the interface:

- Automatic: select the language of the system if it's french, english or german.
- English.
- French.
- German.

The Preferences allows you also to choose the option *check for updates at start*.

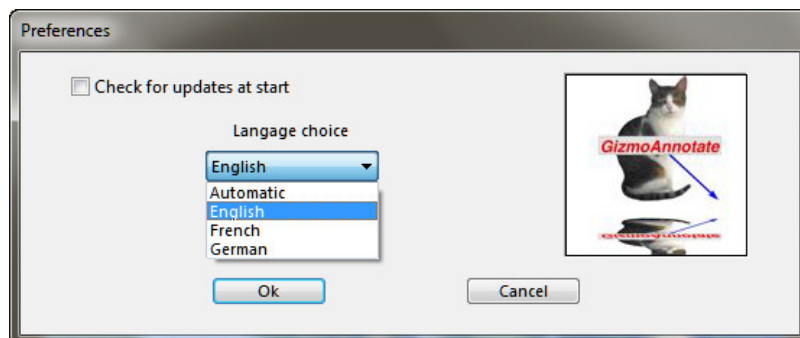


Figure 5: The dialog Preferences

3 Example of use.

3.1 Choosing the picture to annotate.

The first thing to do is to sélect thé picture to annotante. So you click on **button 4** (see figure [4]) or menu **File**→**Set thé background image**. The size of the picture is it's original size if the picture size is smaller than the scree. Otherwise the picture is fitted to the screen. At the top of the screen, the value of **Zoom** indicate the size modification of the picture.

If $Zoom = 1$, the picture has it's original size, if $Zoom < 1$, the picture is schrinded.

At the right of the **Zoom** indication, you have the indication of the **current layer** (*here 0, because it's the first layer which is active*).

3.2 Creation of the first annotation.

You create a first annotation simply by a right click on the picture to annotate. A contextual menu appears:

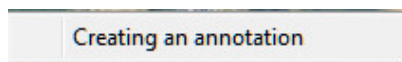


Figure 6: Contextual menu when creating the first annotation

By clicking on this menu, you will create your first annotation by acceding to the Creating an annotation dialog (see figure [7]).

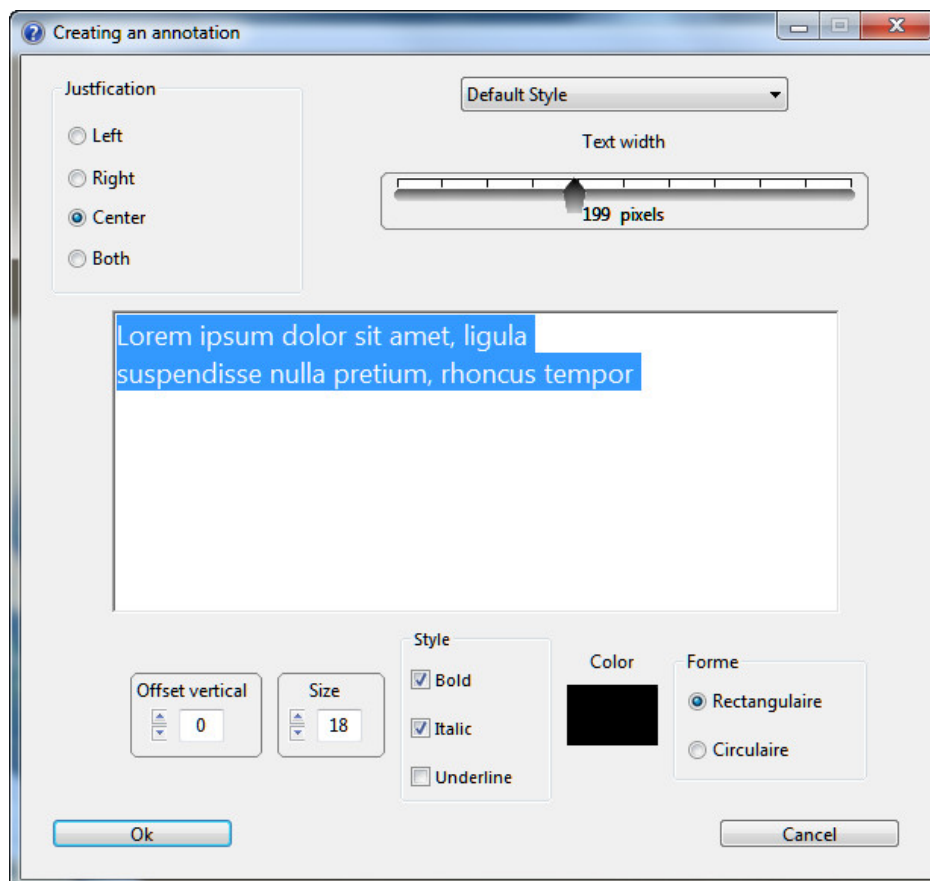


Figure 7: Dialog for creating an annotation

This dialog allows to define the difference parameters of your annotation:

- **The texte of the annotation.** Change this text in the edition zone. The text can be multiline.
- **The text width.** This width set the width of your annotation in pixels.
- **Text justification.** The text of the annotation can be left, right, both -justified or centered.
- **Character size.** This size is in pixels.
- **Character style.** If allowed by the font: bold, italic or underline.
- **Character color.** By clicking on the rectangle you choose the character color.

- **Annotation shape.** It's the shape of the panel where the annotation is written. Can be circular or rectangular.
- **Offset vertical.** This allows a fine vertical positioning of the text in the panel.
- **Annotation style.** *We will see later how to use annotation styles.*

The **Creating an annotation dialog** is fully interactive: *you see immediately on the image the impact of a change of these parameters.*

When you click on the **Ok** button, you have to set the position of the annotation. The center is located where you have made a right click to access to the contextual menu and the arrow extremity is set to the upper left corner. To move an annotation, you move the mouse to the text center. A red square appears. Clicking on this red square, **the annotation is selected**. You can move the application by drag and drop. Similarly you can move the arrow extremity.

3.3 Creation of a second annotation.

Obviously you can create a second annotation like you created the first. But another method consists to select the first annotation, and doing a right click on it. A new contextual menu appears:

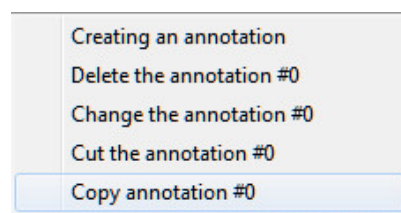


Figure 8: Contextual menu when creating the second annotation

The you can:

- Create an annotation like before.
- Erase the selected annotation.
- Change the selected annotation.
- Cut in the clipboard the selected annotation.
- Copy in the clipboard the selected annotation.

If you copy the annotation to the clipboard, then another right click will allow to paste the clipboard to a new position. By changing this pasted annotation you have created a new annotation.

3.4 Style definition.

An annotation style is defined by a choice of font and some parameters lie the annotation shape, with or without arrow,...

By default a default font and a default style are created and cannot be changed.

3.4.1 Managing the fonts.

By typing **Cmd+F** or clicking on menu **Tools**→**Manage the fonts**, you have access to the Font management dialog.

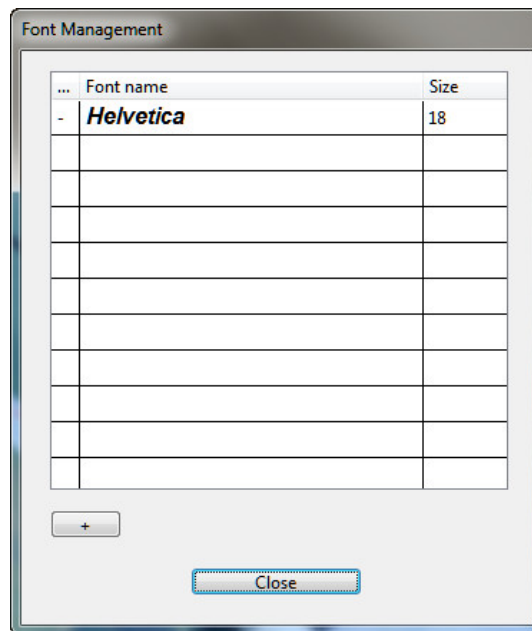


Figure 9: Font management dialog

By clicking on the button **+**, you create a new font by accessing to the New font creation dialog.

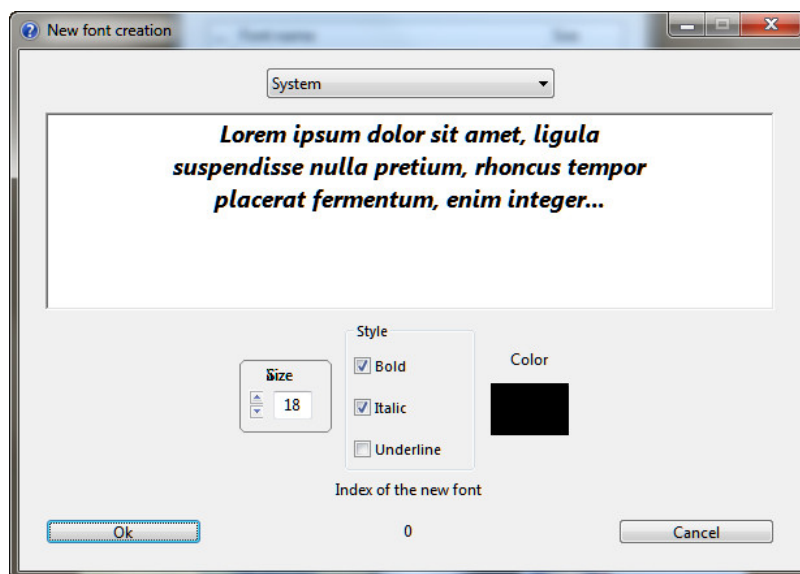


Figure 10: New font creation dialog

You may choose the font, it's size, style and color. After validation, this new font will appears in the Font management dialog (see figure [9]). By clicking in this dialog on this font you can modify this selected font by pressing the button **mod**.

3.4.2 Managing annotation styles.

By typing **Cmd+G** or clicking on menu **Tools**→**Manage the annotation styles**, you have access to the Style management dialog.

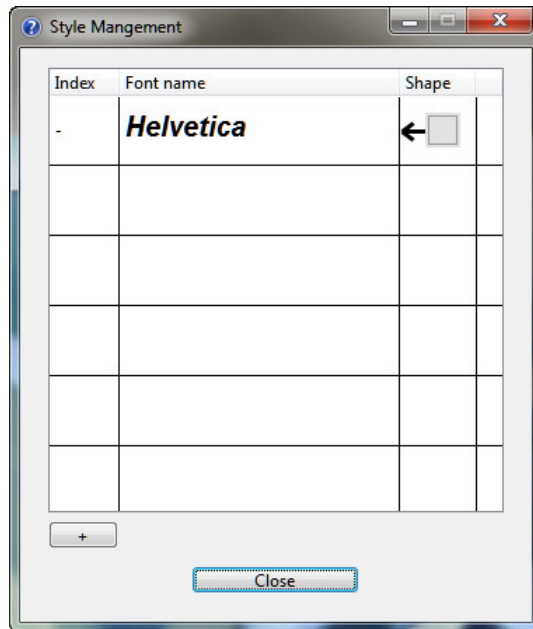


Figure 11: Style management dialog

By clicking on the button +, you create a new style by accessing to the Create a style of annotation dialog.

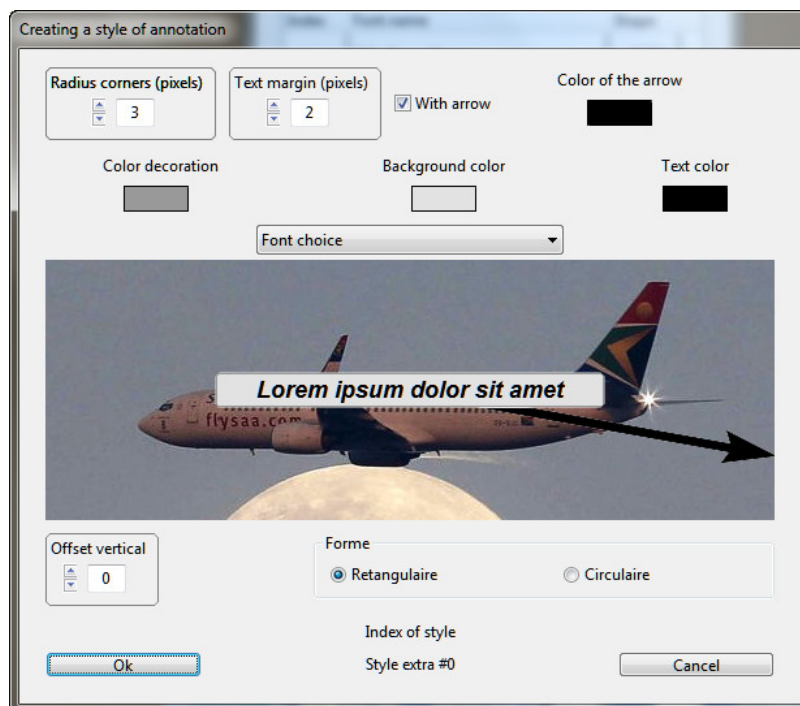


Figure 12: Creating a style of annotation dialog

This dialog allows to set the style parameters:

- Choice of font.
- Color of annotation panel.
- Color of the decoration thread.
- With or without arrow.

- Arrow color.
- Default text color.
- Default panel shape: circular or rectangular.
- Margin around the text.
- Corner radius in the case of a rectangular shape.
- Default Vertical Offset of the text.

The **Create a style of annotation dialog** is fully interactive: *Immediately you see in the image the effect of changing these settings.*

3.5 Layers management.

By typing **Cmd+L** or clicking on menu **Tools**→**Manage the layers**, you have access to the Layers list dialog.

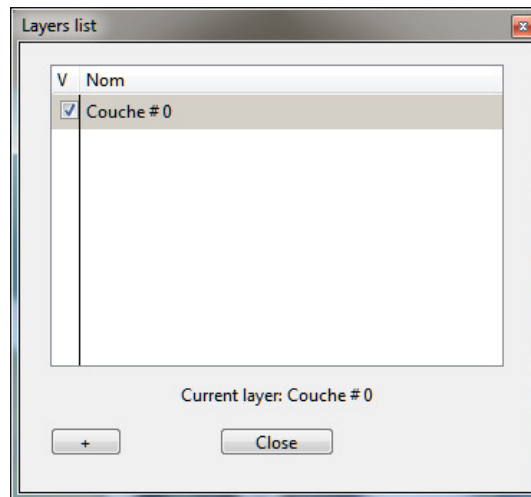


Figure 13: Layers list dialog

By clicking on the button **+**, you create a new layer. You can :

- Define the layer visibility.
- Renaming a layer.
- Select the current layer.
- Modify the drawing order.

Important: The current layer is the layer where you can paste an annotation from the clipboard.

3.6 Saving and printing.

3.6.1 Saving as a metafile.

You can save your work by clicking on the **buttons 5 or 6** (see figure [4]) or the menus **File→Save project metafile** or **File→Save as project metafile**. Your work is saved as a metafile with extension [.yzig](#). Note that you may save the font and annotation styles without a background image. Note also that you may change the background image keeping the fonts, annotations styles and layers.

3.6.2 Printing.

As soon as your project have a background image you can print it with it's annotations by clicking **on button 7** (see figure [4]) or menu **File→Print**. You can also adjust the page layout with the menu **File→Printer options...**

3.6.3 Saving as picture.

As soon as your project have a background image you can save the image (as a [.jpg](#) file) with it's annotations by the menu **File→Save picture as**.