Auto-Numbering using HyperSnap-DX v4.x

Background

HyperSnap-DX (or HSDX) has the capability to auto-save and auto-number images that you capture. The auto-numbering is not explained in detail and is described for you in this tutorial. The process covers all versions of HSDX v4.x up to v4.22.00, which was current at time of writing.

This tutorial will explain the settings you need to address for this process and then describe the actual naming syntax you will need use with HSDX.

Setting up HSDX

Whether HSDX has 'as installed' defaults or is already customised for your use, before you start you must check and apply a number of settings.

Open the Capture menu and click Capture Settings entry. This dialog appears:
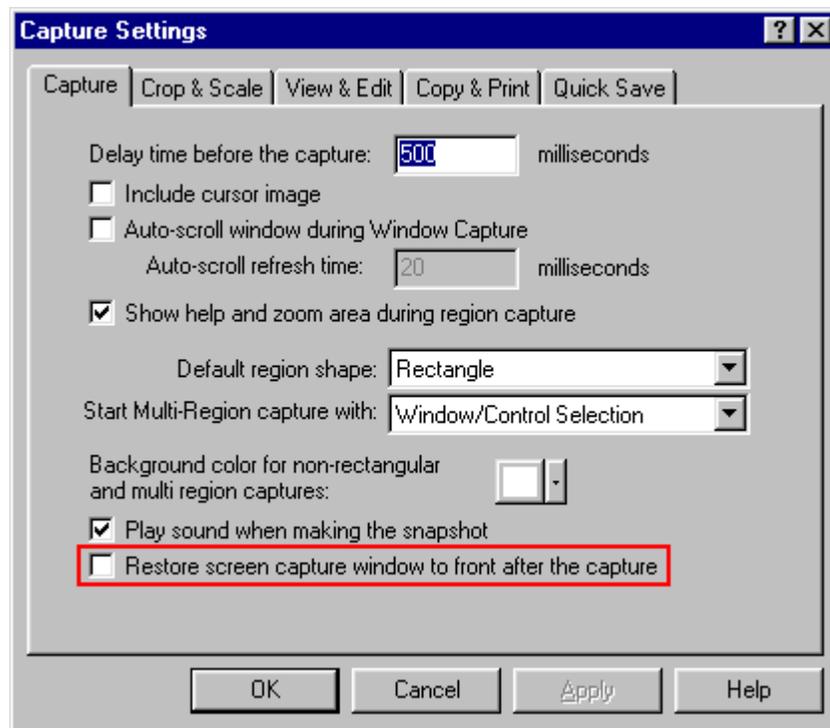
The most important action here, for auto-capture work, is to ensure the Restore screen capture window to front after capture option is **not** ticked. Once you set up to start grabbing screens this ensures HSDX does not keep re-appearing each time a grab is made.

This can become a very necessary precaution when grabbing apps with your desktop at 256-colours if the target app does not properly refresh it's interface after a change of app

focus, causing 'corruption' of the colours both seen on screen and in the grab.

Note, too, that if you wish to capture the mouse cursor this is where you make the setting - read in the Help file for more information on that option.

Now select the Quick Save tab:
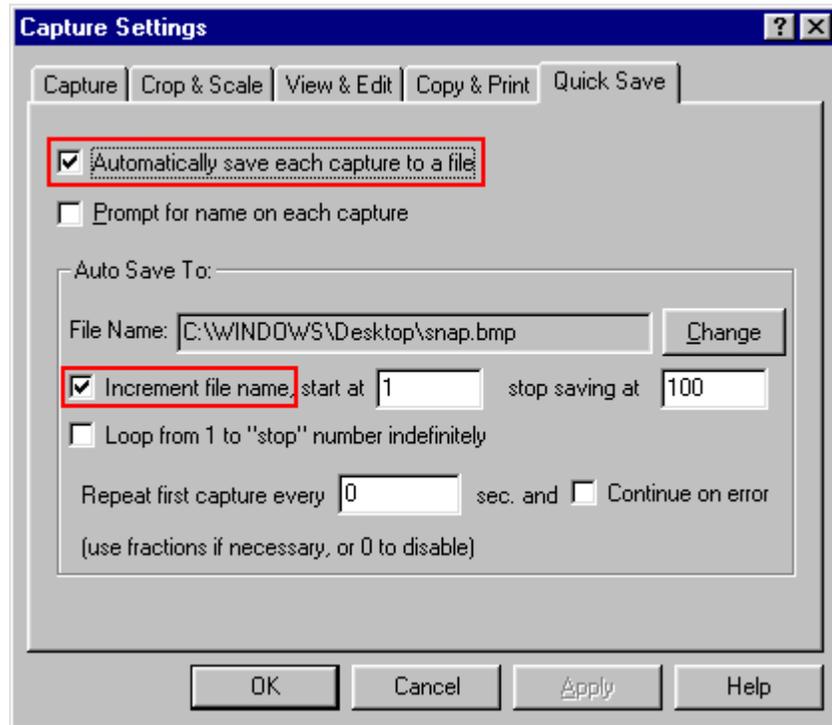
Ensure the Automatically save each capture to a file option is ticked, as this controls whether HSDX uses auto-saving or not when a grab is taken. Also check the Increment file name option is ticked as this turns on the auto-numbering.

It is suggested you de-select Prompt for name on each capture, as this will interrupt the flow of work and is unnecessary once you have set up the numbering.

Before you set the numbers you should first set up the File Name. If your HSDX 'as installed' the Filename will be set to save a bitmap 'snap.bmp' to your desktop - the exact path will vary according to which version of Windows you use. Click the Change button.
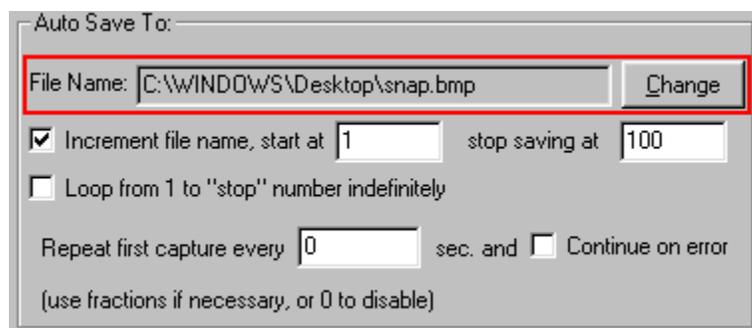
You will now see the Save As dialog:
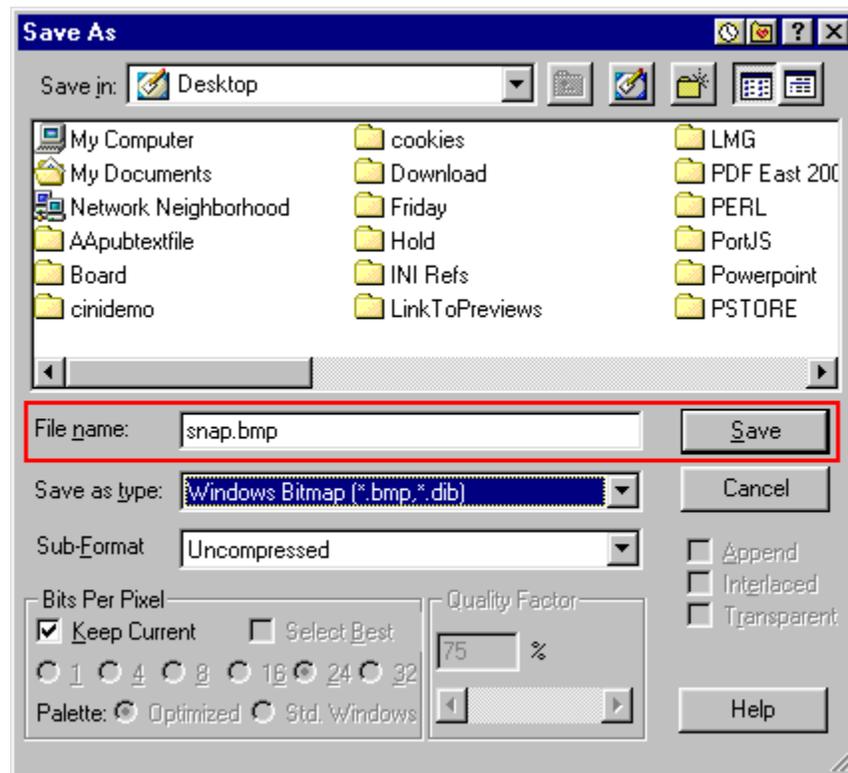
For the purposes of this tutorial you will be saving in the default Windows Bitmap format though you can choose whatever format you need from those HSDX has on offer. The key entry to change from numbering is the File name. Add a zero to change the entry to 'snap0.bmp' and click the Save button

You will see the generic saved name has been updated. How and where you add the placeholder for auto-numbers is covered in more detail after the overall process has been described.
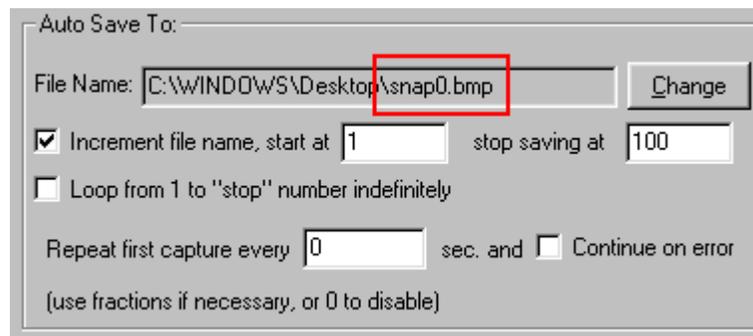
Now look at the stop saving at box. This might seem odd to start with the end, but there is an important reason. The entry in this box controls the number of digits that get entered as HSDX adds numbers to the saved filename.

The default is 'stop' number is 100. Thus, if the start number is 1, 001. If you want to

add numbers with only 2 digits, set the stop saving at box to 99 or any 2 digit number below that.

Now look at the start at number, which can be any number from zero (0) up to and including the stop number. In the last case only the first image will be saved automatically as the stop number is reach the first time you use the feature.

To set both these changes and those made to the Save As dialog you must enter then by using the Apply and/or OK buttons on the Capture Options dialog

If in doubt don't be afraid to experiment with the number settings. It is much better to do this grabbing anything, such as the desktop, to test your settings rather than discover they are wrong after a complex grabbing session. Importantly, don't forget after any test to reset the start number back to your desired start number.

Auto-numbering Syntax

HSDX allows you to put one - and only one - set of auto-incrementing numbers in your filename. In addition, if the filename itself contains numbers there are some limitations on how the filename is structured.

To detect where to add the auto-numbering HSDX reads the saved file name (set as described above) from *right to left* and inserts the current auto-number to replace the first number characters (or sequence of number characters) that is finds. If no number characters are found but numbering is turned on, the auto-number will be appended to the end of the name section of the filename, before the dot.

In the following set of examples assume the start number is 5 and the stop number is 30:

Pre-saved name	Becomes
Snap.bmp	Snap05.bmp
Snap0.bmp	Snap05.bmp
Snap000.bmp	Snap.05bmp
Snap123.bmp	Snap05.bmp
0Snap0.bmp	0Snap05.bmp
Snap0app0.bmp	Snap0app05.bmp
Snap0app.bmp	Snap05app.bmp
0Snap.bmp	05Snap.bmp
Snap123_0.bmp	Snap123_05.bmp

Note in examples 2,3 and 4 that *all* the number characters in the rightmost group of numbers in the pre-saved name are replaced by the auto-number, not just zeroes (0) and the number of characters in the number added depends on the number of digits on the *stop* number.

To have numbers in the filename next to the auto-number and not have them overwritten by the auto-number (last example) a valid non-number character, such as an underscore, must be used.

You cannot have un-replaced/incremented number characters to the right of your intended auto-number characters. So, if you are planning a workflow that will incorporate HSDX auto-numbers you should think carefully about your chosen filename syntax.

If you can't achieve you chosen syntax within HSDX, the tutorial's author recommends you try a specialised renaming utility such as "NameWiz"or "1-4a" which can be found on any of the major shareware download site (both have free demos).

A few quirks…

HSDX will respect upper/lower case letters in your pre-saved filename but the file extension will always be saved as lower case regardless of the case you set. (This may change in later versions of HSDX).

If you change the saved filename and exit the save as dialog, then re-enter that dialog without having used the Capture Options' OK or Apply buttons you will find the original text string will be displayed. You filename changes are not committed until you save the Capture Options themselves.

If you open the Capture Options dialog after an auto-number capture session, you will notice that the filename shown is the actual last saved filename and not your saved generic name. This doesn't affect further grabs you subsequently make, as the numbers will still get replaced as per the syntax rules described above.

If you set a start number higher than the stop number, HSDX will take grabs using the number of the digits in the stop number but ignoring the stop as it is not higher than the start. (This may change in later versions of HSDX).

That's it!

You're now an expert on HSDX auto-numbering. This tutorial has been written by a longstanding user of HSDX to help fellow users. Enjoy!

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