How to use screen markers

1. Adding markers

Markers can be added pressing either the green "Rect" or the red "Line" button. Pressing either one of them will give you a white popup dialog where you can edit the location, size, line thickness, name and color of the marker. The name is only used for identifying the markers and cannot be edited later. Note that the name cannot contain '|' and '&' characters.

Pressing the Add button adds the marker to the list below and the program should start drawing it automatically. Pressing cancel will discard the changes and close the dialog.

Note: If nothing appears after adding a marker check the thickness slider, by default it will be at 0 making a rectangle invisible and a line 1 pixel thick.

2. Editing and removing markers

Removing the marker is as simple as pressing the remove button in the marker list.

Editing existing markers can be done by pressing the edit button of the marker in the list. A familiar dialog should open allowing you to change everything except the name. Hit enter or press the save button to apply the changes. Pressing the close button will close the dialog.

3. Importing and exporting

Pressing the blue blue "I/E" button opens up a import and export dialog that allows you to save and load marker configurations.

Press the export button to export your current settings. The text field above should now have a line of letters. Save the generated text for later.

To import a configuration, copy and paste the exported configuration text and press the import button.

Pressing the close button will close the dialog but does not remove the content inside the text field.

Note: The exported text is in human readable form and I recommend not modifying it by hand.

Happy 'Scaping! - Aneko