
themes for psp PSP 7 and JPG Image Blurring

Posted by Sally Beacham - 2009/12/07 11:37

Nevermind. Someone emailed me you have to use a seperate program, created especially for screen captures; then you can work with your JPG in PSP. I downloaded the one they suggested, and the *jpg is as sharp and clear as the *.psp file. No knock against JASC...PSP certainly has more important tasks to concentrate on than screen captures. After all this and you don't even tell us the NAME of this screen capture program??? C'mon man, have a heart....we wanna KNOW! :) Jo

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Posted by JoAnn - 2009/12/07 11:37

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Posted by Rich Reynolds - 2009/12/07 11:37

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Posted by Sally Beacham - 2009/12/07 11:37

Regards, Porter ...just realized I'm typing multiple paragraphs here without benefit of coffee, somebody hive-five me. :) `5's, Porter. /me hides the java. Sally p.s. if I hive-fived you, you'd bee unhappy.

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Posted by Kris Zaklika - 2009/12/07 11:37

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I'm afraid you've failed to make the case that HyperSnap makes better screen captures. Then pray tell me how to get the same results in PSP, and save me the \$39... Size (in this instance) is not the issue; clarity and number of colors

is. If HyperSnap gives me a clearer capture of my screen in JPG format than PSP, then by definition Hypersnap makes better screen captures, judged by the final result. You can razzle-dazzle me with all the technical language you please.

I'm just a poor, technically challenged user out here, trying to get a certain result. And if I get that result with HyperSnap, and not with PSP, I'd be a fool not to use HyperSnap, just because it doesn't add up technically to someone else's satisfaction. I challenge you to save the *.psp I posted as a *.jpg in PSP that is as sharp and clear as the HyperSnap screen capture *.jpg. If you can't, then all your talk means nothing. If you can, then by all means, please us how you did it. Rich

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Posted by Ronald Vick - 2009/12/07 11:37

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Posted by Rick Simon - 2009/12/07 11:37

As far as reducing the file size goes, you can do that with Hypersnap. But you may as well stick with PSP if you do, because the result is going to be the same: blurry text. So to be clear, the issue as stated by me from the very beginning has been how to create a screenshot in JPG format where the text is not blurred, as is the case with the screenshots I see on the themes sites. So far the answer has been that this is not possible in PSP. If someone can tell me how to achieve the same result

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Posted by Jackie Laderoute - 2009/12/07 11:37

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themes for psp PSP 7 and JPG Image Blurring

Posted by diana - 2009/12/07 11:37

I'm afraid you've failed to make the case that HyperSnap makes better screen captures. Then pray tell me how to get the same results in PSP, and save me the \$39... Save them as 24 bit pngs. PSP7 does not save an accurate representation of the capture when saved as the highest quality jpg. The colors are wrong, the text is not as crisp as it could be. I did a simple screen capture of your message in Netscape newsreader for this example, a lot of text on

white and the bright blue color text clearly shows the color variations between jpg formats. I used the same screen capture to save and compare the output from both applications. Hypersnap most accurately reproduces the screen capture colors when the jpg output settings are JFIF 4:4:4 and 100% quality, which is the largest file size. The text looks very sharp. Hypersnap does not do as well with color accuracy when using the JFIF 4:2:2 and 100% quality. You can see where the blue is a mix of bright and dark, not good, but the black text is still fairly sharp. Hypersnap's color inaccuracy, when saved in JFIF 4:1:1 format at 100% quality, pretty much matches the PSP7 output at the lowest compression level. Still, using an unbiased eye (my hubby who wouldn't know hypersnap from warp drive) and my own eye, I say the text looks sharper in Hypersnap's jpg at this level than PSP's, even if the color tones are very similar (and incorrect) in this jpg type, but the Hypersnap 89K jpg is larger than PSP's 75K file. The png won for quality and clarity and was a measly 11K. That is the file type I'd use for text screen captures and web display whenever possible. Both programs save them nicely, but the PSP7 png was 95 bytes smaller than then Hypersnap's png. Compare the files and sizes yourself at <http://home.satx.rr.com/mtodd/diana/psp/> Program versions used in this experiment: Hypersnap 4.01.11 Paint Shop Pro 7.02 Build Date Feb 12 2001 @ 08:26:15 Diana

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Posted by Kris Zaklika - 2009/12/07 11:37

Rich

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Posted by Rich Reynolds - 2009/12/07 11:37

I am trying to explain to you that if you use a screwdriver as a hammer, you won't get results as good as using a hammer as a hammer. And I am trying to explain to you, and everyone else, that the only question I asked was: How do I make a screen capture in JPG format without blurred text, size not being an issue. a.) Paint Shop Pro b.) HyperSnap-DX And the answer is: b.) HyperSnap-DX End of story. Rich

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Posted by Ronald Vick - 2009/12/07 11:37

On Sat, 23 Jun 2001 11:07:22 -0500, Kris Zaklika <kzakl...@jasc.com> wrote: I am trying to explain to you that if you use a screwdriver as a hammer, you won't get results as good as using a hammer as a hammer. And I am trying to explain to you, and everyone else, that the only question I asked was: How do I make a screen capture in JPG format without blurred text, size not being an issue. a.) Paint Shop Pro b.) HyperSnap-DX And the answer is: b.) HyperSnap-DX End of story. Rich No, more like, 'How do I make an edible mud pie?' The big question is 'Why would you want to?' Everyone has answered that your mud pie is not a very desirable end product, yet you insist upon it. May you and HyperSnap enjoy each other. Jaggiemeister Ron- PSP Terrorist - D'Lanok de Carensk chapter, Executive Officer. FAQs at <http://www.alphageo.com/psp/faq.html> Very FAQ at <http://members.aol.com/psptopten/topten.html> My tips at <http://hometown.aol.com/ronaldlvick/index.html>

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Posted by Kris Zaklika - 2009/12/07 11:37

Rich

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Posted by Rich Reynolds - 2009/12/07 11:37

No, you didn't. In your original post (which I quote) you asked How do I make PSP save JPG's that are crisp and clear? . I attempted to answer this question by suggesting there were better ways to solve your problem than using JPEG. I can only go by what you actually said, not what you think or you intended to say. Original post quoted below verbatim: _____ Hi, I've noticed that screenshots from certain websites done in JPG or JPEG format are crisp and clear. But when I try and save a *.psp image as a JPG, even with compression all the way down to 1, the blurring between colors

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Posted by Ilya Razmanov - 2009/12/07 11:37

If the image can be cut up and saved in separate formats and then reassembled in HTML, that's another option. Huh, seems to be a great idea! I somehow missed it completely. Indeed, for all my plugins screenshots I could use GIF for the dialog and JPG for preview only and all it takes is a 3* table and common palette for a GIFs! Thanks for the idea, I think I'll be using it a lot. Ilyich.

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Posted by Alan Palmer - 2009/12/07 11:37

That suggestion would work particularly well with screenshots of graphics applications like PSP. A 16M colour image could be shown open in the screenshot, and the colour swatch, as JPG without losing colour fidelity.

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