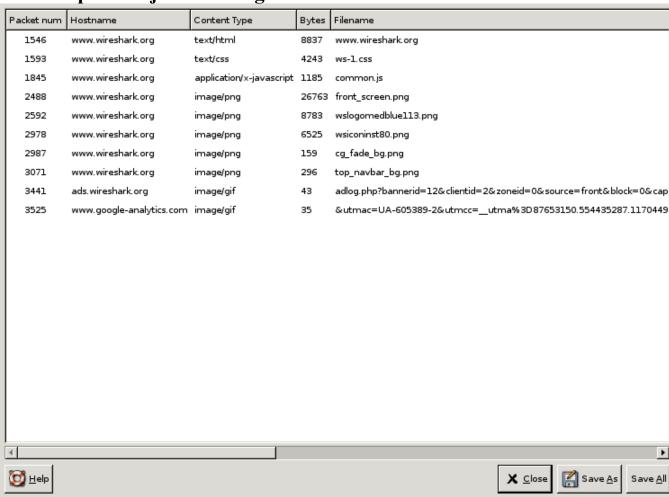
## The "Export Objects" dialog box

This feature scans through HTTP streams in the currently open capture file or running capture and takes reassembled objects such as HTML documents, image files, executables and anything else that can be transferred over HTTP and lets you save them to disk. If you have a capture running, this list is automatically updated every few seconds with any new objects seen. The saved objects can then be opened with the proper viewer or executed in the case of executables (if it is for the same platform you are running Wireshark on) without any further work on your part.

The "Export Objects" dialog box



- *Packet num:* The packet number in which this object was found. In some cases, there can be multiple objects in the same packet.
- *Hostname*: The hostname of the server that sent the object as a response to an HTTP request.
- Content Type: The HTTP content type of this object.
- Bytes: The size of this object in bytes.
- *Filename*: The final part of the URI (after the last slash). This is typically a filename, but may be a long complex looking string, which typically indicates that the file was received in response to a HTTP POST request.
- *Help:* Opens this section in the user's guide.
- *Close:* Closes this dialog.
- Save As: Saves the currently selected object as a filename you specify. The default filename to save as is taken from the filename column of the objects list.
- Save All: Saves all objects in the list using the filename from the filename column. You will be asked what directory / folder to save them in. If the filename is invalid for the operating system / file system you are running Wireshark on, then an error will appear and that object will not be saved (but all of the others will be).