

Help

March 29, 2018

1 Basics

The window is divided into 4 main sections.

Section 1: Represents the menu bar. Here you can open an image from a file, save images, reset the image and exit the application.

Section 2: Shows all opened images and the current image you are working on.

Section 3: Has all the important controls. Here you can open an image from the web or from a file, you can set the hidden message or delete the current message. You can also add attachments and save or delete them.

Section 4: Shows the available space to encode into the image.

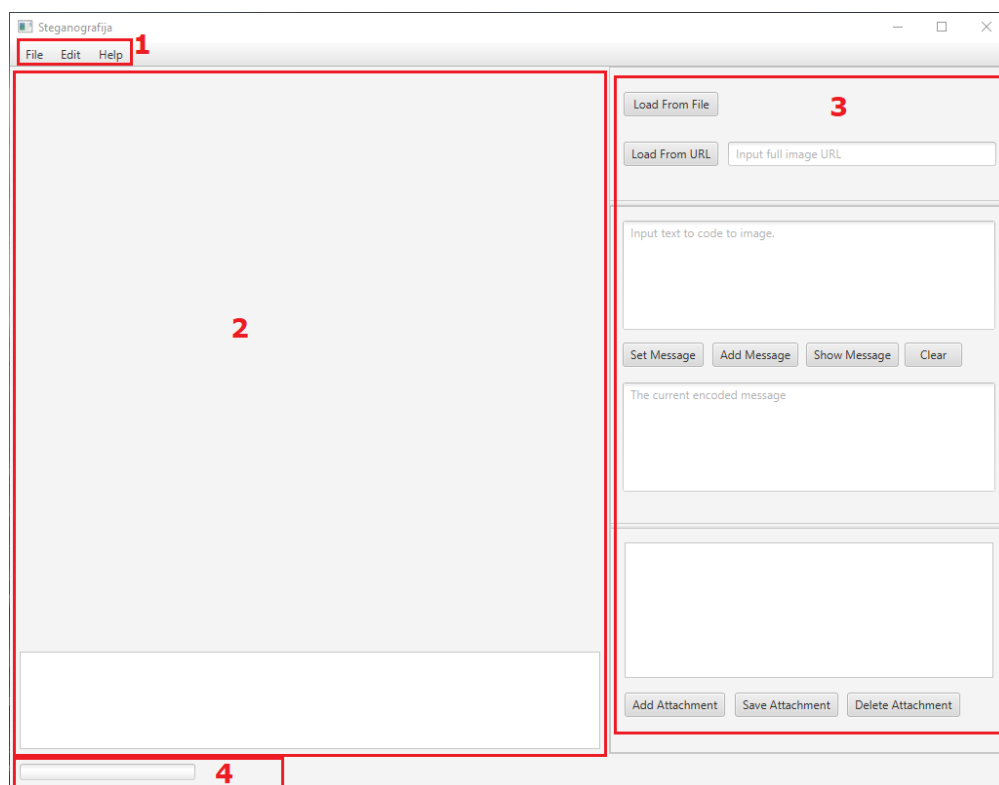


Figure 1: The basic window

2 The menu

The menu has 3 sub menus.

2.1 File Menu:

- **Open:** Open an image from your file system.
- **Save:** Saves the current image you are working on, it will overwrite the opened image.
- **Save As:** Save the image and gives you an option to rename the image.
- **Save All:** Saves all working images.
- **Exit:** Closes the application and gives you the option to save all working images before closing.

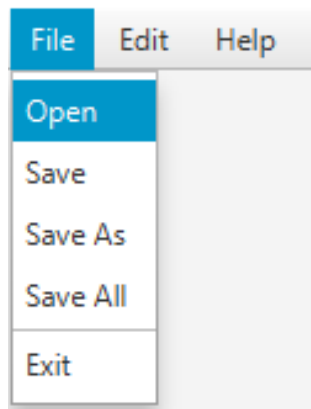


Figure 2: The file menu

2.2 Edit Menu:

- **Reset:** Deletes all attachments as well as the message.

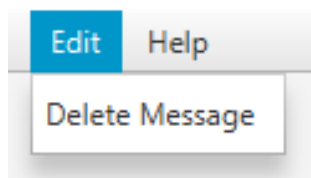


Figure 3: The edit menu

2.3 Help Menu:

- **About:** Shows some basic information of the application.
- **Help:** Shows you how to get additional help.

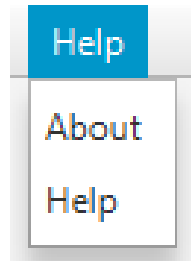


Figure 4: The edit menu

3 The controls

- At the top we have the control that open an image. The button **Load From File** will open a window that lets you select the image that you want to open. The button **Load From URL** will download and open the image at the given URL.

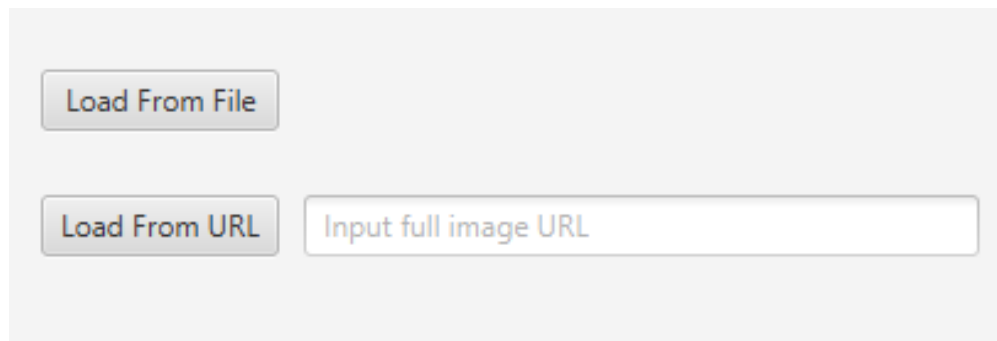


Figure 5: The control to open the image.

- Then we have the message controls. Here we have two text areas, the top one is meant for you to input the message you want to encode into the current image. The bottom one will show you the current encoded message if you click the button **Show Message**. Once you input the message you want to encode **Set Message** will override the current message and **Add Message** will add the given message. **Delete Message** will set an empty string as the current message.

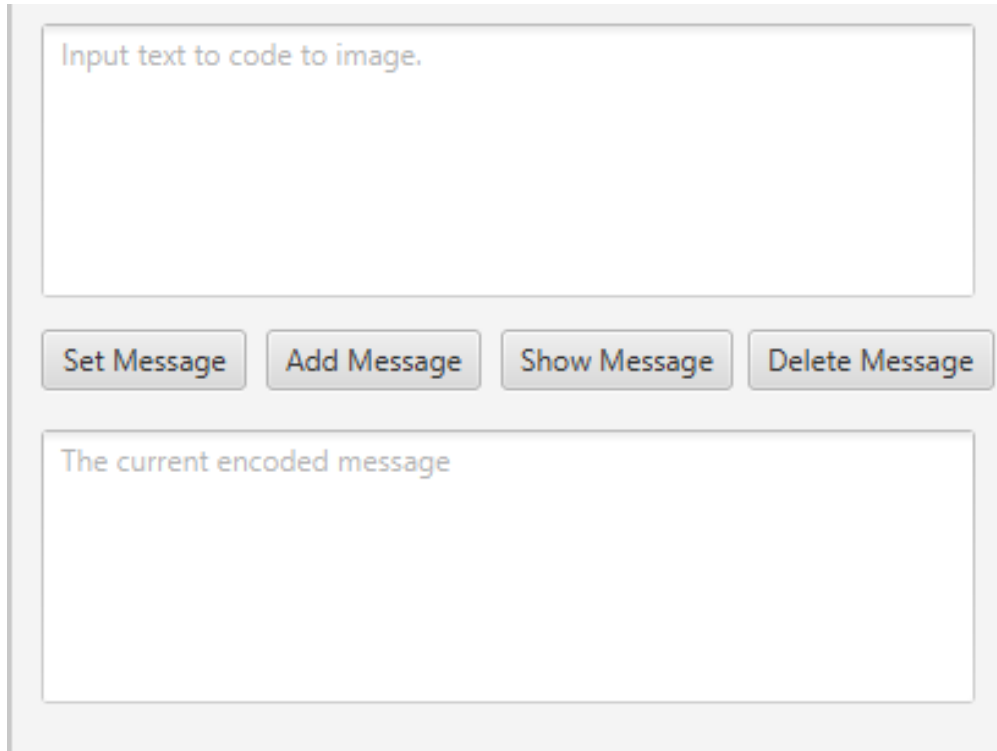


Figure 6: The message controls

- At the bottom we have the attachment controls. Here we have a list that will show all the attachments on the given image. The button **Add Attachment** will add an attachment from the file system, the **Save Attachment** and **Delete Attachment** will save or delete the selected attachment.



Figure 7: The attachment controls