How to use Film Viewer Pro (Beta)

- After starting the Application Click the Open icon and select an image
- Once the image is open the first thing you should do is click calibrate (the caliper icon)
- Third draw a line across your known standard. This should be an object you know the precise size of. Units of measure are relative so in this regard it doesn't matter what unit you are working in.
- Type the Actual measurement into the popup input box.
- Next start measuring distances you want to know
- You can also annotate at your leisure by clicking the pencil icon, typing your annotation and then clicking where you want it on the canvas
- When you're ready to Save click the floppy disk icon and save your document.

There are several flaws I am still working on fixing. The final version will be able to move line segments around, as well as delete them. Same with annotations. The save function will only save your image instead of the entire window. These are things I'm still working on as I move from programming primarily with Unity3d and Windows forms into WPF and UWP applications.

Thank you for trying my APP
--Martin Johnson