



# **Screenflick v1.6**

## **Getting Started**

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Araelium Group  
5753 G Santa Ana Canyon Rd #247  
Anaheim Hills, CA 92807  
[www.araelium.com](http://www.araelium.com)

General Contact: [info@araelium.com](mailto:info@araelium.com)  
Product Assistance: [support@araelium.com](mailto:support@araelium.com)

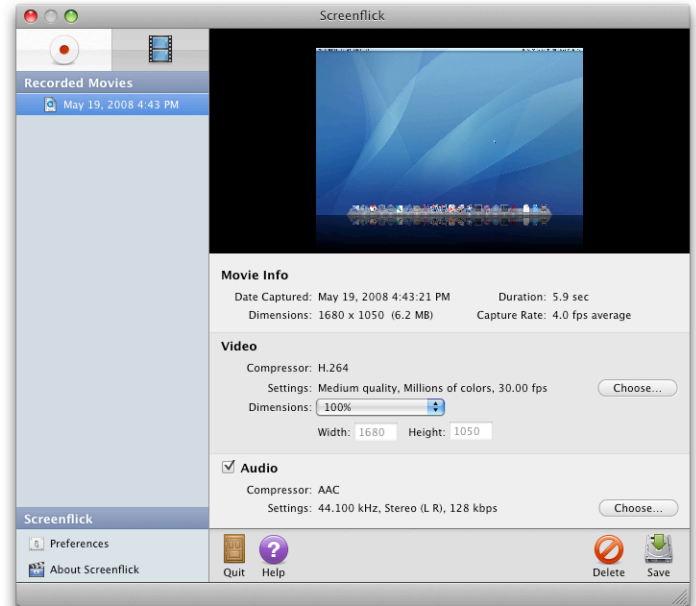


# What is Screenflick?

Screenflick is a program for Mac OS X that features high performance screen capturing for smooth, fluid motion up to 30 fps. Screenflick can record any portion of the screen, simultaneously recording audio from internal or external microphones and the system audio.

An excellent utility for software screencasters and software trainers, Screenflick offers the ability to display keyboard commands, and highlights mouse clicks to better communicate which actions are being performed during screen recording.

Unlike other solutions, Screenflick allows you to record a movie once and compress it as many times as you want at different resolutions, qualities, and with or without audio, offering you the maximum amount of flexibility when choosing which presentation options to offer to movie viewers.





# Activation

Screenflick has multiple configuration possibilities for different styles of use. For users who do not wish for the recorded movie to have any visible remnants of Screenflick on the screen, Screenflick has a preference to be hidden from the Dock and menu bar. By default Screenflick will appear in both, but this can be changed using the two settings in the *Preferences* panel.

Screenflick can be activated in three ways:

- If Screenflick is visible in the Dock, a simple click on the application icon will bring Screenflick forward.
- If the Screenflick menu is in the menu bar, the "Activate Screenflick" menu item can be used.
- Necessary if Screenflick is not in the Dock or menu bar, Screenflick can be activated by pressing the chosen "*Activation Shortcut*" in the "General" preferences tab in the *Preferences* panel.

The Activation Shortcut can also be used to stop a recording.



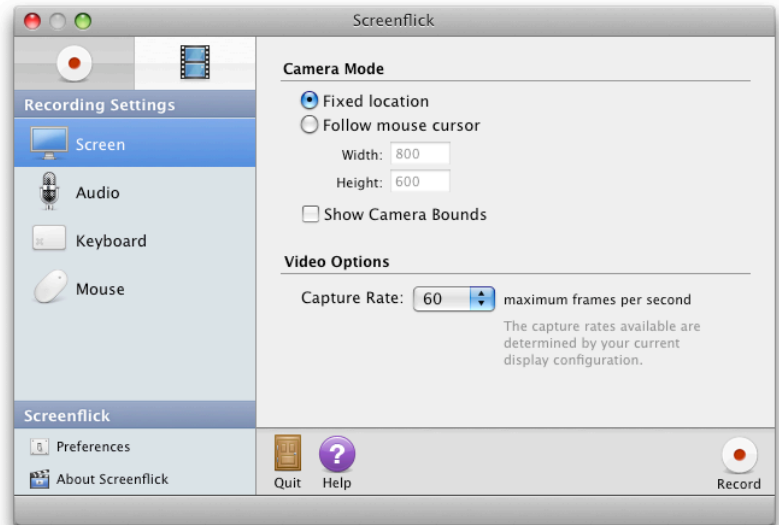


# Screen Settings

Every Screenflick recording records some portion of the screen. There are two main camera modes for selecting which portion of the screen is recorded. In the *Screen* settings panel are two options: "*Fixed location*" and "*Follow mouse cursor*". Choosing "*Fixed location*" will record a fixed portion of the screen, the size of which is determined by a selection view after clicking on the "*Record*" button. When "*Follow mouse cursor*" is selected, a predetermined size is set using the two fields "*Width*" and "*Height*" below it.

While the movie is recording, it is helpful to know which area of the screen is being recorded. The "*Show Camera Bounds*" option will display a clear rectangle around the area being captured while a movie is being recorded.

The last setting in the *Screen* panel is the video "*Capture Rate*". This setting will choose the *maximum* allowed frame rate for the captured movie. The actual rate at any time in the movie may be lower than this value due to inactivity or performance, but it will never exceed the chosen rate.





# Audio Settings

Recording audio with Screenflick is very straightforward. Screenflick can record from two sources simultaneously: the system audio, and a microphone input. Recording system audio requires a small kernel extension that creates a virtual "Screenflick Audio Device" to be installed. If you click on "*Record System Audio*" when the extension is not installed, you will be presented with the option to install it. You can uninstall the extension at any time by clicking on the "*Uninstall Extension*" button to the right of the checkbox.

To record microphone input, simply check the "*Record Microphone Input*" checkbox and selected the desired audio device from the microphone popup below it.

Note: If you have accidentally recorded audio in a movie you don't wish to have audio, you can uncheck the "*Audio*" checkbox within the movie's compression panel before saving the movie to exclude audio from the file.





# Keyboard & Mouse Settings

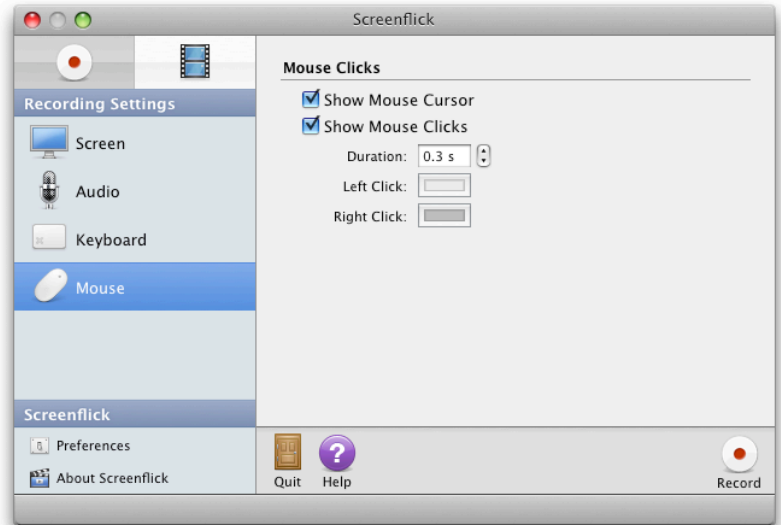
Screencasts are great at showing a movie of the screen and audio as well, but the screen and audio aren't the only elements that need to be communicated to movie viewers. Traditionally screen recording solutions were just that, only recording the screen. Screenflick has taken communication of activity one step further by displaying individual mouse clicks and drags, and keyboard shortcuts as well with the click of checkbox.

The mouse settings in Screenflick are quite straightforward, with options for whether to show the cursor and clicks, and also the customization of the appearance of those clicks.

Screenflick allows great customization over how keyboard events are displayed to the user. cont...



**Note:** Showing keyboard shortcuts requires that "Enable access for assistive devices" be turned on in the "Universal Access" system preferences.





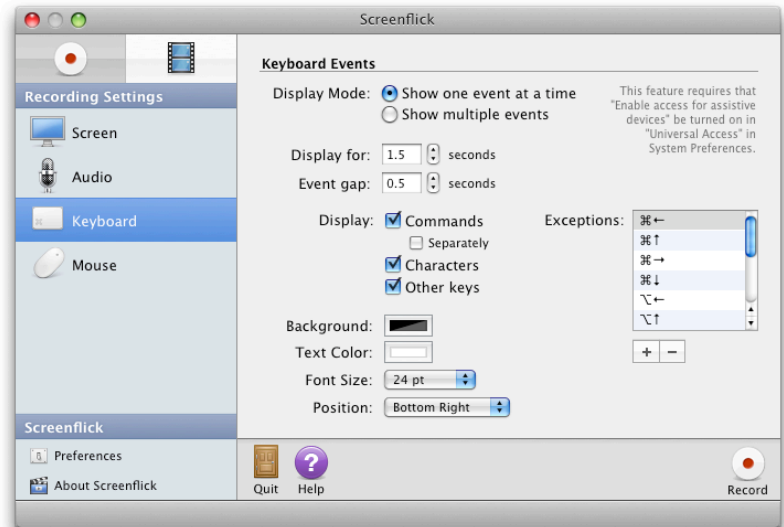
# Keyboard & Mouse Settings continued

First, Screenflick allows the choice between showing a single or multiple keyboard events at a time. If a single even is shown at a time, each time a keyboard event occurs, it will be displayed, immediately hiding the previous event if it is still visible. When showing multiple events Screenflick will fade in each event as it occurs, and fade out each event after a fixed period of time (the "Display for" setting).

To determine when to separate different keystrokes as different "events", you can adjust the "Event gap" setting. The higher the setting, the longer time must pass between keystrokes for it to be considered a separate event.

To determine what events to display, you can use the four checkboxes labeled next to "Display:". Screenflick categorizes keystrokes into "Commands" (which are keyboard shortcuts involving modifier keys), "Characters" (letters, numbers, and punctuation), and "Other keys" (arrow keys, return, tab, delete, etcetera).

To filter out any specific keystrokes, add it to the Exceptions list.





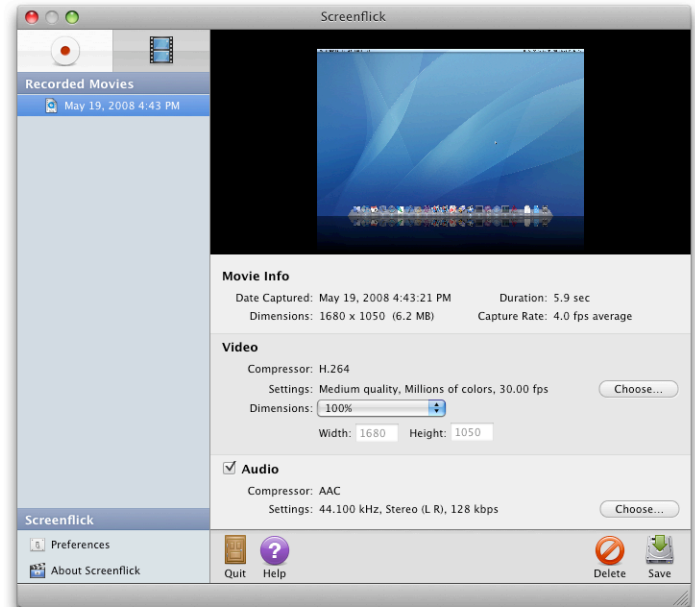


# Saving Recorded Movies

When your recording is stopped, it will appear in the list of movies in the Screenflick window. Screenflick saves every recorded movie indefinitely until it is manually deleted. By saving the movies, Screenflick can allow you to save the movie at multiple resolutions and qualities. If you want to delete the movie, click on the "Delete" button in the toolbar at the bottom of the window and it will be permanently deleted.

To save the movie, choose your video and audio compression options and click the "Save" button. Movies can be saved at different levels of quality, scales, and with or without audio by choosing different options and saving multiple times.

**Note:** The "*Capture Rate*" field shown under "*Movie Info*" displays the *average* capture rate during the entire movie. Because Screenflick is smart about capturing as little data as needed, if there are periods of inactivity, Screenflick will not capture at the maximum chosen frame rate, significantly reducing the calculated *average*.





# Optimization (Advanced)

Recording movies of the screen can be a very demanding process. To achieve the best performance when recording it is best to have as few applications open as possible to maximize the amount of processor time and hard drive usage available to Screenflick. Recording a larger area of the screen can be much more demanding than recording a smaller area, so it is also best to reduce the size of the recording area to the smallest area possible.

Because Screenflick aims to record fully lossless video so that users can choose their own video compression qualities after the movie is recorded, more disk space is required for recorded movies than if it recorded the video at a lower quality. However, because a full screen 1680x1050 movie captured at 30 frames per second could use as much as 200 MB per second, it is still necessary to (losslessly) compress the video data.

The type of compression used can greatly affect amount of disk space a recorded movie will occupy and also directly affect the performance of the recording. Because of this, Screenflick offers users the option to either optimize for saving disk space (great for laptops with small hard drives), or optimizing for the recording speed by using a super fast compression algorithm which will also uses more hard drive space.





# Optimization (Advanced) continued

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When optimizing for "*Recording Speed*", the slider below the radio buttons is enabled. There are five choices along the slider:

- Lossless Compression
- Lossy Compression Level 1
- Lossy Compression Level 2
- Lossy Compression Level 3
- Lossy Compression Level 4

The first choice, "Lossless Compression" maintains full high quality video. The next four options use an increasingly lossy compression which reduces the quality of the recorded video, but can significantly improve the recording speed.

Level 1 will be almost certainly imperceptible but may offer a tiny speed boost.

Level 2 will be barely noticeable, and would typically be made irrelevant by final video compression.

Level 3 will noticeably reduce the quality of the recorded video, but is a good balance for almost all applications.

Level 4 is the most extreme of all cases, which will aggressively reduce the quality of the video to save the amount of disk space needed.



# Optimization (Advanced) continued

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This is a comparison of lossy levels in the worst-case scenario of a very smoothly gradiented image.



The original image



Lossy Level 1



# Optimization (Advanced) continued

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This is a comparison of lossy levels in the worst-case scenario of a very smoothly gradiented image.



The original image



Lossy Level 2



# Optimization (Advanced) continued

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This is a comparison of lossy levels in the worst-case scenario of a very smoothly gradiented image.



The original image



Lossy Level 3



# Optimization (Advanced) continued

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This is a comparison of lossy levels in the worst-case scenario of a very smoothly gradiented image.



The original image



Lossy Level 4



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