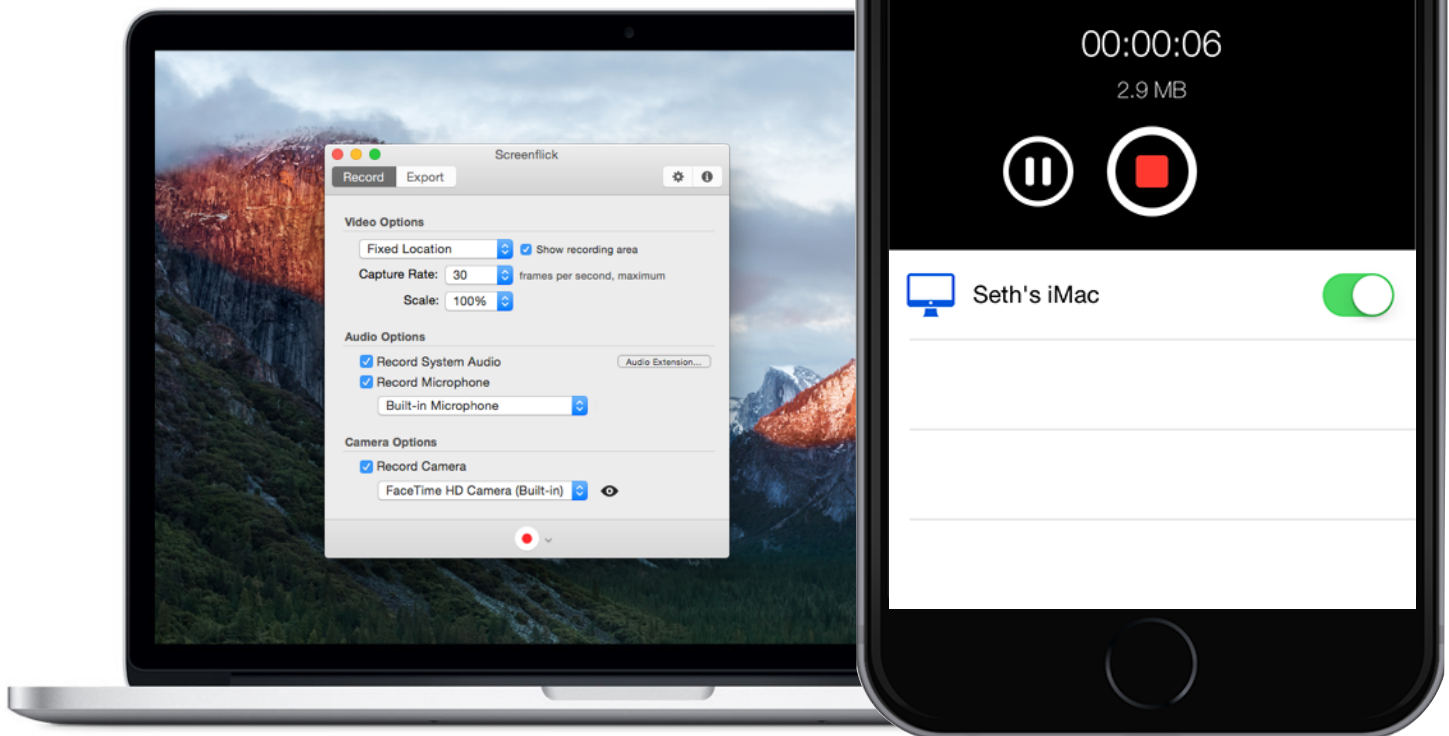


Screenflick Remote

Screenflick Remote is a Mac and iOS application used to control Screenflick running on OS X.

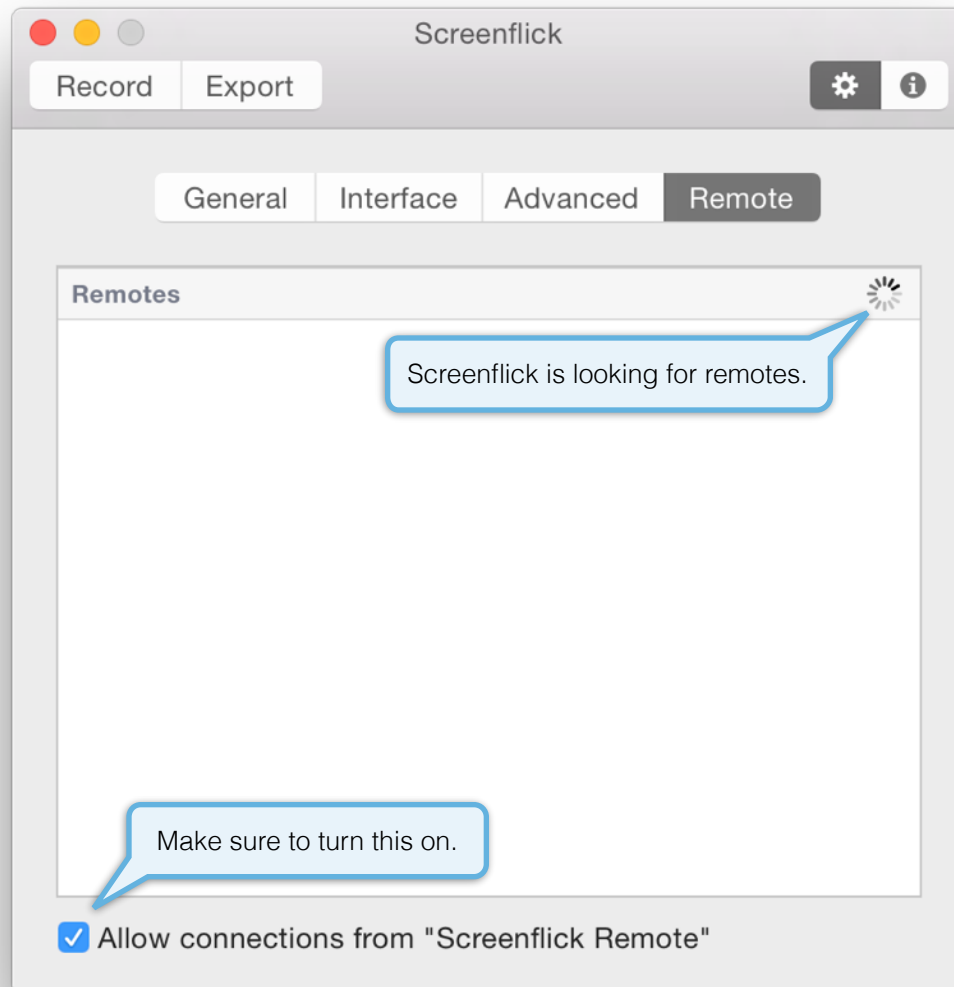
Using Screenflick Remote, you can:

- Start a delayed recording
- Monitor the recording duration
- Monitor the recording's file size
- Pause a recording
- Resume a paused recording
- Stop a recording

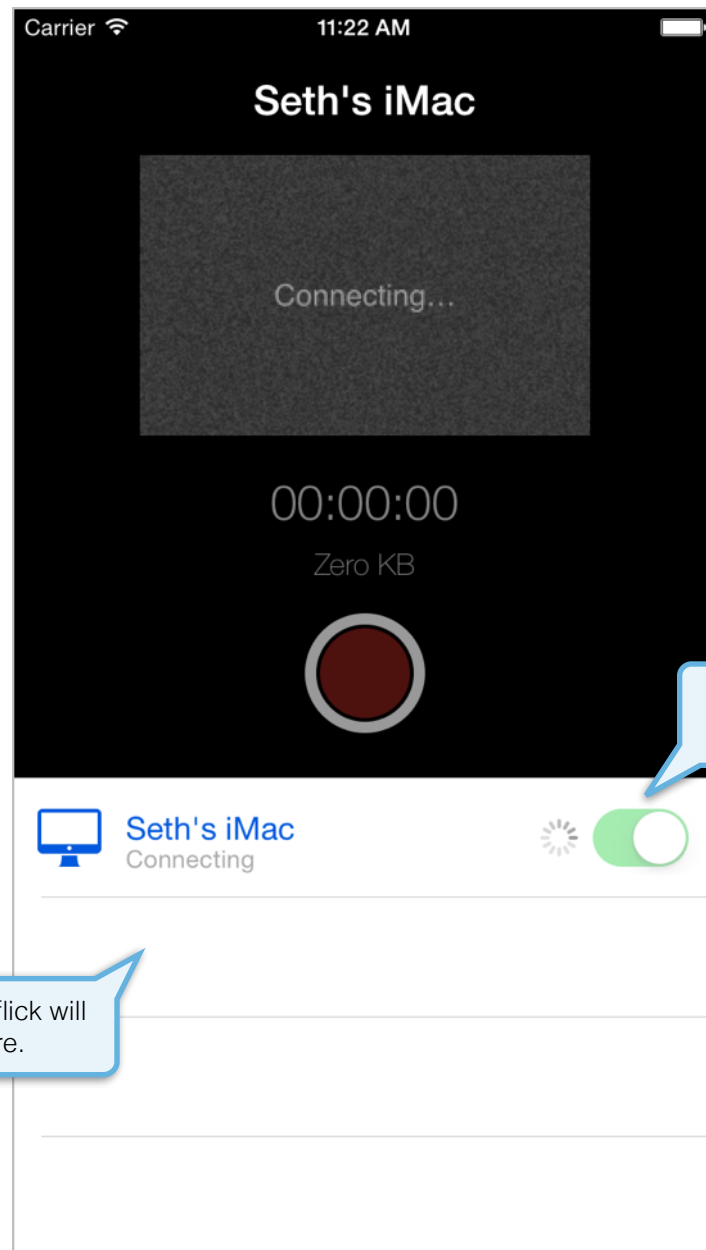


How to Use Screenflick Remote

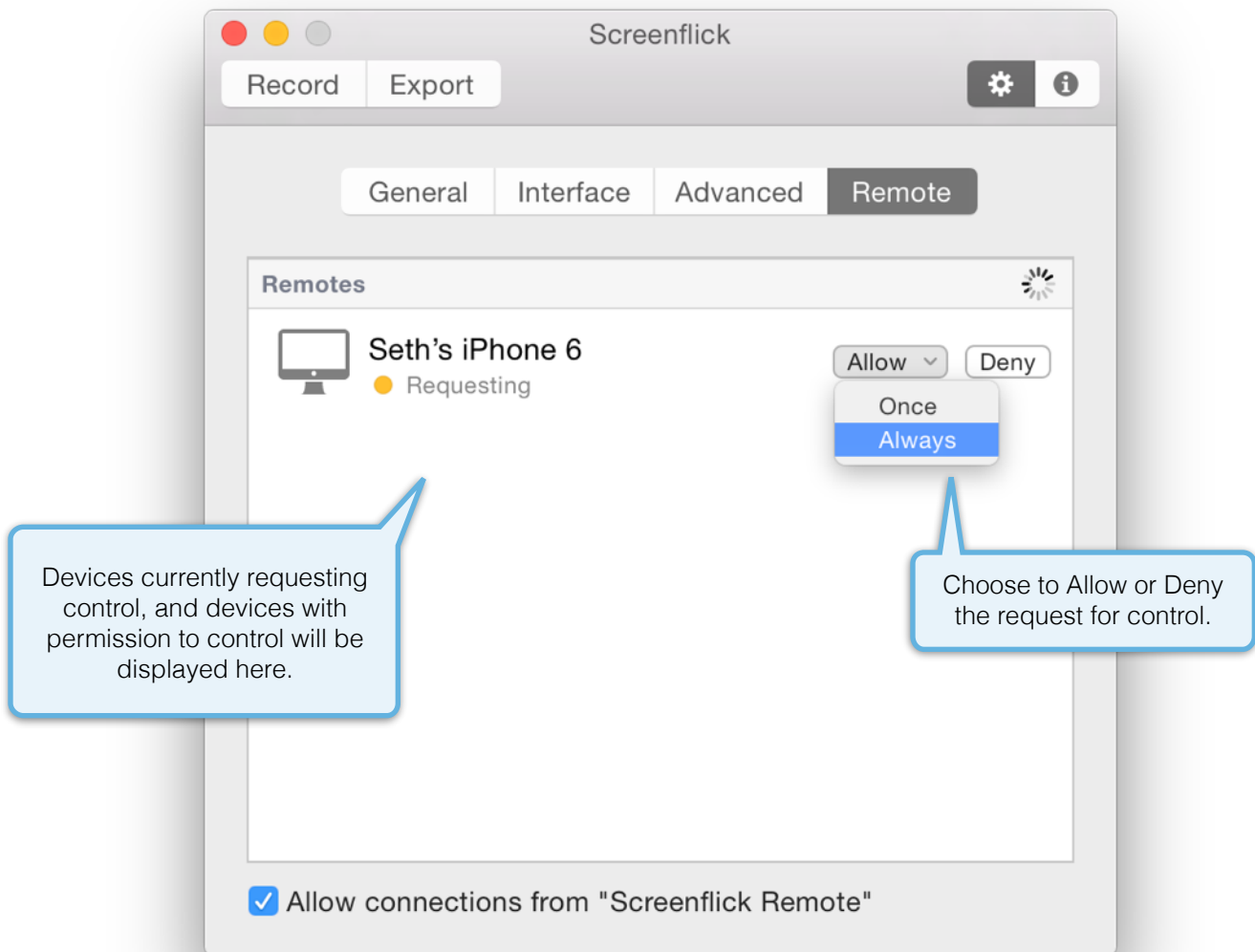
1. Launch Screenflick on a Mac running OS X 10.10 or later.
2. In Screenflick's preferences, select the *Remote* tab. Turn on *Allow connections from "Screenflick Remote"* if it is turned off.



3. Launch Screenflick Remote on another Mac or on an iOS device.
4. Make sure both devices are connected to the same network. iOS devices must have wifi turned on.
5. Soon after launch, the remote app will look for Screenflick running on nearby Macs and display them.
6. Tap on the switch to the right of the Mac device, to request control of Screenflick on that Mac.

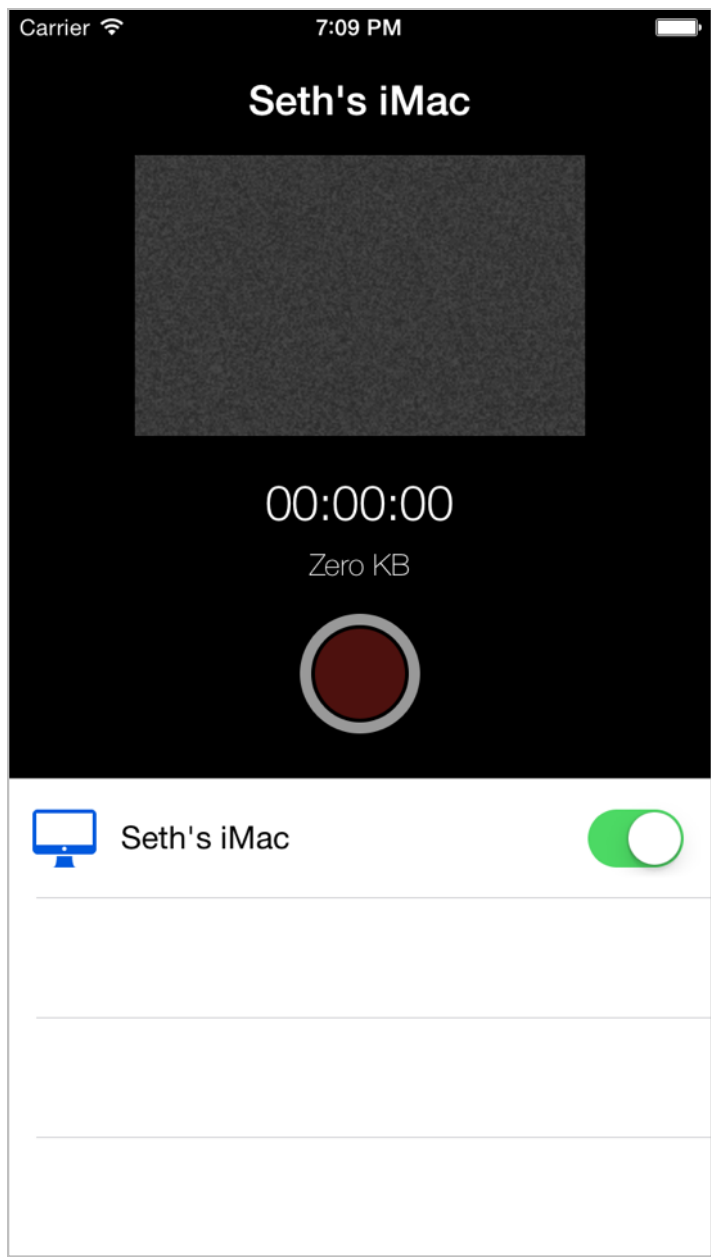


7. In Screenflick, choose whether to allow the remote to control Screenflick just once (until the remote disconnects or Screenflick is quit), or whether to Always Allow it. Choosing "Always Allow" will tell Screenflick to always let the remote on that one particular device control Screenflick when requested.

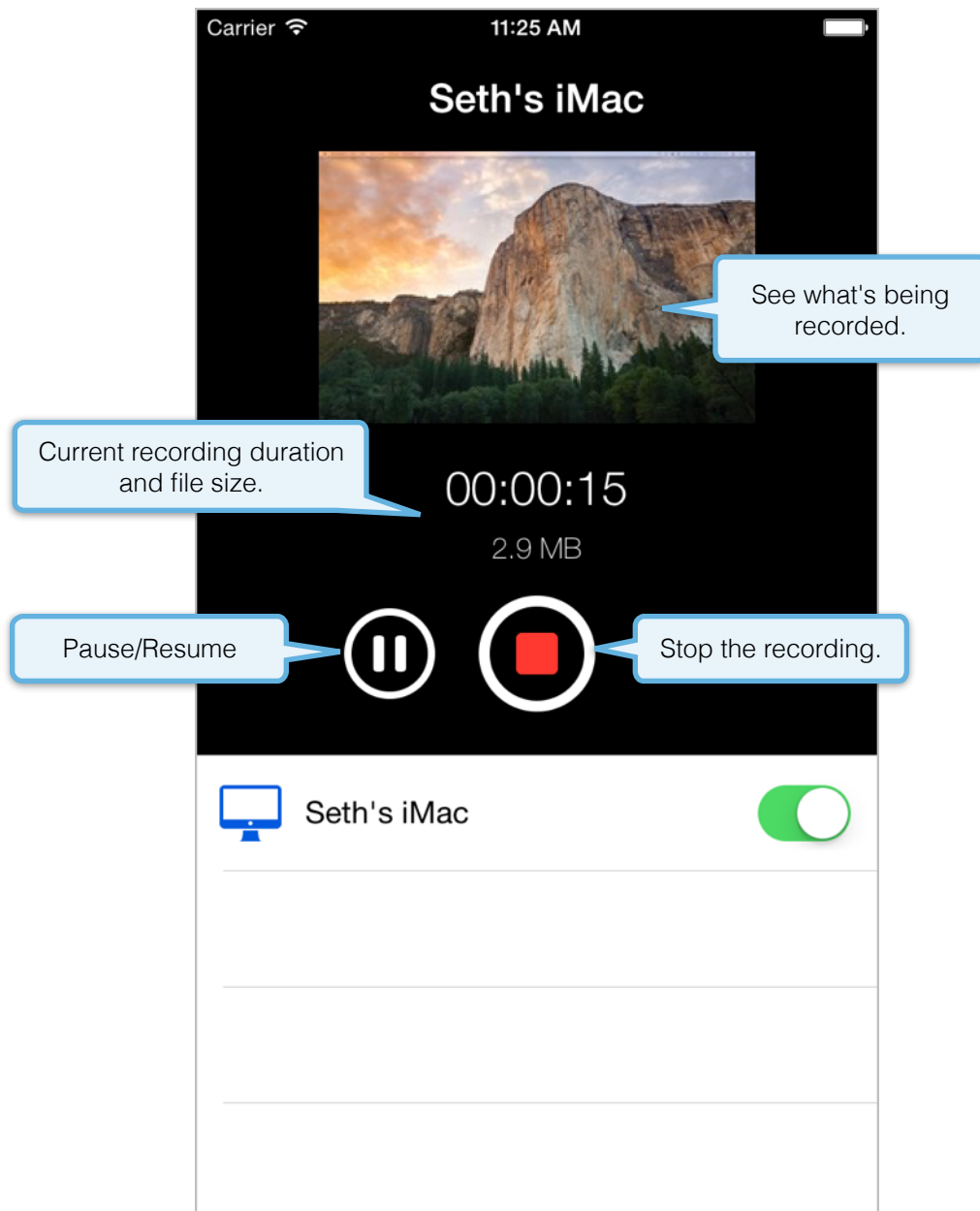


8. Once the remote device is given permission to control Screenflick, the remote will show the current recording status.

Screenflick is not recording, so the timer is at 00:00:00, and the recording button is disabled.



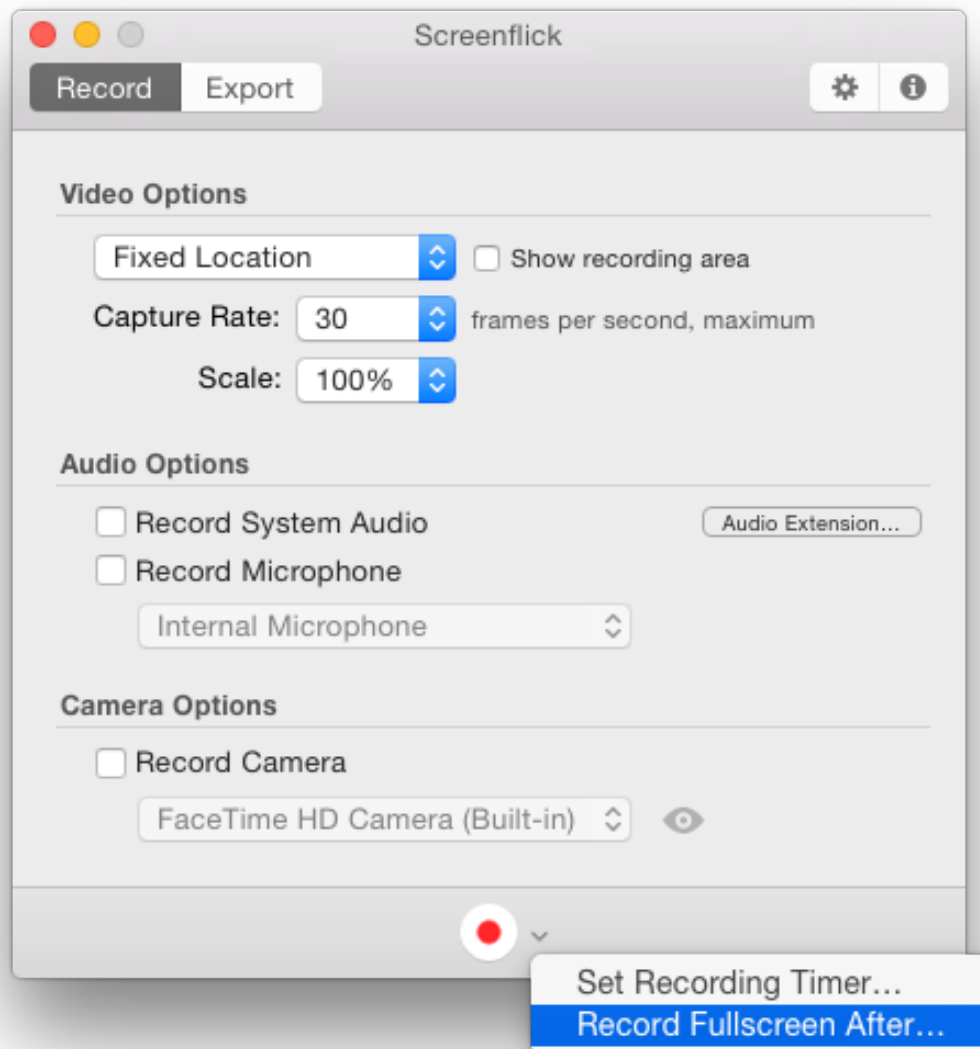
Screenflick is currently recording.



Starting a Recording with Screenflick Remote

In addition to monitoring, pausing, resuming, and stopping a recording, you can also start a full screen recording using Screenflick Remote.

1. In Screenflick, click on the recording options menu to the right of the recording button.
2. Select the "Record Fullscreen After..." menu item.



3. In the "After" popup, select "Screenflick Remote Starts"
4. Select the screen to record.
5. Click "OK"

Screenflick will now be in a delayed recording mode, waiting for the Screenflick Remote to start it. In Screenflick Remote, clicking on the enabled record button will start the recording.

