



ScreenFlow 8.2 User Guide

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Preface

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You can call Telestream, LLC. via telephone at (530) 470-1300.

Telestream Contact Information

To obtain product information, technical support, or to provide comments on this guide, contact us using our Web site, email, or phone number as listed in [Table 1](#).

Table 1. Telestream Contact Information

Resource	Contact Information
Telestream Technical Support	Web Site: http://www.telestream.net/telestream-support Support Web Mail. www.telestream.net/telestream-support/screen-flow/contact-support.htm
ScreenFlow Technical Support, FAQs, Forums, & Upgrades	Web Site: http://www.telestream.net/telestream-support/screen-flow/support.htm
Telestream, LLC.	Web Site: http://www.telestream.net/purchase/store.htm Online Web Store: info@telestream.net Sales and Marketing Email: info@telestream.net Phone: 530-470-1300 Telestream, LLC. 848 Gold Flat Road Nevada City, CA. USA 95959
International Distributor Support	Web Site: www.telestream.net See the Telestream Web site for your regional authorized Telestream distributor.
Telestream Technical Writers	Email: techwriter@telestream.net If you have comments or suggestions about improving this document, or other Telestream documents—or if you've discovered an error or omission, please email us.

About ScreenFlow

This guide is designed to help you understand how to use ScreenFlow to record, edit, and create high-quality screencasts and encode them as MPEG-4 files, or publish them directly to video sites such as YouTube, for your audience to enjoy.

This guide also provides hints, tricks, and other information to help you make the best screencasts possible.

- [Record, Edit, Share](#)
- [ScreenFlow Trial Mode](#)
- [Making Movies in ScreenFlow](#)
- [Making Slide Shows in ScreenFlow](#)
- [Opening ScreenFlow](#)

Note: If you haven't installed ScreenFlow yet and would like to now, proceed to [Installing ScreenFlow](#).

Record, Edit, Share

Telestream's ScreenFlow is a powerful, easy-to-use screen recording and video editing software for the Mac.

With ScreenFlow, you can easily create screencasts—recording your entire display while simultaneously capturing your video camera, microphone, and your computer audio. ScreenFlow is ideal for creating screencasts for software demos, tutorials, application previews, training, and business presentations.

The easy-to-use editing interface lets you creatively edit your video, and add additional images, voice-overs, text, and music beds, with callouts and transitions for a truly professional-looking video. The finished result is an MP4 movie, ready for publishing to your Web site, blog or directly to Vimeo or YouTube.

Or, use ScreenFlow simply as an intuitive video editor to edit and create your own best picture nominee.

ScreenFlow Trial Mode

Note: This topic does not apply if you purchased ScreenFlow from the Mac App Store. The App Store has its own installation and licensing procedure.

Until you unlock ScreenFlow by purchasing a license and activating it, ScreenFlow operates in trial mode. In trial mode, all of ScreenFlow's features are available, but your movies are watermarked when you export or publish them.

To unlock ScreenFlow, go to [Unlocking ScreenFlow via Telestream Web Store](#).

Making Movies in ScreenFlow

With full support for 64-bit architecture, ColorSync, Retina displays and built on Cocoa, not only is ScreenFlow a powerful, intuitive and responsive application for creating screencasts, it doubles down as a snappy movie maker.

With its essential nonlinear editor features like the canvas and timeline, making movies using your own clips is a snap. Import your own movie clips into the media library, and drop them right into the timeline. With its magnetic properties, you can join and sync clips without overlaps or clicks in a single drop, then add transition effects, and voice overs and music beds.

Using ScreenFlow's essential features, making your own movies is easy. You don't have to wade through a cluttered jumble of things you'll never use, just to get your movie built. ScreenFlow helps you do what you want—make great movies for friends and customers. It doesn't force you to become a professional editor just to get the job done.

Everything you need is at your fingertips: clip nesting and grouping, video and sound effects, tracks and canvas, video clipping, transitions, and support for external camera and mic recording.

Use ScreenFlow's integrated rendering in MPEG-4, and you'll be premiering your movie in no time.

Making Slide Shows in ScreenFlow

Slide shows have never been easier to make. You can use images in leading formats including PNG, TIFF, and JPEG and many others. You can adjust each image to display just the right length of time. And, you can make great transitions, create text overlays and graphics, and add your own voice-overs and add music beds, trimmed just right. Just like movies, you can use integrated publishing directly in ScreenFlow to render your movie for publication or distribution.

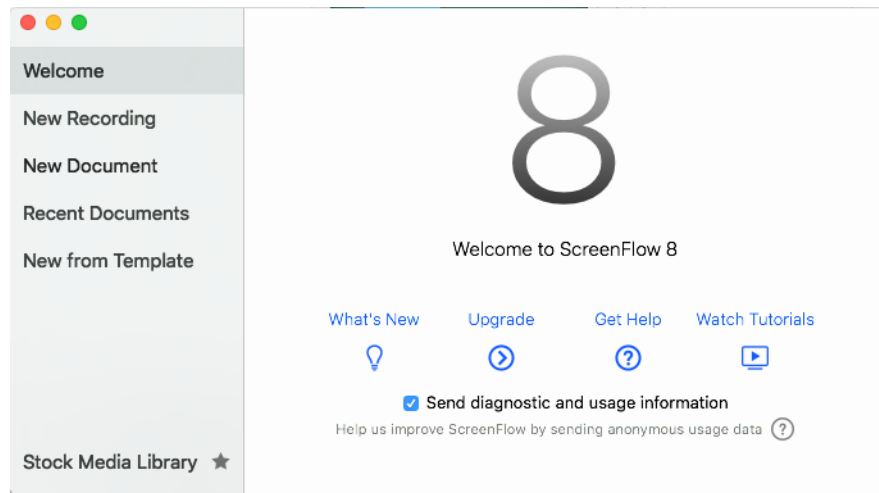
Opening ScreenFlow

To open ScreenFlow, follow these steps:

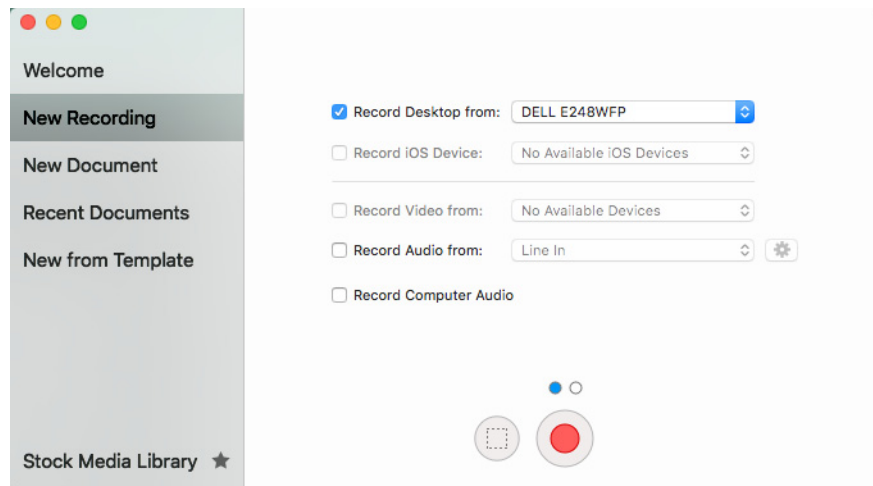
1. Open your Applications folder.
2. Drag ScreenFlow onto your dock bar.
3. Click the ScreenFlow icon to launch the application.

When you launch ScreenFlow, it displays a Welcome window.

Figure 1. ScreenFlow Welcome Window

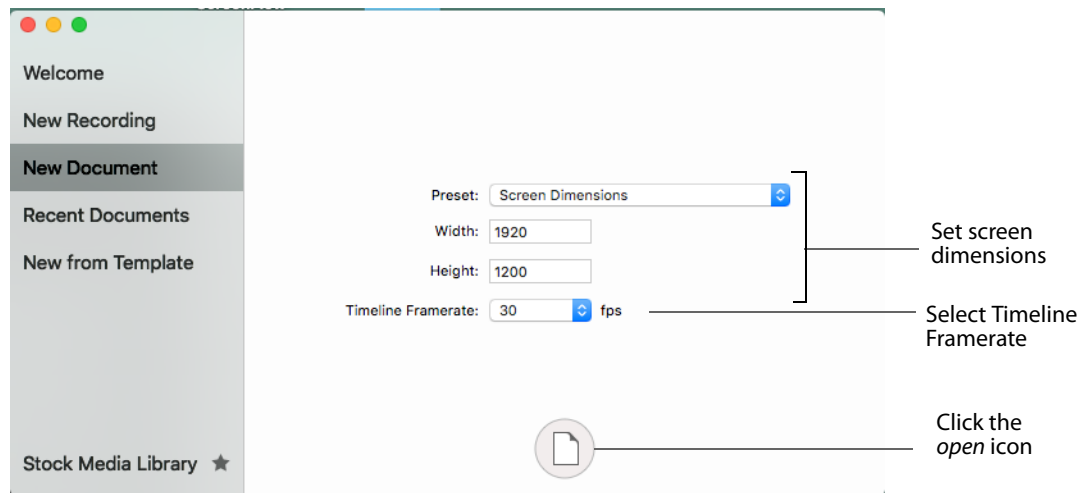


When you're ready to start recording, select *New Recording* to display the Configure Recording window.



See [Recording Media in ScreenFlow](#) for detailed information about recording.

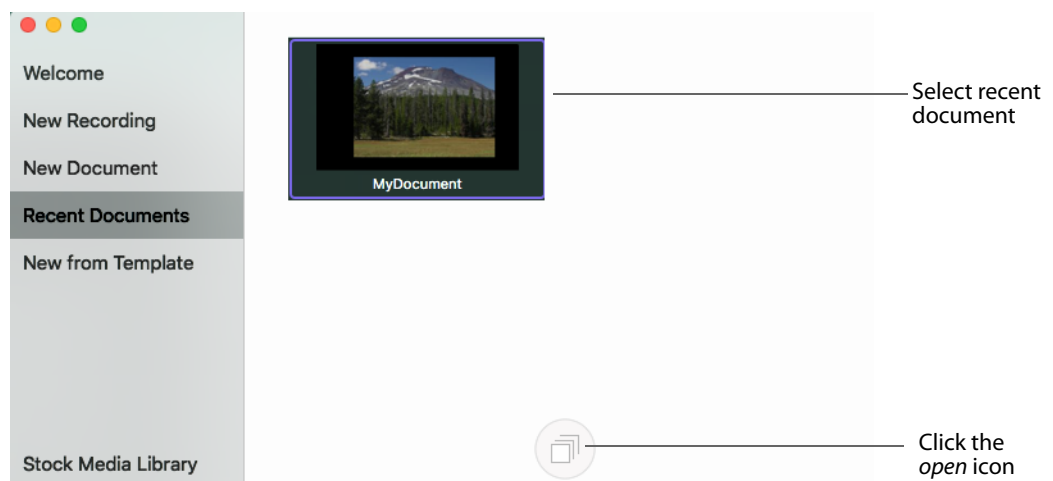
New Document enables you to set screen dimensions and create a new document. Set screen dimensions and the Timeline Framerate, then click the *open* icon.



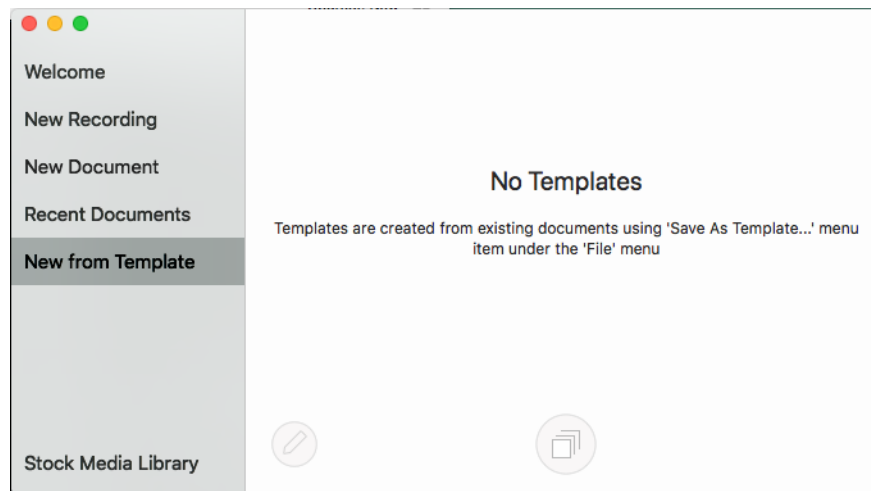
The Preset drop-down menu contains a list of popular document dimensions.



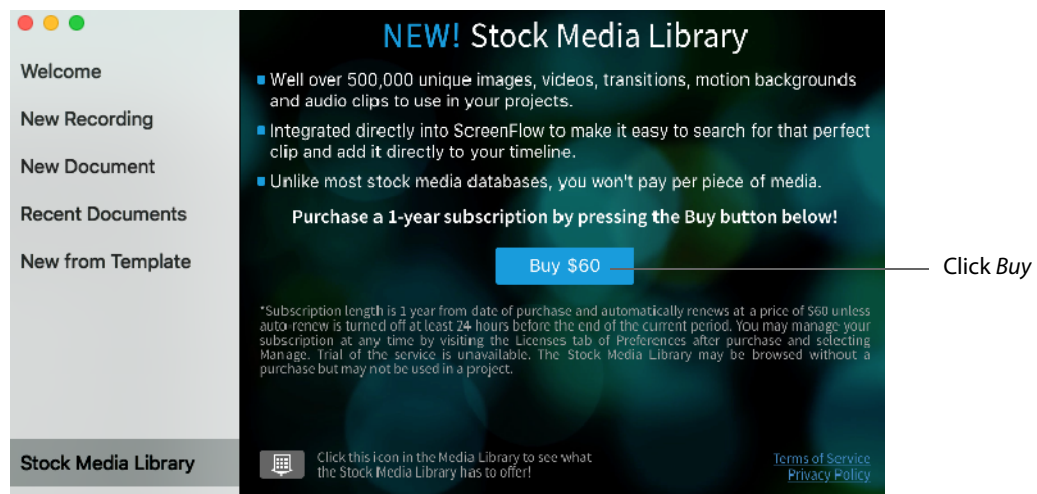
Recent Document displays a list of recently opened documents for selection. Select a recent document and click the *open* icon.



New From Templates displays a list of previously created templates. (See [Templates](#) for detailed information about creating and using templates.)



Stock Media Library displays a screen that enables you to buy stock media. Click *Buy* to get started. (See [Stock Media Library](#) for detailed information about using stock media.)



Installing ScreenFlow

This chapter specifies the platform requirements for ScreenFlow, and describes how to install, upgrade, and uninstall ScreenFlow and related subsystems.

Note: These topics apply only to purchases of ScreenFlow from the Telestream Web Store. If you purchased ScreenFlow from the Mac App Store, refer to their installation and upgrade instructions.

These topics are covered:

- [Platform Requirements](#)
- [Installing ScreenFlow via Telestream Web Store](#)
- [Unlocking ScreenFlow via Telestream Web Store](#)
- [Activating Your Telestream Web Store License](#)
- [Installing Telestream Audio](#)
- [Deactivating Your ScreenFlow License](#)
- [Removing ScreenFlow from Your Computer](#)

Be sure to review the platform requirements before installing ScreenFlow.

Platform Requirements

ScreenFlow runs on these platforms:

- Intel-based Mac with 64-bit processor (Core i3 recommended) + Display
- Operating Systems:
 - OS X 10.14 Mojave
 - OS X 10.13 High Sierra
 - OS X 10.12 Sierra
 - iOS Recording requires iOS 8 + Mac OS X 10.11 + lightning connection to USB
- Minimum 2 GB RAM
- 20GB of available disk space
- Online Help browser requirements: Safari
- Apple supported GPU

Note: Cameras using an HDV codec are not supported.

Installing ScreenFlow via Telestream Web Store

Note: You must be logged in as an administrator in order to continue.

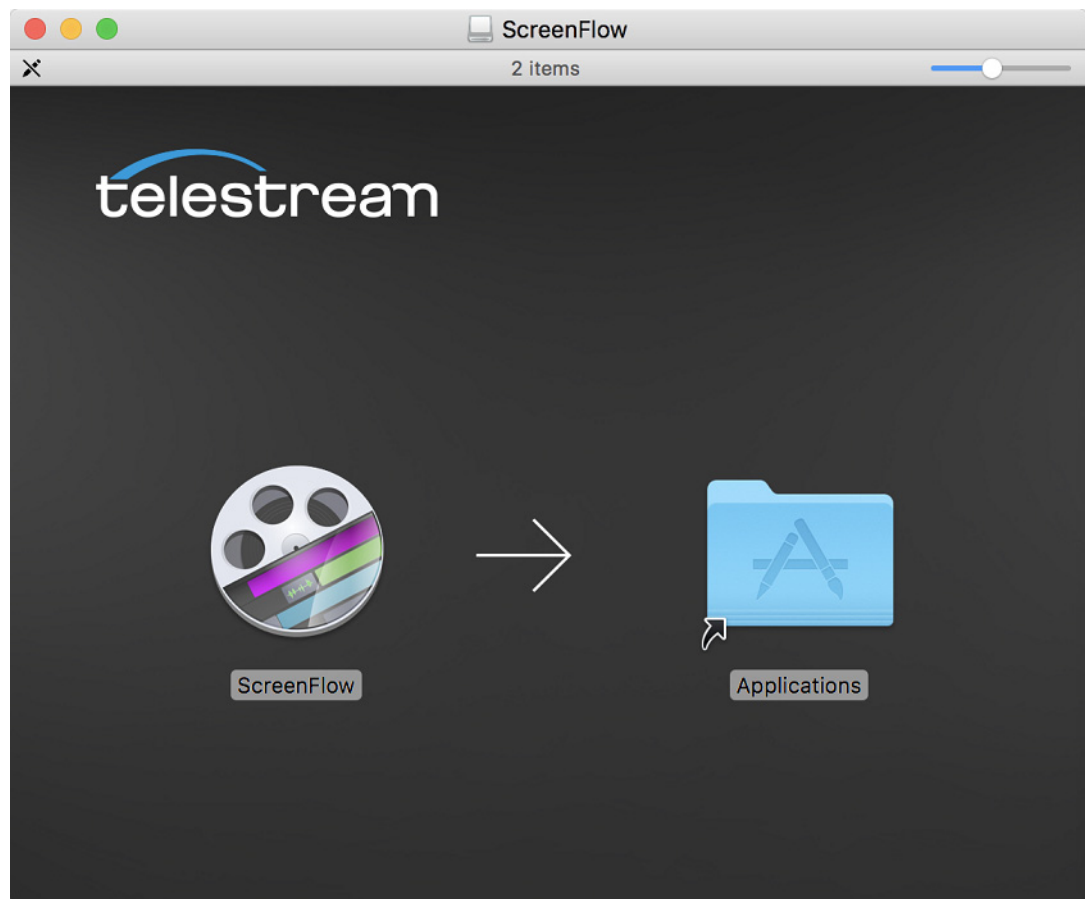
ScreenFlow is available from [Telestream](#) as a disk image (dmg) file, as well as from the Mac Apps Store. This topic is for users who have downloaded ScreenFlow from the Telestream Web site.

When you download or open the .dmg file in Safari, Mac OS X automatically mounts the disk image and runs the installer. When you download a .dmg file using another Web browser, double-click on the .dmg file to run the ScreenFlow installer.

Note: The installer attempts to close applications including QuickTime, Final Cut Pro, Episode Desktop, and Pipeline Control before installation. If the installer can't close these applications, installation will fail after about a minute.

When the installer runs, it displays the window depicted below, in [Figure 2](#).

Figure 2. Installing ScreenFlow



Drag the ScreenFlow icon onto the Applications folder to install ScreenFlow.

Enter an administrative user's name and password to continue. When installation is complete, Close the installer—ScreenFlow is installed and ready for you to use.

Unlocking ScreenFlow via Telestream Web Store

You must purchase a ScreenFlow license in order to export movies without watermarking them.

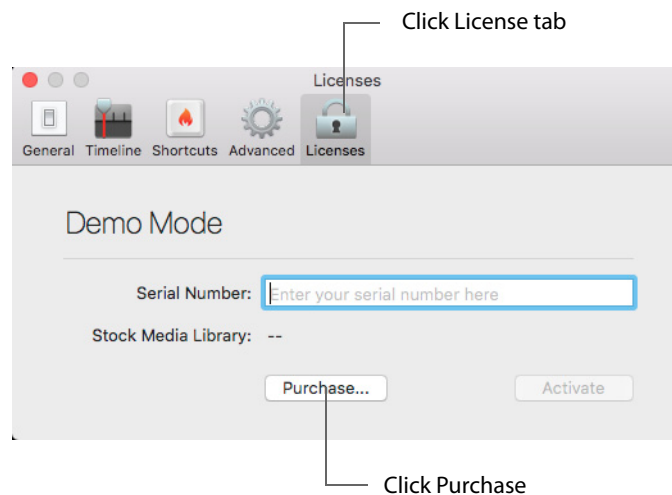
Note: This topic does not apply to users who purchased from the Mac App Store. The App Store has its own installation and licensing procedure.

Note: You must be logged in as an administrator in order to continue.

To purchase a ScreenFlow license, follow these steps:

1. Start ScreenFlow.
2. Select *ScreenFlow > Preferences* and click the Licenses tab, as shown in [Figure 3](#).

Figure 3. Preferences Licenses Pane



3. Click *Purchase*. This redirects you to the Telestream online store where you can purchase or upgrade your license.

When the purchase is complete, the ScreenFlow license installs automatically.

Note: If ScreenFlow doesn't display a Purchase button, then you have already registered ScreenFlow and it's been activated and unlocked.

Activating Your Telestream Web Store License

If you have already purchased a license through the Telestream Web Store, Telestream sent you an email receipt containing your license key.

Note: If your Macintosh is not connected to the Internet, follow the instructions in the [Manual Activation Guide](#) to activate your license and unlock ScreenFlow.

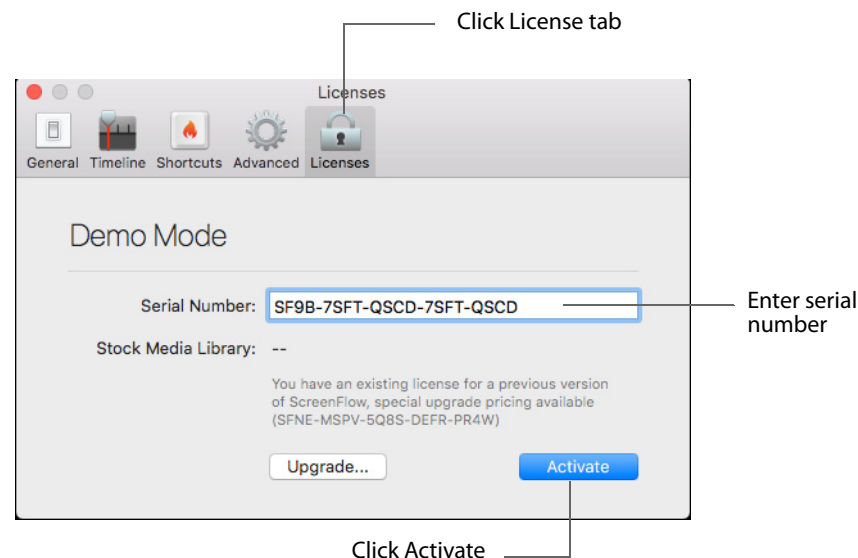
The easiest way to register the license key and activate ScreenFlow is to click on the link provided in your email receipt. If the link doesn't work, register ScreenFlow as follows:

1. Launch ScreenFlow.
2. Select *ScreenFlow > Preferences* and click the Licenses tab.

Note: If ScreenFlow doesn't display a Purchase menu, then you have already registered and unlocked ScreenFlow.

3. Enter your serial number and click Activate, as shown here in [Figure 4](#).

Figure 4. Enter Your Serial Number To Unlock ScreenFlow



Note: If the Activate button is dimmed, it means that the license is invalid. Double-check your license from the e-mail. Make sure that all letters are capitalized, dashes are included, and all 0's are zeros, not the capital letter O. It may also help to copy and paste your serial number from your e-mail, but be careful not to copy any additional text such as a space. If you are still having problems, please contact [technical support](#).

Now your serial number is activated and ScreenFlow is unlocked. Close the Preferences window to continue.

Installing Telestream Audio

To capture computer audio, ScreenFlow must install the Telestream Audio driver.

Note: You must be logged in as an administrator in order to continue.

The installation process begins automatically if you attempt to record computer audio without the driver installed.

Note: If you purchased ScreenFlow from the Mac App Store, you will be directed to the Telestream Web site to download and install the driver.

To install the Telestream Audio driver manually, follow these steps:

1. In ScreenFlow, select *ScreenFlow > Preferences*, then click the *Advanced* tab.
2. Click the *Install Driver* button to display the *Install Telestream Audio* dialog using the *Installer* application.
3. Click *Continue* to proceed. The installer displays a space requirement message.
4. Click *Install* to continue.
5. Enter your password to install the driver and click *OK* to continue.
6. The installer installs the Telestream Audio driver. Upon completion, click *Close* to close the *Installation Complete* dialog.

Upgrading Telestream Audio

Note: If you are prompted at any time by ScreenFlow to upgrade the audio driver, exit out of the upgrade message by selecting *Cancel*. First, uninstall the current Audio Driver, then install the latest version of the Audio Driver either manually or using the *Record Computer Audio* checkbox.

To upgrade the Telestream Audio driver manually, follow these steps:

1. In ScreenFlow, select *ScreenFlow > Preferences*, then click the *Advanced* tab.
2. Click the *Install Driver* button to display the *Install* window, then click *Continue*.
3. When the space requirement message is displayed, click *Install*.
4. Enter your password and click *Install Software*.
5. After the Telestream Audio driver is installed, click *Close*.

To upgrade the Telestream Audio driver through the *New Recording* tab, follow these steps:

1. Launch ScreenFlow to display the *Welcome* window.
2. Select *New Recording*.
3. Check *Record Computer Audio*.

4. When the upgrade message displays, select *Upgrade*, and click *Continue*.
5. When the space requirement message is displayed, click *Continue*.
6. Enter your password and click *Install Software*.
7. After the Telestream Audio driver is installed, click *Close*.

Uninstalling Telestream Audio

To uninstall the Telestream Audio driver, select *ScreenFlow > Preferences*, then click the Advanced tab. Click the Uninstall Driver button and enter the password to uninstall the driver.

Deactivating Your ScreenFlow License

If you want to use your ScreenFlow license on another computer, you must deactivate it first. Then, you can activate the license in ScreenFlow running on another computer

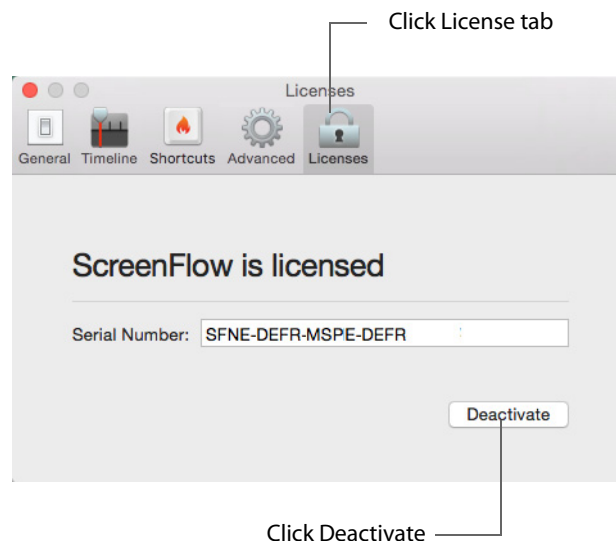
Note: This topic does not apply to users who purchased from the Mac App Store. The App Store has its own installation and licensing procedure.

Your user must be an administrator. If your user is not an administrative account, you'll need to create one (or log on with one) in order to continue.

To deactivate your ScreenFlow license, follow these steps:

1. Start ScreenFlow.
2. Select *ScreenFlow > Preferences* and click the Licenses tab, as shown in [Figure 5](#).

Figure 5. Preferences Licenses Pane



3. Click *Deactivate* to deactivate the license on this computer. Now, you can use the same license in ScreenFlow running on another computer. Please allow 15 minutes before trying to reactivate your license.

Removing ScreenFlow from Your Computer

To uninstall ScreenFlow, open the Applications folder and drag the ScreenFlow application to the trash. (The ScreenFlow license is stored separately, so you do not need to re-activate your license if you reinstall ScreenFlow.)

The files that you remove depend on the versions of ScreenFlow you have had on your computer.

- [Removing ScreenFlow Files Upgraded from Version 2.0](#)
- [Removing ScreenFlow Files Upgraded from Version 3.0](#)
- [Removing ScreenFlow Files from Version 4.0](#)

Removing ScreenFlow Files Upgraded from Version 2.0

To completely remove ScreenFlow that has been upgraded from version 2.0, move these files to your trash:

- /Applications/ScreenFlow
- /System/Library/Extensions/TelestreamAudio.kext
- /Library/Preferences/net.telestream.screenflow.plist
- ~/Library/Preferences/com.vara.screenflow.LSSharedFileList.plist
- ~/Library/Preferences/com.vara.screenflow.plist
- ~/Library/Preferences/com.vara.screenflowhelper.plist
- ~/Library/Preferences/net.telestream.screenflowapp.LSSharedFileList.plist
- ~/Library/Preferences/net.telestream.screenflowapp.plist
- ~/Library/Preferences/net.telestream.screenflowhelper.plist

Note: Some of these files may not be present, because the associated feature was not used.

Removing ScreenFlow Files Upgraded from Version 3.0

To completely remove ScreenFlow that has been upgraded from version 3.0, move these files to your trash:

- /Applications/ScreenFlow
- /System/Library/Extensions/TelestreamAudio.kext
- ~/Library/Preferences/net.telestream.screenflowapp.LSSharedFileList.plist
- ~/Library/Preferences/net.telestream.screenflowapp.plist
- ~/Library/Preferences/net.telestream.screenflowhelper.plist

Note: Some of these files may not be present, because the associated feature was not used.

Removing ScreenFlow Files from Version 4.0

To completely remove ScreenFlow that was installed (not upgraded from a previous version), move these files to your trash:

- /Applications/ScreenFlow
- /System/Library/Extensions/TelestreamAudio.kext
- /Library/Preferences/net.telestream.screenflow.plist
- ~/Library/Preferences/net.telestream.screenflowapp.LSSharedFileList.plist
- ~/Library/Preferences/net.telestream.screenflowapp.plist
- ~/Library/Preferences/WSG985FR47.net.telestream.screenflowhelper.plist

Note: Some of these files may not be present, because the associated feature was not used.

Removing ScreenFlow Files from Version 5.0

To completely remove ScreenFlow that was installed (not upgraded from a previous version), move these files to your trash:

- /Applications/ScreenFlow
- /System/Library/Extensions/TelestreamAudio.kext
- /Library/Preferences/net.telestream.screenflow.plist
- ~/Library/Preferences/net.telestream.screenflowapp.LSSharedFileList.plist
- ~/Library/Preferences/net.telestream.screenflowapp5.plist
- ~/Library/Preferences/WSG985FR47.net.telestream.screenflowhelper.plist

Note: Some of these files may not be present, because the associated feature was not used.

Removing ScreenFlow Files from Version 6.0

To completely remove ScreenFlow that was installed (not upgraded from a previous version), move these files to your trash:

- /Applications/ScreenFlow
- /System/Library/Extensions/TelestreamAudio.kext
- /Library/Preferences/net.telestream.screenflow6.plist

- ~/Library/Preferences/net.telestream.screenflow.LSSharedFileList.plist
- ~/Library/Preferences/net.telestream.screenflowapp6.plist
- ~/Library/Preferences/WSG985FR47.net.telestream.screenflowhelper.plist

Note: Some of these files may not be present, because the associated feature was not used.

Removing ScreenFlow Files from Version 7.0

To completely remove ScreenFlow that was installed (not upgraded from a previous version), move these files to your trash:

- /Applications/ScreenFlow
- /System/Library/Extensions/TelestreamAudio.kext
- /Library/Audio/Plug-Ins/HAL/TelestreamAudioCapture.driver
- /Library/Preferences/net.telestream.screenflow7.plist
- ~/Library/Preferences/net.telestream.screenflow7.plist
- ~/Library/Preferences/net.telestream.screenflow.LSSharedFileList.plist
- ~/Library/Preferences/WSG985FR47.net.telestream.screenflowhelper.plist
- ~/Library/Saved\ Application\ State/net.telestream.screenflow7.savedState
- ~/Library/Application Support/ScreenFlow/Global Library
-

Note: Some of these files may not be present, because the associated feature was not used.

Getting Started

These tours are designed to introduce you to the capabilities and significant features of ScreenFlow.

We encourage you to take these tours before beginning a screencast or other ScreenFlow project. They help you to gain a basic understanding of how ScreenFlow works and help to familiarize yourself with the program.

The creation of a ScreenFlow screencast is a three step process: first you record your video, next you edit your screencast project, and finally you export your screencast to a video file or publish it directly to an Internet video service such as YouTube and others.

For video tutorials, please visit our [ScreenFlow demos page](#).

- [Tour 1: Recording With ScreenFlow](#)
- [Tour 2: Editing Your Screencast](#)
- [Tour 3: Publishing Your Screencast](#)

Tour 1: Recording With ScreenFlow

This first tour focuses on creating a high quality recording for editing and publishing. When creating a screencast, it is important to prepare your recording properly while considering how you intend to use this screencast.

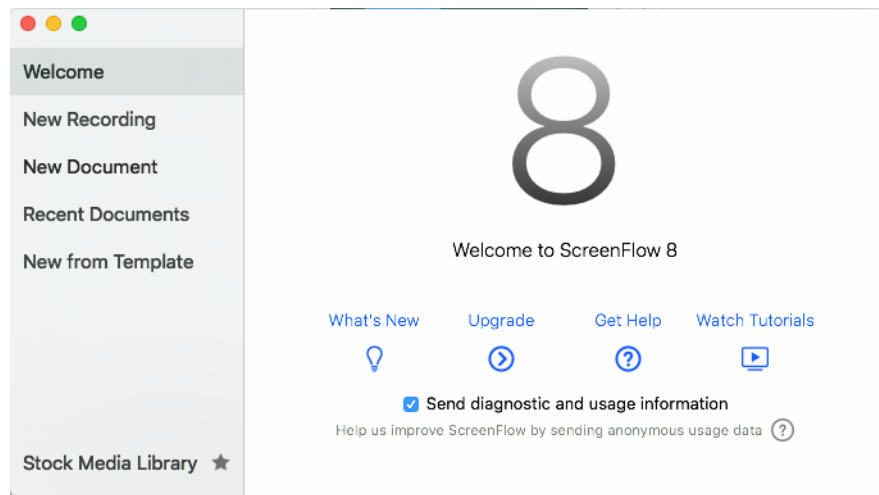
We recommend that you record a few sample screencasts to familiarize yourself with ScreenFlow and its options, before creating a screencast for publication.

To record a screencast with ScreenFlow, follow these basic steps:

1. Open your Applications folder.
2. Drag ScreenFlow onto your dock bar.
3. Double-click the ScreenFlow icon to launch the application.

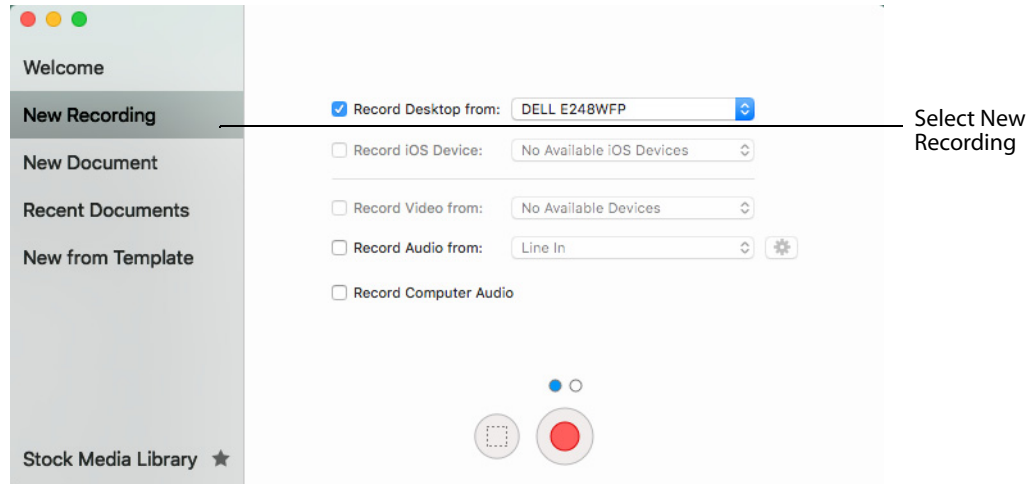
When you launch ScreenFlow, it displays a Welcome window.

Figure 6. ScreenFlow Welcome Window



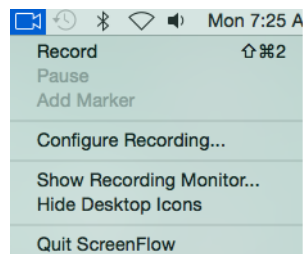
When you're ready to start recording, select *New Recording* to display the Configure Recording window.

Figure 7. Configure Recording Window



Configuring Your Recording

Use the Configure Recording window to specify your recording sources. This opens when you launch the application and select *New Recording*. It can also be accessed from *ScreenFlow Helper > Configure Recording*.



Record Desktop from Check this option to record your computer monitor. This source records by default. If you have multiple displays connected, you can choose between them. ScreenFlow cannot record multiple monitors simultaneously.

Desktop video and computer audio are combined into a single clip, and added to your project as a .scc file.

Record iOS Device Check this option to record your screen from any iOS device and then select an iOS device from the drop-down menu. (iOS devices must be connected to appear in the menu.)

Record Video from Check this option to record video from any camera connected to your computer. Use the drop-down menu to choose from multiple cameras. Upon selecting a source, a preview image is displayed below.

Live video (i.e. camera) and live audio (i.e. microphone) are combined into a single clip, and added to your project as a .scc file.

Record Audio from Check this option to record audio from any microphone connected to your computer. Use the drop-down menu to choose from multiple microphones. Upon selecting the source, the volume level is displayed below.

Live video (i.e. camera) and live audio (i.e. microphone) are combined into a single clip, and added to your project as a .scc file.

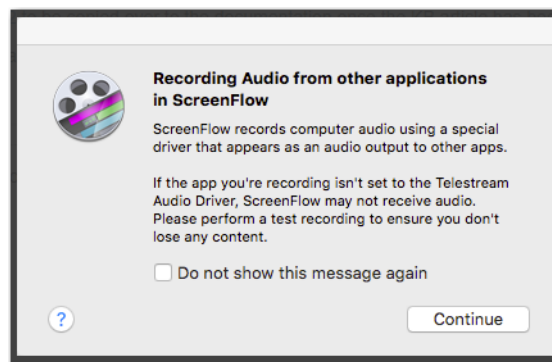
ScreenFlow records microphone audio at a sample rate of 48KHz.

Record Computer Audio Choose this option to record all sounds played through your computer. The ScreenFlow audio driver must be installed to use this setting. If the driver is not installed, you are prompted to install it.

Desktop video and computer audio are combined into a single clip, and added to your project as a .scc file.

Click the Advanced Settings radio button to display more recording settings.

Note: When you check *Record Computer Audio*, the following message may display:



If it does, please consult *ScreenFlow 7.3.1: New Audio Driver* located on the Telestream Knowledge Base at:

http://telestream.force.com/kb/articles/Knowledge_Article/ScreenFlow-7-3-1-New-Audio-Driver

Beginning Your Recording

When you are ready, click the Record button. ScreenFlow enters a countdown mode before recording. You can change the length of this countdown (see [Using the Countdown Window](#)).

Create a short presentation then stop your recording: press Shift-Command-2 or select Stop Record from the ScreenFlow Helper menu in the upper-right corner of your display.

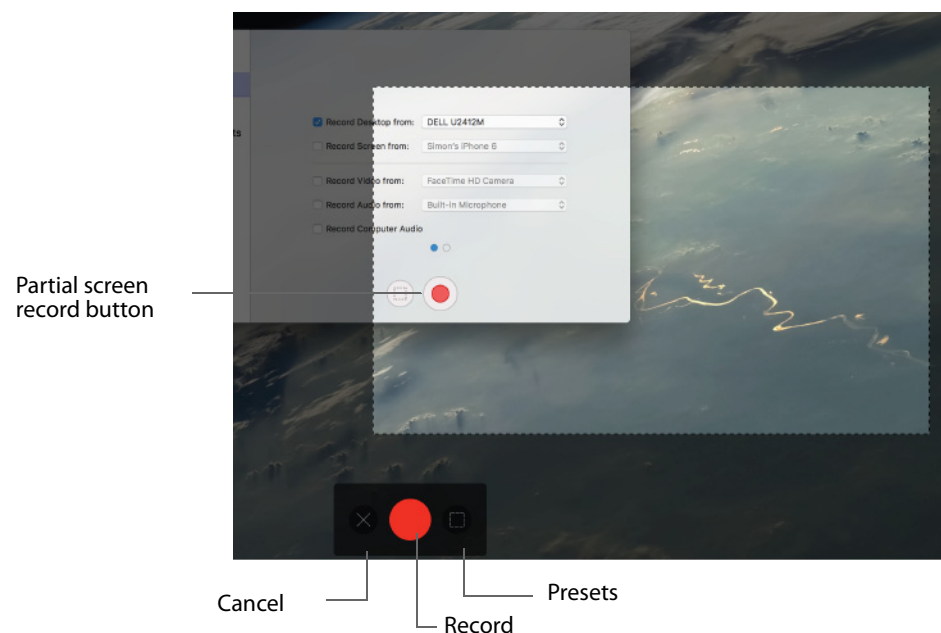
When you stop recording, ScreenFlow opens your recording in the ScreenFlow editing window with all of your recorded sources placed on the timeline.

Display video and computer audio are combined into one clip; camera video and microphone audio are combined in another clip, to maintain video/audio sync. Video and audio can be separated by selecting the clip and choosing Edit > Detach Audio.

Partial Screen Capture

Partial screen capture enables you to record just a portion of the screen.

The partial screen record button (the dashed rectangle icon) is located to the left of the main record button. When clicked, the screen will darken and a rectangular selection will appear. This capture area can be resized using the mouse. While the rectangular selection is present, the user cannot interact with any windows on their desktop, and the mouse is now controlling the sizing of the region.

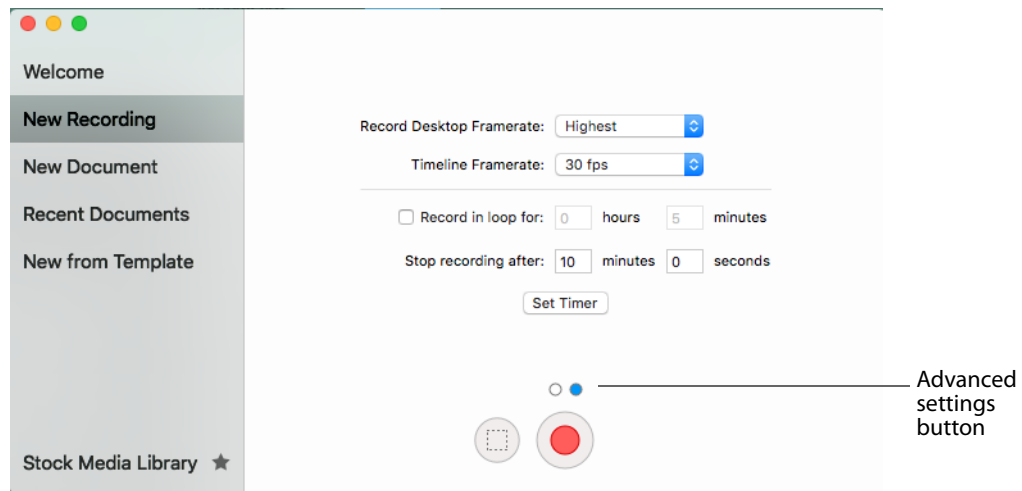


There is a control strip at the bottom of the focused screen where you can cancel out of this mode, start the recording, or use presets to constrain the region you are capturing. (See [Partial Screen Capture](#) for more detail).

Advanced Settings

The Advanced Settings button above the Record button in the Configure Recording window switches to the Timed Recording pane. In addition to setting the Desktop

Framerate, you can record in a loop or record for a set duration. (See [Advanced Settings](#) in Recording for more detail).



Tour 2: Editing Your Screencast

The purpose of this tour is to familiarize you with the basic editing features of ScreenFlow. This tour describes some of the most common and basic editing techniques.

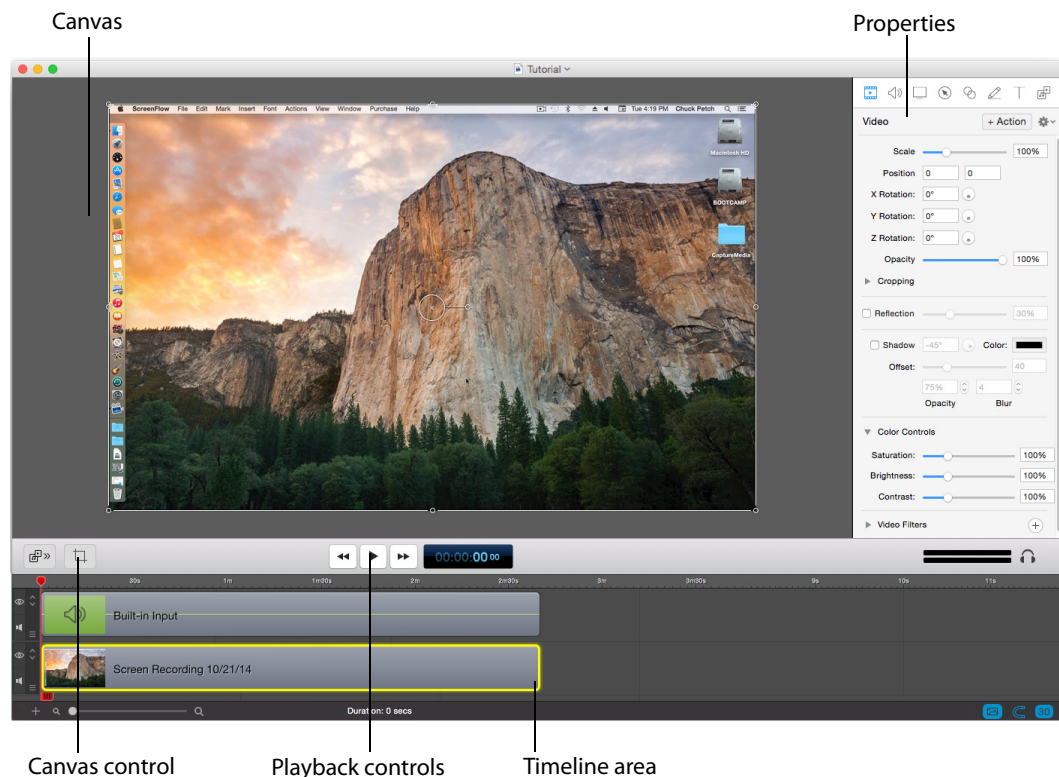
For a comprehensive description of editing features, see [Editing ScreenFlow Projects](#).

When you finish your recording, ScreenFlow creates a new document and recorded media is placed at the beginning of the timeline. The media elements on the timeline reference your project's stored media. Changes made on the timeline or on the canvas do not alter your original recording.

The Editing Window

The space used for editing is the editing window, which consists of three main parts: Canvas Control, Playback Controls, and Timeline area.

Figure 8. Editing Window



Canvas Controls

The large, central area of the editing window is called the canvas. This offers a preview of all visual elements in your project. The gray space around the preview is for elements that will not be present in your exported video. This is used to display off-screen

elements present in scaling and panning effects. The elements displayed on the canvas reflect the position of the scrubber on the timeline.

You can set the canvas size and background color using the canvas controls (see [Configuring the Canvas](#)).

Timeline Area

The wide area at the bottom of the screen is the timeline. This is a visual representation of the temporal length of your screencast. The scale at the top of the timeline represents measurements of time.

The red vertical line on the timeline is called the *scrubber*. This represents the current temporal position of the preview currently displayed on the canvas.

The timeline is divided into tracks to manage different clips overlapping at the same time. If the clip is visual (i.e. video, image, or text), the upper most track is displayed over the lower tracks.

Between the canvas and the timeline are playback controls which enable you to play your screencast and jump to the beginning or end of your video.

Properties

On the upper-right side of the editing window are the Properties tabs. These are the main editing controls of ScreenFlow and allow you to configure each clip in your screencast. It also includes the media library which stores all recorded and imported media in an unaltered state.

For more information, see the Properties topics in [Editing ScreenFlow Projects](#).

ScreenFlow provides two different types of cropping.



Canvas Cropping

Canvas cropping is used to change the resolution or aspect ratio of the workspace you have to edit in. This can be useful if you want to constrain your screencast to only a portion of the total recording (i.e. a foreground window).

Canvas cropping is accessible through the canvas cropping button located on the left side of the tool bar.



_____ Canvas cropping button

This is set by numerically entering the width and height values or dragging the edge of the canvas with your mouse cursor.

The canvas can be set to a size larger than the original recording by using the *File > Document Settings*. Remember, the canvas size represents your total usable display space, which converts to the frame size of your video when you export or publish it.

Figure 9. Canvas Controls



Image Cropping

To crop an image, select the video or still image on the canvas. Hold the Control key and drag the edge or handles of the image to constrain and crop it. Hold the Control and Shift keys and drag to just crop the image.

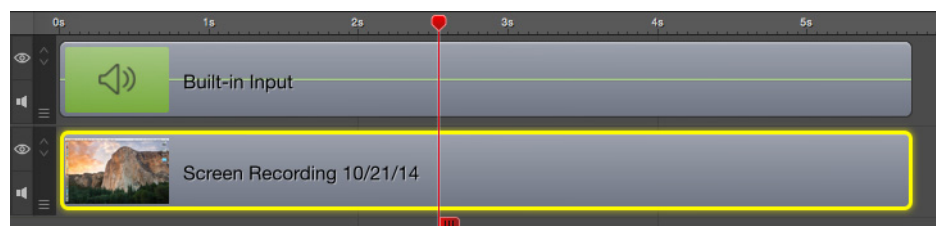
Actions

Actions are property changes used to transition the media from one state to another.



Actions are added to a clip by selecting the clip, opening the property that you want to alter, then clicking the Add Action button (+Action) at the top of the properties pane. The action is placed in relation to the position of the scrubber, but can be moved on the clip. The duration of the action is changed by dragging the edge of the action to lengthen or shorten the action.

Figure 10. Video Properties Action



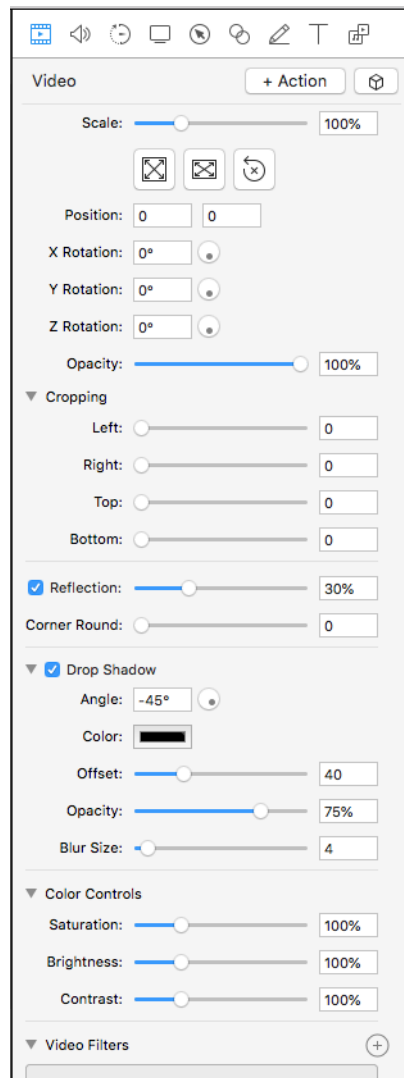
Place the scrubber before or after the action to make changes to the property relative to the action. When the scrubber is placed before the action, this sets the properties of the clip before the action. When the scrubber is placed after the action, this sets the properties of the clip after the action.

Video Properties

Video properties can be used to make changes to any recorded or imported video, video action, or image file. This includes both screen and camera recordings.

This tour focuses on the most common features. For more details, see [Configuring Video Properties](#).

Figure 11. Video Properties



Scale Use this option to change the size of a video or image relative to the size of the canvas. This can be used for highlighting a particular portion of the screen or with a

video action to create a zoom effect. Use the slider or enter a percentage value to change the image scale.

Scale to Fit button Enlarges clip to fill the window, while maintaining its scale.

Stretch to Fit button Enlarges clip to fill the window, without maintaining its scale (fills the entire window).

Reset button Restores the clip to its original scale and size.

Position Position represents the location of your video or image on the canvas. The position is based on the exact placement of the center of your image. Values in the position field are represented in pixels. You cannot reposition the clip on the canvas with arrow keys all of the time. The clip must be selected using the mouse. If the clip is selected on the timeline, the arrow keys do not adjust the location of the clip on the canvas.

You can reposition the image by dragging the image on the canvas, nudging the image with the arrow keys, or entering a numerical value in the position fields.

XYZ Rotation You can rotate the image on its X, Y, or Z axis by entering a value in degrees, or by clicking and dragging (in circular motion) the rotation icon to the right of the value field.

Opacity This is the degree to which the image is translucent. The greater the value, the more opaque the image. If the value is set to zero, the image is invisible. This is used with a video action to fade an image in or out. It is particularly useful if you would like to periodically display your camera recording.

Cropping Click the disclosure triangle down to display cropping options. Set the crop margins (by pixel) for left, right, top and bottom.

Reflection Check to implement reflection. Use the slider to set the value or enter it manually (0 to 100%). Reflection creates a mirror image of the selected clip below the clip itself. The greater the value, the more opaque the reflection. When set to zero, the reflection is invisible.

Corner Round Move the slider to round the corners on your media display.

Drop Shadow Check to create a shadow effect behind a still image. If the image uses a transparency, the shadow only reflects the non-transparent part of your image. Use the thumb wheel (or enter the value manually) to set the *Angle* of the shadow relative to the image in degrees (-180 to 80 degrees). The default is -45 degrees. You can also select a shadow color by clicking in the *Color* box to open the color pallet. Slide the *Offset* slider to set how far the shadow is displayed from its object. Slide the *Opacity* slider to adjust the transparency of the shadow. Slide the *Blur Size* slider to adjust the amount of blur (fuzziness) in the shadow.

Color Controls Click the disclosure triangle down to display color options, and adjust saturation, brightness, and contrast using the sliders.

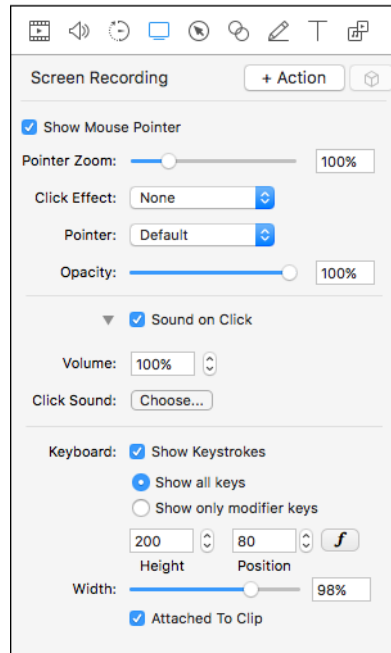
Video Filters Click the plus icon to add filters to the selected clip.

Screen Recording Properties

Screen recording properties are effects specific to demonstrations using the mouse and keyboard. They can only be applied to screen recording clips.

This tour focuses on the most common features. For more details, see [Configuring Screen Recording Properties](#).

Figure 12. Screen Recording Properties



Show Mouse Pointer. When checked, any mouse pointer icon activity in the screen recording is displayed. When unchecked, the mouse pointer is hidden.

Pointer Zoom. Often it can be difficult to see the mouse in a screencast, particularly if the video has been significantly resized. Increasing the pointer zoom value makes the mouse cursor larger and easier for the viewer to follow.

Click Effect. This feature can be used to make a visual effect when you click your mouse. Select Radar to screencast a red circle with each click or Invert to change the cursor from black to white with each click.

Pointer. Select the icon image used as the mouse pointer.

Opacity. This is the degree to which the mouse pointer is translucent. The greater the value, the more opaque the image. If the value is set to zero, the image is invisible.

Sound on Click. Select this option to generate a click sound when the mouse button is pressed. You can set the volume by moving the *Volume* slider (or by entering a value manually). You can also select the source of your click sound by clicking *Choose* and navigating to a file containing the sound you want.

Show Keystrokes. Check to displays keys being typed during a recording. Select between *Show All Keys* and *Show Modifier Keys* (F1 through F12 and arrow keys). Enter values for *Height* and *Position* of the Keystrokes display. Set the *Width* by moving the slider.

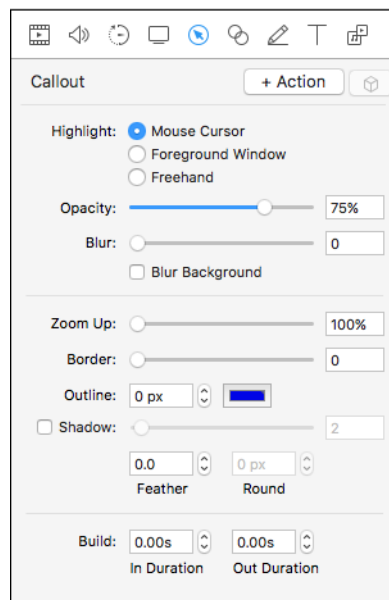
Attached To Clip. When checked, the keystroke bar will be attached to the screen recording clip, and will be affected by any changes made to the recording. This includes scaling, cropping, and any changes made to the canvas crop. When unchecked, the keystroke bar will only be affected by changes to canvas crop, and will remain centered to the canvas if any changes are made.

Callout Properties

Callout Properties are used to highlight a specific portion of the screen. They can be applied to screen recordings, images, or video clips. Unlike the other properties, Callout Properties must be used with an action.

This tour focuses on the most common features. For more details, see [Configuring Callout Properties](#).

Figure 13. Callout Properties



Highlight. Callouts are capable of highlighting an area in three different ways. Mouse cursor highlights a circular space around the mouse cursor. Foreground Window highlights any window which is currently active. Freehand allows you to draw the area you want to highlight.

Opacity. The opacity slider controls the opacity of the space outside the callout. A low value makes the surrounding area more visible, while a high value makes the surrounding area less visible.

Blur. Move the slider to increase/decrease the amount of blur in the callout.

Blur Background. Check to blur the background of the callout and not just the edges.

Zoom Up. This option magnifies the area inside the callout to make it more prominent.

Border. This option increases the range of the callout area to draw attention to a larger space. This feature is not available with freehand callouts.

Outline Enter the value (in pixels) to create an outline around the callout area (range: 0 to 59.) Click the color box to change the color of the outline

Shadow. Check to add a drop-shadow around the callout. Move the slider to adjust the amount of shadow.

Feather. Specify the blend value (in pixels) to apply to the callout border to create a smooth transition between the callout area and the surrounding space (range: 0-20).

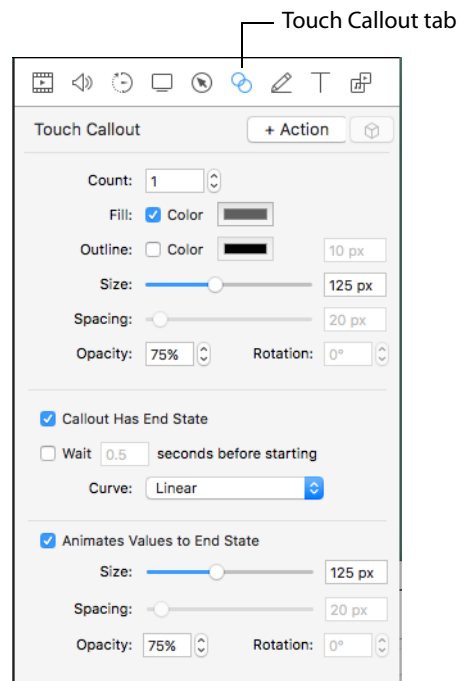
Round. Applies to foreground window callouts only. Specify the round-off value (in pixels) of the callout edge to create a more gentle appearance (range: 0-59).

Build. Specify the transition time of the callout, in seconds, up to 2 decimal places, and from 0 to 4 seconds. Duration In determines the amount of build-in time to reach the full effect of the callout. Duration Out determines the amount of build-out time to return to normal.

Touch Callout Properties

Touch callouts work in a similar fashion to freehand callouts. When the action is selected in the timeline, the video view enters a modal editing state, which is represented by the timeline. Only the currently selected clip and some editing controls in the top right corner of the video view are highlighted. This modal editing state can be exited by clicking away from the touch callout, or by clicking the close button on the editing tools.

The touch callouts are configured through a tab in the ScreenFlow inspector where the touch callouts can also be added.



Count Select the number of Touch Callouts.

Fill Check to choose Solid Color Gradient from the popup menu. For solid color, select a color from the color wheel.

Outline Enter the value (in pixels) to create an outline around the callout area (range: 0 to 59.) Click the color box to change the color of the outline.

Size Move the slider to set the size of the Touch Callout area (in pixels). You can also enter size value and press the Enter key.

Spacing Move the slider to set the distance between multiple Touch Callouts. This setting is grayed-out if you have only one Touch Callout.

Opacity Enter a value, or click the up or down arrows, to set the amount of opacity (transparency) of a selected Touch Callout.

Rotation Enter a value, or click the up or down arrows, to set the amount of rotation of a selected Touch Callout.

(See [Configuring Touch Callouts](#) for more information.)

Media Library

The media library stores all recorded and imported media in an unaltered state. This media may be dragged from the media library to your timeline or canvas for inclusion

in the project. You can drag this media into your project multiple times to replicate the same file.

For more information, see [Using the Media Library](#).

Tour 3: Publishing Your Screencast

The purpose of this tour is to familiarize you with publishing your screencast. ScreenFlow screencasts are not video files—they are saved as ScreenFlow documents (with a *.screenflow* extension), which can only be opened and used by ScreenFlow.

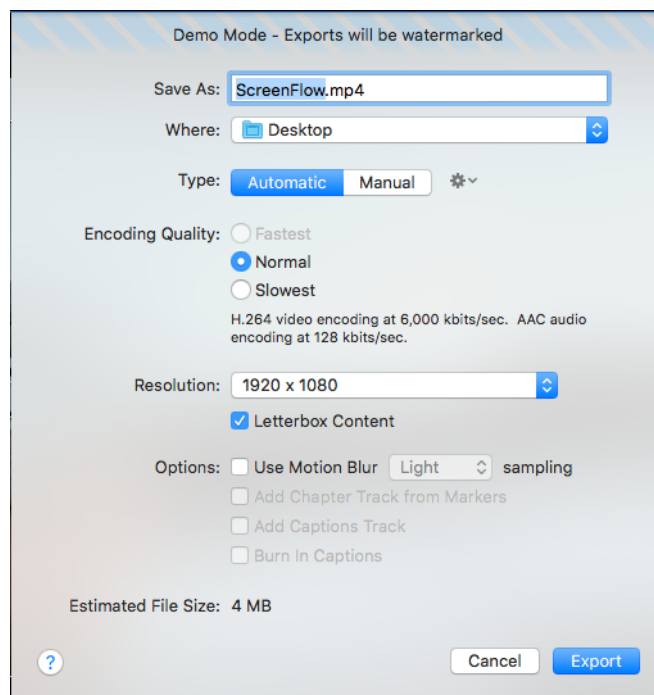
There are two ways to publish your screencasts—by exporting them to a standard video file format or publishing them directly to an Internet video service, like Vimeo or YouTube.

Determining the correct export settings for your screencast depends on the complexity of your screencast and the intended use of the video after it has been produced.

This tour explores the basics of ScreenFlow’s export options. For a comprehensive description, see [Publishing Your ScreenFlow Project](#).

Select *File > Export* or press Command-E to export your presentation:

Figure 14. Export Settings Window



Save As Choose a name for your exported video (default: *ScreenFlow.mp4*).

Where Choose a location to export your video.

Type you can export automatically or manually. (See [Exporting Your Video](#) for details.)

Encoding Quality Select: Fastest, Normal, or Slowest.

Note: *Fastest* is only available if your PC has an Intel QuickSync CPU.

Resolution Select a resolution, or select Custom which opens Width and Height fields to enter custom resolution values.

Letterbox Content Check to display letterbox content (text display of audio content)/

Options Use these controls to specify motion blur, add chapter tracks, add captions, and burn-in captions depending on your encoding options.

Publishing

In addition to encoding a video file, ScreenFlow can also publish screencasts directly to Vimeo, YouTube, Google Drive, Facebook, and Wistia. These options are accessible from the File menu. For more information, see [Publishing Your ScreenFlow Project](#).

Recording Media in ScreenFlow

Creating a screencast or other project that involves video is typically a three-step process: recording your media, editing the project, and exporting (or publishing) your screencast as a video file. This chapter focuses on the first step—recording video and audio directly in ScreenFlow.

Note: ScreenFlow automatically stops recording when you have less than 100 megabytes free on your system disk volume.


- [How ScreenFlow Records and Saves Media](#)
- [Setting Recording Preferences](#)
- [Configuring Recording Options](#)
- [Recording Media in ScreenFlow](#)
- [Recording Tips](#)
- [Templates](#)

How ScreenFlow Records and Saves Media

ScreenFlow is comprised of two separate applications which work together seamlessly to provide you a wide variety of options and flexibility as you record media, edit, and export your screencasts.

In addition to ScreenFlow—the desktop application that starts up when you double-click the ScreenFlow icon—there is also a utility, called ScreenFlow Helper. It is ScreenFlow Helper that actually performs the task of audio and video recording. The ScreenFlow application enables you to compose and edit your screencast projects and export them, but it uses ScreenFlow Helper to perform audio and video recording.

ScreenFlow Helper can be configured to start when you log in to your computer or only when you start ScreenFlow (in the ScreenFlow Preferences [General Pane](#)). When this option is disabled, ScreenFlow Helper always starts when you log in and stays running whether ScreenFlow is running or not.

ScreenFlow Helper always runs in the background so that you can start and stop recording without changing the state of your system. When ScreenFlow Helper is running, it displays a menu identified by a camera icon , in the Finder menu bar.

Note: ScreenFlow can record the computer screen as video, as well as record camera-based video (iSight, for example). Throughout this guide, the computer screen is referred to as the *display*—as in *display video*—in keeping with Apple’s terminology.

When you finish recording a clip in ScreenFlow, display video is combined with computer audio, and added to your screencast project and saved as a ScreenFlow file. Camera-based video (iSight, for example) and microphone-based audio is also combined, and added to a screencast file. Screencast files are stored in a ScreenFlow-controlled location, and clips are added to the project’s media library.

ScreenFlow clips (sometimes called *screen recordings* or *screencast files*)—unlike clips recorded outside ScreenFlow in QuickTime or other video formats—contain spatial and temporal information about mouse tracking and key presses that enables powerful special effects to enhance your screencast.

Note: Clips recorded by ScreenFlow are saved in a proprietary ScreenFlow format, with a .scc extension, and referred to as screencast files. Screencast files can only be utilized by ScreenFlow. Because screencast files are automatically and transparently managed by ScreenFlow, you rarely ever encounter them or have to deal with them.


Setting Recording Preferences

ScreenFlow provides several options for recording. To view and change these preferences, select *ScreenFlow > Preferences*. The recording options are displayed on the General tab and the Advanced tab. For details, see [Setting Preferences](#).

Configuring Recording Options

In ScreenFlow, you don't need to define a capture region in order to record a clip of your display for your screencast. ScreenFlow records your entire computer display with an advanced algorithm that produces the highest quality recording and small file size—giving you the flexibility to make changes to your frame size in post-production.

You can set up ScreenFlow to record video and audio from various cameras and microphones, depending on your project, and you can change these settings any time you need to.

To configure your recording options, click on the ScreenFlow Helper menu () and select Configure Recording to display the New Recording window. You can also select *File > Add Additional Recording* or select *File > New*. If the New Recording option is grayed-out, you must first open an existing recording or create a new one. Keep in mind that *Additional Recording* allows you to not record the screen, whereas *Configure Recording* always records the screen.

Note: You can also add recording from the Media Library (see [Using the Media Library](#)).


The recording options are identical in both windows. However, the Add Additional Recording window also allows you to close ScreenFlow automatically before recording.

- [Configuring Recording in the ScreenFlow Recording Window](#)

Configuring Recording in the ScreenFlow Recording Window

You use the ScreenFlow window to select recording options and record media. You can record multiple audio and video sources simultaneously: For example, you can record your display (with optional computer audio), and at the same time, record yourself using the iSight camera, and providing voice-over commentary.

Note: You can only record one screen (even if you have more than one) and one camera source, and only one computer audio, and one audio source at a time. For example, if you plug in three cameras, you can only choose one at a time to record.

You can display the ScreenFlow recording window (depicted in [Figure 15](#)) by opening the ScreenFlow Helper  menu and selecting *Configure Recording*.

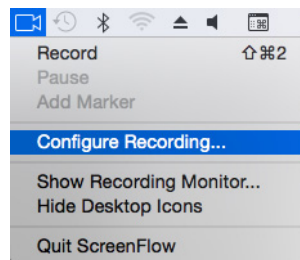
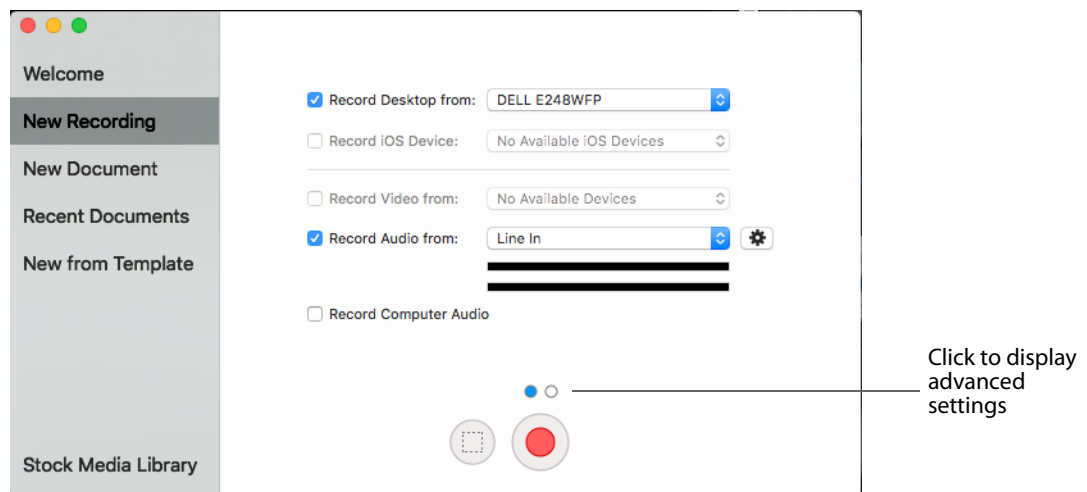


Figure 15. Configure Recording Window



Record Desktop from Check this option to record your computer monitor. This source records by default. If you have multiple displays connected, you can choose between them. ScreenFlow cannot record multiple monitors simultaneously.

Desktop video and computer audio are combined into a single clip, and added to your project as a .scc file.

Record iOS Device Check this option to record your screen from any iOS device and then select an iOS device from the drop-down menu. (iOS devices must be connected to appear in the menu.)

Record Video from Check this option to record video from any camera connected to your computer. Use the drop-down menu to choose from multiple cameras. Upon selecting a source, a preview image is displayed below.

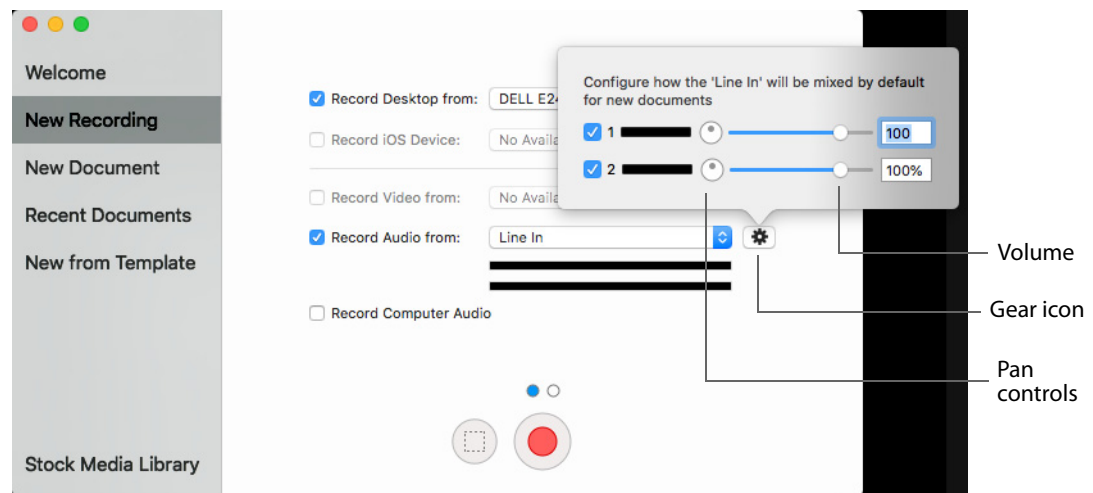
Live video (i.e. camera) and live audio (i.e. microphone) are combined into a single clip, and added to your project as a .scc file.

Record Audio from Check this option to record audio from any microphone connected to your computer. Use the drop-down menu to choose from multiple microphones. Upon selecting the source, the volume level is displayed below.

Live video (i.e. camera) and live audio (i.e. microphone) are combined into a single clip, and added to your project as a .scc file.

ScreenFlow records microphone audio at a sample rate of 48KHz.

Click the gear icon to open controls that enable you to pan and adjust the volume.



Record Computer Audio Choose this option to record all sounds played through your computer. The ScreenFlow audio driver must be installed to use this setting. If the driver is not installed, you are prompted to install it.

Desktop video and computer audio are combined into a single clip, and added to your project as a .scc file.

Click the Advanced Settings radio button to display more recording settings.

Figure 16. Advanced Settings Window

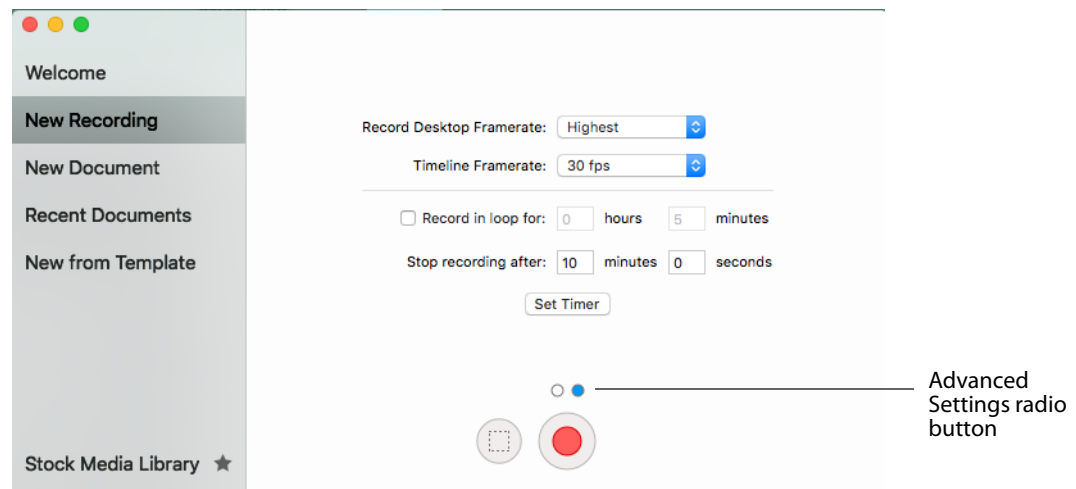


Table 2. ScreenFlow Record Dialog Controls

Control	Description
Record Desktop Framerate	<p>The default is always Automatic, which maintains the exact same behavior as previous versions of ScreenFlow. This means the application will record frames as quickly as possible. The user can modify the settings to reduce the frame rate recorded to disk.</p> <p>These options are available to the user: Automatic, 30, 25, 15, 5 and 1 fps. They are immediately applied.</p>
Timeline Framerate	Select the timeline framerate: 24, 25, 30, 50 or 60 fps.
Record in loop for	Check to record a loop of the most recent amount of hours and minutes selected.
Stop Recording After	Specify when ScreenFlow should automatically stop this recording session. Click Set Timer to activate one time.
Set Timer	Sets or removes timer for the next recording.
Record	Click the red button—the Record icon—to display the countdown window (if enabled—see the Countdown option in the General Pane) and begin recording.


You can also configure ScreenFlow to record your display unattended. For example, you might want to record a half-hour Webinar, and you don't want to sit through it to stop the recording. Use the Stop Recording option on the second panel to specify the elapsed time to stop the recording, and click Set Timer, then start recording. Elapsed time recording is a one-off event—you need to set it every time you want to use it.



Recording Media in ScreenFlow

Depending on how you plan to use your clip, choose these recording options:

- [Stopping, Pausing & Resuming Your Recording](#)
- [Using the Countdown Window](#)
- [Recording When you Start ScreenFlow](#)
- [Creating a Document Without Recording](#)
- [Adding Recordings to a ScreenFlow Project](#)
- [Recording Clips](#)
- [Setting the Recording Timer](#)

Stopping, Pausing & Resuming Your Recording

Before you start recording, it's nice to know how to stop. To stop recording in ScreenFlow, click the ScreenFlow Helper  menu and select Stop Record or press Shift-Command-2, the default shortcut to stop recording.

To pause your recording, click the ScreenFlow Helper  menu and select Pause. When you pause recording, the *solid black recording dot* changes to a *pause symbol* . To start recording again, select *Resume* from the ScreenFlow Helper menu.

Using the Countdown Window

By default, each time you start recording (unless you've disabled it in Preferences), ScreenFlow displays the countdown window as shown below in [Figure 17](#), providing a delay to allow you to prepare for recording.

Figure 17. Using the Countdown Window



By default, the countdown is set to 5 seconds. To change the countdown option (or to enable or disable the countdown window), select > Preferences > General. For details, see [General Pane](#). You can set the countdown delay for up to ten seconds.

To skip a countdown in progress, simply click on the countdown window and ScreenFlow begins recording immediately.

Recording When you Start ScreenFlow

To record a clip for a new screencast project, just start ScreenFlow. The ScreenFlow recording window displays and you can click the red Record button to start recording your first clip. (If you don't want to record right now, just close the window.) During recording, the camera icon of the ScreenFlow Helper menu displays a black dot.

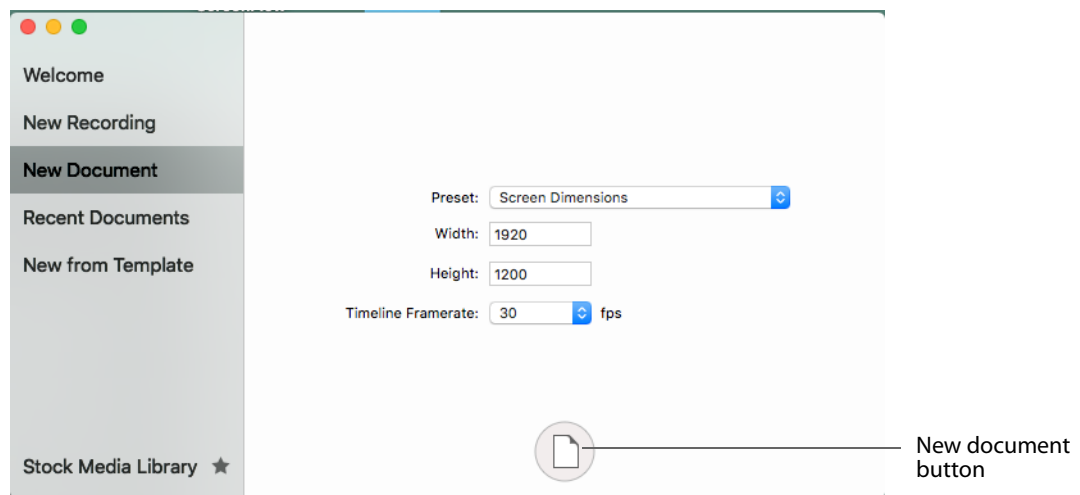
When you stop recording, ScreenFlow displays a window that lets you add your recording to a new document, add to an existing document, or discard the document.

Creating a Document Without Recording

To create a ScreenFlow document without recording, start ScreenFlow. When the ScreenFlow recording window displays (Figure 17), click the Close button on the upper left corner. Now, select File > New or press Command-N.

ScreenFlow displays a dialog which allows you to set your canvas size to any dimension, regardless of your display size.

Figure 18. Using the New Document Window



Select a preset canvas size from the Preset popup menu or enter a custom canvas size in the Width and Height fields. Then click the new document icon at the bottom.

Now, you can record video or work on your project using other media, as you want.


Adding Recordings to a ScreenFlow Project

To record a clip and add it to an open project, make sure the project window is open and selected. Then, select *File > Add Additional Recording* (Shift-Command-R) or press the Add Recording button in the media library. Verify your settings and click Record.

Depending on your preferences, the countdown window displays, and then ScreenFlow begins recording. During recording, the camera icon of the ScreenFlow

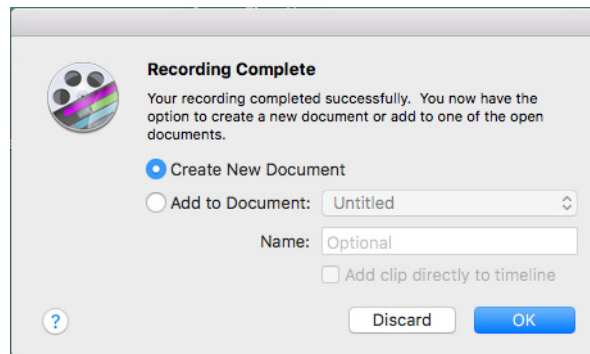
Helper menu displays a black dot. When you stop recording, ScreenFlow adds the clip you just recorded to the project.


Recording Clips

To record a clip without deciding which project to add it to first, click on the ScreenFlow Helper  menu and select Record, or select File > New > New Recording and click the red Record button. Depending on your preferences, the countdown window displays, and then ScreenFlow begins recording. During recording, the camera icon of the ScreenFlow Helper menu displays a black dot.

When you stop recording, ScreenFlow displays a Recording Complete window (Figure 19) so that you can create a new document with our recording, or add your recording to any open document.

Figure 19. Using the Recording Complete Dialog



To verify your settings first, click on the ScreenFlow Helper  menu and select Configure Recording. When you're ready, click the Record button. Depending on your preferences, the countdown window displays, and then ScreenFlow begins recording.

When you stop recording, ScreenFlow displays the Recording Complete window, as shown above, so that you can add your recording to an open project, start a new one, or discard your recording.

Adding Markers

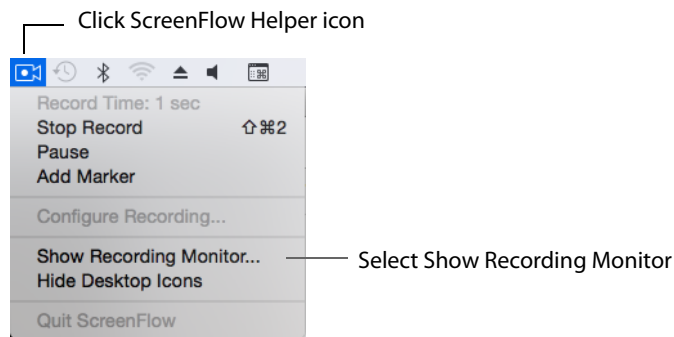
ScreenFlow enables you to attach markers directly to your clips. During a recording, if something important or notable occurs, it may be desirable to create a marker during the recording process to provide quick access, later, when organizing a project.

The Add Marker menu item is only enabled during recording. It is disabled when the recording is paused or stopped.

Recording Monitor

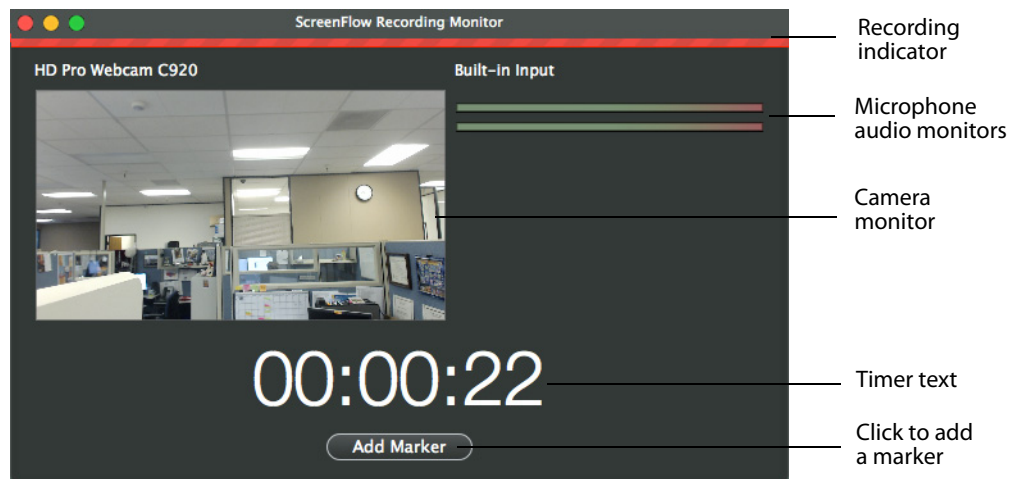
Recording Monitor provides a preview of your microphone and camera during a recording, to check audio levels and keep the camera shot correct. Additional functionality such as the duration of the recording is also available.

To open the Recording Monitor, click the ScreenFlow Helper icon, then select *Show Recording Monitor*.



Note: When the recording monitor is displayed, it is included in the screen recording. It is recommended that you move the Recording Monitor window to an area of the screen that will be cropped out, or move it to another monitor.

The Recording Monitor tracks the selected inputs from the ScreenFlow recording configuration. If you have disabled both the camera and microphone, the recording monitor will shrink to just a timer. The green striped header at the top of the recording monitor will change to red when a recording is actually in progress. This gives you quick visual cue that your recording is in progress. Both the timer and the Add Marker buttons are grayed-out when nothing is recording. The timer text displays in white once the recording has started. You can set markers by clicking the Add Marker button.




Note: Only the microphone audio is monitored, not the entire audio of your recording.

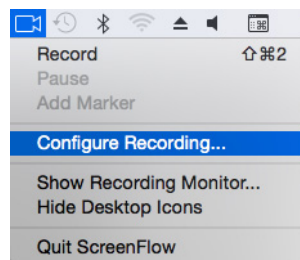
Once you have completed your recording, any markers you have added will immediately be shown in the timeline. The markers are attached to the primary clip.



Setting the Recording Timer

You can also configure ScreenFlow to record your display unattended. For example, you might want to record a half-hour Webinar and you don't want to sit through it to stop the recording.

To set up ScreenFlow to stop recording after a certain time, click on the ScreenFlow Helper  menu and select Configure Recording.



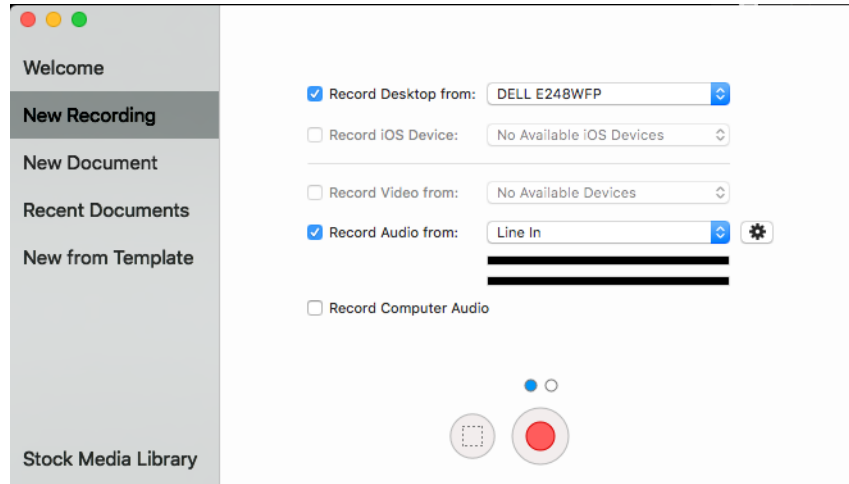
Use the Stop Recording option on the second panel to specify the elapsed time to stop the recording, and click Set Timer, then start recording. Elapsed time recording is a one-off event—you need to set it every time you want to use it.

Each time you start ScreenFlow, ScreenFlow also launches ScreenFlow Helper and the Configure Recording window to help you begin recording your screencast. You can also display the Configure Recording window from *File > New > New Recording* or *ScreenFlow Helper > Configure Recording*.

When you stop recording, you can add this new recording to a new document, or add the recording to a ScreenFlow document that is already open. If you have no other projects open, ScreenFlow will automatically create a project file for the new recording.

Using the Configure Recording Window

Use the Configure Recording window to select recording options and start recording media.



Record Desktop from Check this option to record your computer monitor. This source records by default.

If you have multiple displays connected, you can choose between them. ScreenFlow cannot record multiple monitors simultaneously.

Desktop video and computer audio are combined into a single clip, and added to your project as a .scc file.

Record IOS Device Check this option to record your screen from any IOS device and then select an IOS device from the drop-down menu. (IOS devices must be connected to appear in the menu.)

Record Video from Check this option to record video from any camera connected to your computer. Use the drop-down menu to choose from multiple cameras. Upon selecting a source, a preview image is displayed below.

Live video (i.e. camera) and live audio (i.e. microphone) are combined into a single clip, and added to your project as a .scc file.

Record Audio from Check this option to record audio from any microphone connected to your computer. Use the drop-down menu to choose from multiple microphones. Upon selecting the source, the volume level is displayed below.

Live video (i.e. camera) and live audio (i.e. microphone) are combined into a single clip, and added to your project as a .scc file.

ScreenFlow records microphone audio at a sample rate of 48KHz.

Record Computer Audio Choose this option to record all sounds played through your computer. The ScreenFlow audio driver must be installed to use this setting. If the driver is not installed, you are prompted to install it.

Desktop video and computer audio are combined into a single clip, and added to your project as a .scc file.

Record

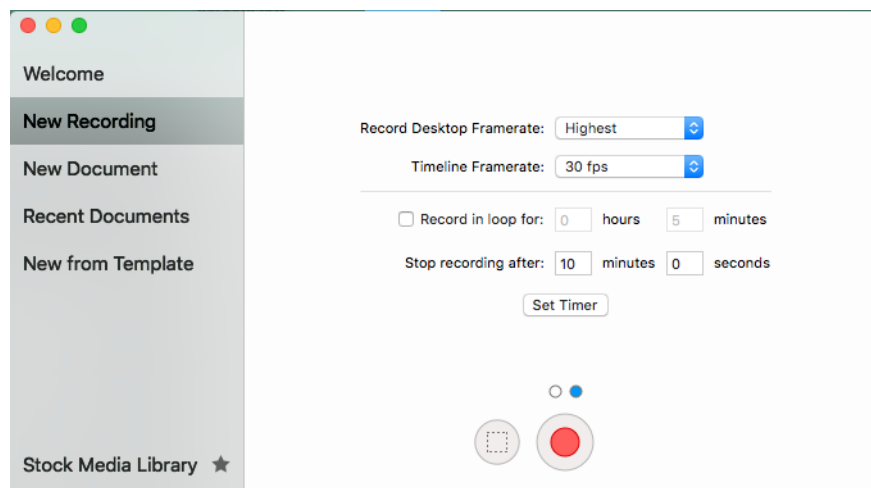
Click the red record button to display the countdown window and begin recording.

When you have finished recording, video and audio sources are combined to maintain video/audio sync. Desktop video is combined with computer audio and camera video is combined with microphone audio. You can separate these clips using the Edit > Detach Audio command.

The only limitation on the length of your recording is the amount of space available on your hard drive. ScreenFlow automatically stops recording when you have less than 100 MB free on your system disk volume.

Advanced Settings

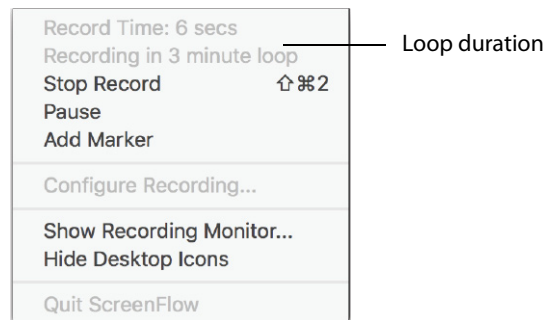
The Advanced Settings button above the Record button in the Configure Recording window switches to the Timed Recording pane.



Loop Recording

The loop recording is activated by checking the *Record in a loop* box. The recording loop duration is set by entering hours and minutes. Click the Record button to activate.

Once the recording starts, you can see the loop duration in the status menu of the ScreenFlow Helper.



Timed Recording

You can also set your timer to stop the recording after a set number of minutes and seconds. Click the Set Timer button to apply this setting. Once the timer has been set, this button will change to Reset Timer. Click again to disable timed recording.

Countdown Window

Each time you start recording, ScreenFlow displays the countdown panel, providing a delay to allow you to prepare recording:

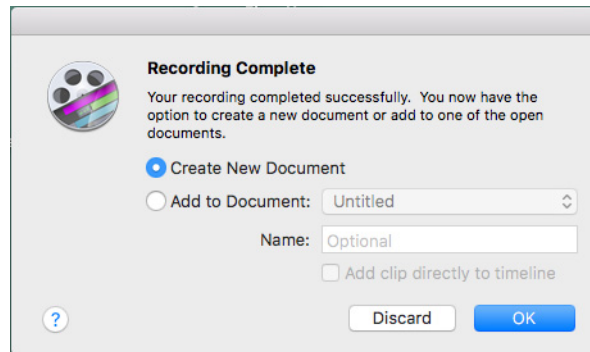


To skip the countdown, simply click on the countdown window and ScreenFlow begins recording immediately. By default, the countdown is set to 5 seconds. To change the countdown option, go to Preferences > General. You can set the countdown delay for up to 20 seconds.

Adding A Recording

When you have finished your recording, the clips that you have recorded are automatically opened in a new document. If you already have a document open, you

are given the option of creating a new document or adding your recording to an existing document.

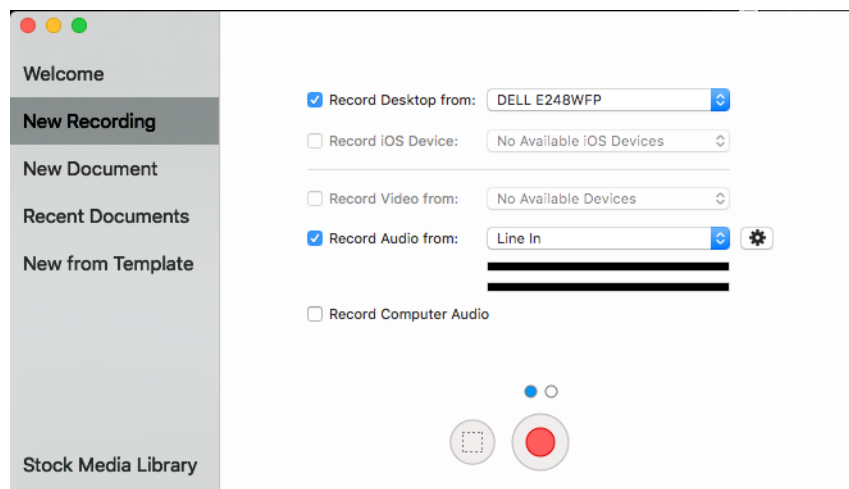


If you have accidentally created a new document when you intended to add the recording to an existing document, just drag or copy/paste your recording into the previous document's canvas, timeline, or Media Library. This duplicates the recording in the other document's project folder.

Add Additional Recording

To add a recording to your document, you may simply create a new recording, in which case you receive notification (as shown above) or you may choose Add Additional Recording. This may be selected from the File menu or the Media Library.

The Add Additional Recording selection reopens the New Recording window so you can add another recording.

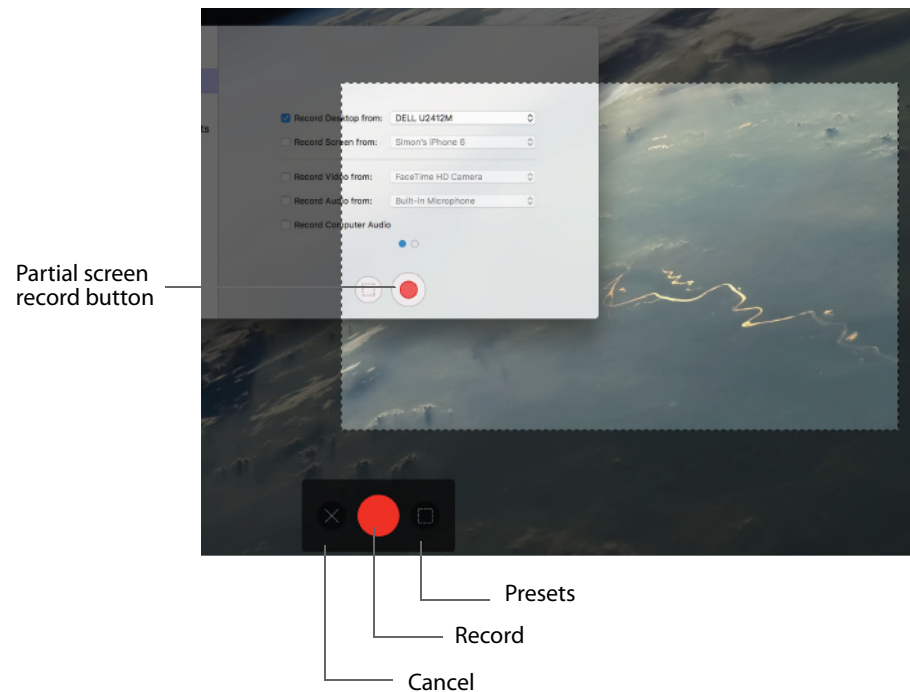


Partial Screen Capture

Partial screen capture enables you to record just a portion of the screen.

The partial screen record button (the dashed rectangle icon) is located to the left of the main record button. When clicked, the screen will darken and a rectangular selection will appear. This capture area can be resized using the mouse. While the rectangular

selection is present, the user cannot interact with any windows on their desktop, and the mouse is now controlling the sizing of the region.



There is a control strip at the bottom of the focused screen where you can cancel out of this mode, start the recording, or use presets to constrain the region you are capturing.

If there are multiple monitors connected, the secondary displays will have a text message overlaid to let you know you can click on that screen to begin selection on that display. Once you have clicked on a new display, the control strip will disappear from its current display and move to the new one. The preset button displays a popup giving you some constraint presets (1280x720, etc). You can also enter a fixed width and height directly.

There are some keyboard shortcuts enabled in selection mode. You can use the cursors keys to "nudge" the rectangle around the screen. If you hold the Shift key while nudging, the movement will be increased. If you move the mouse over a window and press the space bar, the selection rectangle will resize to fit just that window. You can use the escape key at any time to exit out of selection mode.

The selection rectangle is always cropped to a single display, and so it cannot span multiple displays. If you click the red record button, the selection user interface will disappear and the standard recording countdown will begin. The recording will inherit any other recording settings from the main user interface (such as cameras and microphones). The selection rectangle will be remembered the next time you enter region selection mode, but it will not automatically be used if you pick Record from the ScreenFlow Helper menu (this will continue to record only in full screen mode). Region recording can only be activated through the front-end window. Once the recording has ended, you interact with the new document as usual. The canvas size is set to the size of the region you selected.

Recording Tips

Before you begin your recording, it's useful to consider how you (and your users) intend to use your screencast, how you want to organize your media, and how best to present your screencast on screen.

- [Setting Your Display Resolution](#)
- [Using Text in a Screencast](#)
- [Considerations for Narrative Screencasts](#)

Setting Your Display Resolution

Two important factors to consider before you begin recording is the resolution of your display and the intended export resolution of your screencast. Since you usually do not intend to export your screencast at the same resolution that you recorded at, it is important to consider that your final video will be at a lower resolution than it is on your screen—especially if you are recording a large resolution display or a Retina display (maximum 2880 x 1800). This is especially important when you have text which must be legible. Digital video was not designed to capture text, so it can often be difficult to capture clearly.

Telestream recommends that you check your display resolution before recording (select System Preferences > Displays). Lower your display resolution as much as possible without impairing your ability to view your screencast clearly. Do not lower the resolution below your intended export resolution or you will lose quality.

Using Text in a Screencast

Digital video was designed primarily for capturing real world images, so it is often difficult to capture the thin lines of text legibly. Here are a few tips to consider when you are using text in your video:

- Use larger point sizes (e.g., at least 25 points or more). Larger characters always render better than small ones.
- Do not use serif fonts (e.g. Times Roman). Always use sans-serif fonts (e.g., Arial or Helvetica).
- Use boldface fonts, since they render better, especially at smaller sizes.
- Do not use odd values for the output movie's frame height or width. Always use even numbers. Also, input sources having odd height or width values can result in illegible titles.
- Always generate non-interlaced video (the Lossless preset is the only format that you can specify as interlaced). Interlaced video is much more prone to poor quality text rendering because it may introduce flickering.

Considerations for Narrative Screencasts

When creating narrative screencasts, you might consider two different approaches. For simple demonstrations, you may be able to narrate the demo as you perform it. For more complex demos, you may have a problem narrating in real time, as you perform the task using the keyboard and mouse.

- [Record Everything at Once](#)
- [Record Your Display—Then Add Narration](#)

Record Everything at Once

Using this method, you record each recording source in a single session—simultaneously recording the display, camera video, microphone audio, and computer audio. When you are done recording, you can use the editing tools to finalize your screencast project.

For example, you might start a screencast project by recording your display, then cut to a Picture-in-Picture of a camera recording, as you demonstrate the application. Later, you fade out your video, leaving only the audio to narrate the remaining moments of the screencast.

This method is considered a single-pass production. It works well when your subject matter is simple, straightforward, or short. For longer or more complex screencast projects, you may find the second approach more comfortable.

Record Your Display—Then Add Narration

Using this method, you first record the display (optionally, without computer audio), demonstrating your application or subject matter without any video or voice-over.

When you have finished your demonstration, you can record your camera and microphone sources while playing the video preview of your demonstration in ScreenFlow. This can be done in a single long recording or several short recordings.

You can then edit your recordings to align your narration with your demonstration or fade your camera recording in and out when appropriate.

This workflow is effective when the screencast involves a series of complex mouse or keyboard operations, or you have several comprehensive steps or tasks to achieve, each of which take some effort to produce.

Templates

Introduction

Templates enable you to generate a document that can be used as a “template” for creating other documents. This allows you to specify consistent starting and ending of your content. When you creating (and then edit) a document made from a template, there are three groups of clips in the timeline that are important: *starting* content,

ending content and *variable* content. A newly created template always places the starting content at the beginning of the timeline, the variable content (screen recording content) in the middle, then the ending content placed at the end. When a template is created, ScreenFlow determines the starting and ending content based on the *Template Placeholder Clip* information.

Creating a Template

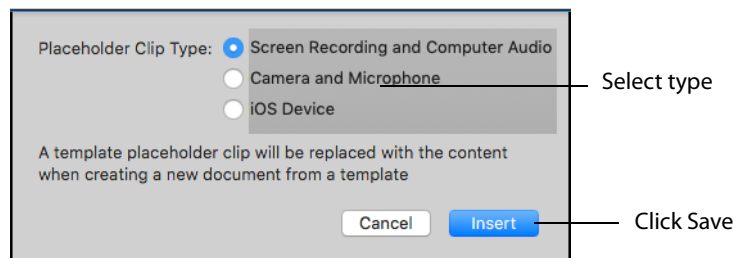
A template can be created from any regular ScreenFlow by selecting *File > Save As Template*. This new template document is managed by ScreenFlow and is saved in a special folder in the Users Library folder located at:

~/Library/Application Support/ScreenFlow/Templates/

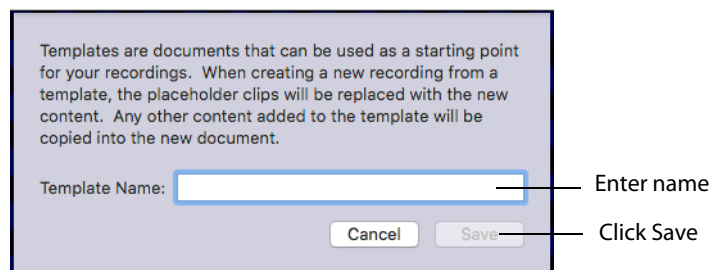
This folder contains all the content needed by the template. However, the new template file is given the a file extension of: *.screenflowtemplate* (instead of *.screenflow* used for ScreenFlow documents). Screenflow manages this template folder by deleting and updating files as needed, so you should not make any changes directly.

Templates can be shared between different computers. ScreenFlow will automatically read any templates present in this shared template folder.

To control the variable portion of the template, the user has access to a new Template Placeholder Clip. This is added to the timeline by selecting *Insert > Template Placeholder Clip*. When the dialog window displays, select the type of template placeholder clip: Screen Recording, Camera, or IOS Device.



When a ScreenFlow document is saved as a template (*File > Save Template*), a dialog window displays allowing you to name your template. Enter a template name and click *Save*. Once a document has been converted to a template, the *Save as Template* menu item is disabled.

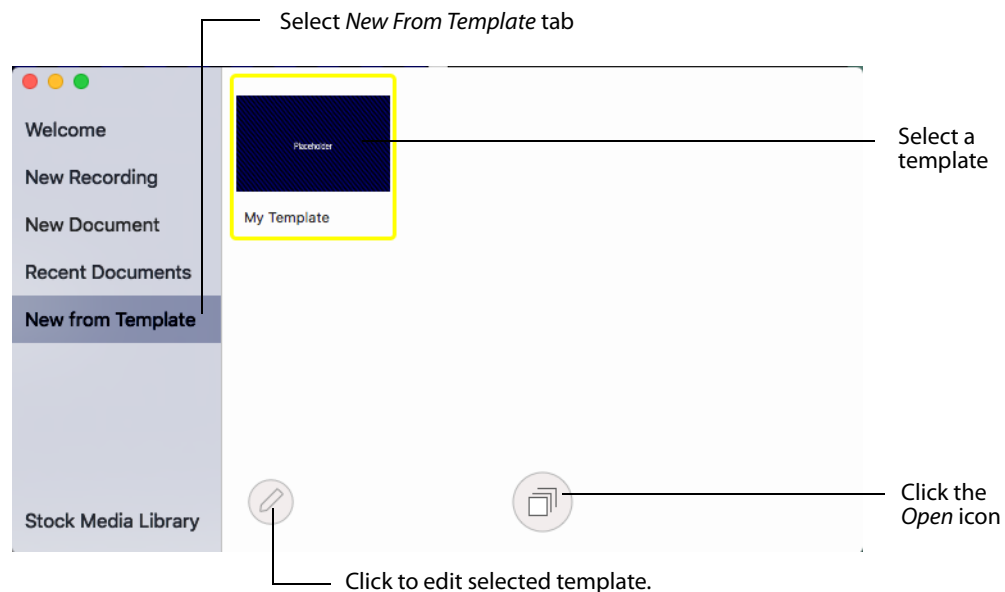


Note: If a template placeholder clip has not been previously inserted (*Insert > Template Placeholder Clip*), a “No Template Placeholder Clips” message will display. You must insert a template placeholder clip before you save a document as a template.

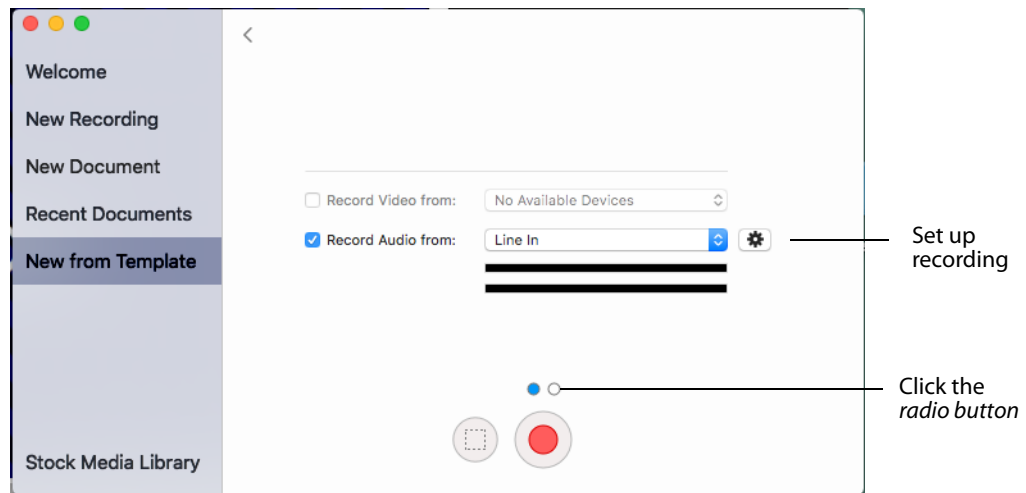
The placeholder clip can be visually positioned, scaled, rotated, etc., just like normal clips. However, ScreenFlow labels the placeholder clip so it can be matched with the correct content when creating a document from the template. The placeholder also determine the options that are presented to the user when a new document is made from an existing template. When adding a ‘Screen Recording’ or ‘Camera’ placeholder, an audio placeholder clip can optionally be added at the same time, enabling the configuration of audio specific properties.

Using a Template

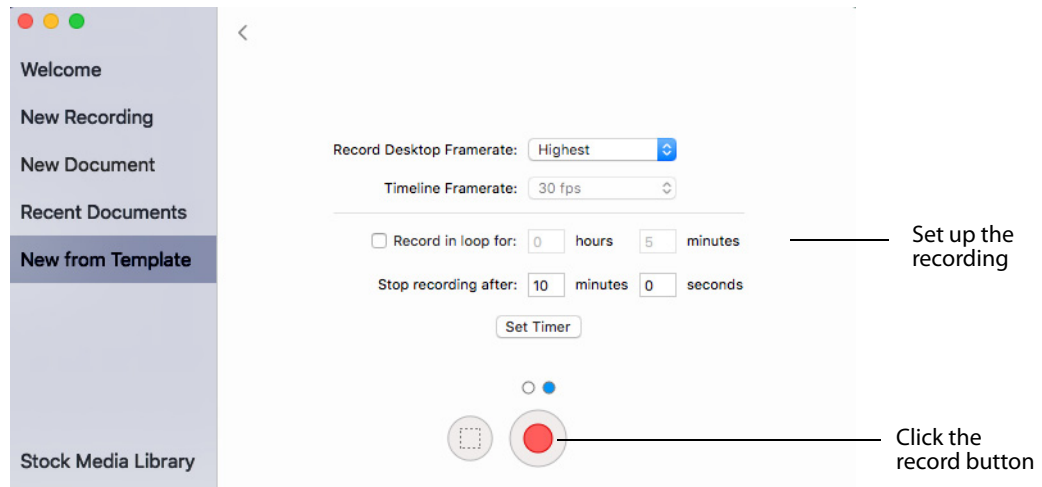
After a template has been created and saved, it is ready for immediate usage. To create a new document from a template, select *File > New*, then select the *New From Template* tab when the Welcome window displays. Select a template, then click the *Open* icon. You can also edit a selected template by clicking the *Edit Template* button.



When the recording settings window displays, set up your recording as needed. Click the radio button to open the other settings window.



When the other recording settings window displays, finish setting up your recording. Click the record button to begin recording using your new template.



Editing ScreenFlow Projects

You use the editor window to create your screencast or other ScreenFlow project, add media, and add text, actions, and other effects for clarity, emphasis, and visual appeal.

You also use the editor window to arrange elements spatially and temporally in your project, and configure elements to behave or display just the way you want, and to preview your project and then go back and adjust your results.

- [Editor Window Overview](#)
- [Adding Media to Your Project](#)
- [Using the Editor Windows Toolbar](#)
- [Editing Your Project on the Canvas](#)
- [Editing Your Project on the Timeline](#)
- [Using Nested Clips](#)
- [Creating Closed Captions](#)
- [Configuring Video Properties](#)
- [Configuring Audio Properties](#)
- [Adding Narration](#)
- [Configuring Screen Recording Properties](#)
- [Configuring Callout Properties](#)
- [Recording IOS devices](#)
- [Configuring Touch Callouts](#)
- [Add Snapback Action](#)
- [Rolling Edit](#)
- [Configuring Annotations Properties](#)
- [Configuring Text Properties](#)
- [Using Style Presets](#)
- [Using Audio and Video Filters](#)
- [Using the Chroma Key Filter](#)
- [Using the Media Library](#)

■ [Stock Media Library](#)

Editor Window Overview

You use the editor window ([Figure 20](#)) to create screencasts or other ScreenFlow projects, and then edit your projects. This includes adding media, text, actions, and other visual and audio effects for clarity, emphasis, and visual appeal.

The editor window also allows you to arrange your project's elements both spatially and temporally, and configure each element's properties to behave or display just the way you want, and to preview your project and then go back and adjust your results.

Figure 20. Editor Window Overview



The editor window is a document window for ScreenFlow documents. Each editor window displays a single ScreenFlow project. Each ScreenFlow project is stored in a ScreenFlow document, including the media library. You can open several ScreenFlow documents and work on these projects simultaneously.

Note: To create a new, untitled ScreenFlow document for a new project, see [Creating a Document Without Recording](#).

The editor window consists of three panes: Canvas, Properties, and Timeline.

You can resize the canvas and timeline panes by clicking and dragging the toolbar up or down. Click anywhere in the region of the toolbar directly below the toolbar icons (and above the timeline) and drag the toolbar up or down to resize the panes.

The upper-left pane of the editor window is the canvas. The canvas is a spatial representation of the visual clips of your project (and their properties, actions, etc.), based on the position of the scrubber on the timeline. At any given point in time, elements in a project may be entirely or partially visible in the frame, or off-screen entirely. You use the canvas to arrange, resize and configure these elements. For details, see [Editing Your Project on the Canvas](#).

The bottom pane (directly below the playback controls) is the timeline—a temporal representation of your project, with a time scale at the top. The timeline enables you to arrange the clips in your project in play order, and add fades and other effects. The elements on the timeline reference media in your project's media library. Changes made on the timeline or on the canvas do not alter your original media clips in the media library. For details, see [Editing Your Project on the Timeline](#).

The upper-right pane displays the properties panes and media library. There are seven properties panes: Video, Audio, Screen Recording, Callout, Touch Callout, Annotations, and text. For details, see [Configuring Video Properties](#). The media library ([Using the Media Library](#)) stores all recorded and imported media in its original format and state.

All three panes work together to help you create, edit, and preview your project.

Adding Media to Your Project

Media files are added as *clips* in ScreenFlow. And clips are the building blocks of every ScreenFlow project. Before you can accomplish any editing or composition, you need to add clips to your project. A *clip* in ScreenFlow is not the media itself—the *media* is the file that the clip represents (or points to). A clip not only points to a media file, it also contains all of the other information need to play and render the clip the way you've configured it. This may include start and stop times, fades and other actions, and other properties that you assign.

As mentioned before in [Recording Media in ScreenFlow](#), you can record your display directly in ScreenFlow, and you can also record directly in ScreenFlow using a camera and microphone. When you do, these recordings are automatically managed by ScreenFlow, and clips are added to your project under your control.

You can also add media that has been recorded outside of ScreenFlow, and you can use still images as clips also. ScreenFlow supports video and audio file formats that QuickTime Player can play in Mac OS X10.6.x and higher. ScreenFlow also supports many image formats, including PNG, JPEG, GIF, and TIFF images—if Preview can display a file, you can use it in ScreenFlow.

The media library is an integral part of ScreenFlow—it's a central repository for media you're using in a project, and knowing how it works will help you take advantage of it.

Adding media to a project involves, first, adding a clip to the media library—even if it happens automatically. You either drag media from the file system onto the timeline and ScreenFlow adds its clip to the media library automatically—or you add media directly to the media library (creating a clip), and then you drag the clip onto to the canvas or timeline whenever you want to—creating a copy of the original clip. (See [Managing Media in your Media Library](#) for more detail on how to add media to your library).

You might think that dragging a clip onto the timeline merely places it there, but in fact it's a copy. You can edit it without changing the properties of the original clip. And, you can drag the original clip onto the timeline over and over, as many times as you like.

The following topics focus on the practical issues of getting clips into your project, ignoring the finer details of media library management for the moment. For those details, as well as best practices, see [Managing Media in your Media Library](#).

- [Adding Clips](#)
- [Deleting Clips](#)


Adding Clips

To add clips to your project use these methods:

- Drag a clip from the media library directly onto the canvas. This allows you to place the media's frame spatially on the canvas. The clip is automatically placed in a new, top track on the timeline at the point of the scrubber. If this clip is a display recording and the canvas is the same size, you can just drag it onto the timeline—the clip is automatically positioned to fill the canvas correctly. Clips are imported sequentially (by time) on one single track, when dragged to the Timeline.
- Drag a clip from the media library directly onto the timeline. This allows you to place the clip on the track(s) you want, and at the location on the timeline you want. You can select one or more clips using lasso selection—click and drag across some portion of each clip to select it.
- Double-click a clip in the media library to add it to the timeline at the point of the scrubber.
- Drag a clip from the file system (Desktop or Finder window) directly onto the timeline. This allows you to place the clip on the track you want, at the point on the timeline you want. The clip is automatically added to the media library.

Note: You can also copy and paste clips in the same project, and you can copy and paste clips between open ScreenFlow document windows.

You can also click and drag multiple clips. When you do they are placed in sequence on the timeline. If you hold the shift key down while clicking dragging multiple clips, the clips are placed as stacked layers on the timeline.

The default name of a clip is obtained from the media file it references. To change the name of a clip, double-click on the text or click the gear icon  on the clip, and select Rename Clip. The new name does not change the name of the source file.

Deleting Clips

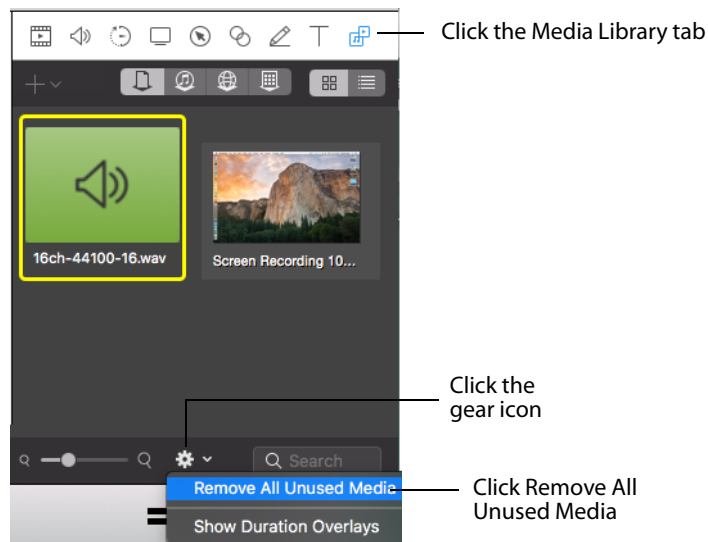
To delete clips from your project use these methods:

- Select a clip on the canvas or timeline and press Delete or select Edit > Delete. This removes the clip from the canvas/timeline, but the original clip remains in the media library.
- Select a clip in the media library and press Delete or select Edit > Delete. This removes the clip from the timeline and deletes the clip from the media library. If the media is on the timeline, ScreenFlow displays a Delete dialog—click Delete to continue. (This action does not delete the referenced media file—just the clip.)

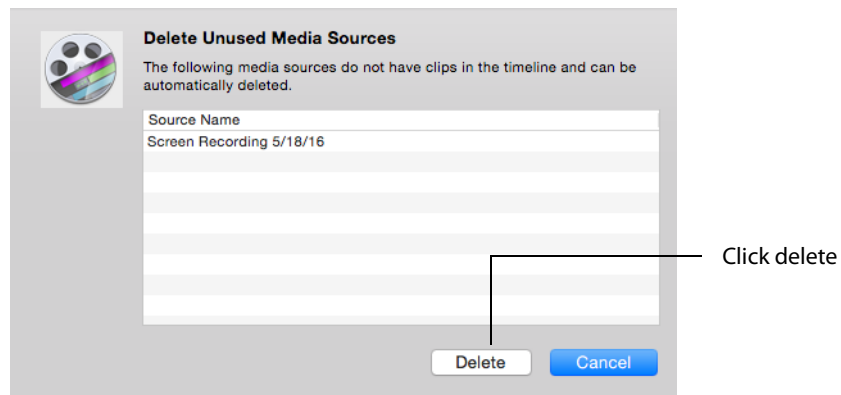
Deleting All Unused Media

It is possible for media sources to exist in a ScreenFlow document without having an associated clip for them in the timeline. ScreenFlow provides an easy way to delete such orphaned media sources from the Media Library.

To do this, click the Media Library tab, click the gear icon to open its menu, then select *Remove All Unused Media*.

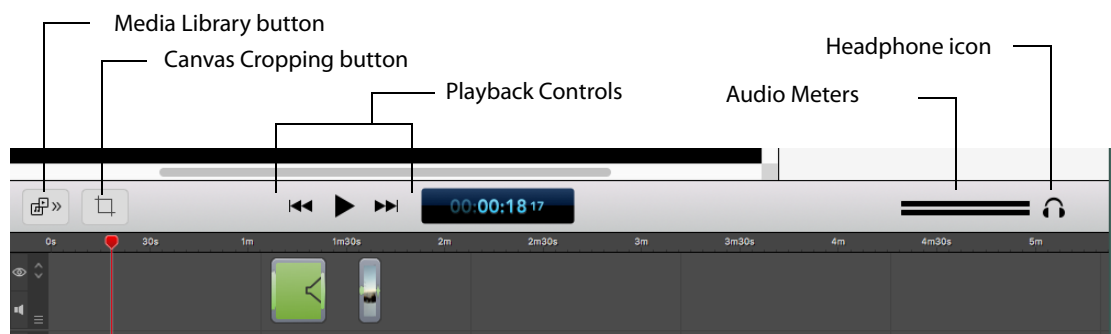


When the list of unused media displays, click *Delete* to delete all the unused sources from the Media Library.



Using the Editor Windows Toolbar

Below the ScreenFlow canvas is a toolbar with various controls.

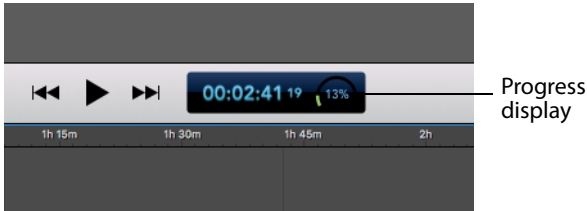


It displays several tools you'll use to configure your canvas, preview your video, and monitor your audio, as described below, in [Table 3](#).

Table 3. Using the Editor Window Toolbar

Control	Description
Media Library button	Click to display the Media Library panel.
Canvas Button	Click the canvas button (far left) to display the canvas controls—click it again to hide them. You can use these controls to view and adjust canvas properties: the canvas size (and resulting frame size of your exported video) and background color. For details, see Configuring the Canvas .
Playback Controls	Use the playback controls (center) to play your project as well as jump to the beginning or end of your project. You can also use the traditional video editor's JKL keystrokes for Rewind, Stop, and Playback. Press J or L repeatedly to speed up rewind/playback respectively. The timecode of the project is displayed directly to the right of the playback controls. (You can set timecode to SMPTE or ScreenFlow—see Timeline Pane .)
Audio Meter	The audio meter (far right) displays audio volume. The top meter represents the left channel; the bottom, the right channel.
<headphone icon>	Click the headphone icon to toggle (on and off) muting of the preview audio (headphones).

If you load a long media file onto the time line (or move a long file to another location in the time line), the progress is displayed in percent in the right side of the timecode display.



Editing Your Project on the Canvas

The canvas ([Figure 21](#)) is a real-time video preview pane—a spatial representation of the visual elements of your project—which allows you to size and position the visual elements of your project. How (and where) the elements display at any point in time is controlled by the position of the scrubber on the timeline.

To move the Canvas, click and drag it using your mouse. When you do this, the position values change accordingly in the Video tab. If you press the Space Bar while moving the Canvas, the position value are not changed.

If you are using a trackpad, pinch fingers closer or farther apart on the trackpad to zoom in or out. You can also scroll in any direction using two fingers on the trackpad. Additionally, you can use two fingers to rotate the canvas.

Figure 21. Using the Canvas Pane



The center rectangle (which may be obscured by a clip, as shown above) represents the video frame of your project. Its dimension (which is set by clicking the Canvas button and using the canvas controls) determines the frame size of your video when you export or publish it.

The gray space around the video frame rectangle is workspace; space that isn't included in exported video. You can use this space for off- or partially off-screen visual elements for scaling or pan effects.

- [Zooming and Panning the Canvas](#)
- [Configuring the Canvas](#)
- [Arranging and Adjusting Clips on the Canvas](#)

Zooming and Panning the Canvas

You can zoom in and out on the canvas to view details or see the big picture.

To zoom in or out on the canvas, hold down the Option Key and move the scroll wheel.

You can also use these commands:

- Zoom in—select *View > Zoom In* (Command=)

- Zoom out—select *View > Zoom Out* (Command--)
- Zoom to full pixel size—select *View > Zoom to 100%* (Option-Command-0 (zero))

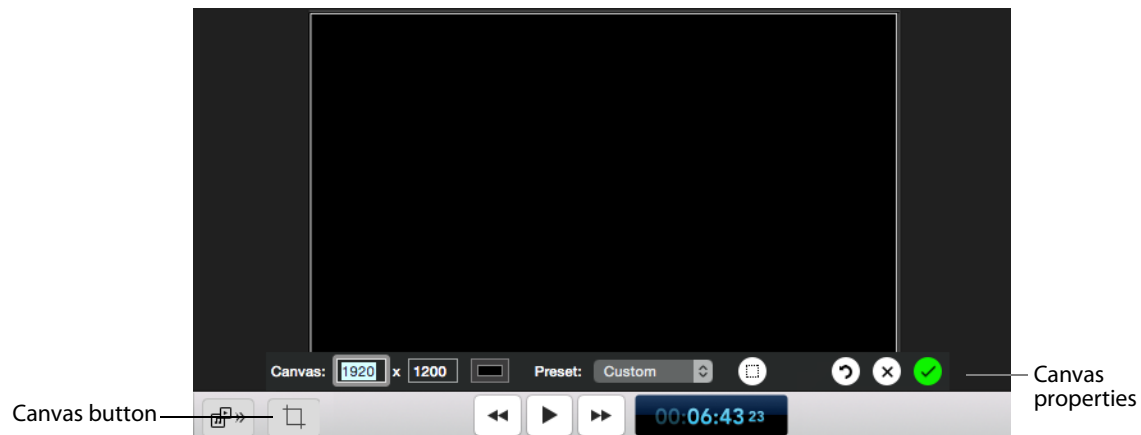
When the canvas is larger than the panel, scroll bars appear so that you can pan in any direction to view hidden portions of the canvas. Hold down the spacebar and drag to pan the canvas with a mouse. You can also use normal trackpad actions.

Configuring the Canvas

Before you start working on a project, it's a good idea to configure your canvas—determine the frame size of your published project, pick a background color, etc.


Click the Canvas button  to view and configure your canvas properties (Figure 22).

Figure 22. Empty Canvas Pane Without Any Elements



When canvas controls are displayed, you can't use the canvas. Click the button again to hide the controls. Click the green check mark to save your settings and close the canvas control bar.

Table 4. Canvas Properties

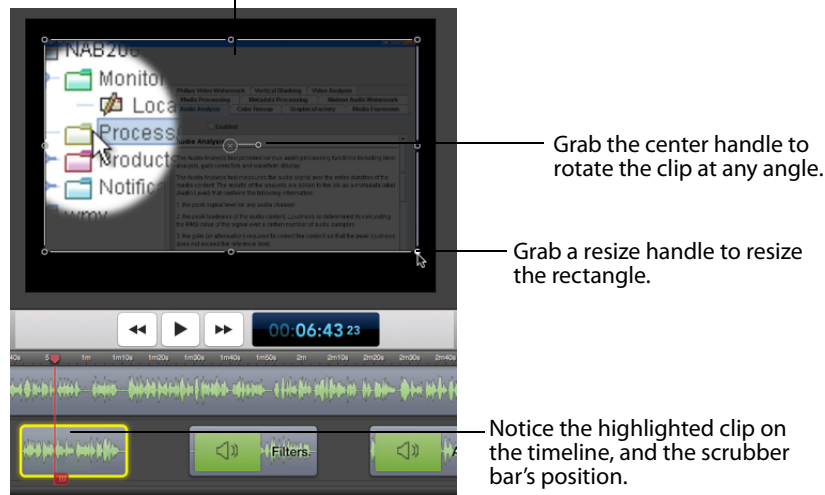
Control	Description
Canvas (Width and Height)	Enter the width and height values on the Canvas X and Y fields to change the video frame size. (When canvas controls are hidden, you can also click and drag any corner of the rectangle to change its size.) The size cannot be set to a value larger than the original recording.
Background Color	Click the Background Color button  (to the right of the Canvas height and width fields) to choose the background color of the canvas (default: black.) If your visual elements don't obscure the background, it displays as part of the video.
Snap to Front Window	Check to highlight a foreground window in your recording when you want to crop the area outside of that window. This helps you to crop the canvas around the foreground window. When you start your recording, no window is selected. So during your recording you need to click on the window you want to highlight. After the recording, you need to move the scrubber to where you clicked to highlight. Now you can click on the canvas button, move the sides and they will snap to your highlighted (focused) window.
Preset	select one of four canvas sizes, or select Custom which allows you to enter size values manually.
Reset Cancel Apply	Use these buttons to: reset the settings to the default values (arrow icon), cancel changes you've made (x icon), or apply the changes you've made, before hiding these controls (check icon).

Arranging and Adjusting Clips on the Canvas

After you add clips to your project, you can quickly and easily arrange them spatially on the canvas, and you can crop, resize, rotate, add filters, etc.

Figure 23. Arranging and Adjusting Clips on the Canvas Pane

Click a media clip to highlight it.



To operate on a clip, click to select it. ScreenFlow highlights the clip (both on the canvas and the timeline). When you select a clip on the canvas, it also selects it on the timeline.

Note: You can select a clip on the canvas or timeline when you want to view or change its properties, which is done using the properties panes to the right of the canvas.

- [Placing a Clip Spatially](#)
- [Resizing/Scaling a Clip](#)
- [Cropping a Clip](#)
- [Rotating a Clip](#)

Placing a Clip Spatially

To place a clip anywhere on the canvas, click and drag it to the location you want, and then release the mouse. When dragging a clip on the canvas, as you near the center vertically or horizontally, yellow guidelines appear to help you locate the clip along those lines, if you want.

The location of a clip is also specified as part of its properties. To adjust it there, select the clip and click its Video Properties tab. The location is identified in the Position field, as X and Y values (in pixels).

Resizing/Scaling a Clip

To resize (or scale) a clip up or down, select the clip and then select any resize handle and drag your mouse. You can also use the scroll wheel plus the Command key to resize the selected clip.

The scale of a clip is also specified as part of its properties. To adjust it in the video properties panel, select the clip and click the Video Properties tab. Use the Scale slider or manually enter a percent to resize the clip.

Cropping a Clip

To crop a clip, press and hold the Control key and drag any resize handle inward. Hold the Shift key while scaling to preserve the aspect ratio.

The cropping of a clip is also specified as part of its properties. To adjust it there, select the clip and click the Video Properties tab. Click the Details icon and use the left, right, top and bottom sliders or manually enter a pixel value to crop the clip.

Rotating a Clip

Click and drag the center handle of the clip and rotate it.

The rotation of a clip is also specified as part of its properties. To adjust it there, select the clip and click the Video Properties tab. Use the X, Y, and Z thumbwheels or manually enter a degree value to rotate the clip in any direction.

Editing Your Project on the Timeline

The timeline ([Figure 24](#)) is a temporal representation of your project. The timeline displays all of the clips in your project and represents the start and end time for each of the clips. You can use the timeline to arrange clips in the order you want them played. You can also layer them, and crop them. You can also use the timeline to add actions (such as fade) to your clips.

Figure 24. The Timeline Displays Media Clips



The timeline is divided vertically into tracks to allow you to arrange clips that overlap at certain points on the timeline.

- [Using the Scrubber](#)
- [Using the Scale](#)
- [Zooming In and Out on the Timeline](#)
- [Using Tracks](#)
- [Trimming Clips](#)
- [Creating and Closing Gaps in a Single Track](#)

- [Creating and Closing Gaps Across All Tracks](#)
- [Using In and Out Points](#)
- [Changing a Clip's Play Speed](#)
- [Grouping Clips](#)
- [Locking Clips](#)
- [Creating a Freeze Frame](#)
- [Using Markers to Identify Points on the Timeline](#)
- [Creating Transitions](#)

Using the Scrubber

The red vertical bar with a handle (red flag) at the bottom is the scrubber. The scrubber identifies the current temporal position of the view displayed on the canvas, and its timecode displays in the toolbar.

You can *scrub* (move) through your project by using the mouse to grab the top handle (in the time scale) and moving it right or left. Notice that as you use the scrubber to scrub your project, the canvas updates in real time.

You press the Home key (or select Mark > Go to > Project Start) to jump the scrubber to the beginning of the timeline, and the End key (or select Mark > Go to > Project End) to jump to the end. You can also use the left and right arrow keys to move the scrubber a frame at a time—or select Mark > Go to > Previous Frame or Next Frame.

Use the red handle (red flag) at the bottom to insert time across all layers on the timeline, splitting clips if they fall under the scrubber.

Using the Scale

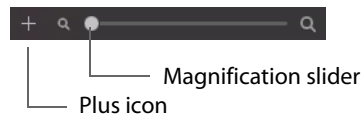
At the top of the timeline is the scale. The scale is a precise measure of the total length of time in the project, and you can determine the start and stop time of each clip (or action in the clip) in the project by moving the scrubber to the start or stop of the clip.

Zooming In and Out on the Timeline

If you need to zoom in on an area of the timeline to make minor adjustments—or zoom out to see the big picture—use the timeline magnification slider ([Figure 25](#)).

Note: Apple Magic Trackpad and MacBook Pro users can use pinch gestures to zoom in/out on the timeline.

Figure 25. Timeline Magnification Slider



To change the scale magnification, use the slider in the lower left corner of the window. At maximum magnification, each line on the scale represents a single frame of video.

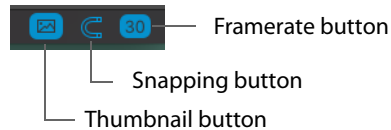
Note: You can also click repeatedly on the small and large magnifier icons to incrementally zoom in or out.

You can also use the View > Zoom Timeline to Fit (Control-T) | Zoom Timeline In (=) | Zoom Timeline Out (-) menu items to adjust magnification.

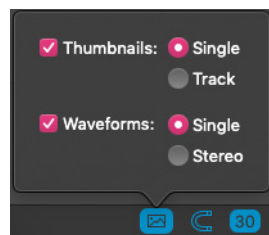
To add media to the timeline at the current scrubber position, click the plus (+) icon and select a media from the drop-down list displayed.

Timeline Buttons

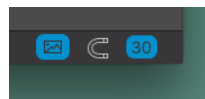
There are three timeline buttons.



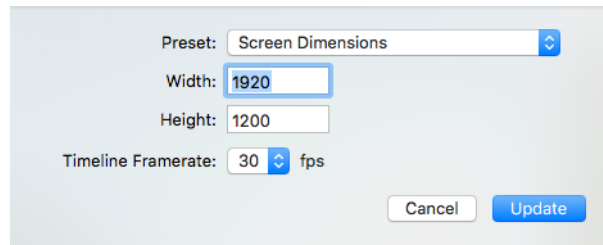
The thumbnail button opens the thumbnail menu. Check (optionally) *Thumbnails* and then select either *Single*, or *Track*. You can also check (optionally) *Waveform* and the select either *Single* or *Stereo*.



Click the Snapping button to turn snapping on or off. When snapping is on, the button is displayed in blue. When off, it changes to white.



Click the Framerate button to display the Framerate menu. Select framerate settings and click *Update* when finished.



Using Tracks

You can place multiple clips sequentially in a single track or you can place clips separately on individual tracks, and use as many tracks as you need.

Tracks allow you to organize your clips by layer. For visual elements at the same point on the timeline, vertical arrangement of tracks determines how they display in relation to other tracks. The further down the stack they are on the timeline, the further back they display in the video. Thus, if a track is below another track, its elements will be obscured by the track or tracks on top. Visual elements in the top track always display front-most can't be obscured; those in the bottom track always displays farthest back and will be obscured by the elements in all other tracks above (in front) of it.

For example, a text box placed on a track above a video overlays the text on top of the video. If the text box were placed on the track below the screen recording, it would be behind the recording and not visible.

Adding and Deleting Tracks

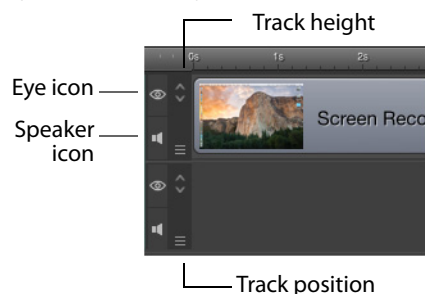
You never need to add a track explicitly; ScreenFlow adds a track every time you drag a clip down into the timeline below the existing tracks.

To delete a track, select the track and press the Delete key. Delete

Using the Track Controller

Use the controls (Figure 26) in the track controller at the far left of the timeline on each track to adjust the track height and re-arrange their order.

Figure 26. Using Track Controls to Adjust Track Height and Position



To adjust the height of a track, use the arrow buttons on the track. Click the down arrow to decrease the track height; click the up arrow to increase track height. This can make it easier to manage clips and other elements in your timeline.

To re-arrange a track's position, select the track position handle and drag the track up or down in relation to the other tracks on the timeline and drop it in the new position. This allows you to move all of the clips, rather than moving one clip at a time.

You can click and drag a clip left or right in a timeline to adjust its start time relative to the other clips. You can also click and drag clips to other tracks, or down to a new track.

You can also hide the video and/or mute the audio of any track. To hide/unhide the video, click the eye icon on the left end of the track. To mute/unmute the audio, click the speaker icon on the left end of the track.

Trimming Clips

ScreenFlow provides a few simple commands for quick editing of clips in your timeline.

- [Splitting a Clip](#)
- [Trimming a Clip](#)

Splitting a Clip

To split your clip into two smaller clips, position the scrubber over the moment where you want the split to occur, then press the T key or select Edit > Split. This splits the selected clip at the scrubber into two separate clips. By default, the newly-created clip to the left is selected after the split.

Note: Press Shift-T to split the clip and have the clip on the right selected.

Trimming a Clip

Reducing the Clip Length—To trim the front of the selected clip, position the scrubber at the time you want the clip to begin, then press the W key or select Edit > Trim Front to Scrubber. This trims the clip up to the scrubber, thus changing the start time—but it does not alter the referenced media.

To trim the end of the clip, position the scrubber at the time where you want the clip to end, then press the E key or select Edit > Trim End to Scrubber. This trims the clip (not the media) after the scrubber.

You can also grab either end of the clip and drag it inward to trim it.

Lengthening a Previously Trimmed Clip—On a previously-trimmed clip, you can pull either edge out from the clip to restore trimmed media.

Note: Trimming changes the amount of time the clip plays; it does not modify the referenced media file.

Creating and Closing Gaps in a Single Track

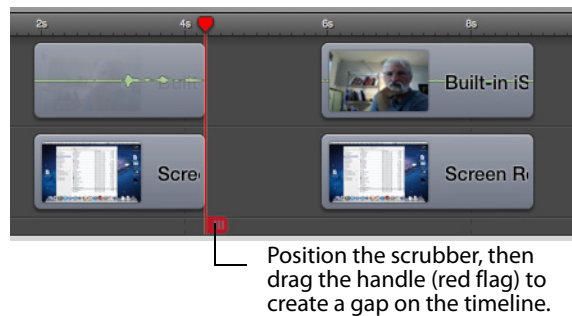
To create a gap in a track between existing clips, drag to shift the clips to the left or right as necessary.

To close a gap in a track, click in the gap—ScreenFlow highlights the gap in purple with diagonal gray stripes. Press the Delete key, or control-click and select Close Gap.

Creating and Closing Gaps Across All Tracks

To create a gap in the entire timeline (across all tracks) to place a new clip, position the scrubber where you want the gap to occur. Then, grab the handle (red flag) at the bottom of the scrubber and move it to the right.

Figure 27. Using the Scrubber to Create a Gap on the Timeline



As the gap is created and widened, all clips to the right of the scrubber (in every track) move to the right to create the timeline gap. If the scrubber is positioned over any clip, it splits it in two.

To close a gap, position the scrubber at the beginning of the gap you want to close. Then, drag the bottom scrubber handle (red flag) to the left. This doesn't join clips which have been split; it just butts them together. If clips overlap, this forms a transition.

Using In and Out Points

You can create in and out points on your timeline, and use them in the following ways:

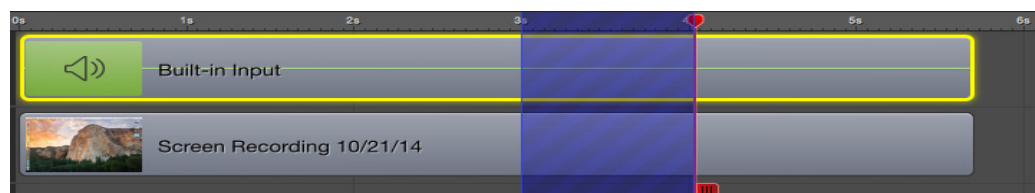
- To delete the selected (marked) section of the timeline and close the gap, select Edit > Ripple Delete (Command-Backspace). All clips between the in and out points on all tracks are trimmed, and each clip completely encompassing the in and out points is split into two clips. All clips on the right are shifted left. After performing in and out point operations, in and out points are automatically removed.
- To delete the selected (marked) section of the timeline, without closing the gap, select Edit > Delete. All clips between the in and out points on all tracks are trimmed, and each clip completely encompassing the in and out points is split into

two clips, leaving a gap on the timeline. After performing in and out point operations, the in and out points are automatically removed.

- To publish the range bounded by the points (instead of exporting the entire project), select *File > Publish to Selected Range < Vimeo | YouTube | Google Drive | Dropbox | Facebook | Wistia >*. ScreenFlow displays the selected Publish dialog. Proceed as appropriate for the publisher. See [Publishing Your ScreenFlow Project](#) for details.
- To export the range bounded by the points (instead of exporting the entire project), select *File > Export Selected Range*. (See [Exporting Your Video](#)).

The time between mark in and out points is highlighted in purple (Figure 28).

Figure 28. Marking In and Out Points on Timeline



To set in and out points, position the scrubber and select *Mark > Mark In Point* (or press I). ScreenFlow highlights the timeline in blue to the end of the timeline. Then move the scrubber to the out point and select *Mark > Mark Out Point* (O) to set the out point.

You can reverse this process as well: Position the scrubber and set the out point. ScreenFlow highlights the timeline in blue to the beginning of the timeline. Then move the scrubber and set the in point.

To set in and out points relative to the position of the scrubber, shift-click on the timeline scale. If you shift-click to the left of the scrubber, you create the in point, using the scrubber location as the out point; if you shift-click to the right of the scrubber, you create the out point using the scrubber as the in point.

When you create an in point without an out point, ScreenFlow automatically sets the out point to the end of the last clip. When you create an out point without an in point, ScreenFlow sets the in point to the beginning of the timeline.

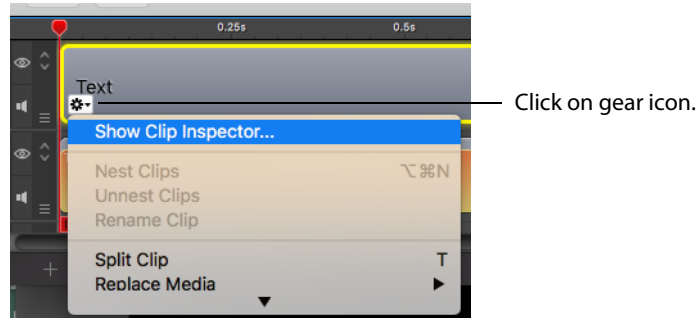
Changing a Clip's Play Speed

You can change the play speed of individual clips on the timeline (). This option is useful for quickly moving past a process that doesn't need to be shown in detail or slowing down a quick process which should be viewed in greater detail.

To change a clip's play speed, use one of these two methods:

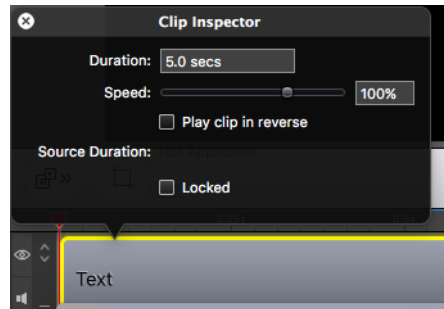
- Press and hold the Option key and move your cursor to the edge of the clip. The cursor displays a clock icon indicating that you are changing the clip speed. Move the edge of the clip inward to speed the clip up and outward to slow the clip down.

- Click on the gear icon and select Show Clip Inspector.



To adjust the speed, use the slider or manually enter a percentage value. You can also change the duration to change the speed. Short is faster, longer is slower. Optionally, check *Play Clip in Reverse*. Check *Locked* to lock a clip to prevent editing.

Figure 29. Using the Clip Inspector



The clip is marked with a speed badge—a turtle or rabbit icon—to indicate that the clip speed was decreased or increased.

Grouping Clips

You can group a set of clips together to link them to one another temporally, which enables you to move them as a group in a single operation. This is useful when you have a sequence of clips arranged, and you want to preserve their relationship to one another.

It's also useful when you have a screencast clip and a corresponding iSight clip with video and/or voice-over. Because the iSight clip is on the same timecode, grouping the two makes it easy to keep them in synch with one another.

To group a set of clips together, select the clips you want to group, and select **Edit > Group** or press **Command-G**.

To ungroup them again, select the group, then select **Edit > Ungroup** or press **Command-U**.

Note: ScreenFlow also supports nesting of clips—hiding nested clips in one master nest clip, to reduce timeline complexity and increase the ease of editing. For details, see [Using Nested Clips](#).

Locking Clips

You can lock a clip so that it can't be altered in any way. This is useful when you have a clip placed or configured exactly the way you want and do not want to alter them. [Figure 30](#) depicts a clip which is locked—it displays dimmed and cannot be modified or moved.

To lock a clip, select it and use one of these methods:


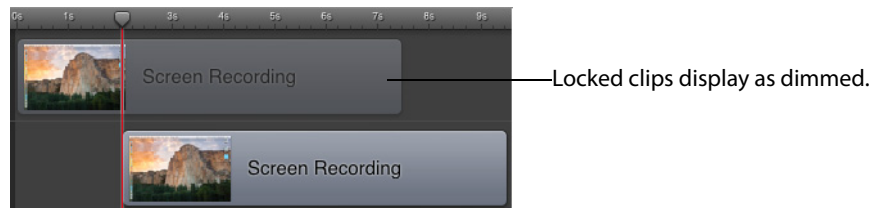
- Select *Arrange > Lock Clip*.
- Click the gear icon  on the clip and select *Show Clip Inspector*, then check *Locked* or select *Lock Clip* (Option-Command-L).

Figure 30. Locking and Unlocking Clips



To unlock the clip, select it and select *Arrange > Unlock Clip* or display the gear menu and select *Show Clip Inspector* or select *Unlock Clip* (Option-Command-L).

Creating a Freeze Frame

If you want to pause on a single frame of video while editing, select the clip and move the scrubber to the frame where you want to freeze. Select *Edit > Add Freeze Frame* to create a still image of the current frame of video, as shown below in [Figure 31](#).

Figure 31. Creating a Freeze Frame



This command splits the video into two clips, and adds a two second freeze frame clip (essentially an image) in between the two split clips. The duration of the freeze frame can be modified by expanding or contracting the clip (see [Trimming Clips](#)).

Using Markers to Identify Points on the Timeline

You can place markers on your timeline to identify a particular milestone on your project that you want to refer to often. Markers are particularly useful in a long or complex project during editing.

- [Adding Markers](#)
- [Jumping to a Marker](#)
- [Deleting Markers](#)

Note: You can also export marker locations as chapters in supported formats. For more information, see the [Add Chapter Track from Markers control](#), described in [Exporting Your Video](#).

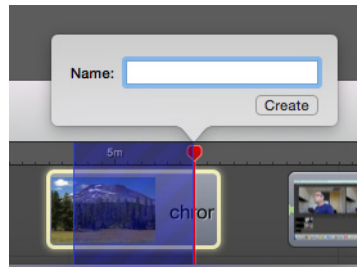
Adding Markers

To add a marker, select from these choices:

- Move the scrubber to the desired location and select **Mark > Markers > Add**
- Control (right)-click in the time scale (scrubber jumps) and select *Add Marker*
- Select *Window > Markers*, then move the scrubber to the desired location and in the Markers window, click the plus (+) icon at the bottom left.

ScreenFlow displays a dialog so you can name the marker.

Figure 32. Creating a Marker



After entering the name of the marker, click OK.

Note: Markers display as orange ticks on the time scale if they are named, but display in blue if blank or unnamed. You can select them to rename them, or drag them to re-arrange them.

Jumping to a Marker

To jump to a given marker, select:

- Select **Window > Markers**

ScreenFlow displays the marker list window, as shown here in [Figure 33](#).

Figure 33. Selecting a Marker From the Marker List



Click the arrow to the left of a marker to quickly move to that time in the project.

- Control (right)-click in the time scale—select the marker that you want to jump to.

Deleting Markers

To delete markers, choose from the following:

- Control (right)-click the orange or blue marker in the time scale and select *Delete*
- In the Markers window, select the marker and press Delete or click the minus (-) icon at the bottom left.

Creating Transitions

Transitions are applied to a clip to create a smooth progression into, out of, and between clips. Transitions can only be added to clips in the same track.

The default duration of a transition is one second. You can expand or contract the duration by moving the thin vertical line separating the transition from the main part of the clip. You may need to zoom in on the timeline to make it easier. As you adjust its duration, the time value displays in real time.

Note: You can also change the default duration of transitions in the ScreenFlow > Preferences > Timeline pane ([Timeline Pane](#)).

- [Adding Transitions](#)
- [Configuring Video Transitions](#)
- [Configuring Audio Transitions](#)

Adding Transitions

To add a transition, select a clip and choose from the following:

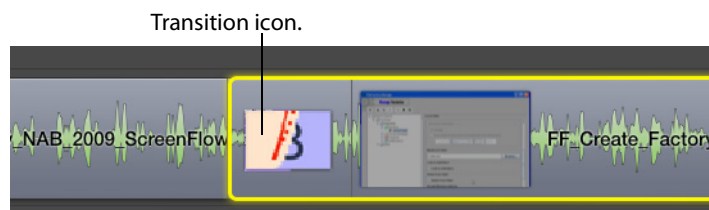
- Select *Edit > Add Starting Transition* to add a transition to the front of the clip
- Select *Edit > Add Ending Transition* to add a transition to the end of the clip
- Select *Edit > Add Starting & Ending Transition* to add a transition to both ends

You can also create transitions between two clips by dragging one clip over an adjacent clip. The section where the two clips overlap is the transition.

Configuring Video Transitions

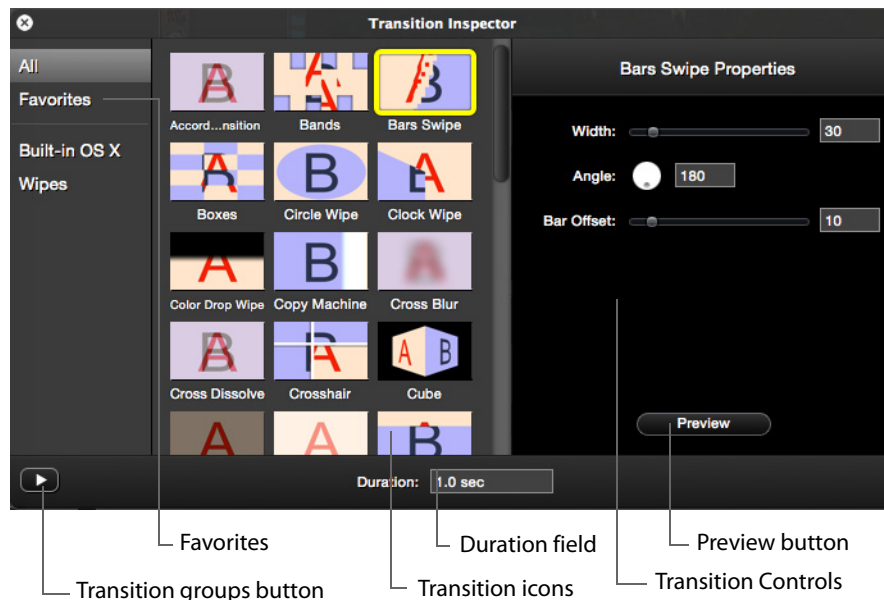
To configure a transition, double-click the Transition icon in the clip ([Figure 34](#)).

Figure 34. Transition Icon in Timeline Window



ScreenFlow displays the Transitions Inspector ([Figure 35](#)).

Figure 35. Transitions Inspector Window



Click a transition icon to choose one of the transition types. (A notice will display for transitions that are not configurable). Click on a transition icon to see a demonstration of the transition action. (The transition keeps performing until you move the mouse

off the icon.) Configure the transition properties (width, height, color, angle, opacity, etc.) using the controls displayed on the right side of the Transition Inspector window.

Click the *Preview* button to preview the transition in your clip on the canvas. You can also set the transition duration value in seconds in the duration field at the bottom of the Transition Inspector window.

Show the *Transition Groups* area by clicking the arrow in the bottom left corner of the window.(click it again to hide them). Click *All* to display all available transitions.

When you hover over a transition a star appears. Click that star to add the transition to the list of favorites. To remove a transition from your list of favorites, click the star again. Click *Favorites* to display a list of your most used transitions.

Click *Built-in OS X* to display transitions that are built into the operating system.

Transition Pack

The following transitions are included in ScreenFlow:

- Bands Radial Wipe
- Boxes Wipe
- Circle Wipe
- Clock Wipe
- Color Drop Wipe
- Cross Blur Wipe
- Cross Hair Wipe
- Doors Wipe
- Flip Over Wipe
- Grid Wipe
- Grid Zoom Wipe
- Jaws Wipe
- Lava Wipe
- RGB Split
- Radial Wipe
- Slat Wipe
- Square Reveal Wipe
- Vacuum Wipe
- Wave Wipe
- Windshield Wipe

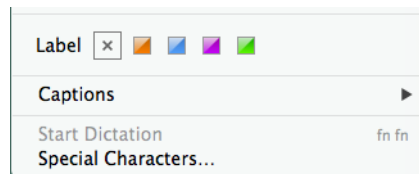
Configuring Audio Transitions

Audio transitions are applied to audio clips in the same manner as video transitions. However, since there is no visual media in an audio clip, there is one transition—a volume transition, which is automatically applied.

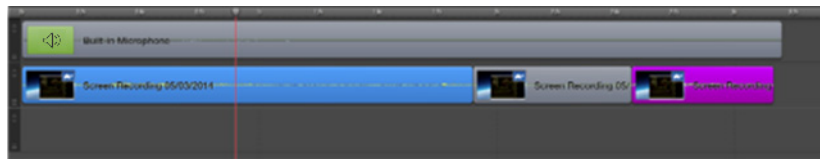
Audio transitions have no user-settable properties. Starting and ending audio transitions fade in and fade out. Overlapping transitions fade from one clip to the succeeding clip simultaneously.

Labels

ScreenFlow enables you to color code clips in the timeline for quick navigation and labelling. You can create labels from the Edit menu or by right-clicking the clip. One or more clips need to be selected in the timeline for the Label menu item to be enabled.

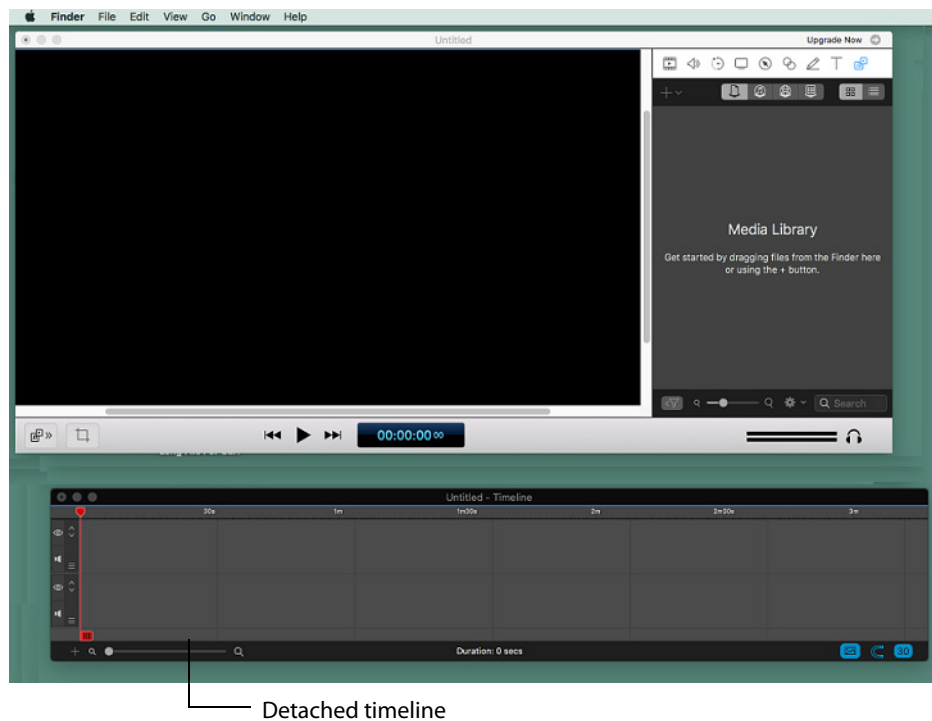


When the Label menu item displays, click the desired color to identify the selected clips. Click X to remove the color label from the clip(s). There are four colors available for labeling.



Detaching Timelines

You can detach timelines and display them separately, even in an external monitor. To detach a timeline, select *Window > Detach Timeline*, and the timeline becomes a separate window.

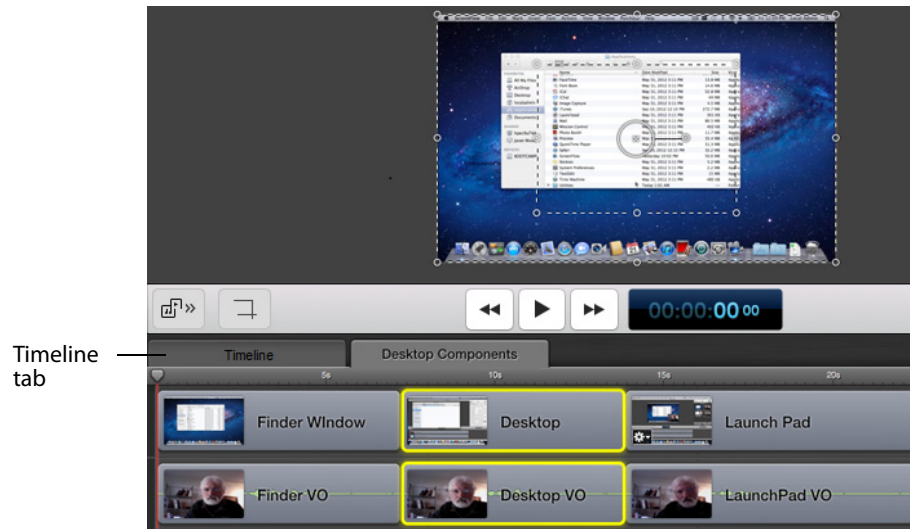


Note: *Detach Timeline* is an application wide setting that will place any currently open documents into detached-timeline mode. Any documents that are subsequently opened are done so in the detached-timeline state. This settings is retained in the user preferences and will be maintained when the application is reopened.

After activating the detached timeline feature, the timeline is removed from the preview window and placed in it's own separate window. The initial position of this timeline window will be close to where the timeline is located in its attached form. This helps you to orientate the new detached window easily. However, the detached timeline window maintains its own title bar, close, maximize and minimize controls. The title bar reflects the document's name, and is synchronized to the preview window's title. The detached timeline window tile is appended with "-Timeline" to ensure proper identification. Closing a detached timeline window closes the entire document associated with it.

Using Nested Clips

At some point in the editing process, you may find that your project—after adding more and more clips—is becoming unmanageable. The solution: create nested clips.

Figure 36. Screencast with Nested Clips


You can select multiple, related clips and merge them into a single, nested clip—this reduces the visual complexity of the high-level timeline by displaying a single nested clip—which may represent dozens of clips gathered inside it.

Each nested clip can be expanded and displayed on its own tab (Figure 36), so that you can edit it on its own independent view of the timeline. Nested clips also make it easy to re-use complex sequences in other places or other projects. But more importantly, you can edit a whole group of clips by placing edits on the nest, which affect all of the clips inside the nest.

- [Creating Nested Clips](#)
- [Viewing and Editing Nested Clips](#)

Creating Nested Clips

To nest a set of clips, select the clips you want in the set and choose:

- Select **Edit > Nest Clips**.
- Click the gear icon  on one of the clips and select **Nest Clips** (Option-Control-N).
- Control (right)-click one of the clips and select **Nest Clips** (Option-Command-N).

ScreenFlow replaces the set of nested clips with a single clip the length of the now-nested clips on the timeline.

To un-nest a clip, select it and select **Edit > Unnest Clips**.

You can also nest clips recursively. That is, you can create a nest of clips, then open that nested clip and select some clips inside it and nest them, and so on. You can also go the other direction and nest two nests together, or create a nest from a nest and a clip. Although the depth of nesting is limited to ten, two or three levels is usually sufficient.

Viewing and Editing Nested Clips

To display the clips inside of a nested clip, double-click the nested clip in the high-level timeline (or in the Timeline tab when tabs are displayed).

To display the tab bar, select View > Show Tab Bar. (Uncheck it to hide it again). The tab bar displays the Timeline tab at the far left. The Timeline tab displays the entire view of the timeline, including nested clips in relation to all other clips.

Additional tabs display the name of each nested clip in the Timeline tab. To change it, double-click on the name in the clip and rename it. The name on the tab automatically updates when you change the master clip's name.

To display the clips inside a given nested clip, select the tab for that clip. ScreenFlow hides the Timeline tab contents, and uses the entire window to display all of the clips that comprise the nested clip. ScreenFlow opens the nested clip and displays all of its contents on the timeline.

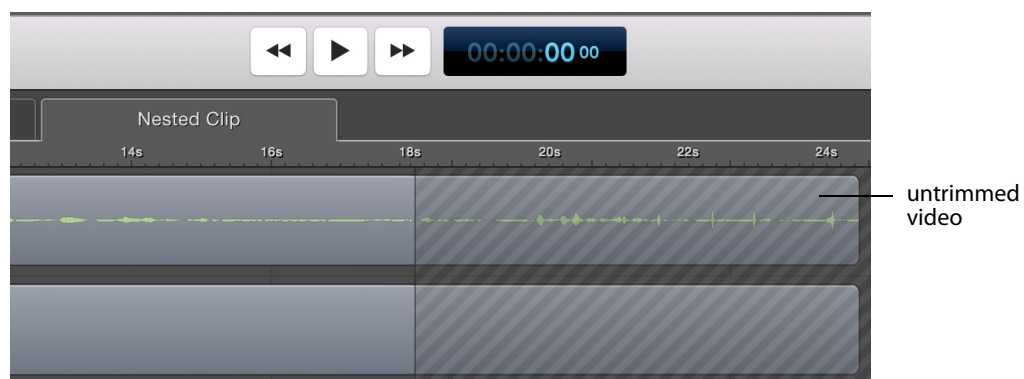
To view the big picture of your timeline, you can click the Timeline tab at any time.

Nesting also provides another benefit: You can apply video filters and actions such as color correction or effect filtering to a nested clip. These changes apply to all clips inside the nested clip.

You can organize tabs to suit the needs of your project. To move a tab around, click and drag it to its new location. For example, you might want clip tabs to be displayed ordinarily, just as the clips are arranged on the timeline. Or, you may want them displayed alphabetically.

When you delete a nested clip, all clips inside are deleted, and its tab is automatically removed from the timeline as well.

Keep in mind that after you have trimmed a video, the untrimmed portion displays with diagonal lines.



Creating Closed Captions

You can use ScreenFlow's caption editor to add, edit, and publish ADA-compliant soft subtitles as caption tracks to a project (Figure 37). Closed captions are not included by default when you create a new project—you need to enable them if you need them.

You can include captions in the screencast when you export the project as an MPEG-4 movie (suitable for playback in iPhone & iPad, for example) and when you publish YouTube videos. Caption tracks can be created in multiple languages. You can also export captions as an SRT subtitle file.

Note: To view closed captions in a movie player, you must enable closed caption viewing. Enabling closed caption viewing in players is beyond the scope of this guide.

Figure 37. Screencast with Closed Captions



Closed caption text is rendered on-screen in white, sans-serif type, centered at the bottom of the screen.

- [Displaying and Previewing Closed Captions](#)
- [Adjusting Video to Accommodate Caption Text](#)
- [Adding and Configuring Closed Captions](#)
- [Generating Closed Captions](#)
- [Importing and Exporting Closed Captions as SRT Subtitles](#)

Displaying and Previewing Closed Captions

To display closed captions on the canvas, select *View > Show Captions*. As you scrub or preview the project, closed captions display on the canvas along with all other visual elements in the project.

Adjusting Video to Accommodate Caption Text

To provide a suitable background on which to display caption text clearly, use black or another dark background color, and consider using one of these techniques:

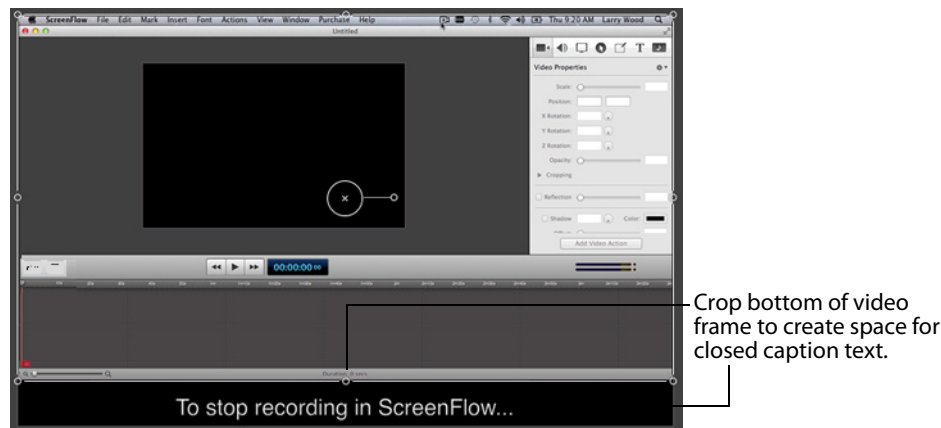
- Shorten the computer video frame upward (Figure 38) to create an empty rectangle at the bottom. (This creates a minor distortion in the image.)

Figure 38. Shortening Video Frame Up for Captions



- Crop the computer video frame upward (Figure 39)—preserving the application window, but hiding the dock bar at the bottom. (This doesn't distort the image.)

Figure 39. Cropping Video Frame for Captions



- Reduce the frame proportionally (Figure 40), positioning it at the top center of the canvas to achieve the same goal. Leave the canvas as-is—with pillars on each side of the frame—or shorten the canvas horizontally to eliminate the pillars (remembering that this adjusts the frame size of your video).

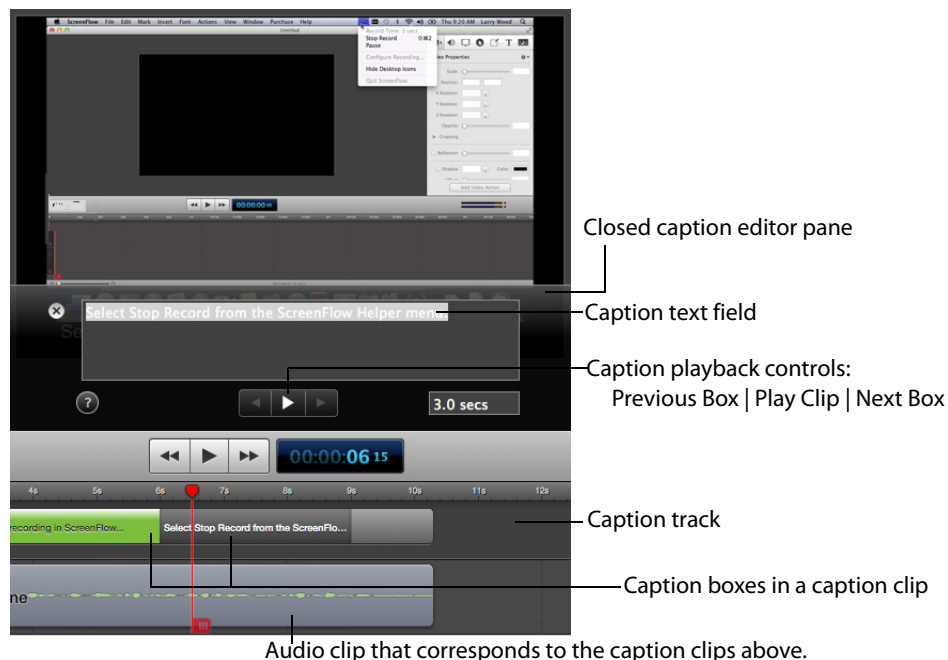
Figure 40. Shrinking Video Frame for Captions



Adding and Configuring Closed Captions

To add and configure closed captions, first select **View > Show Captions Track** (Figure 41). ScreenFlow displays the caption track at the top of the timeline. Each clip on the timeline with an audio track displays a corresponding caption clip. Only one caption track can be shown at a time.

Figure 41. Using the Caption Editor on the Canvas Pane



If there is more than one audio clip in the project at the same time (for example, a voice-over and a music bed), the audio clip on top (highest layer on the timeline) has its caption track displayed.

Caption clips are permanently joined to their parent clip, and are always the same time length. They can not be moved independently. When you move (or duplicate or delete) the clip that ScreenFlow created the caption clip for, the caption clip moves along the timeline with it.

Caption clips are comprised of one or more caption boxes—which contain the text to display—in 3 second increments, which you can adjust. The number of boxes depends on the total length of the clip. You click each caption box independently to add text.

To add text to a clip's caption box (or to edit it), click the target box. ScreenFlow displays the caption editor, where you can enter text and test it for appropriate time length, adjusting the length as necessary. You can add carriage returns to closed captions to display closed caption text on multiple lines.

To change the caption's language, control-click on the caption box and select *Set Language*, or *Edit > Captions > Set Language*. Select the language you want to display captions in.

To move between caption boxes, use the left and right arrows in the caption playback controls. Or, press the tab key to advance to the next box and use Shift-tab to go to the previous box. The scrubber automatically jumps to the beginning of the next (or previous) box, and displays that box's text, so you can add or edit it.

Note: When transitioning to the next caption, captions with a duration of 0.9 seconds or shorter get skipped over. Transitioning only jumps to captions that are one second in duration or longer.

To lengthen the display time of a caption box, press Command-up arrow. To reduce the display time, press Command-down arrow. You can also change the time in the caption editor.

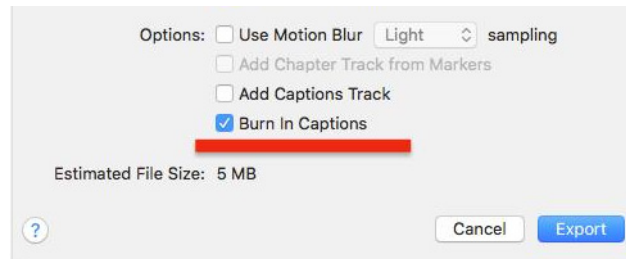
To delete all of the text in all captions, control-click and select *Clear All Captions*, or *Edit > Captions > Clear All Captions*.

Generating Closed Captions

You can generate closed captions when exporting or publishing in these formats:

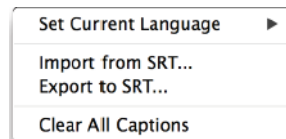
- Export the project as an MP4 (H.264 video) file. Select the Web-High or Web-Low preset or any Apple device preset, or a customized derivative. You'll need to check Add Captions Track on the export window. For details, see [Exporting Your Video](#).
- Publish the project to YouTube. You'll need to check Add Captions Track on the export window. For details, see [Publishing to YouTube](#).

- Export with burned-in captions. To do this, check the Burn In Captions checkbox, under Options in the Export window.



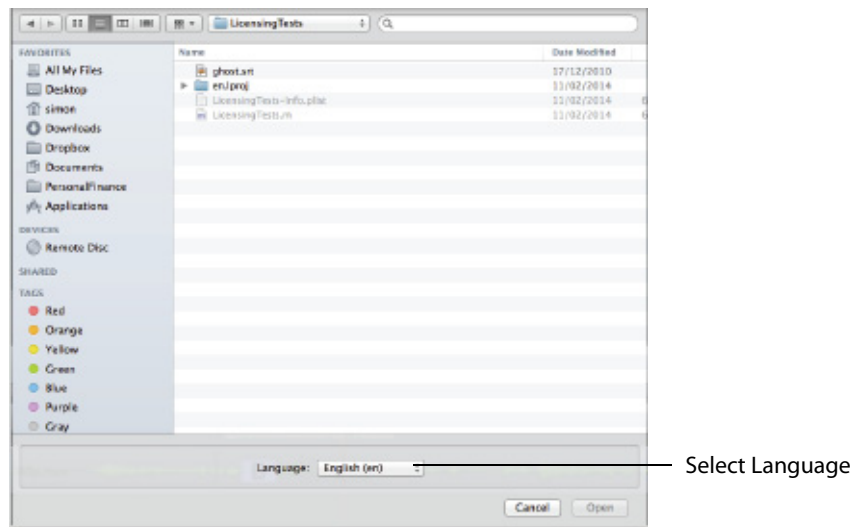
Importing and Exporting Closed Captions as SRT Subtitles

To export your closed captions and save them in an SRT subtitle file, control-click on the timeline and select *Export to SRT* or *Edit > Captions > Export to SRT*.



ScreenFlow displays a *Save As* dialog, where you can name the file, select a location, and save the file.

To Import an SRT file, select *Edit > Captions > Import from SRT*, then pick the SRT file you wish to import. In the file dialog window you can select the language of the caption file.



The imported SRT file is parsed and captions are generated for each entry. If there are any existing captions for the imported language, they will be cleared before the import. The import always overwrites any existing captions and does not merge them.

If there are any gaps in time between captions in the imported SRT file, spacer captions will be inserted to keep the captions in sync. ScreenFlow imports the captions into the first audio clip on the timeline, if the captions are longer than the clip, they are not split onto other audio clips.

Configuring Video Properties

You can configure video properties to make visual changes to screen recordings, camera-based video, and other imported video clips, as well as image clips in a project.

You can also add video actions (transitional properties—those which change over time) to a clip and apply video properties only to the action. Actions display as yellow rectangles inside the clip—they are time-limited sections of a clip which enable you to apply properties to that time-bound section of the clip. Video actions can be added to both the start and end of a clip to create a transition.

Select a video, screen recording, or image clip, or place the scrubber at the start or end of a video action in a clip before applying properties. To display the Screen Recording Properties pane, click the Screen Recording Properties icon, as shown in [Figure 42](#).

Figure 42. Video Properties

Click to display the Video Properties tab.

Video

+ Action

Scale: 100%

Position: 0 0

X Rotation: 0°

Y Rotation: 0°

Z Rotation: 0°

Opacity: 100%

Cropping

Left: 0

Right: 0

Top: 0

Bottom: 0

Reflection: 30%

Corner Round: 0

Drop Shadow

Angle: -45°

Color:

Offset: 40

Opacity: 75%

Blur Size: 4

Color Controls

Saturation: 100%

Brightness: 100%

Contrast: 100%

Video Filters

+ Add Video Filter button

Add Video Action button

Video properties are described in [Table 5](#).

Table 5. Video Properties Pane

Control	Description
Scale	Use the slider or enter a value (0-400%) to change the scale of your image. This is useful for highlighting a particular portion of the screen, or in a video action to create a zoom effect.
Position	Enter X and Y coordinates to specify the location (in pixels) of your video or image on the canvas, based on the center of the image. You can also reposition the image by dragging the image on the canvas, or nudging the selected image with the arrow keys.
X/Y/Z Rotation	Use the rotation options to rotate (in degrees: -180 to 180) the image in a virtual, three-dimensional space. X rotates the image along a horizontal axis. Y rotates the image along a vertical axis. Z spins the image along a depth axis. Or, use the thumb wheels to rotate the image in real time.
Opacity	Use the slider to set the opacity value or enter it manually (0 to 100%). The greater the value, the more opaque the image. When set to zero, the image is transparent—invisible. This can be used with a video action to fade an image in or out, or if you have a video voice-over, and would like to periodically display your entire camera recording frame.
Cropping	Click the disclosure triangle down to display cropping options. Set the crop margins (by pixel) for left, right, bottom, and top.
Reflection	Check to implement reflection. Use the slider to set the value or enter it manually (0 to 100%). Reflection creates a mirror image of the selected clip below the clip itself. The greater the value, the more opaque the reflection. When set to zero, the reflection is invisible.
Corner Round	Drag slider to adjust the roundness of the corners.
Drop Shadow	Check to create a shadow effect behind a still image. If the image uses a transparency, the shadow only reflects the non-transparent part of your image. Use the thumb wheel (or enter the value manually) to set the angle of the shadow relative to the image in degrees (-180 to 80 degrees). The default is -45 degrees.
Angle	Use the thumb wheel (or enter the value manually) to set the Angle of the shadow relative to the image in degrees (-180 to 80 degrees).

Table 5. Video Properties Pane

Control	Description
Color	Click the color field to select the shadow color from the color picker. Default: black.
Offset	Use the slider to set the value (in pixels) or enter it manually (0 to 150 pixels) to specify the distance between the shadow and the clip. Default: 40.
Opacity	Use the arrows to set the value or enter it manually (0 to 100%). The greater the value, the more opaque the shadow. If the value is set to zero, the shadow is invisible. Default: 75%.
Blur Size	Use the arrows to set the value or enter it manually. Blur is a gradual loss in opacity as the shadow spreads from the center. Default: 4. Range: 0 to 100 pixels.
Color Controls	Click the disclosure triangle down to display color options.
Saturation	Use the slider to set the value or enter it manually (0 to 400%). Saturation is the intensity of a color relative to its brightness, represented as a percentage. Default: 100%.
Brightness	Use the slider to set the value or enter it manually (0 to 400%). Brightness is the degree of luminosity present in the image, represented as a percentage. Default: 100%.
Contrast	Use the slider to set the value or enter it manually (0 to 400%). Contrast is the relative intensity of the black and white values in an image. A high contrast has a greater intensity of black and white values. This value is represented as a percentage. Default: 100%.
Video Filters	Click the plus icon to add filters to the selected clip. For details see Using Audio and Video Filters .
Add Video Action	Click to add a video action at the moment indicated by the scrubber in the selected clip. You can also click the +Action icon at the top of the panel.

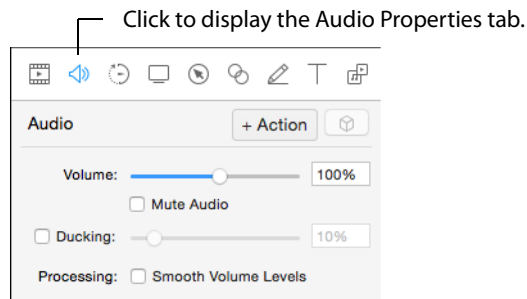
Configuring Audio Properties


Display the Audio properties tab to modify the selected audio clips in your timeline. You can apply audio properties to any clip which contains audio, including clips with both video and audio.

You can also add audio actions (transitional properties—those which change over time) to a clip and apply properties to them. Audio actions can be added to both the start and end of a clip to create a transition.

Select a video clip with audio, audio clip, screen recording clip with audio, or place the scrubber at the start or end of an audio action in the clip before applying properties. To display the Audio Properties pane, click the Audio Properties icon.

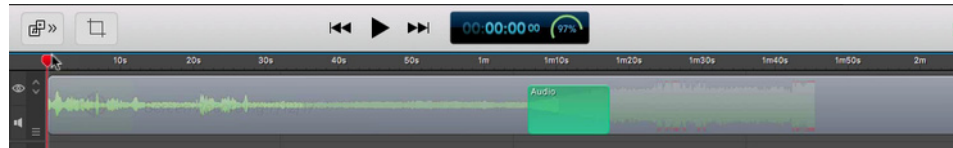
Figure 43. Audio Properties



To reset all audio properties in the selected clip to default values, click the gear icon  at the top-right corner of the pane and select *Reset to Defaults*.

Each clip with audio displays with a waveform. This waveform provides a visual representation which reflects volume changes. [Figure 44](#) depicts an audio clip with an audio action set to increase volume. Notice how the waveform display is enlarged to the right, due to the added action (shown in purple).

Figure 44. Audio Clip in Timeline



Volume The slider, and accompanying text field, provide the volume adjustment for the Audio Mixer. The volume is 100% by default, but can be boosted beyond or below this value.

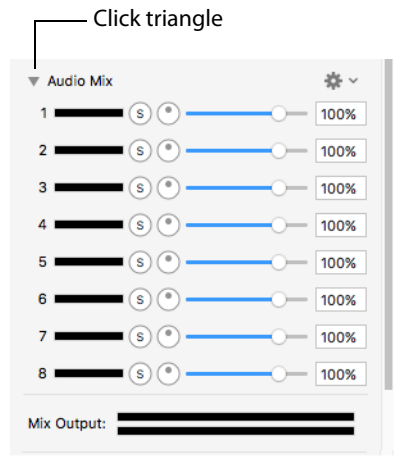
Mute Audio Check to mute all audio output from the mixer.

Ducking Check to activate ducking. When active, you can set the percent of ducking by moving the slider or by entering a value and pressing the Enter key. The slider is updated accordingly.

Processing Check *Smooth Volume Levels* to activate a smoothing process imposed on the audio output.

Audio Mixer

You can mix, pan, and solo all of your audio channels using the controls in the audio mixer. The Audio Mix panel is closed by default, but you can open it by clicking on the triangle icon. Each individual input channel is displayed.



Gear icon Click to open the options menu where you can select *Rest to defaults* or *Set Mix to Mono*.

Channel Number Each individual audio channel has a number of controls. On the far left is the channel number string; this is simply the index of the channel.

Audio Meter Next to the number is an audio meter showing the RMS power, peak and peak hold of audio in that channel. The meter is dB based and has a scale from -72 to +6. If the peak goes above 0dB, the meter will be tinted red to let the user know clipping is occurring. Once the peak hold decays below 0dB, the meter resumes its normal look. The lighter green value is the RMS power, which provides a general indication of the current loudness of the channel. The darker green color is the current peak dB value and the white line is the current peak hold value.

Solo Buttons To the right of the audio meter is the 'S' or Solo button. This is a preview feature which mutes all other channels in the mix. (The solo state is not saved to the document). This is a standard feature from audio software, letting the user focus purely on monitoring a single channel. The solo button is a mutual exclusion: if a channel is already soloed and the user clicks it for a different channel, it will cease to be soloed and the new channel will become soloed. Holding down the *command* key while clicking on solo buttons will allow the user to solo multiple channels at once, which is especially useful for layering tracks in music production. If the user clicks the solo button again on the same channel (without holding down the *command* key), it will deactivate solo and normal playback will resume. When a channel is soloed, all other channel's meter's in the mix will have a visually disabled state where the meter goes to a gray shade.

Pan Controls The control next to the solo is the pan button. The pan function in the audio mixer determines how much of the channel is mixed to the left & right channels of the final mix. When the pan control is in the middle (0%), the input channel is mixed

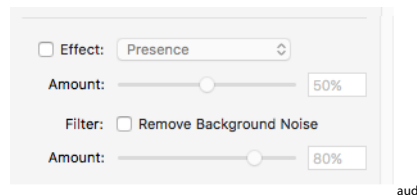
equally to both left & right output channels. When the pan is at -100% (all the way to the left), the input channel is being mixed only to the left output channel. If it is 100% (all the way to the right), the input channel is being mixed only to the right output channel. If the pan is set to -50%, 100% of input channel will be sent to the left channel, which 50% will be sent to the right. This is particularly useful when the ScreenFlow is using two microphones: one can slightly favor each channel. When a stereo media is imported into ScreenFlow, its audio mix will be setup by default to have the left input channel at -100% pan, and the right input channel at 100% pan.

Note: This setup emulates how earlier versions of ScreenFlow behave: the left input channel is sent to the left output channel, and the right input channel is sent to the right output channel. Please be aware that the 'Mix to Mono' feature has been removed: this functionality can now be achieved with audio mixer's pan feature.

Slider The slider and accompanying text field provide the volume adjustment for the input channel. The volume is 100% by default, but can be boosted beyond or below this value.

Mix Output Displays the audio output of the mixer using a stereo meter bar.

Effect



Effect Check to activate effects. Select an effect from the pull-down menu.

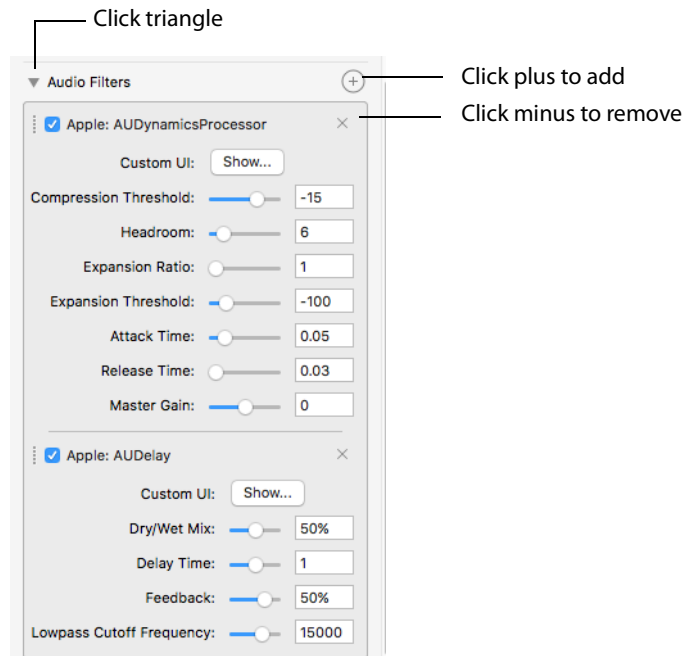
Amount Move the slider to adjust the amount of effect you want in your audio output. You can also enter a value directly. Press the *Enter* key when finished. The slider is updated accordingly.

Filter Check *Remove Background Noise* to remove or lower the background noise in your audio output.

Amount Move the slider to adjust the amount of background noise to remove. You can also enter a value directly. Press the *Enter* key when finished. The slider is updated accordingly.

Audio Filters

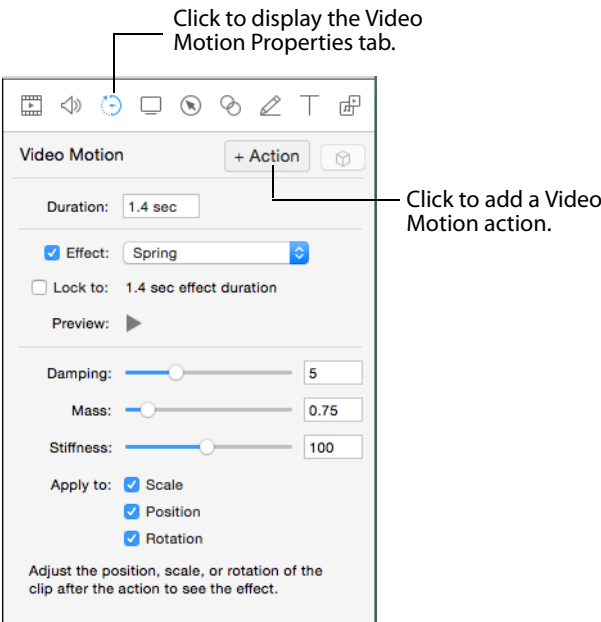
Click the triangle to open the Audio Filters control window. Click the plus (+) icon to add a filter. Select a filter from the list of filters when displayed. You can add multiple filters. To remove a filter, click the "X" in the upper right corner of the filter window.



Configuring Video Motion Properties

The Video Motion tab enables you to control the motion of your media. To display the Video Motion Properties pane, click the Video Motion Properties icon, as shown in [Figure 46](#).

Figure 45. Video Motion Properties



Video Motion properties are described in [Table 6](#).

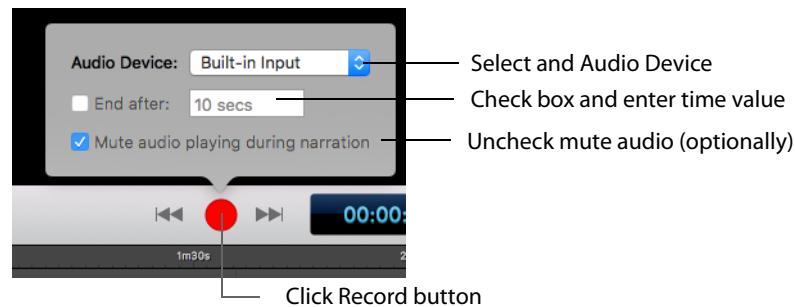
Table 6. Video Motion Properties Controls

Control	Description
Duration	Enter the duration of the Video Motion.
Effect	Check to enable effects, then select the type of effect: Gravity, Spring, or Pulse.
Lock to	Check to lock the Video Motion to the Duration entered in the Duration field. When you check this box, the Duration field is disabled, preventing you from making changes until you unlock it.
Preview	Click the triangle to see a preview of your Video Motion.
Apply to	Check (individually) to adjust the position, scale, or rotation of the clip after the action to see the effect.

Adding Narration

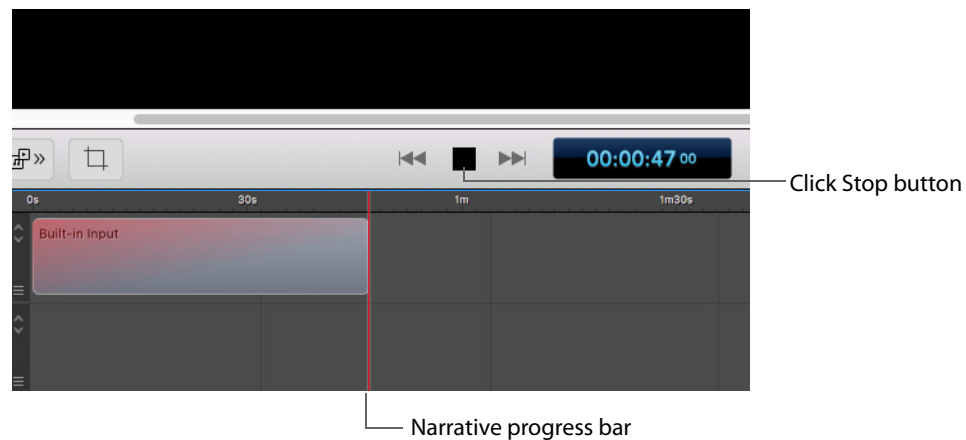
Narration enables you to add a voiceover on top of an existing recording. To add a narration, select *Insert > Narration*. When the settings window displays, select an Audio Device, optionally check the End After checkbox (and enter a time in seconds), and

optionally uncheck the Mute Audio resident in your document. Click the *Record* button to start adding your narrative.

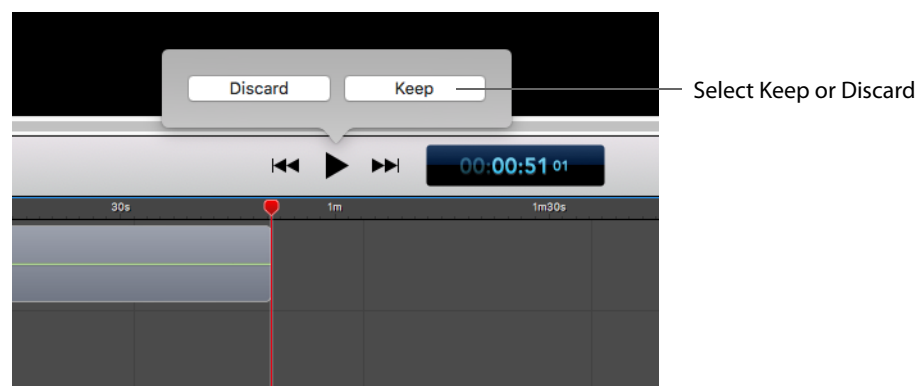


Note: The *Mute audio playing during narration* checkbox is checked by default to prevent feedback while adding narrations.

After clicking the record button, a count-down window will display to let you know when to begin your narrative. Progress while you are recording will display on the timeline. Click the *Stop* button when you finish your narrative.



After you have stopped recording your narrative, you can keep it or discard it.



If the you selected a time limited duration, as the finish time approaches, an ending countdown will appear on the screen. When the narration is either manually ended, or has stopped due to a limited duration, and the narration will have been added to the user's document.

Configuring Screen Recording Properties

A screen recording (sometimes called a *screencast*, *ScreenFlow clip* or *screen capture*)—as compared to a video clip or video file—is a proprietary format video clip that has been recorded directly in ScreenFlow, and is saved with a .scc extension. Screencast files can not be opened by other applications. Because screencast files are automatically and transparently managed by ScreenFlow, you rarely ever encounter them or have to deal with them.

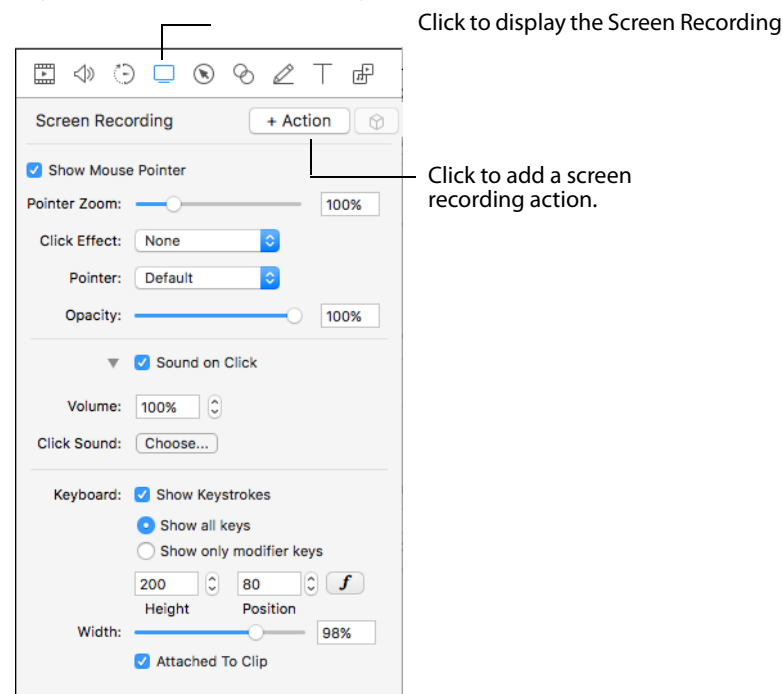
Screen recording properties can only be applied to screen recording clips. If you try to apply properties to recording actions, they will be applied to the whole clip. Screen recording properties cannot be applied to clips recorded by other applications.

Select a screen recording or select the start or end of a screen recording action in the clip before applying properties.

When you add a screen recording action, it displays in yellow.

To display the Screen Recording Properties pane, click the Screen Recording Properties icon, as shown in [Figure 46](#).

Figure 46. Screen Recording Properties



Screen Recording properties are described in [Table 7](#).

Table 7. Screen Recording Properties Controls

Control	Description
Show Mouse Pointer	When checked, any mouse pointer icon activity in the screen recording is displayed. When unchecked, the mouse pointer is hidden.
Pointer Zoom	<p>When Show Mouse Pointer is checked, use the slider to specify the size of the mouse icon in the screen recording. Use the slider or manually enter the value to specify the percent of increase to apply.</p> <p>Often it can be difficult to distinguish or track the mouse in a screencast, particularly if the video has been significantly resized. Increasing the pointer zoom value increases the size of the mouse icon, making it easier to follow.</p>
Click Effect	Select None Radar Invert from the popup menu to create a visual effect when you click the mouse. Radar displays an animated red circle with each click. Invert changes the cursor from black to white and back with each click.
Pointer	<p>Select Default Circle - Light Circle - Dark Square Choose Image from the popup menu to change the pointer image. The Circle - Dark option is particularly good for iOS screencasts.</p> <p>When you select Choose Image, ScreenFlow displays an Open dialog, so you can navigate and select an image file. When selecting a custom image, you also specify the cursor hotspot position.</p>
Opacity	<p>Specifies the degree of pointer translucency.</p> <p>Use the slider to set the value or enter it manually (0 to 100%).</p> <p>The greater the value, the more opaque the pointer. If the value is set to zero, the pointer is invisible. Default: 100%.</p> <p>This can be used in a screen recording action to fade the pointer in or out.</p>
Sound on Click	<p>Check to generate a sound when the mouse button is pressed.</p> <p>Click the disclosure triangle to display Sound on Click details.</p>
Volume	Specify the volume level of the mouse click sound (from 0 to 5,000%). Use the arrows to set the value or enter it manually.

Table 7. Screen Recording Properties Controls

Control	Description
Click Sound	Click Choose to display an Open dialog, and navigate to and select any custom sound file, to play a unique sound file every time the mouse is clicked.
Show Keystrokes	Check to display the characters (one at a time) of keyboard characters typed during the recording.
Show All Keys	Check to display all keystrokes typed during the recording, including the modifier keys.
Show Only Modifier Keys	Check to display modifiers used in hotkey commands, function keys, and the arrow keys that were pressed during the recording.
Height and Position	Specify the height and position of the font.
Font Button	Click to display the font settings and specify all font information for the characters shown in the keyboard characters display.
Width	Slide the slider right or left to adjust the keystroke bar horizontally. You can also enter a value into the numeric box.
Attached To Clip	<p>When checked, the keystroke bar will be attached to the screen recording clip, and will be affected by any changes made to the recording. This includes scaling, cropping, and any changes made to the canvas crop.</p> <p>When unchecked, the keystroke bar will only be affected by changes to canvas crop, and will remain centered to the canvas if any changes are made.</p>

Configuring Callout Properties

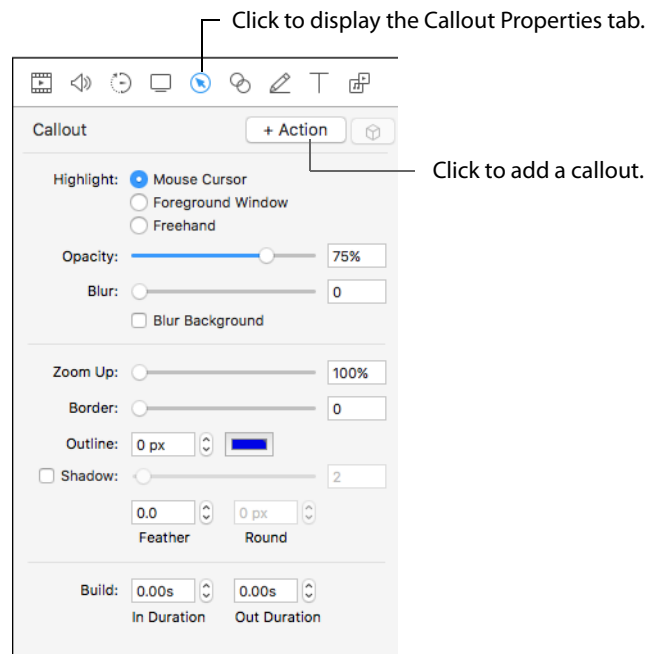
Callouts are transitional properties—those which change over time—and are used to highlight a specific portion of the screen. Mouse cursor and foreground windows callouts can only be added to screen recording clips. Freehand callouts can be added to video clips, image clips, and screen recording clips.

Callout properties cannot be applied at a clip level, only to a specific callout within a clip.

Note: You must add and/or select a callout before configuring its settings.

To display the Callout Properties pane, click the Callout Properties icon in the Properties pane, as shown in [Figure 47](#) below.

Figure 47. Callout Properties



Click the +Action button to add a new Callout.

Callout properties are described in [Table 8](#).

Table 8. Callout Properties

Control	Description
Highlight	<p>Select how to highlight an area of the recording: Mouse Cursor highlights a circular space around the mouse cursor. Foreground Window highlights the window which is in the screen recording. Mouse and foreground highlights can only be added to screen recording clips.</p> <p>Freehand callouts can be added to video clips, image clips, and screen recording clips.</p> <p>See Adding Freehand Callouts to Images.</p>
Opacity	Use the slider to control the percent of opacity of the space outside the callout. A value of 0 makes the surrounding area entirely visible; a 100% value makes the surrounding area invisible.
Blur	Use the slider or manually enter the pixel value to blur the callout area (range: 0-16).
Blur Background	Check to blur the area outside of the callout.
Zoom Up	Use the slider or manually enter the percentage value to magnify the area inside the callout (range: 0 to 500%).

Table 8. Callout Properties

Control	Description
Border	Use the slider or manually enter the value to create a gradual loss in opacity as the shadow spreads from the center (range: 0-300). This feature does not apply to freehand callouts. This is not a <i>zoom control</i> , but instead it adds more area to the callout.
Outline	Enter the value (in pixels) to create an outline around the callout area (range: 0 to 59.) Click the color box to change the color of the outline.
Shadow	Check to add a shadow behind the callout. Use the slider or manually enter the value to create a gradual change in size as the shadow spreads from the center (range: 0-80).
Feather	Specify the blend value (in pixels) to apply to the callout border to create a smooth transition between the callout area and the surrounding space (range: 0-20).
Round	Applies to foreground window callouts only. Specify the round-off value (in pixels) of the callout edge to create a more gentle appearance (range: 0-59).
Build	Specify the transition time of the callout, in seconds, up to 2 decimal places, and from 0 to 4 seconds. Duration In determines the amount of build-in time to reach the full effect of the callout. Duration Out determines the amount of build-out time to return to normal.

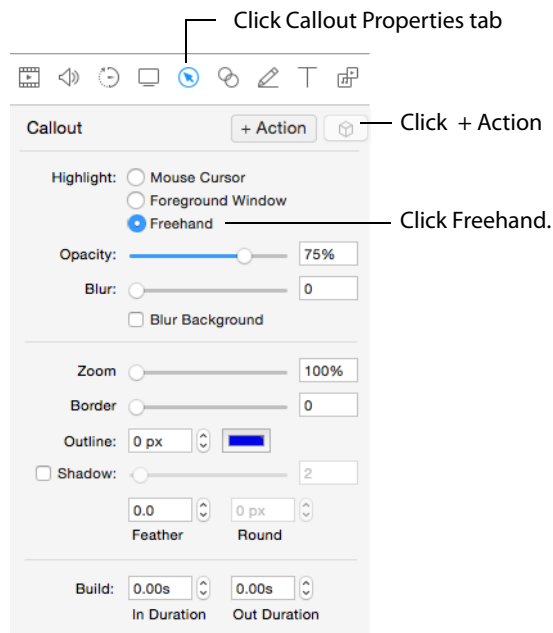
Adding Freehand Callouts to Images

You can highlight freehand areas directly on images, using either a circular paint brush or a rectangle tool. You can use freehand callouts to blur out sensitive data or create a highlighted box around the content you are discussing, for example.

To create a freehand callout, follow these steps:

1. Set the location of the scrubber.
2. Select an image on your canvas.

3. Click the Callout Properties tab, click the + Action button, and click Freehand.
(Because you're working on an image, Freehand is the only callout option.)

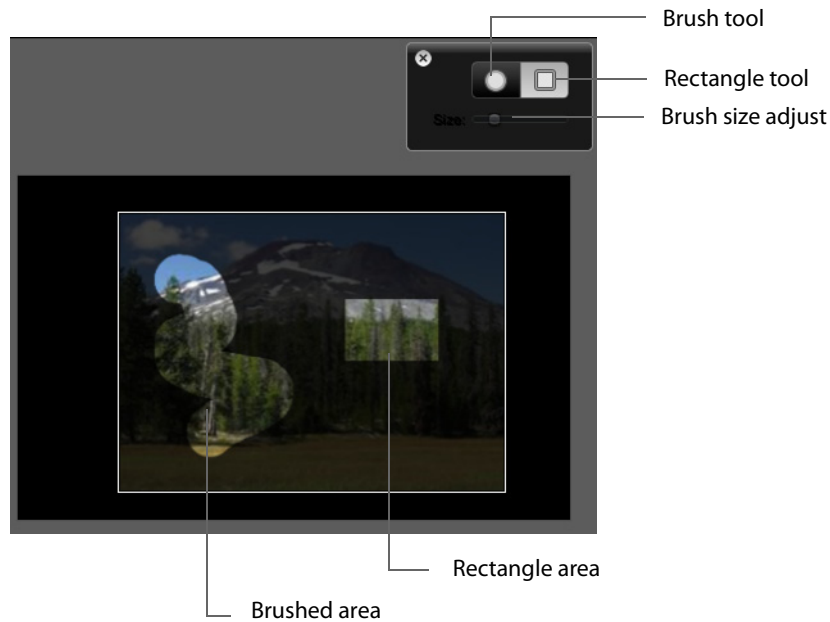


4. When ScreenFlow displays the tool palette in the upper right corner of the canvas, select either the brush or the rectangle tool. If you select the brush, you can set the size of the brush.

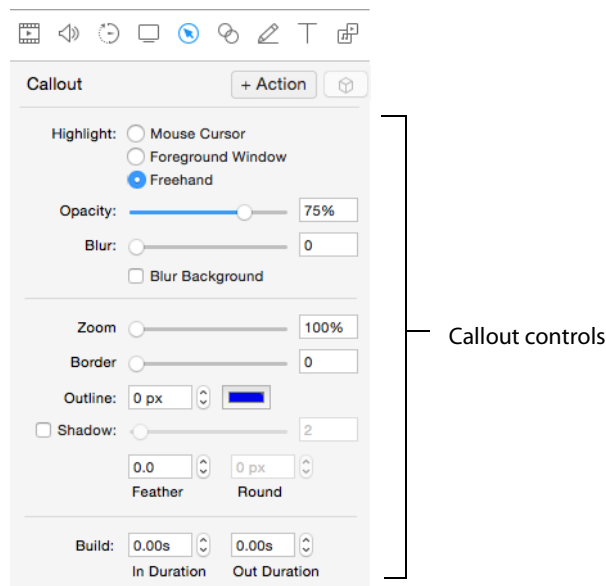
Figure 48. Freehand Callout Tool Palette



5. Draw the highlighted region on your selected image using your mouse. To brush-on a highlighted area, select the brush tool, set the brush size, then click and drag the mouse to define an area. To create a rectangle highlighted area, select the rectangle tool, then click and drag the mouse to define an area



6. Use the callout properties to adjust the look of your callout.



7. To remove a brushed-on freehand callout, select the brush tool, then hold down the Option key and the left mouse button while moving the mouse over the highlighted area to erase it. To remove a rectangle freehand callout, select the rectangle tool, then hold down the Option key and the left mouse button while

moving the mouse over the highlighted area to select it. When you release the mouse button, the callout is removed.

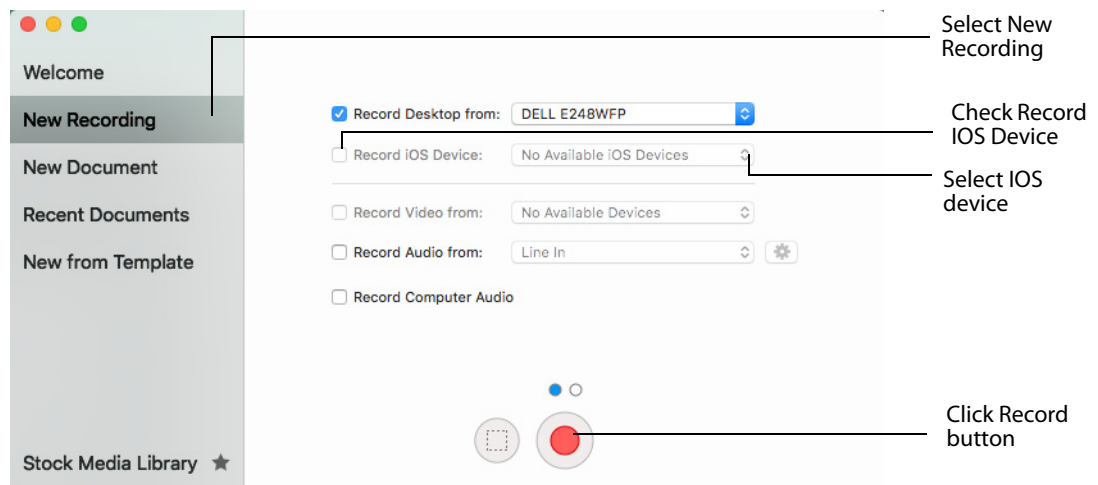
Recording IOS devices

ScreenFlow enables you to record the screen of your iOS device. You must be running Yosemite and iOS 8, and have your device connected to your computer with an Apple *Lightening to USB* cable.

1. Connect your device to the computer and make sure it is detected. You can check iTunes to verify it has been detected.

Note: If it is the first time the iOS device is connected to your computer, you will be asked if you trust the device. Select *Trust* to continue.

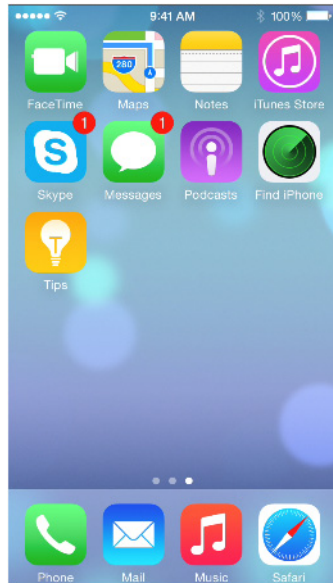
2. Open ScreenFlow and select *New Recording*.



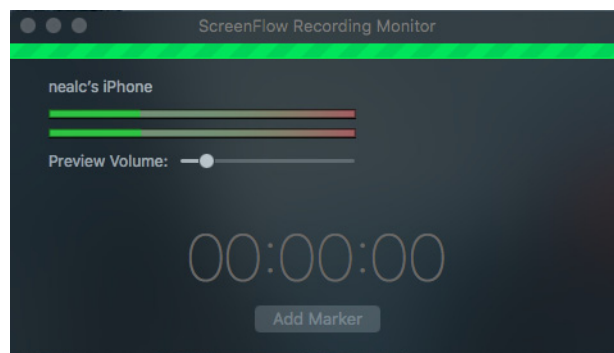
3. Select your iOS device from the *Record Desktop from* drop-down list.
4. Click the Record button. After the countdown, you can begin demonstrating your iOS device.

Note: There will not be a preview of your screen, but the screen will record. It will not record touches; you can add touch callouts to simulate your finger touches/swipes. (See [Configuring Touch Callouts](#).)

5. When you stop the recording you will see your iOS device on the canvas. ScreenFlow will automatically orient the screen for apps that display as landscape. You may need to adjust the canvas size.



You can display a recording monitor by selecting *Show Recording Monitor* from the Record configuration menu. The monitor displays stereo volume meters, a Preview Volume slider, and an Add Marker button. Preview Volume allows you to hear the system audio playing on your iOS device through your computer audio output as it is being recorded.



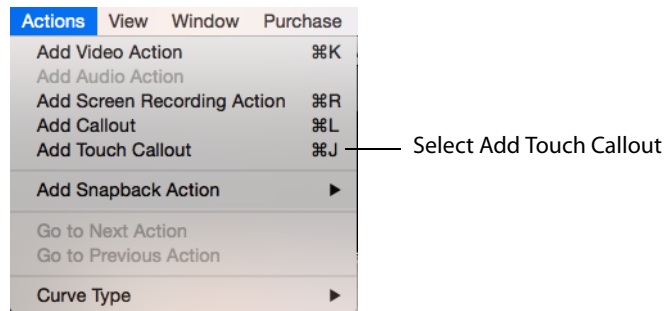
Note: If you do not hear iOS audio while recording, toggle the ringer/vibrate switch on your iOS device. Also, be aware that this audio will be heard twice in the ScreenFlow project if you are recording computer audio while monitoring iOS audio.

When you play or scrub through the video, you will see all of the actions you performed on the device.

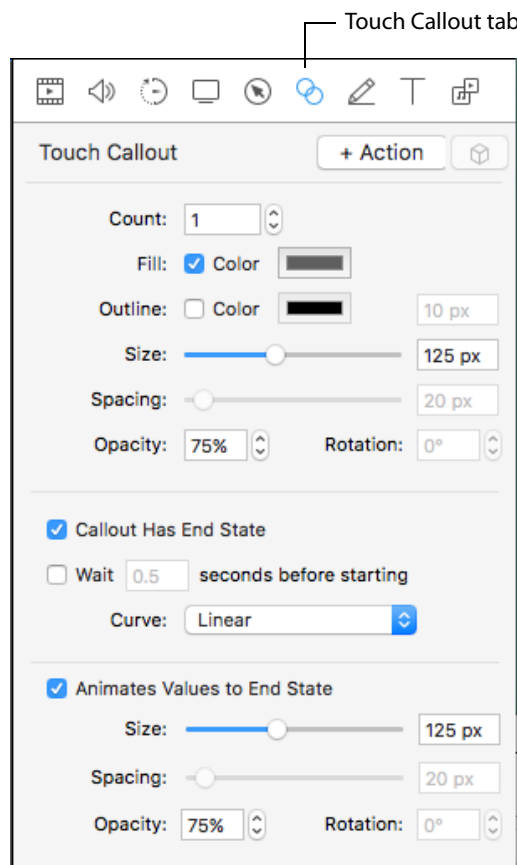
Configuring Touch Callouts

When running on OS X 10.10 (Yosemite), ScreenFlow can capture directly from the screen of an iOS device over a USB connection. This opens up new workflow opportunities for ScreenFlow. Unfortunately there is no way to automatically receive *touch* events from the iOS device, so the application cannot know where the user touched on the iOS device. The solution is to allow the user to manually specify touch overlays. These are *Touch Callouts*, and they are added through the Actions menu.

Select *Add Touch Callout*.



The touch callouts are configured through a new tab in the ScreenFlow inspector where the touch callouts can also be added.



Count Select the number of Touch Callouts.

Fill Check to choose Solid Color Gradient from the popup menu. For solid color, select a color from the color wheel.

Outline Enter the value (in pixels) to create an outline around the callout area (range: 0 to 59.) Click the color box to change the color of the outline.

Size Move the slider to set the size of the Touch Callout area (in pixels). You can also enter size value and press the Enter key.

Spacing Move the slider to set the distance between multiple Touch Callouts. This setting is grayed-out if you have only one Touch Callout.

Opacity Enter a value, or click the up or down arrows, to set the amount of opacity (transparency) of a selected Touch Callout.

Rotation Enter a value, or click the up or down arrows, to set the amount of rotation of a selected Touch Callout.

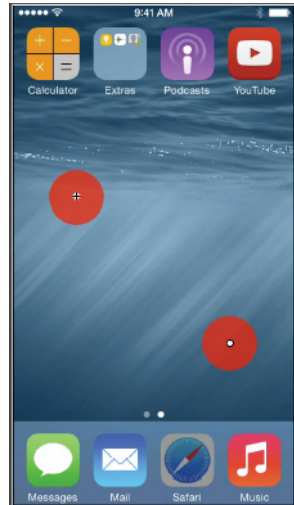
Touch callouts work in a similar fashion to freehand callouts. When the action is selected in the timeline, the video view enters a modal editing state, which is represented by the timeline. Only the currently selected clip and some editing controls in the top right corner of the video view are highlighted. This modal editing state can be exited by clicking away from the touch callout, or by clicking the close button on the editing tools.

When in editing mode, you can click the touch callout and move it around the screen as needed. You can increase the number of callouts (representing finger presses). You can also specify a fill or outline on the callout independently.

By default, the touch callout only has a start state. If you wish to have a movable callout, click the 'Callout has end state' checkbox. This will display the end state callout. As you move the timeline over the action, you will see the *touch callout* move from the starting to the ending point.

End State If you have specified an end state, you can also tell the *touch callout* to wait for a number of seconds before starting the movement / animation to the end state. This is enabled using the *Wait - seconds before starting* option. The timing curve can be specified for the interpolation to the end state. These are the same options as the *Video action - Linear, Ease In, Ease Out, and Ease In & Out*.

Animate If you want the callout to animate its size, spacing, opacity, or rotation parameters, you can select the *Animates values to end state* checkbox. The first time this is checked, it fills the end state values from the current starting state values.



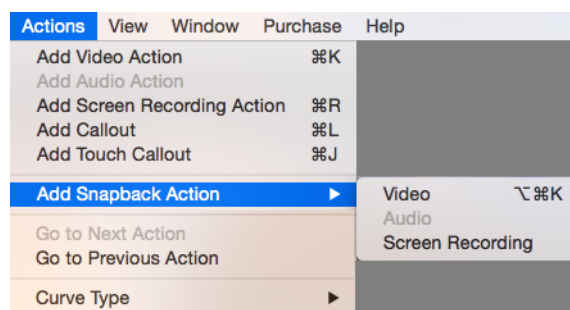
When you are editing the touch callouts in the main canvas, the start state touch callout has a cross-hair in the middle, and the end state has a little circle. This helps you to determine which state you are in.

Note: Touch Callouts are not restricted to iOS recordings - they can be added to any clip that a regular callout can be.

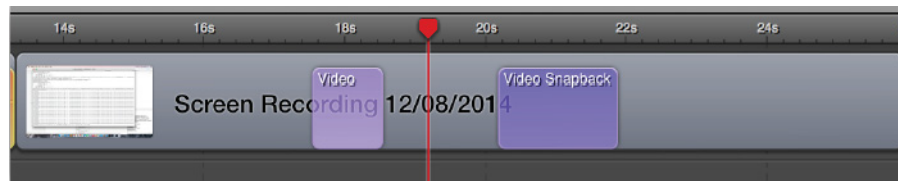
Add Snapback Action

Snapback actions are available for each of the three types of override actions: Video, Audio, and Screen Recording. They behave like any other type of action. For example, you cannot have two video (or video Snapback) actions occupying the same time period. A snapback action will restore the state from before the previous action was executed.

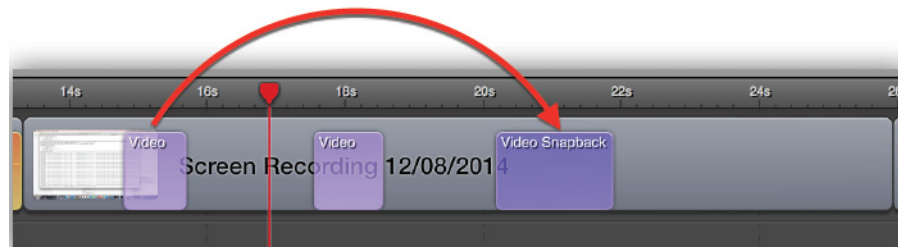
To add a Snapback Action, select *Actions > Add Snapback Action*, and select Video, Audio, or Screen Recording.



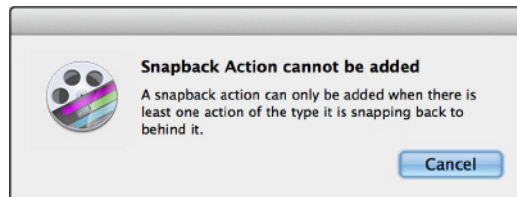
In the example below, the values are restored from the clip itself, since there is no action behind the Video action.



In this example, the Video Snapback goes into the first video action state.



You cannot add a Snapback Action if there is no action to snapback to. If you try to add a snapback action, a warning is displayed.



Rolling Edit

ScreenFlow provides support to the timeline for performing rolling edits, giving you productivity improvement for editing you presentations.

The rolling edit feature is enabled when two clips are connected to each other with no gap between them.



When you move the mouse over the seam of the two clips, the rolling edit icon appears at the top of the clips.



If you click on this icon, the rolling edit mode is activated and moving the mouse left and right alters the duration of the clip on the left, and it alters the in-point and duration of the clip on the right.

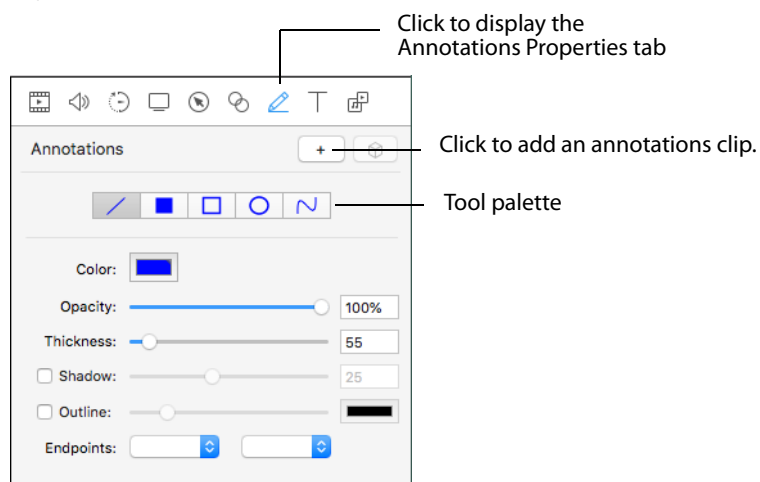
When the clips have a potentially infinite duration (text or still image clips), the only limit on the operation is that no clip can shrink smaller than a single frame. When the clips have a finite duration (recorded clips), the clips cannot be resized past the amount of content available, just as they would if you had grabbed the right or left edge.

Configuring Annotations Properties

Annotations are used for displaying simple shapes in your project. Annotations are clips you can add to your timeline, and behave like image clips. You can apply several video properties (scaling, position, x/y/z rotation, and opacity) and video actions to annotations clips.

To display the Annotations Properties pane, click the Annotations Properties icon in the Properties pane, as shown in [Figure 49](#) below.

Figure 49. Annotations Properties



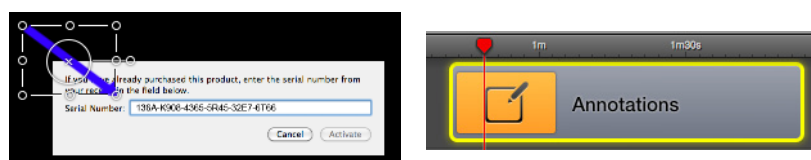
Adding an Annotation Clip

To add an annotation clip, set the scrubber in the location where you want the clip to start, and click the Add icon (+). ScreenFlow adds a 5 second annotation clip in a new, top track (which you can move anywhere on the timeline you want).

When you create an annotation clip, you must immediately add at least one object to the clip, or ScreenFlow will automatically delete it. As a matter of fact, if you later remove all annotations, ScreenFlow deletes the annotation clip automatically.

[Figure 50](#) depicts a sample callout on the canvas (left), and its corresponding clip on the timeline (in orange on the right).

Figure 50. Sample Annotations Clip on Canvas (left) and Timeline (right)



Adding and Configuring Annotation Items

To add annotation items to an annotation clip, follow these steps.

1. Select the clip to which you wish to add an Annotation.
2. Choose the Annotations Property Tab.
3. Choose an Annotation Object from Tool Palette (see [Figure 49](#)).
4. Adjust object on canvas to desired effect.

While selected, you can adjust the item's properties as described below in [Table 9](#).

Note: Notice that as you are drawing, the timeline loses focus and darkens. Drawing is a modal operation: When you're done drawing and configuring objects, you must click on the timeline to continue working on the canvas or timeline.


To save these settings for new annotations clips you may add in the future, click the gear icon  and select Make Settings Default.

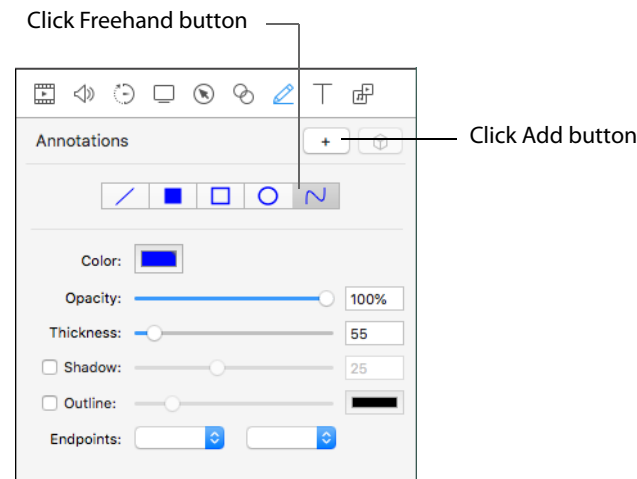
Table 9. Annotations Properties Controls

Control	Description
Shapes	Choose from the types of annotations in the tool bar: <ul style="list-style-type: none"> • Line (arrow) • Line • Square (filled) • Square • Circle
Color	Click to select the color of the annotation.
Opacity	Use the slider (or enter the percentage value manually) to set the opacity of the selected object.
Thickness	Use the slider or manually enter the value to specify the thickness (in pixels) of annotation lines (range: 2 to 350). Default: 55.
Shadow	Check to create a shadow on objects in the annotation. Use the slider or manually enter the value (in pixels) to specify the opacity of the shadow (range: 1 to 60). Default: 25. The value creates a gradual loss in opacity as the shadow spreads from the center.
Outline	Check to create an outline around objects in the annotation. Use the slider to specify the thickness of the outline.
Color	Click to select the color of the outline.
Endpoints	Select a shape to affix to the end of a line segment. The first and second field represent the starting and finishing point of the line segment, respectively.

Freehand Annotations

You can also create Freehand Annotations (freehand drawings accessible through the existing Annotation's Inspector panel). This feature enables you to draw smooth and accurate freehand lines and shapes, move and resize them, and change properties such as: color, opacity, shadow, and outline.

To add a new Freehand Annotation, click the *Freehand* button on the Annotations tab, then click the *Add* button (+) to place a freehand Annotation in the timeline.



Freehand Annotations are stored as Bezier Curves, which are generated from a list of mouse points. Freehand annotations are drawn like any other annotation type. Lines are created by dragging the mouse along the canvas to draw lines.


One difference between Freehand Annotations and other annotation types is that Freehand Annotations are not automatically selected when the mouse is released from drawing. This prevents you from having to de-select a drawing each time you want to create a new one. Another difference is that in order to select a Freehand Annotation, you are required to hold down the Command Key. This is to prevent users from selecting other freehand annotations while drawing.

Configuring Text Properties

Text boxes are clips which display blocks of text in your project. Text clips behave like image clips—they are static images which display for the length of time you specify. You can also apply video properties and transitions to text clips, along with Text Animations.

- [Adding and Configuring a Text Clip](#)
- [Text Animations](#)

Adding and Configuring a Text Clip

To add a text clip, set the scrubber in the location where you want the clip to start, and click Add Text Box or click the gear icon  on the Text Properties pane and select *Add Text Box* or *Insert > Add Text Box*. ScreenFlow adds a 5 second text clip in a new, top track (which you can move anywhere on the timeline you want).

Note: Go to ScreenFlow > Preferences > Timeline to change the default duration of your Text clip.


When you create a text clip, it has the default word *Text* in it. Select the text to edit it. You must have at least one character in the clip, or ScreenFlow automatically deletes it. As a matter of fact, if you later remove all text, ScreenFlow deletes the clip automatically.

[Figure 51](#) depicts a sample text clip on the canvas (left), and its corresponding clip on the timeline (on the right).

Figure 51. Sample Text Clip on Canvas (left) and Timeline (right)



While the text is selected, you can adjust the text properties as described below in [Table 10](#).

Click the gear icon  and select Reset to Defaults to reset all properties in this pane to default values. When you select Reset to Defaults, the settings applied by this command are the settings in place when Make Settings Default for New Text Clips was executed.

To display the Text Properties pane, click the Text Properties icon in the Properties pane, as shown in [Figure 52](#) below.

Figure 52. Text Properties

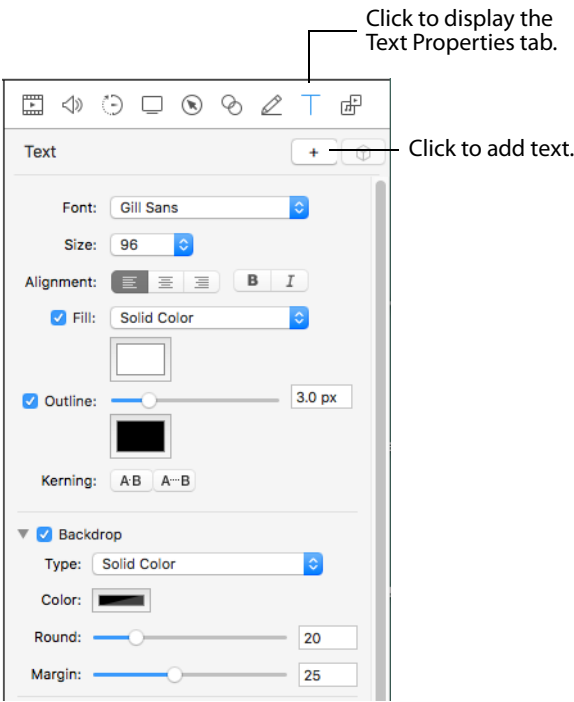


Table 10. Text Properties Controls

Menu Item	Description
Font	Select this menu to choose a font face from the list of fonts provided by your system. The font is applied to the entire text box (if none or all text is selected) or a range of selected characters.
Size	Select this menu to choose the size of your text in pixels (range: 9 to 288). The size is applied to the entire text box (if none or all text is selected) or a range of selected characters. Select <i>Font > Show Fonts</i> to enter a custom size.
Alignment	Select paragraph alignment: Align Left Align Right Center. This property affects single or multiple selected paragraphs

Table 10. Text Properties Controls

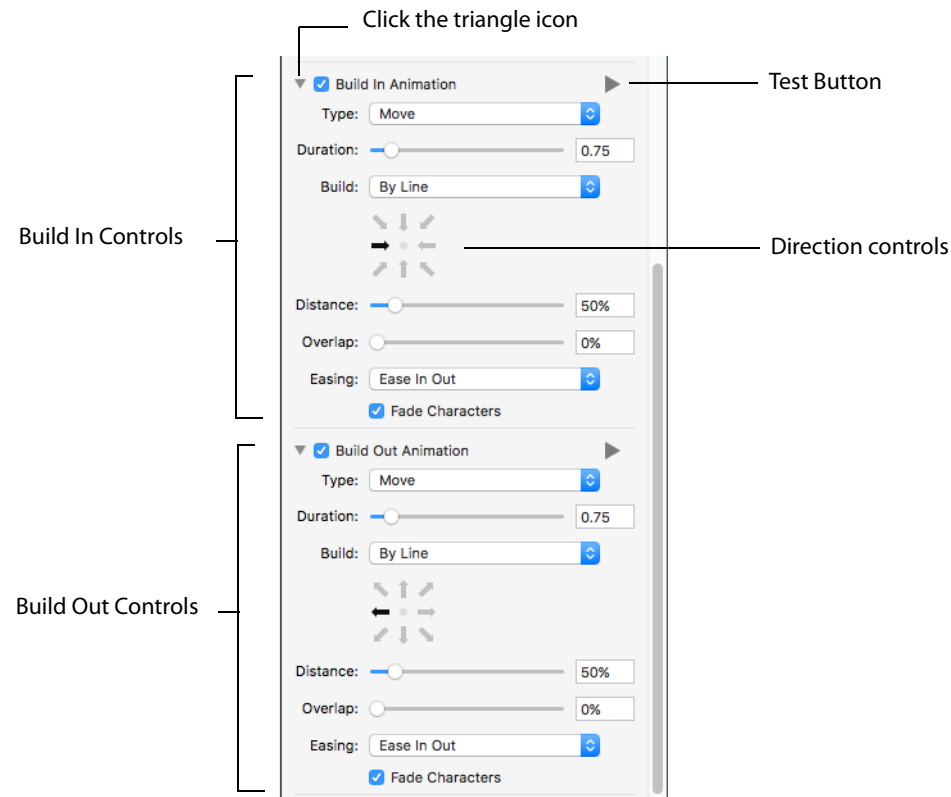
Menu Item	Description
Fill	Check to choose Solid Color Image Gradient from the popup menu. For solid color, select a color from the color wheel. The color is applied to the entire text box (if none or all text is selected) or a range of selected characters. For Image, ScreenFlow displays an Open dialog, so you can navigate to and select any custom image file. Deselect the checkbox to remove the file. This can be used with Outline to create characters which are transparent. Applying an image uses the color patterns represented in the image to fill the text. These properties are applied to the entire text box (if none or all text is selected) or a range of selected characters.
Color	The <i>Fill</i> color field allows you to choose the color used in your text. For gradient, click in the top half and select a color, then click in the bottom half and select the second color.
Outline	Check to outline the text. The outline is applied to the entire text box (if none or all text is selected) or a range of selected characters. Use the slider to set the width of the outline (in pixels) range: 0 to 15.
Kerning	Select Text Kerning mode: Tighten (closer) or Loosen (further).
Color	Click to select the color of the outline. Select the color, brightness, and opacity. Brightness is only available on the Color Sliders pane of the Show Colors tool.
Backdrop	Check to add a background and choose Solid Color Image Fill.
Color	For Solid Color only, click to select the color of the backdrop. Specify the color, brightness, and opacity. Brightness is only available on the Color Sliders pane of the Show Colors tool.
Round	Use the arrows or manually specify the value in pixels to smooth the edge of the text box (range: 0 to 100). Default: 20.
Margin	Use the slider or manually enter the size (in pixels) of the backdrop (range: 0 to 300). Default: 25.

Text Animations

Text clips can have the interesting property of per character animations for building in and out the clip to the screen. These effects are commonly seen in other popular applications. Once enabled, a default effect is selected, with a default duration of 0.75 seconds. You can switch between different effects.

To display the Text Animations pane, click the Text Properties icon in the Properties pane and scroll down to the bottom of the pane as shown in [Figure 53](#) below. Click the triangle icons on the Build In/Out Animation sections to open the controls.

Figure 53. Text Animations



Build In/Out Animation Check to enable Build In or Build Out Animations.

Type Select the type of text animation: Break Apart, Center, Character Flip, Gravity, Move, Scale, or Typewriter. Experiment with each of these using the Test Button to see the performance of each animation type.

Test Button Click the Play icon (large triangle to the right of the Type menu) to watch your Text Animation play out based on your current settings.

Duration Move the slider to increase or decrease the duration (in seconds) of the text animation. You can also set the duration by typing a value into the numeric display to the right of the slider. Press the Enter key when finished entering a new value.

Build Select *All At Once*, *By Line*, or *By Character* to choose how your text animation builds (transitions) in or out.

Direction Controls Select an arrow to determine which direction your animation will build in from, or build out to. You can choose left, right, top, bottom, or any corner.

Distance Move the slider to increase or decrease the distance from which (or to which) your text animation will travel. You can also set the distance by typing a value into the

numeric display to the right of the slider. Press the Enter key when finished entering a new value.

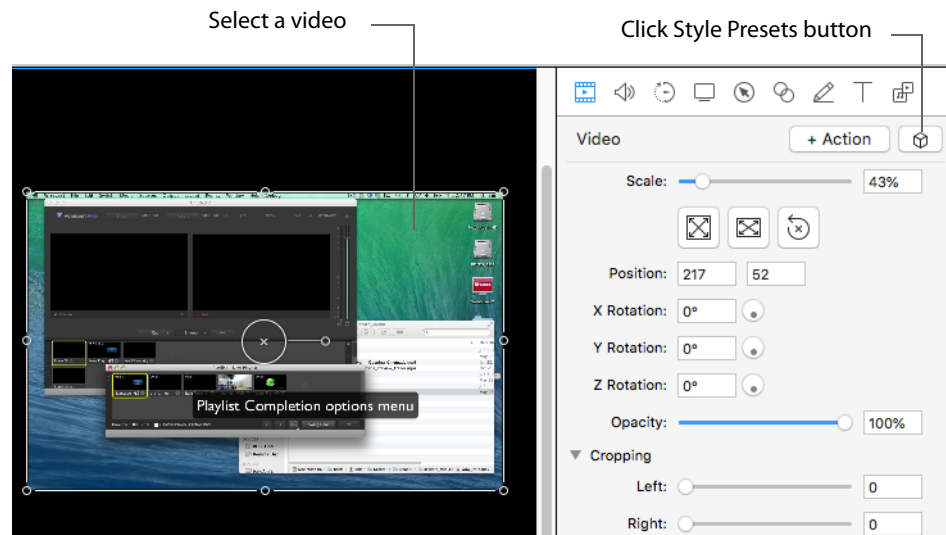
Overlap Move the slider to increase or decrease the manner in which multiple lines of text are built in or out. Greater overlap (higher percentage) causes the lines of text to enter in an overlapping (sequential) manner. Lower overlap brings in or out all lines at once. You can also set the overlap by typing a value into the numeric display to the right of the slider. Press the Enter key when finished entering a new value.

Easing Select the kind of easing for your transition. Easing is the rate at which your transition occurs. This can be slow at the beginning and fast at the end, or some other kind of rate of change. Experiment with each of these using the Test Button to see the performance of each animation type.

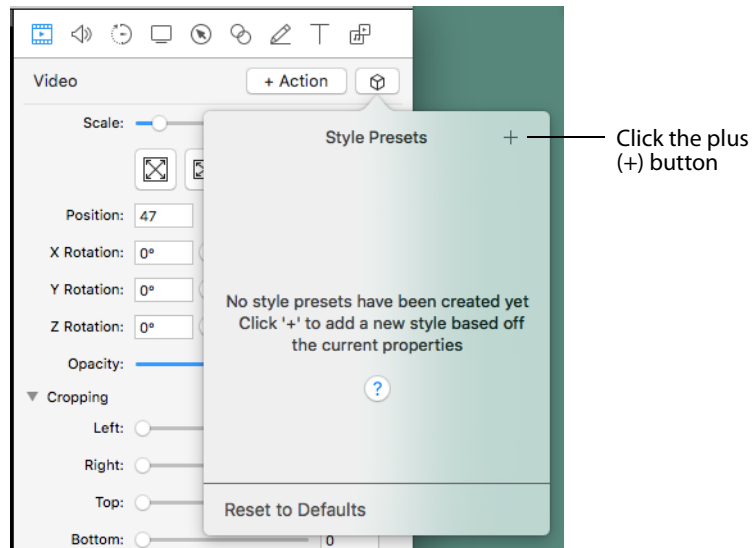
Fade Characters Check to cause the text to fade in or out during transition.

Using Style Presets

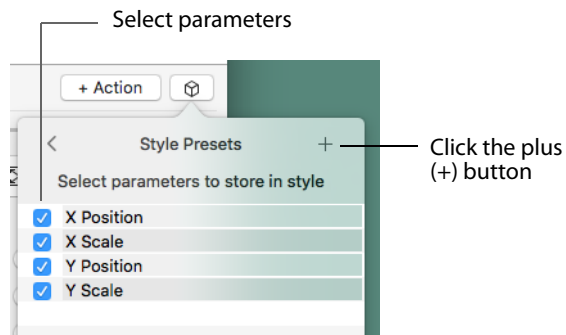
On all of the configuration panels, there is a Style Presets button in the top right corner. Select a video, then click the *Style Presets* button to open the Style Presets window.



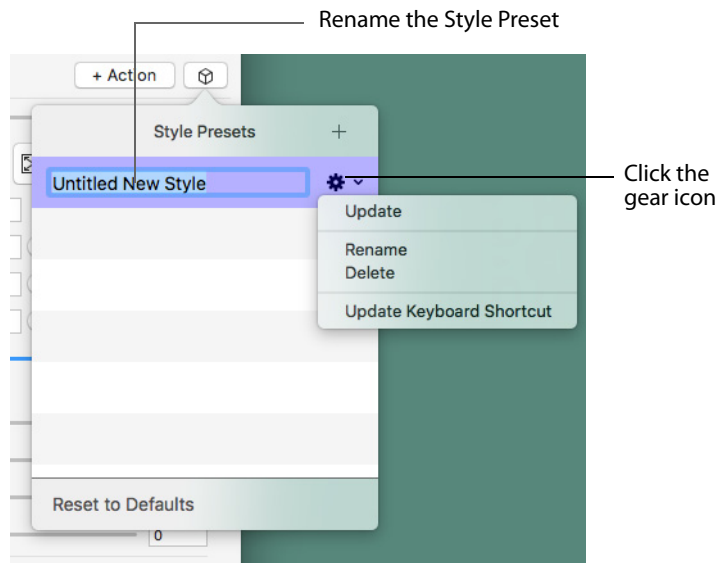
When the Styles Presets window displays, click the plus (+) button to create a new style based on the current properties of your video.



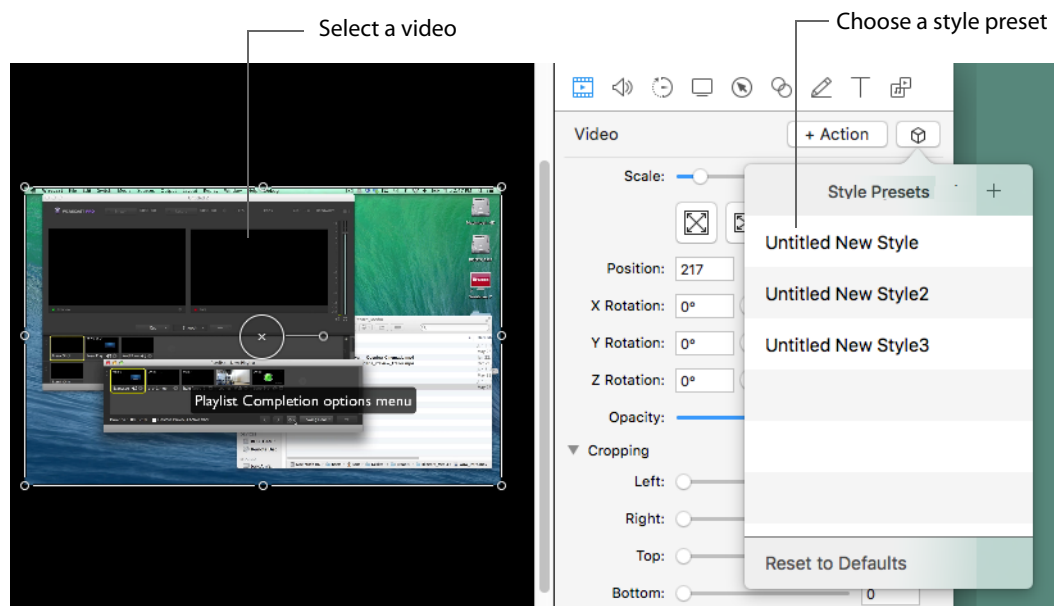
When the next setup window displays, select parameters to be included in the new style preset, then click the plus (+) button.



When the next setup window displays, rename the Style Preset from its default name. You can also update the preset or delete it by clicking on the gear icon to open a drop-down menu.



Once you have created a list of style presets, you apply them to any video by selecting a video and choosing a style preset from the list.



Using Audio and Video Filters

ScreenFlow provides a vast array of audio and video filters to add effects to videos, audio tracks, and images. Audio effects include EQ, multi-band compression, peak limiting, delay and many more. Video effects include advanced color adjustments,

distortion effects, blurring, color effects, alpha mask, and many more as well. Multiple filters can be applied to a single clip. Filters can also be applied to nested clips.

Note: You can also purchase 3rd party Core Audio or Video filters and install them for use in ScreenFlow.

Each filter has parameters that can be configured and adjusted for optional features and fine-tuning its effects.

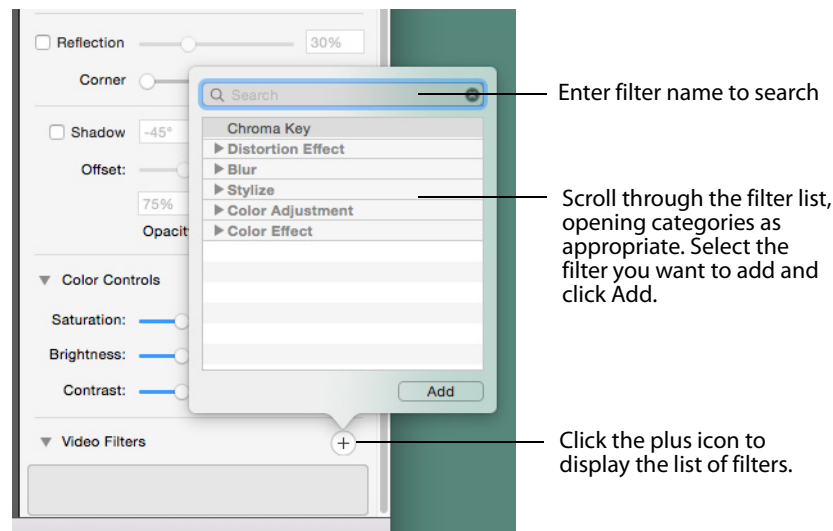
- [Adding a Filter](#)
- [Removing a Filter](#)
- [Re-ordering Filters](#)
- [Configuring a Filter](#)

Adding a Filter

To add a filter to a clip (or clips), follow these steps:

1. Select the clip that you want to add the filter to.
2. Select the Video or Audio properties pane, as appropriate.
3. Click on the Video or Audio Filters plus (+) icon to display the filter list ([Figure 54](#)).

Figure 54. Adding a Filter to a Clip



4. Scroll through the list of filters, opening and closing filter groups as appropriate. Or, you may search for a filter by entering a filter name into the Search box and pressing the Enter key.
5. Click Add to add it to the filter list for the selected clip.

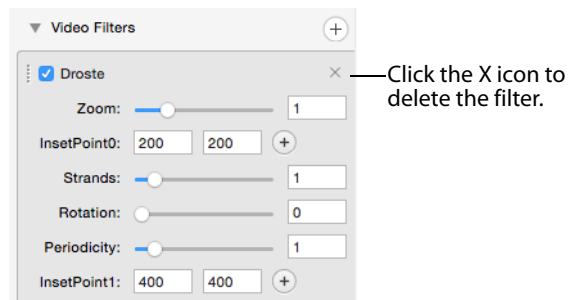
Note: If a manufacturer's Audio Unit plug-in does not work in a “sandbox” environment, it will not work in the Mac App Store version of ScreenFlow.

Removing a Filter

To remove a filter that has been added to a clip, follow these steps:

1. Select the clip that you want to remove the filter from.
2. Select the Video or Audio properties pane, as appropriate.
3. Click on the Video | Audio Filters disclosure triangle to display the filters [Figure 55](#).

Figure 55. Deleting a Filter from a Clip



4. Scroll through the filters until you find the one you want to delete.
5. Click the X icon to delete it from the clip.

Note: You can disable a filter temporarily, by unchecking its name.

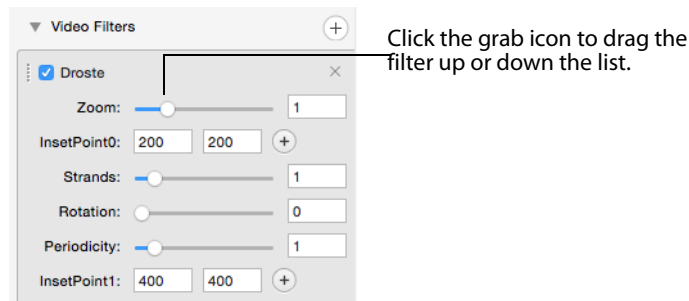
Re-ordering Filters

The application of a filter has different effects, depending on where it is stacked with the other filters, if present. Filters are applied based on their order in the list, from top to bottom.

To layer (or order) filters in the order you want them applied, follow these steps:

1. Select the clip that has the filters you want to re-order.
2. Select the Video or Audio properties pane, as appropriate.
3. Click on the Video | Audio Filters disclosure triangle to display the filters [Figure 56](#).

Figure 56. Re-ordering the Filter List



4. Scroll through the filters to identify the one you want to re-arrange.
5. Click on the grab icon just to the left of the checkbox by its name.
6. Drag the filter up or down the list to re-order its application in relation to other filters in the list.

Configuring a Filter

Video filters that have a visual position coordinate display a cross-hairs button, which allows you to adjust the position on the canvas. The label of the parameter you are editing also appears on the canvas when adjusting the position.

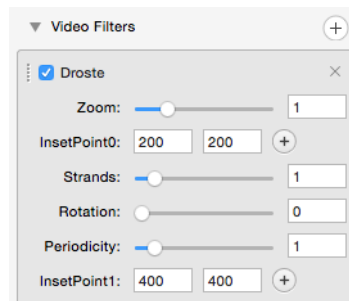
When multiple clips are selected, ScreenFlow attempts to display the list of filters in the Video Properties pane where the filters have similar settings. For example, if two clips have two identical filters in the same order, ScreenFlow will display the two filters regardless of whether any of the individual parameters are the same. However, if the two clips have the same filters but in different order, ScreenFlow displays a *Multiple Filters* message.

Filter processing is CPU-intensive. Depending on the number of filters enabled, expect export and publishing times to increase.

After you configure a filter, you can test it out by playing the video.

To configure a filter, follow these steps:

1. Select the clip that has the filter you want to configure.
2. Select the Video or Audio properties pane, as appropriate.
3. Click on the Video | Audio Filters disclosure triangle to display the filters ([Figure 57](#)).

Figure 57. Sample Filter

4. Scroll through the filters to locate the one you want to configure.
5. Adjust the controls as necessary.

Using the Chroma Key Filter

The Chroma Key filter creates transparency in the selected clip, using a unique color. In effect, this creates a keyhole in the clip, by converting all pixels in each frame that are similar to the chroma color, so that they are transparent. This permits the pixels in the same location in the clip (in layers below) or background behind to display through. This is the effect used to depict the classic weatherman standing in front of a weather map. The weatherman actually stands in front of a green (or blue) screen, and his image is then chroma-keyed onto the weather map to complete the illusion.

In the progressive sequence portrayed in images (below, in [Figure 58](#)), an announcer is filmed in front of a green screen. The clip (the first image on the left) is added to the project, and the Chroma Key filter is added and adjusted to make the background pixels transparent, permitting the black background to show through (second image). In the final step, a still image clip (third image) is added to the track below the announcer clip, which depicts the announcer—in the far right image—as standing in the meadow in front of the mountain. [Figure 59](#) shows the chroma key filter application on the ScreenFlow timeline.

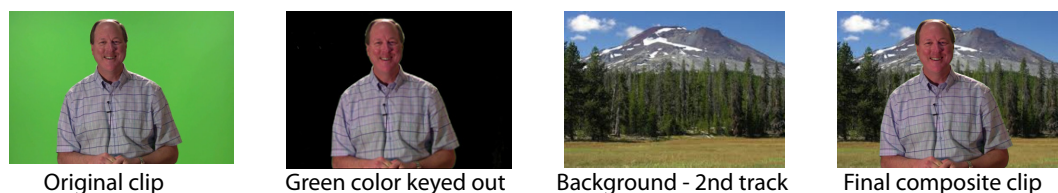
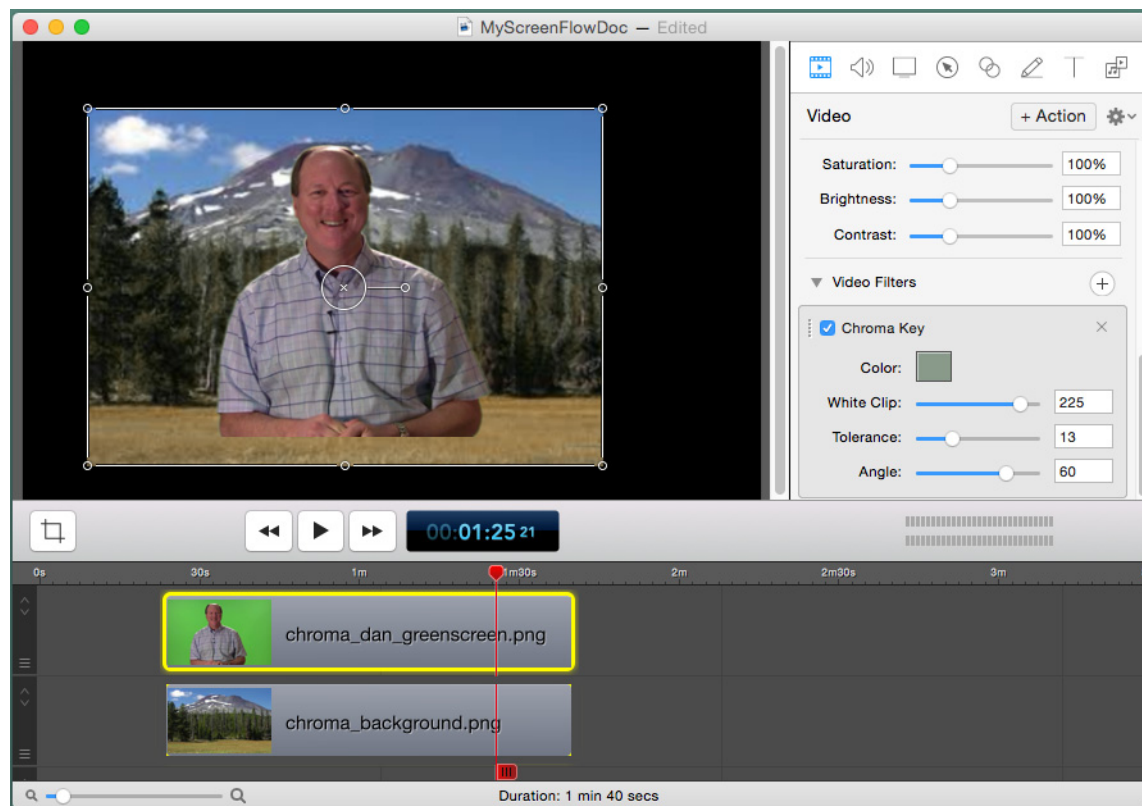
Figure 58. Typical Chroma Key Filter Application

Figure 59. Chroma Key Filter Application on Timeline



A chromatic background is a background with color in it. Black and white are not colors in this sense. Green and blue are the best colors to use, but the Chroma Key filter also works with orange or red or purple, just not as well.

Effective use of a chroma key requires video where the background is a bright, evenly-lit uniform (or nearly so) color. The persons or objects you place in front of the backdrop shouldn't match the color in the backdrop (unless they have regions that you also want to make transparent).

An important aspect of implementing an effective chroma key is to ensure you have a uniform chroma key source (green screen). And the best way to do this is to provide an even, well-lit chroma background. The better the input, the better the output.

- [Implementing a Chroma Keyed Clip](#)
- [Applying the Chroma Key Filter](#)
- [Refining the Chroma Key Filter Settings](#)

Implementing a Chroma Keyed Clip

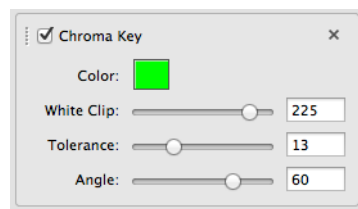
To chroma key a clip, do the following:

1. Shoot your target clip (of persons or objects) against a green screen—a well lit, even blue or green surface, for example. This color should not be in the foreground object (a person's tie, for example, shouldn't be green when using a green screen).
2. Shoot your background image or clip.
3. Add the target clip to your project.
4. Select a background color on the canvas for chroma key testing.
5. Add the Chroma Key filter and set it up. See [Applying the Chroma Key Filter](#).
6. Test your clip by previewing it, and adjust chroma key settings as necessary. See [Refining the Chroma Key Filter Settings](#)
7. If necessary, split your clips, add the chroma key filter and adjust it.
8. When you're satisfied with the chroma key, add your background image or clip to the project in the track immediately below the target clip.

Applying the Chroma Key Filter

You can apply the Chroma Key filter ([Figure 60](#)) to any clip shot against a *green screen*—for the purpose of replacing the transparent regions with another image or background.

Figure 60. Chroma Key Filter Settings Editor



You can also apply the filter to clips shot against other uniform-colored backgrounds such as a sky, or a wall, although your results may vary, based on the uniformity and contrast with the foreground objects. (For details on adding filters, see [Using Audio and Video Filters](#)).

Adjust the Chroma Key settings as needed. For details, see [Selecting a Chroma Key Color](#).

Table 11. Chroma Key Filter Settings

Menu Item	Description
Color	Click to refine the key (to specify the color to be converted to transparency).
White Clip	Use the slider to adjust the whiteness tolerance to reduce white pixel transparency. Adjust the gray scale value (0 to 255) to the right, until the entire background is transparent. In a source with lots of very bright white, the background may bleed through the white part of the image. To avoid this, adjust the White Clip value.
Tolerance	Use the slider to specify how far from the chroma key color is considered background. Adjust to remove more or less of the background color without affecting the foreground image.
Angle	Use the slider to specify the angle around the chosen color. The amount of color varies, depending on how far from the center of the colorspace the selected color is.

Selecting a Chroma Key Color

It is important to choose the correct color for the chroma key. The color should match or closely match the background. The color displayed in the box is selected automatically by analyzing the current frame. Sometimes this is not the best color.

An effective method for chroma key color selection is to select the correct color by clicking in the original image where a cross-hair appears (to select a specific color/pixel), then use the Refine Key image to further refine the key as required. It's often best to click next to the edge of an object that is not going to be removed. Usually, the color near the object is the most effective chroma key color.

To select a more effective color, click the Color button to open the Refine Key window in the upper right corner of the canvas pane, as shown here in [Figure 61](#).

Figure 61. Refining the Chroma Key Color



When the Refine Key window is open you can click anywhere in the clip image on the canvas to select a new color to use.

You can also click directly in the Refine Key window to adjust the selected color. The Refine Key color range displays the colors that are near (in value) to the currently selected color. (The Refine Key window does not display all colors in the image.)

Refining the Chroma Key Filter Settings

The most effective chroma key settings are found by an iterative process of adjusting all three parameters, viewing results over time, and adjusting them again, until you are satisfied with the overall performance. Here's a suggested pattern of refinement.

Temporarily move your background or image clip out of the way, so that the canvas color can be used as a backdrop against your foreground image.

Next, adjust the White Key value by dragging the slider from left to right. As the opaque area reduces, pay close attention to the edges of the foreground image. If background starts showing through, creating a shadow effect from the black (or other) background, adjust the Tolerance level to the left to eliminate the shadows around the edge.

Then, return to the White Key parameter and completely eliminate the opaque areas so that the entire background is fully transparent.

Work back and forth between the White Key and Tolerance sliders (with a little fudge factor in each) to strike a perfect balance as you scrub your clip.

Finally, reduce the Angle slider value to zero, then move it to the right again until the background is completely transparent, then increase it a bit more for fudge factor.

Scrub the clip often, to make sure the chroma key works well across the entire clip.

Note: Sometimes a video will slightly vary color over time. Thus, you might need different keys. To add different chroma keys to a clip, you can split the source clip into several clips and then apply a slightly different key color to each one.

Using the Media Library

The media library is a directory of sorts, but it is not a file system folder. You use the media library to collect all your clips for a given project into a single collection, and to provide easy access directly in your project. Screen recording files are stored in a ScreenFlow-controlled location (the Media folder in the package contents of each ScreenFlow document). Other files you add (video and audio files and images) remain in the directory where you placed them, but are also auto-saved in the same location.

When you add (import) a file into ScreenFlow, it creates a media object for it, and displays its thumbnail image in the media library, which points to the original media file. When you adjust properties of a clip or image or add actions, these properties are stored with the media object—the original file is never altered. You can drag these media objects onto your canvas or timeline to add them to the project.

Note: In the Telestream Web Store version of ScreenFlow, you can edit media files and images outside of ScreenFlow and save them—ScreenFlow advises you and allows you to reload the updated file. ScreenFlow also adds a refresh icon to the media file in the Media Library, which you can select. This feature is not present in the Mac App Store version.

- [Managing Media in your Media Library](#)
- [Adding Media to the Timeline](#)
- [Using the Media Library Context Menu](#)
- [Using the Media Library Controls](#)

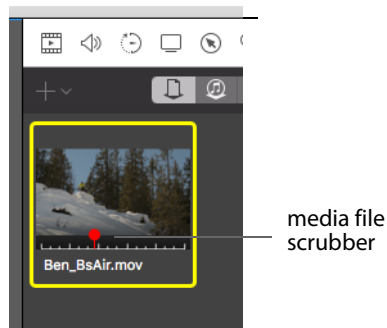
Managing Media in your Media Library

Add To add media to your media library, use one of these methods:

- Record media in ScreenFlow. When the recording is added to the canvas and timeline of an open project window, it is also added to the project's media library.
- Drag the media file from the Finder into the media library
- Drag the media file from the Finder onto the timeline. ScreenFlow automatically adds it to the media library.
- In the media library pane, click Add Media. ScreenFlow displays a File System dialog, where you can navigate and select the media to add to the media library.

Note: Videos, images, and audio files imported into the media library remain linked to their original source. If a source file is modified, ScreenFlow will advise you, and offer to reload the modified file. When ScreenFlow reloads a file, it automatically updates the library, timeline, and canvas. This makes it easy to edit your video, audio, and images—and automatically update them in your ScreenFlow projects.

After you have added media to your media library, you can hover over the media file icon and cause a scrubber to display. This scrubber enables you to preview the media file content before placing it on the timeline.



Duplicate To duplicate media to the file system, drag the media file out to your desktop, target folder or server. Mac OS X duplicates the source media file in the new location.

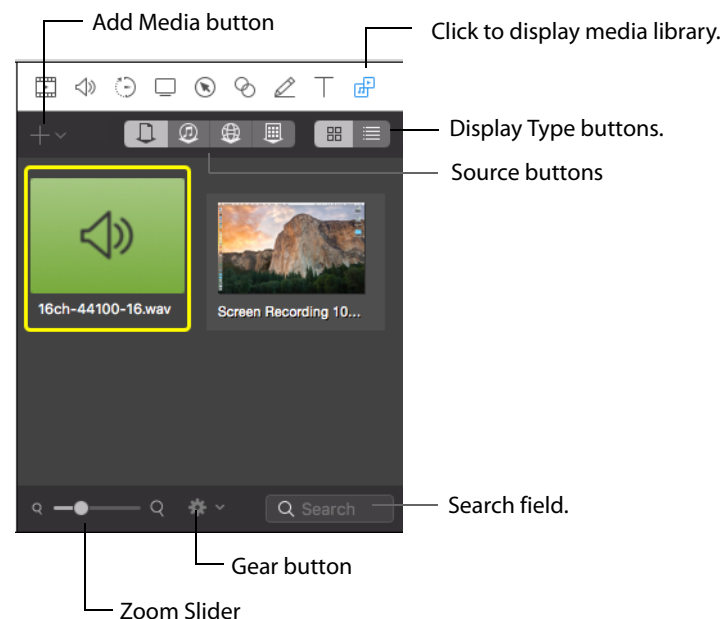
Delete To delete media from your media library, select the media object, right-click and select *Delete Media*. If this media is referenced by a clip on the timeline, ScreenFlow displays a dialog alerting you that the clip or clips will be deleted as well.

Rename To rename media files in the library, highlight the media, then click on the name to edit it. This renames all clips on the timeline that reference this media, unless they have already been given a custom name (double-click the clip on the timeline to provide a custom name—this does not rename the referenced clip in the media library).

Using the Media Library Controls

To display the media library (Figure 62), click the media library tab in the Properties pane.

Figure 62. Media Library pane.

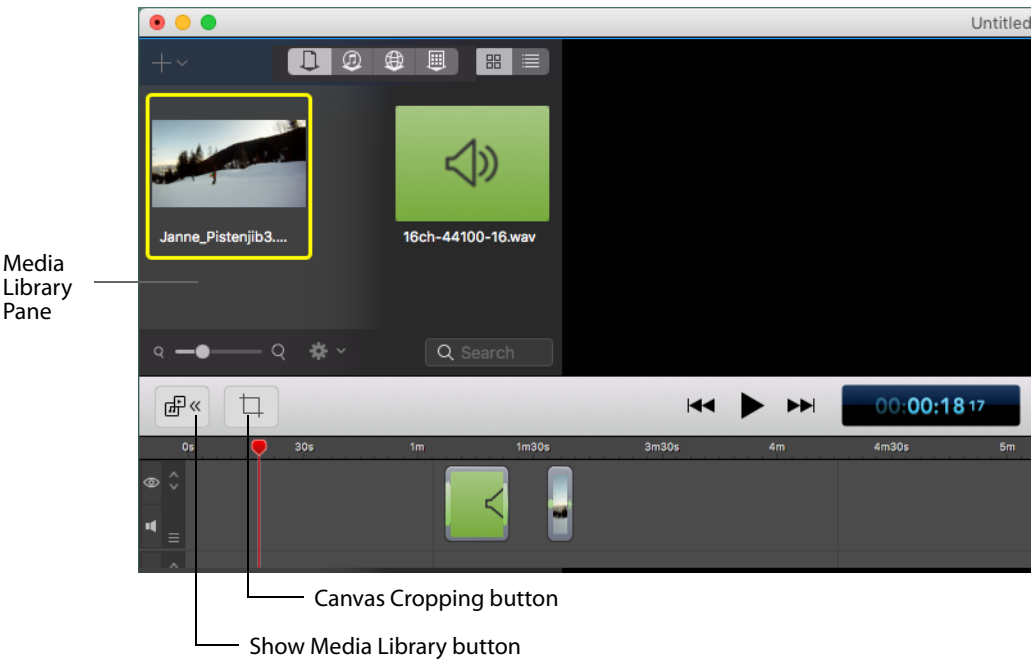


Use the buttons and other controls on the media library panel to perform the following tasks, as described in [Table 12](#).

Table 12. Media Library Controls

Control	Description
Add Media button	Click to browse local drives or network servers for media to import into your project. This may include video files, audio files, and still images.
Display Type Buttons	Click these buttons to select between thumbnail and list view.
Source Buttons	Click these buttons to select between Media Files, iTunes, and Global Library. Media added to the Global Library can be used by any ScreenFlow document.
Search	To search for a file, enter a search text and press the Enter key.
Gear Button	Click the Gear button to select either <i>Remove All Unused Media</i> or <i>Show Duration Overlays</i> . Show Duration Overlays displays the duration value on the media icon image.
Zoom Slider	Use the slider to change the display size of the media thumbnails.

You can also view the Media library on the left side of the ScreenFlow main window by clicking the button on the Media Library button next to the Canvas Cropping button.



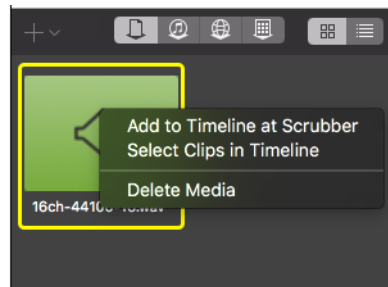
Adding Media to the Timeline

To add media to your timeline once it's in the media library, either drag it to the canvas or the timeline which will place it wherever the scrubber is on the timeline. You can also double click on the media object to add to the timeline at the scrubber location. You can select one or more clips using lasso selection—click and drag across some portion of each clip to select it.

For complete details on these and other ways to add media to your project, see [Adding Media to Your Project](#).

Using the Media Library Context Menu

Control-click (right-click) on a media file in the media library to display the context menu



You can perform the following tasks, as described in [Table 13](#).

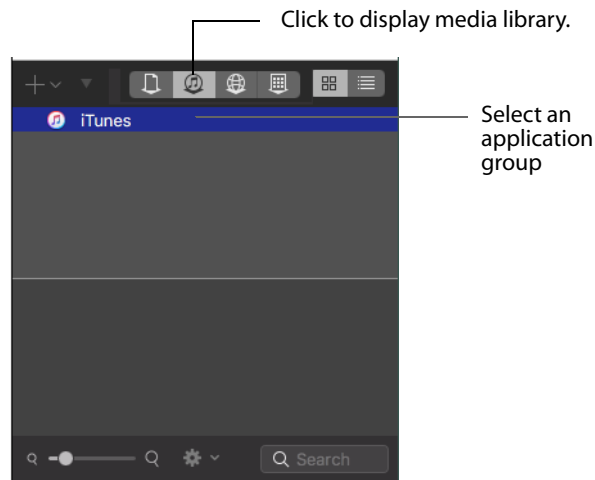
Table 13. Media Library's Media Menu

Menu Item	Description
Add to Timeline at Scrubber	Select to add your media to the timeline at the current scrubber position.
Select Clips in Timeline	Select to select the clip or clips to show where this clip is being used on the timeline.
Delete Media	Select to remove the media from your project. If the media has been placed on the timeline, it is removed following a confirmation prompt. Media files that are recorded outside of ScreenFlow (files that are not .scc files) are not deleted.

iTunes, iPhoto and GarageBand Libraries

iTunes, iPhoto and GarageBand libraries typically contain large amounts of media. You can access this directly from within the existing Media Library.

The iTunes / iPhoto / GarageBand library (also referred to as the *iTunes library*) can be accessed through the ScreenFlow Media Library tab by clicking the middle Source button. When the *Media in Document* window displays, select an application group.

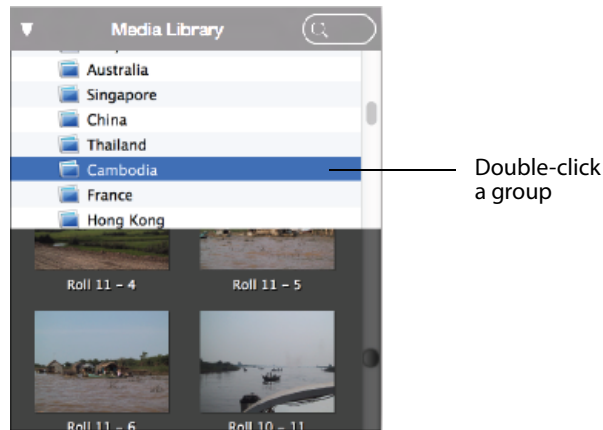


Note: There is typically a slight wait before the iTunes library is available. You will see a spinning progress indicator until the library has been prepared. The library is only prepared once per application launch, and then any subsequent documents should not need to wait to reveal the iTunes library. If the user has a very large iTunes library, the wait time can be significant.

If you select the top level application group, such as iPhoto, you will see every photograph in the complete library. Please be aware there is a delay to load each individual group, since the group structure is loaded on demand by Apple's Media Library framework. As you move between groups, ScreenFlow's library view will update to show the thumbnails of the content in that group. The thumbnail icons are also loaded on demand, so there will be a slight delay while these are processed.

There is also a top level group named *Media in Document* which represents the content contained in the document itself. If you click on this, it will show the content you are

working with in your document. If you double click on a group in the library selection table, it will automatically close the library selection.

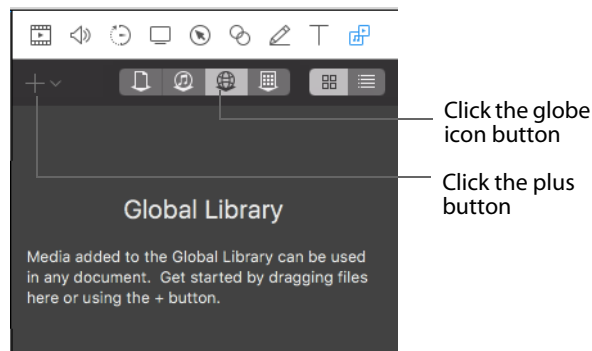


Once library content has loaded, you can work with it normally - dragging it to the timeline or video view to use in your project. However, there is one exception. If the library contains *protected content* that you have purchased from iTunes, this cannot be played back by ScreenFlow. You will see an icon with a cross in the top-left corner that alerts you to this. Content added to a document from an iTunes library is different from media added to the document directly. The iTunes media will not be copied into the your document bundle, but will reference the original media in the your library. The iTunes content will also not show up in the *Media in Document* list.

Global Library

Many ScreenFlow users create documents on a regular basis, using the same assets in those documents repeatedly. Global Library enables you to store media multiple times in a projects.

The global library is selected by clicking globe icon button. To add content, you can drag & drop media files into the global library panel, or click the plus (+) button and navigate to a file and select it.

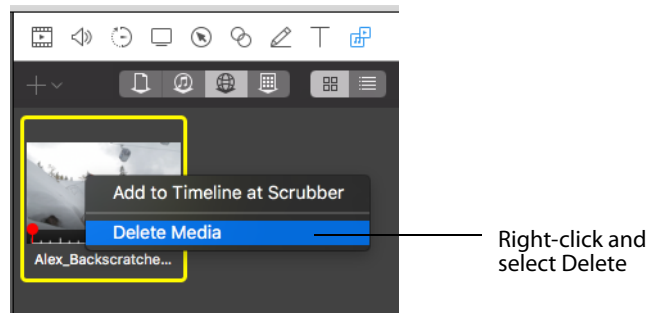


Media in the global library can then be dragged into ScreenFlow documents and used like regular content. Once content has been dragged into a global library in one

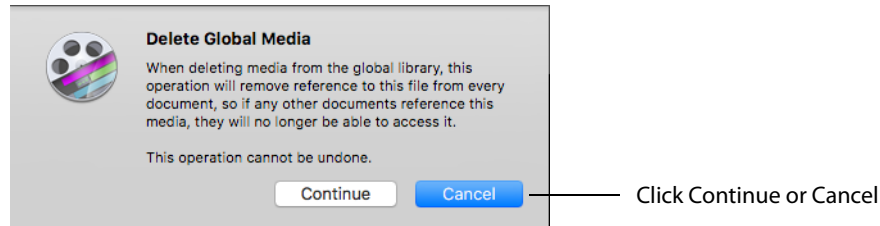
inspector panel, it will appear in the global library of all open documents, and any documents that are subsequently opened.

Content within the global library is stored in the `~/Library/Application Support/ScreenFlow/GlobalLibrary` folder. When importing to the library, ScreenFlow will attempt to create a 'hard-link' from the original content to the Global Library folder. This is because a hard-link will not consume additional space on the hard drive.

To delete an item from the global library, right-click on the file icon to delete and select *Delete Media*. You can also select the file icon and press the delete key.



When you attempt to delete a media file, a warning you that other ScreenFlow documents that may be referencing the content of the file you want to delete. You are also given the option to continue or cancel the delete action.

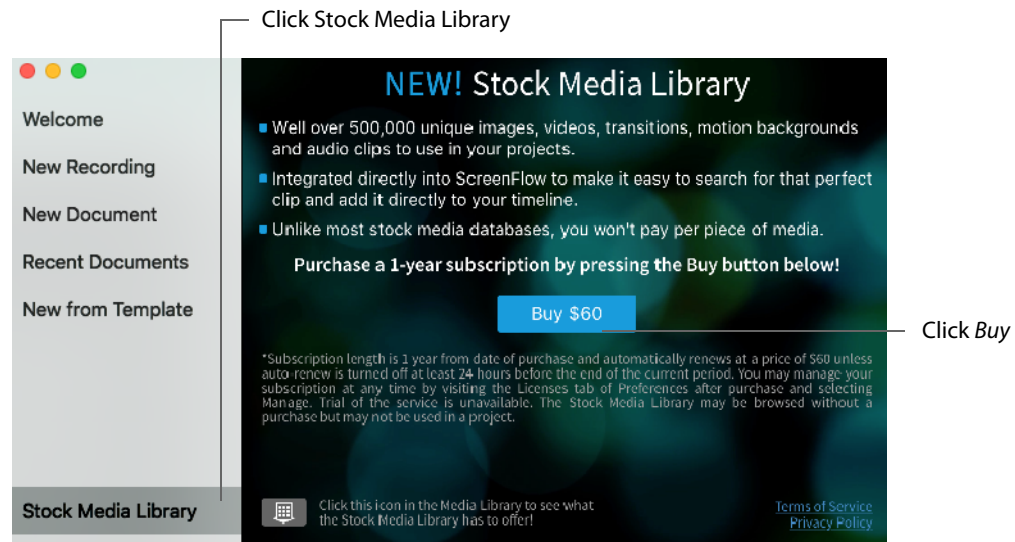


When deleting the item, the file in the Global Library folder will also be removed.

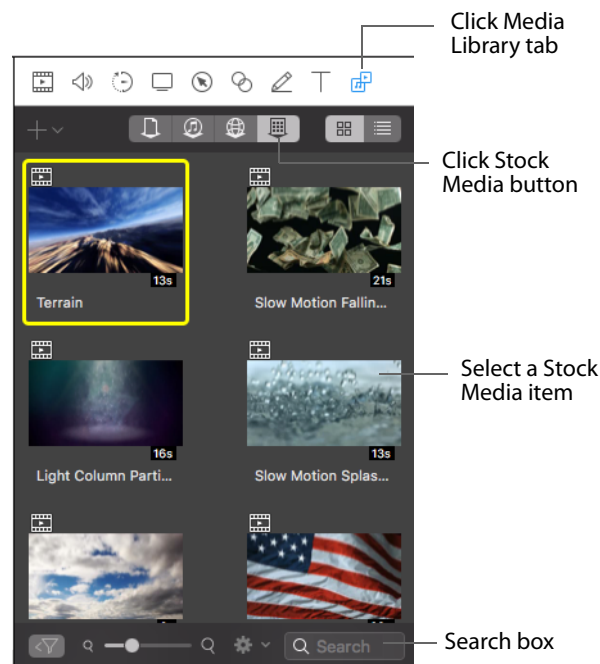
Stock Media Library

The Stock Media Library is directly integrated into ScreenFlow's existing Media Catalog. It enables you access a large collection of stock audio, video, and graphics files that can be downloaded and used in your ScreenFlow projects.

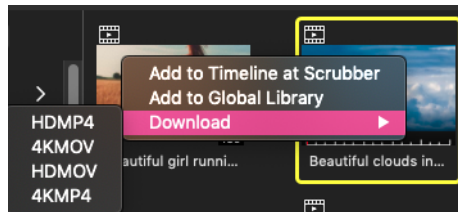
To access the Stock Media Library, you must first purchase it. To do this, select *File > New* to open the Welcome window, then click the *Stock Media Library* tab. Click *Buy* to purchase the Stock Media Library.



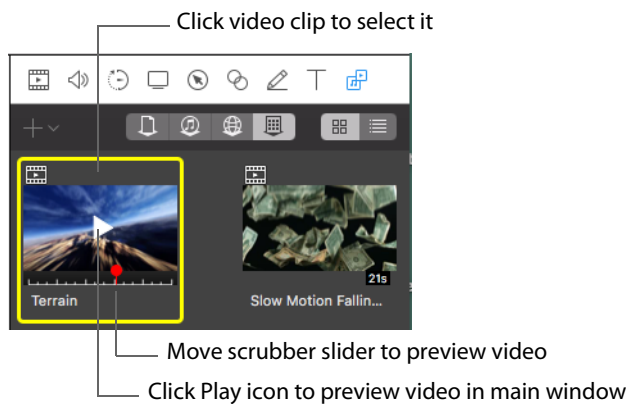
To access the Stock Media Library, click the Media Library tab on the inspection panel, click the Stock Media button, then select the Stock Media you want to use. You can also perform queries by using the existing *Search* field at the bottom of the Media Catalog window. The Stock Media Library will populate with content as you enter your query.



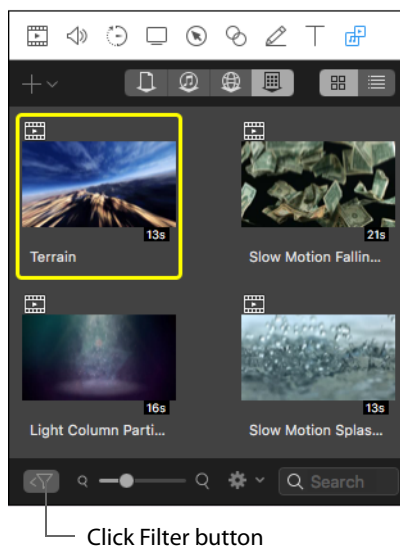
Right-click on any Stock Media icon to access its menu. You can add the media to the timeline at the scrubber position, add the media to the Global Library, or download different format versions of the media. For video: HDMP4, 4KMOV, HDMOV, and 4KMP4. For audio: WAV and MP3. For images: PNG and JPG.



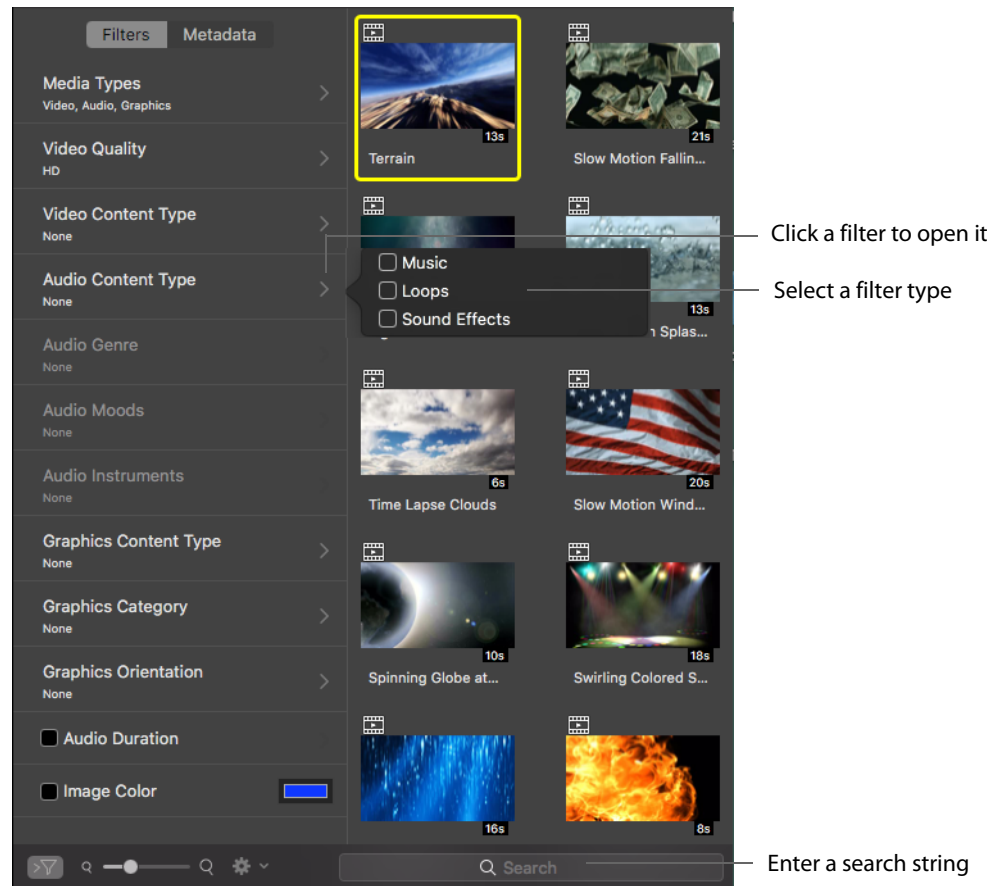
You can also preview any clip by scrubbing or playing the clip. To preview by scrubbing, select a clip then move the scrubbing slider to view the video. To play the video clip, select it then click the play icon.



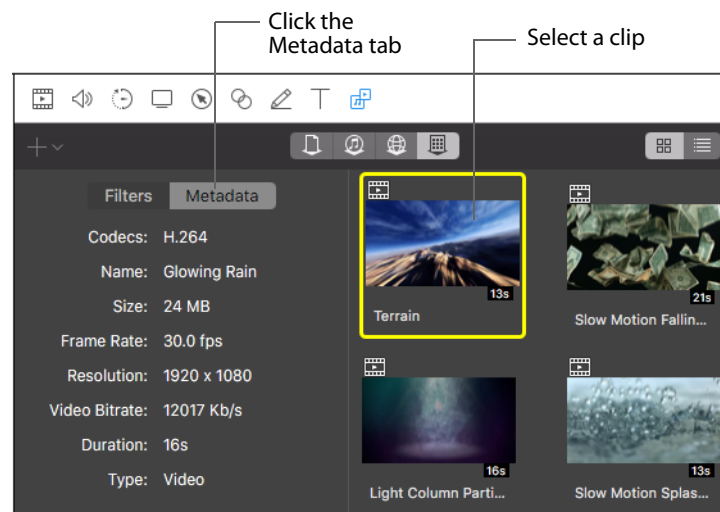
Click the Filter button to display the Filter window.



When the filter window displays, click a filter to open its menu and select a type. The list will respond by displaying all clips matching the selected type. You can also search for any text in the clip names by entering a text string in the search window. The display of clips changes as you type.



To view the metadata of a video clip, click the Metadata tab and select a clip.



When you add an item from the Stock Media Library to your ScreenFlow project, a temporary clip will be added to the timeline until the actual item has been downloaded. If the item is an image or a video, the temporary clip will be populated with the thumbnail of that item. In the case of dragging from the Media Catalog, the download will not start until the user releases the item onto either the timeline or the canvas. A spinner will be added to the clip to show the download progress. Once the download is complete, the clip's temporary source will be replaced by the newly downloaded source. If the clip is deleted before the download has been finished, the download will be canceled. Items in the Stock Media Library can be added to the Global Library by right clicking on the item and selecting *Add to Global Library*.

Even if you have not paid for a subscription to the Stock Media Library, you will still be able to query, filter, and preview all of the available content, but you will not be able to add any of it to your ScreenFlow project.

Publishing Your ScreenFlow Project

When you're done editing your screencast or other project, the final task is to convert it to a standard video format (*encode* it) for publication and distribution. Before generating your project for playback in a specific program, check the program specifications to see which formats it supports.

ScreenFlow provides two methods of converting projects to video. You can export a standard video file, then distribute or publish it yourself. You can also publish your video directly to an online video service such as Vimeo, YouTube, Google Drive, Dropbox, Facebook, Wistia, Box, or Imgur — converting the project to the appropriate video format as part of the publication process.

- [Exporting Your Video](#)
- [Publishing to Vimeo](#)
- [Publishing to YouTube](#)
- [Publishing to Google Drive](#)
- [Publishing to Dropbox](#)
- [Publishing to Facebook](#)
- [Publishing to Wistia](#)
- [Publishing to Box](#)
- [Publishing to Imgur](#)
- [Upload Manager Interface](#)
- [Batch Export](#)

Exporting Your Video

Select *File > Export* to produce a video file, using a preset codec you select.

Note: If you have in and out points set in your project, the menu item displays *Export Selected Range* and the exported media is the media between the in and out points.

- [Using the Export Window](#)
- [Customizing Codec Settings](#)
- [Managing your Export Presets](#)
- [Configuring Other Options](#)
- [Video File Size Considerations](#)

Using the Export Window

Note: ScreenFlow's export options have changed. QuickTime has been deprecated by Apple in favor of AVFoundation. This means any export options utilizing the QuickTime APIs have been removed. We will continue to expand our export options to best serve the needs of the ScreenFlow user community.

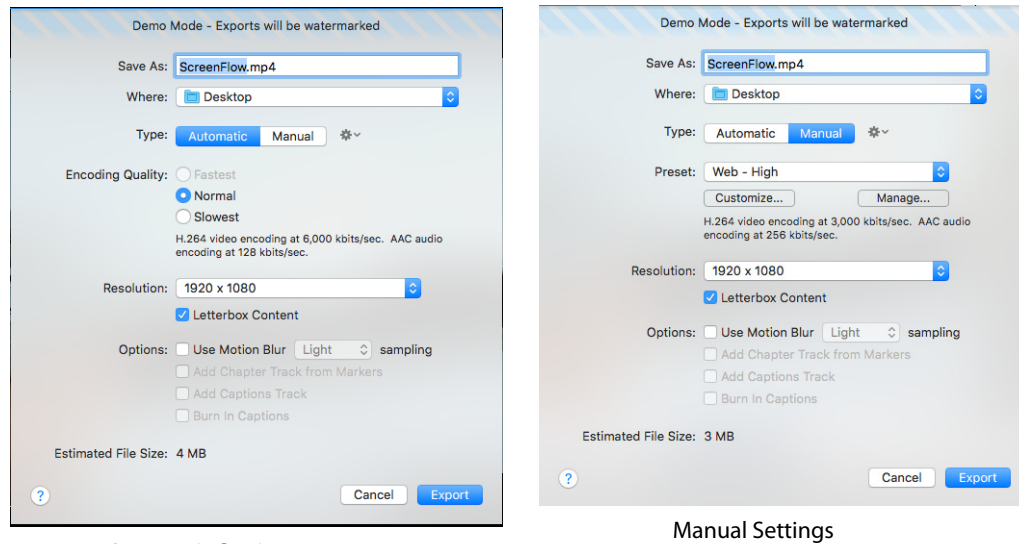
To export your video, select *File>Export* to open the Export Settings window. Configure your export options (defined below) and click *Export* to begin encoding the project into a video file. ScreenFlow displays a progress dialog so you can monitor its progress.

When exporting a ScreenFlow project, the application icon will display an export progress overlay. This will allow you to minimize the application while exporting and still have an idea of the amount of time before the export completes.



Note: An alert will be displayed if you try to select a drive formatted with MS-DOS FAT 16 or FAT 32.

Figure 63. Export Settings Windows (Automatic and Manual)



The export settings are described in [Table 14](#).

Table 14. Video Export Options

Control	Description
Save As	Enter the name of your screencast. The default name is the name of your project file. The file extension is applied automatically based on your choice of preset.
Where	Navigate and select the location of your exported video file. <i>NOTE: If you purchased ScreenFlow from the Mac App Store, the Where popup menu does not display. Instead, ScreenFlow displays the File Save dialog after you click Export, so you can navigate and select your folder for the exported file.</i>
Type (Automatic)	
Encoding Quality	Select: <i>Fastest</i> , <i>Normal</i> , or <i>Slowest</i>
Type (Manual)	
Preset	Export presets are designed for both general and specific use, based on the most common applications. Select a preset from the popup menu:
Web-High	Default export option, which encodes video in H.264 format using the x264 codec, with AAC audio, balancing the demands of image quality and file size, producing an MP4 file.

Table 14. Video Export Options

Control	Description
Web-Low	Encodes video in H.264 using the x264 codec, with AAC audio, for low bandwidth, producing an MP4 file. It plays more smoothly on slow Internet connections but with reduced image quality when compared to Web-High.
HEVC	Encodes video in H.265 using HEVC codec with AAC audio. NOTE: Before using the HEVC export option, please be advised that this is not a widely supported codec. There are still many programs and services that will not accept files encoded with the HEVC / H.265 codec. If you are using this export option, you may want to check with whatever service or program you wish to upload to before doing so, as Telestream does not govern 3rd party policies and specifications.
Lossless - ProRes with Alpha	Encodes a lossless file in ProRes 4444, including a clear alpha channel and stereo audio. Suitable for usage in applications such as Motion and After Effects. To view transparent portions of the canvas, select View > Show Checkerboard.
ProRes 422	Encodes ProRes 422. Click Customize to select profile: 4444, 422HQ, 422, or 422LT.
Lossless - Audio Only	Encodes an uncompressed audio-only AIFF format ideal for additional editing.
iOS App Preview	Exports according to Apple's guidelines for App Store previews (30 fps ProRes 422 with stereo AAC 48khz).
iPad / iPhone / Apple TV / iPod	These export options are configured based on the recommended video specifications for these devices. They cannot be altered.
Animated GIF	Exports as an animated GIF or PNG. (See Animated GIF & PNG Preset)
Gear icon	
Make Current Settings Default	Select to make the current settings become the "default" settings that are used when a new document is created.
Reset to Factory Defaults	Select to return the default settings to the original factory settings. Any current default settings (set by <i>Make Current Setting Default</i> above) are cleared.

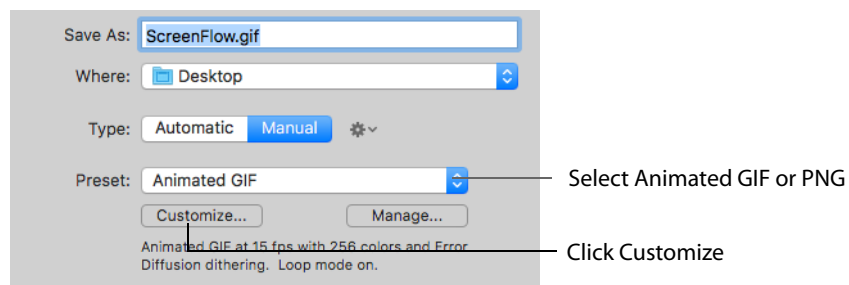
Table 14. Video Export Options

Control	Description
Customize	Click to make changes to your video and audio encoding settings. Some presets cannot be customized. See Customizing Codec Settings . If iOS App Preview is the selected Preset, clicking <i>Customize</i> lets you set the Framerate and the ProRes profile to 4444, 422LT, or 422 HQ. It also lets you select a Stereo or Mono channel
Manage	Click to modify the preset encoding settings. See Managing your Export Presets .
Resolution	Select a resolution, or select <i>Custom</i> which opens <i>Width</i> and <i>Height</i> fields to enter custom resolution values.
Letterbox Content	Check to display letterbox content (text display of audio content).
Options	Use these controls to specify motion blur, add chapter tracks, add captions, and burn in captions, depending on your encoding options. See Configuring Other Options .

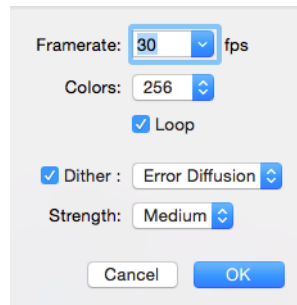
Note: If you are using an unlicensed version of ScreenFlow and you attempt to export your video, a window displays informing you that your exported video will be watermarked.

Animated GIF & PNG Preset

When you select *Animated GIF* or *Animated PNG* as your Preset, you can further customize the settings by clicking the *Customize* button under the Preset drop-down menu.



When the Settings window displays, select Framerate, Colors, Loop, Dither, and Strength, then click OK.



Framerate Higher frame rates produce larger files. For most GIF files, 15 fps is standard.

Colors 256 is the optimum setting for GIF files. If your animation contains less than 256 colors, use lower settings.

Loop Check to cause the output file to continuously play in a loop.

Dither Check to turn on dithering in GIF images. This helps reduce banding in gradients of color, but it also increases the file size. The *Error Diffusion* setting produces smaller files while maintaining the quality to the *Ordered* option.

Strength Select the amount of dithering: Light, Medium, or Heavy.

Customizing Codec Settings

After selecting the Web-High, Web-Low, Lossless - ProRes with Alpha, or iOS App Preview preset, click the Customize button to modify these codec settings.

H.264/AAC (MPEG-4) Customization

When you customize Web-High and Web-Low presets, ScreenFlow displays the H.264/AAC compression settings dialog ([Figure 64](#)).

Figure 64. H.264/AAC Settings Window

☒ H.264 Video

Framerate: 30 fps

Datarate: 1200 kbits/sec

Profile: Main

Codec: ☒ Single-pass x264
☐ Multi-pass x264
☐ Hardware Accelerated Apple H.264

Keyframe Rate: ☒ Automatic
☐ Fixed every 30 frames

☒ AAC Audio

Sample rate: 44.1 kHz

Datarate: 256 kbits/sec

Channels: ☐ Mono
☒ Stereo

Cancel OK

Set these options, as described below in [Table 15](#). When you're done, click OK.

Table 15. H.264/AAC (MPEG-4) Settings

Option	Description
H.264 Video	Uncheck when you do not want your exported file to contain video tracks.
Frame rate	Enter the frame rate in frames per second, or select preset values from the popup menu.
Data rate	Enter the data rate in kbits per second. NOTE: The data rate you enter is a <i>target</i> value. Therefore, the actual data rate may be higher or lower than entered.
Profile	Select the codec profile (which establishes parameter ranges for a given application) from the popup menu:
Automatic	The codec determines which profile to use, based on the size of the input video.
Main	This profile results in longer encoding; it was designed primarily for SD digital TV broadcasts. It is well-suited for playback on desktop computers.
Baseline	This profile is used for faster, simpler encoding, and improved data loss robustness, particularly for playback in mobile applications.

Table 15. H.264/AAC (MPEG-4) Settings

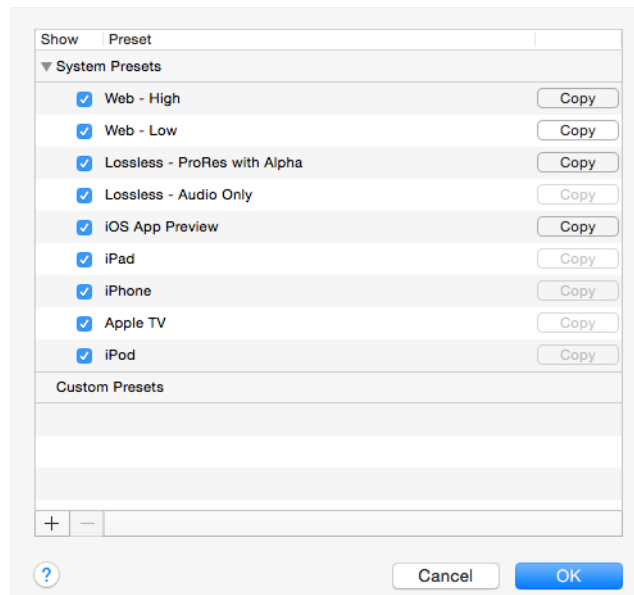
Option	Description
High	The High Profile is used as the preferred choice for HD broadcast and disc storage applications.
Codec	Select: Single-pass, Multi-pass, or Hardware Accelerated
Keyframe Rate	Select automatic or fixed keyframe rate
Automatic	ScreenFlow selects the optimum rate
Fixed every	Manually enter the frame rate
AAC Audio	Uncheck when you do not want your exported file to contain audio tracks.
Sample Rate	Select to signify the number of samples taken from the source per second (in kHz) and added to the audio track being generated. Select the sample rate from the popup menu. Web-High and Web-Low, defaults to CD quality (44.1 kHz).
Data rate	Enter the data rate in kbits per second. Web-High, defaults to 256kbits/sec. Web-Low, defaults to 96kbits/sec.
Channels	Select Mono or Stereo

Managing your Export Presets

Click the *Manage* button on the Export window to display the Manage Presets windows where you create and configure custom export presets.

ScreenFlow displays the window shown in [Figure 65](#).

Figure 65. Manage Presets Window (Custom Presets Vary)

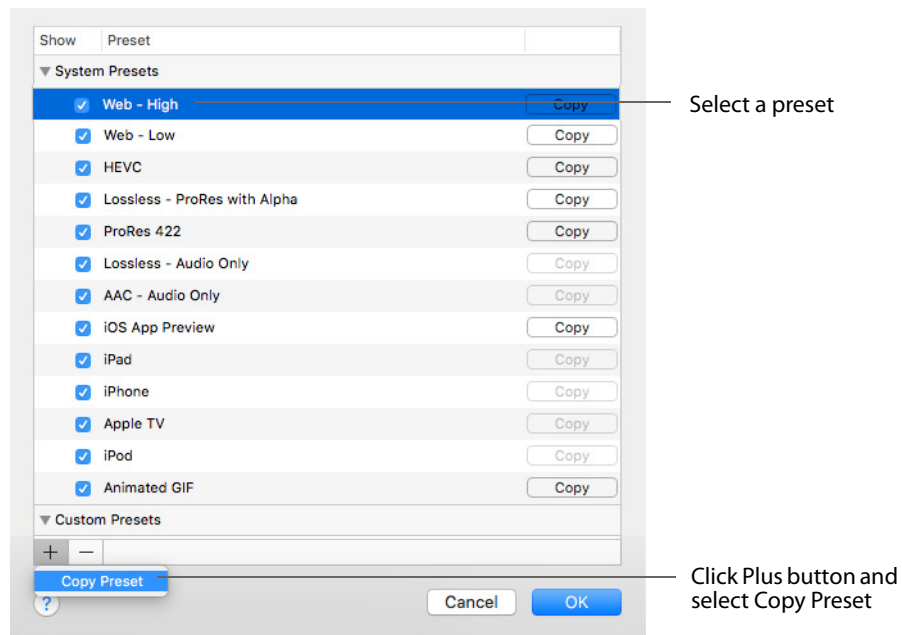


Check the check box to the left of the preset to show it in the Preset list. Uncheck it to hide it.

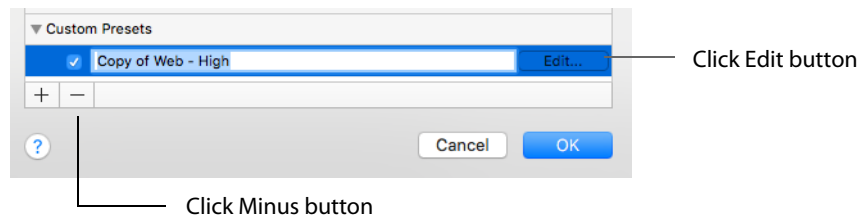
Click the Copy button to the right of the preset to generate a copy of the preset so that you can modify it.

Custom presets are displayed in the list at the bottom of the window. To change the custom preset name, double-click the name. Click the Edit button to customize your preset. See [Customizing Codec Settings](#) for details.

To create a new Custom Preset, select an existing preset in the list, then click the Plus (+) button.



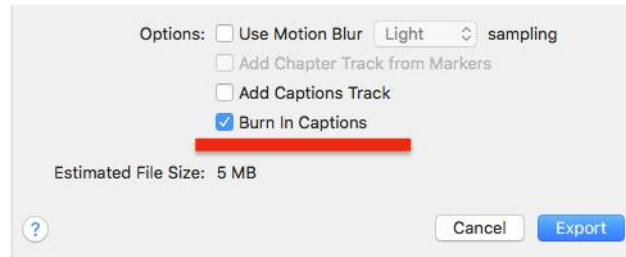
Once the new Preset has been created, it can be edited by clicking the Edit button, or deleted by selecting it and clicking the Minus (-) button.



Configuring Other Options

Use these options (Figure 66) to specify motion blur, add a chapter track, add captions, and caption burn in, depending on the video format you are creating.

Figure 66. Export Settings Export Options



These settings are described in Table 16.

Table 16. Dimensions Settings

Control	Description
Use Motion Blur	Check to apply a blurring algorithm to blend movement smoothly into the video. This is useful if you are using video properties effects to move clips on the canvas. This option increases encoding time so it should only be used if objects are not moving smoothly in your exported video.
Add Chapter Track from Markers*	When encoding with some codecs, check to add chapter markers to your movie based on the location and names of the markers in your project. These markers provide quick navigation and require named markers to be present in the project.
Add Captions Track	Check to include your caption track.
Burn In Captions	When checked, imported captions are burned into the clip.

Note: *QuickTime X and VLC require a chapter marker on the first frame of your project or it will move the chapter markers from their intended locations. Be sure to set a chapter marker at the very beginning of your project to prevent this.

Video File Size Considerations

Video files often become very large, making them difficult to send to others, download, or post to servers via the Internet.

The frame size of video clips in your project is typically much larger than the screen size of the video file you are exporting. For example, if your original screen size is 1280 x 800 pixels, you probably do not want to create a video of the same frame size. This is essentially HD video, and is about four times larger than a 640 x 400 video.

Reducing Video File Size

To preserve the aspect ratio of your project, use the Scale by Dimensions option as opposed to Scale to a custom size. For general purposes, you may want to scale by 50%.

Reducing the Frame Rate

The NTSC video standard frame rate is 30 FPS. This is the standard for videos produced in North America. However, this standard is based on creating a smooth representation of video motion captured in the real world and may not be necessary for your project.

For example, if you specify 30 frames per second, the output will be smooth, but the file will be about twice as large as a 15 fps video file. You may find that a 10 fps or 15 fps encoding is very acceptable for your audience. Reducing the frame rate can drastically reduce the size of the video file.

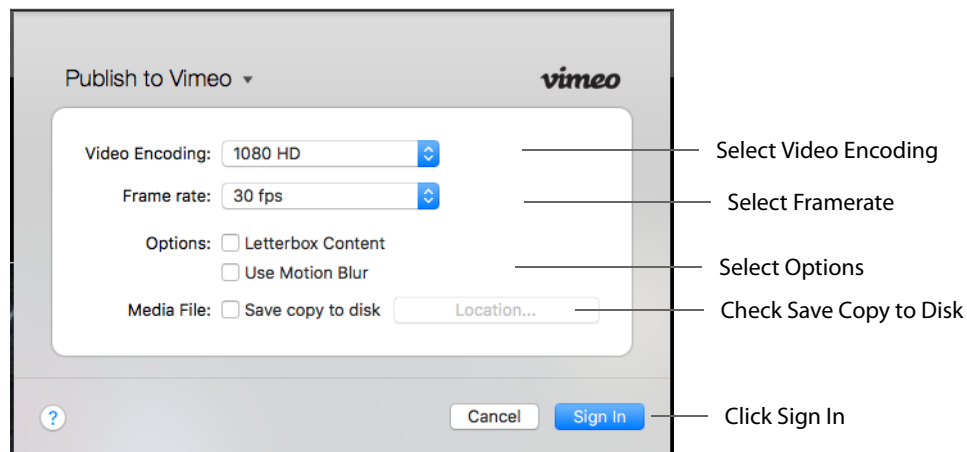
You should experiment with codec settings to get a sense for what size and frame rate works best for you.

Publishing to Vimeo

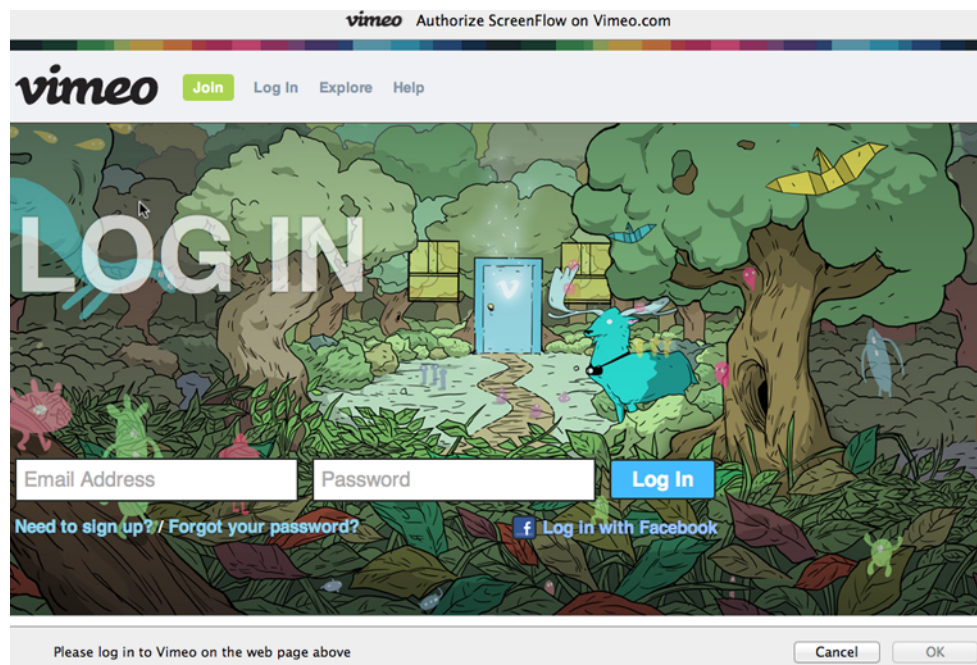
If you have a Vimeo account, ScreenFlow enables you to encode and publish your projects directly to Vimeo. Select *File > Publish to > Vimeo* then select Video Encoding, Framerate, and Options.

If you check *Save Copy to Disk* the Location button is enabled, enabling you to select the location for the file to be written to disk. If you do not choose a location, the file will be saved to your *Movies* folder. If you do not specify a file extension, .mp4 will be used.

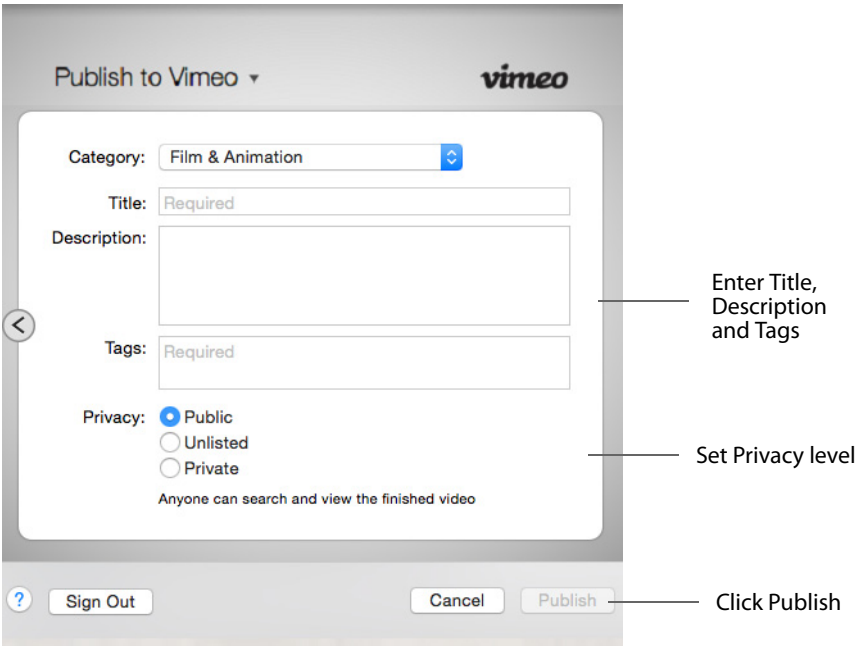
Click *Sign In* when finished.



When the Log In window displays, enter your email and password then click *Log In*.



When the *Publish To Vimeo* window displays, enter a *Title* and *Description*. The *Tags* are not required to activate the *Publish* button. The *Privacy* settings can be adjusted to restrict who can view the content. The *Account Default Privacy* setting uses the defaults set up through the Vimeo Web interface. Click *Publish* when finished. The URL for uploads will be returned when the upload has completed.



When exporting a ScreenFlow project, the application icon will display an export progress overlay. This will allow you to minimize the application while exporting and still have an idea of the amount of time before the export completes.



Table 17. Vimeo Settings

Control	Description
Title	Enter the title for your project. By default, this field uses the base name of your project file.
Description	Enter a description for your project.
Tags	Enter keywords to describe your project. When Vimeo users search for these words, your video is included in the search results.
Privacy	Select the level of privacy required. <i>Account Default</i> uses the defaults set up through the Vimeo Web interface.

Table 17. Vimeo Settings

Control	Description
"?" button	Click to get publishing help
Sign Out	Click Sign Out to sign out of your Vimeo account.
Publish	Click Publish to export and upload your project. ScreenFlow displays a progress bar to indicate encoding progress. Click Cancel at any time to abort the encode/upload process.

After you click Publish, go to [Upload Manager Interface](#) to continue the publishing process.

Publishing to YouTube

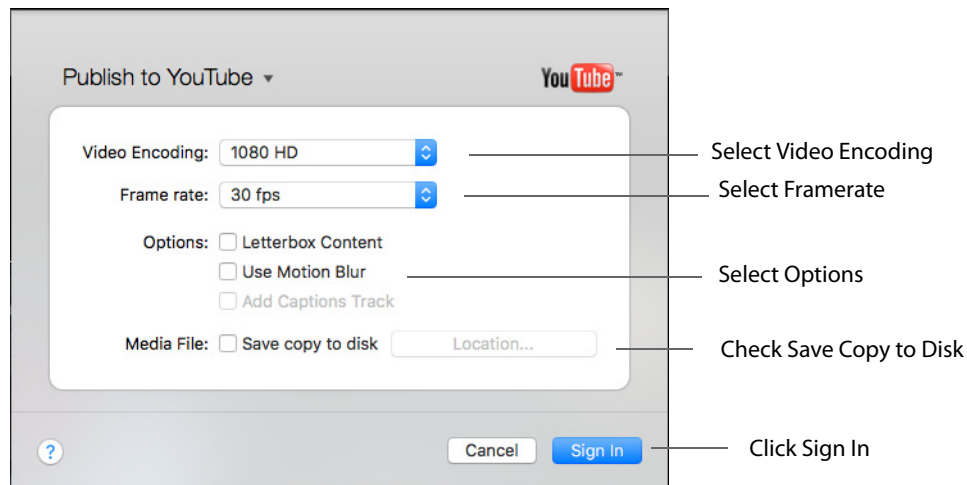
Note: For Recommended Upload Encoding Settings on YouTube, visit YouTube website at: <http://www.telestream.net/screenflow/youtube-settings.htm>

If you have a YouTube account, ScreenFlow enables you to encode and publish your projects directly to YouTube. Select *File > Publish to > YouTube*, select Video Encoding and Options.

If you check *Save Copy to Disk* the Location button is enabled, enabling you to select the location for the file to be written to disk. If you do not choose a location, the file will be saved to your *Movies* folder. If you do not specify a file extension, .mp4 will be used.

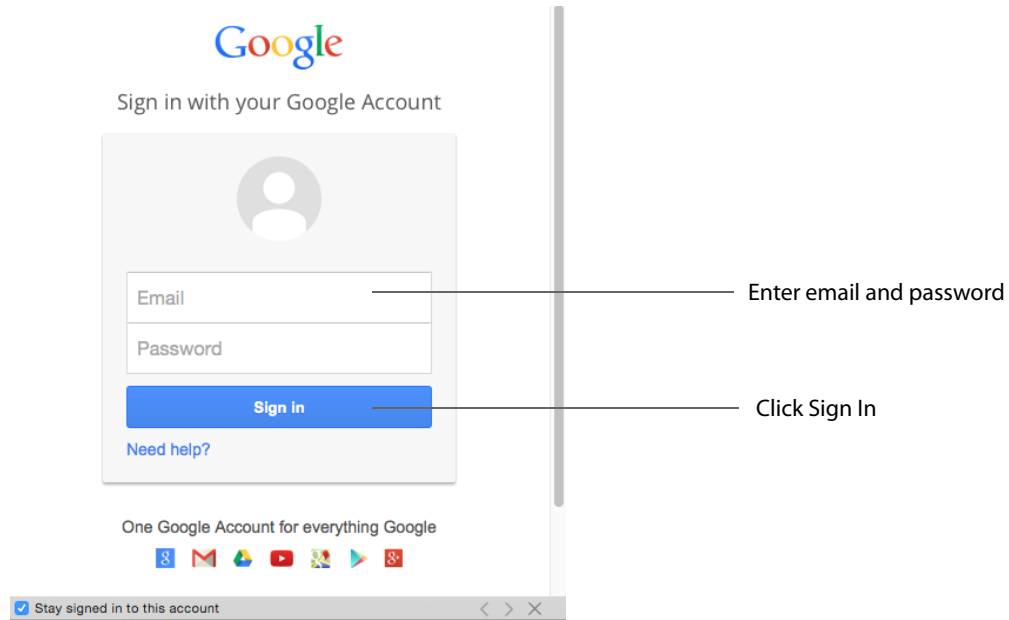
Click *Next* when finished.

Figure 67. YouTube Account Login Window



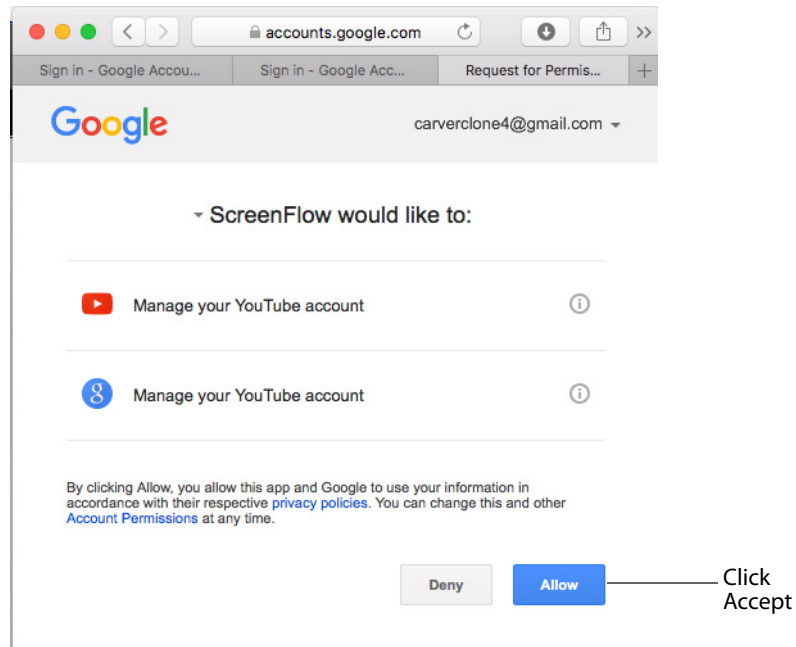
In the Google Sign In window, enter your email and password, then click *Sign In*.

Figure 68. YouTube Account Login Window

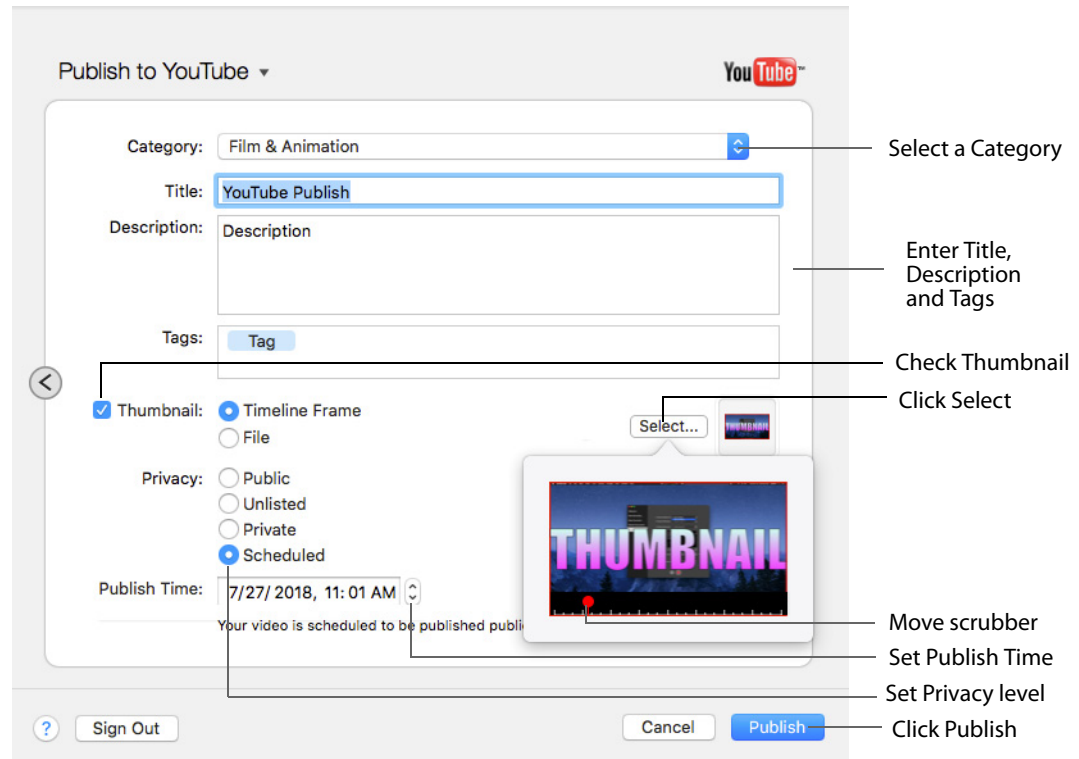


When you sign in, Google displays the ScreenFlow Verification dialog. Click *Accept* to complete log in.

Figure 69. ScreenFlow Verification Dialog



When the *Publish To YouTube* window displays, select a *Category*, and enter a *Title* and *Description*. The Title is a required field and will manifest itself as the primary filename. Enter your tags. The *Tags* are required to activate the *Publish* button. Optionally, check the Thumbnail checkbox and click the “Select...” button to display the clip with a scrubber. Move the scrubber to find the image you want for a thumbnail, then click “Select...” again. Enter a *Publish Time*, select a *Privacy* level (to restrict who can view the content), then click *Publish* when finished. The URL for uploads will be returned when the upload has completed.



When exporting a ScreenFlow project, the application icon will display an export progress overlay. This will allow you to minimize the application while exporting and still have an idea of the amount of time before the export completes.



Table 18. YouTube Publishing Details

Control	Description
Category	Select the category of your project from the options in the popup menu.
Title	Enter the title for your project, up to 60 characters. By default, this field uses the base name of your project file.
Description	Enter a description for your project.
Tags	Enter keywords to describe your project. When YouTube users search for these words, your video is included in the search results.
Privacy	Public: Anyone can view this video Unlisted: Only people with a link can view this video Private: Only YouTube users that you authorize can view this video
"?" button	Click to get publishing help
Sign Out	Click Sign Out to sign out of your YouTube account.
Publish	Click Publish to export and upload your project. ScreenFlow displays a progress bar to indicate encoding progress. Click Cancel at any time to abort the encode/upload process.

After you click Publish, go to [Upload Manager Interface](#) to continue the publishing process.

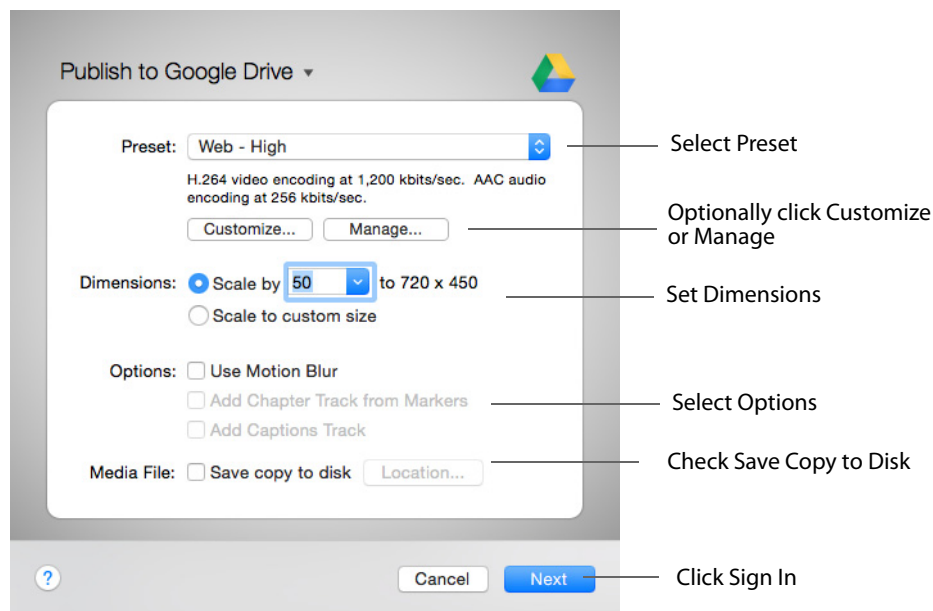
Publishing to Google Drive

Google Drive is a generic file storage system that allows you to place uploaded files into a specific folder. Additional folders can be created under the *Folder* pop up menu.

If you have a Google account, ScreenFlow enables you to encode and publish your projects directly to Google Drive. Select *File > Publish to > Google Drive* then select a Preset. Optionally, you can customize or manage your preset by clicking *Customize* or *Manage*. Set Dimensions and select Options as needed.

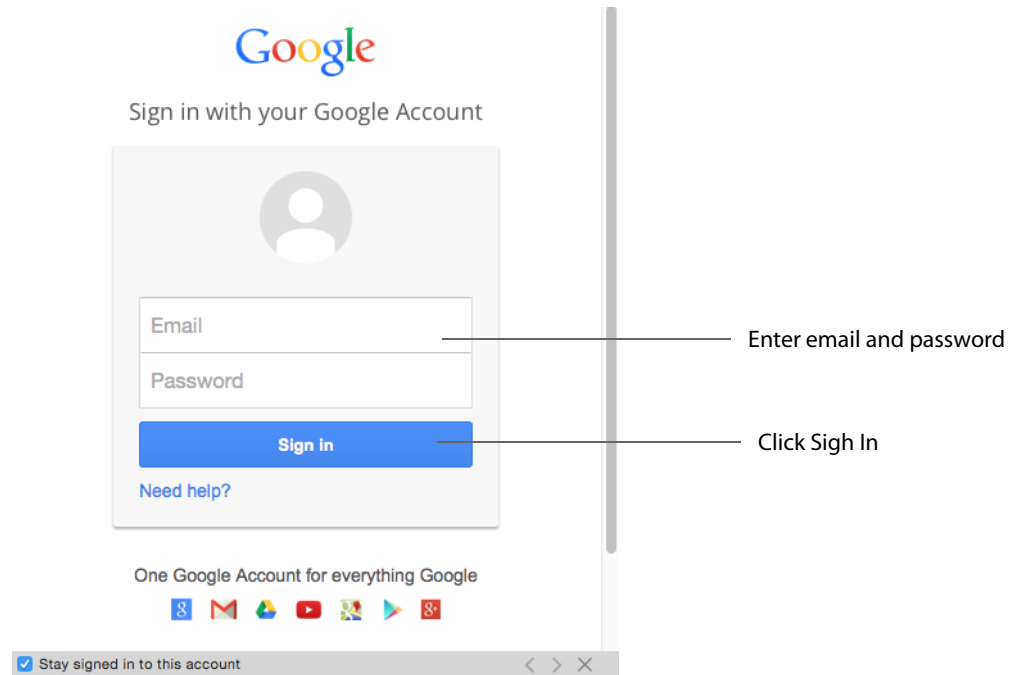
If you check *Save Copy to Disk* the *Location* button is enabled so you can select the location where the file is written to disk. If you do not choose a location, the file will be saved to your *Movies* folder. If you do not specify a file extension, the extension used will be set based on the selected export preset.

Click *Next* when finished.



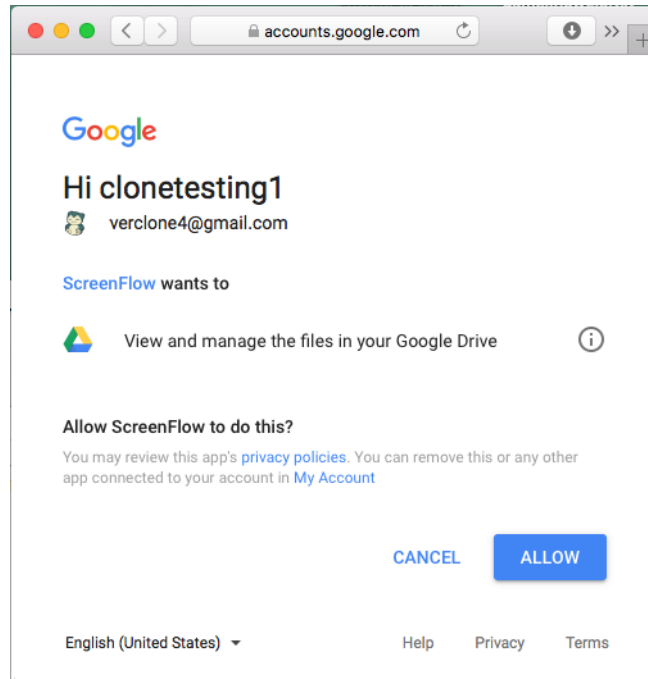
When the Google Sign In window displays, enter your email and password, then click *Sign In*.

Figure 70. Google Account Login Window



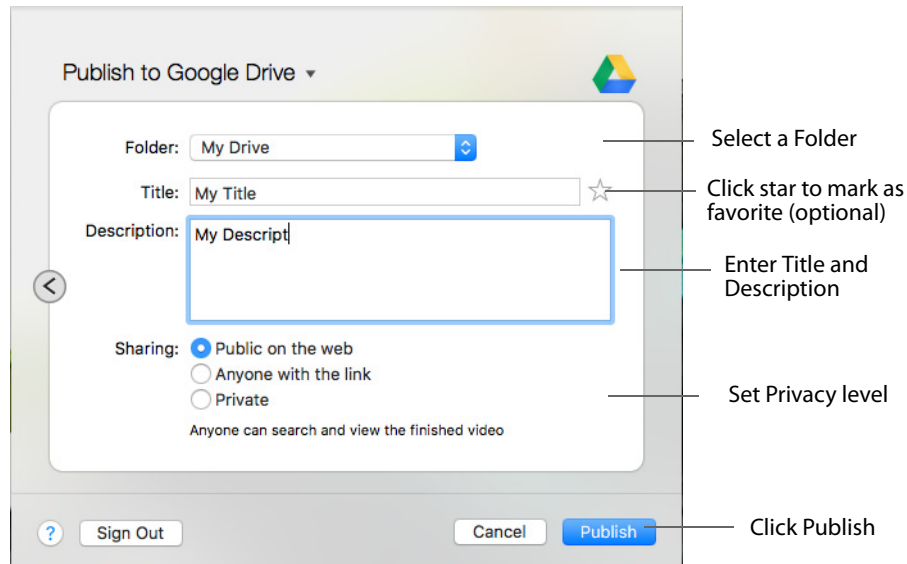
When you sign in, Google displays the ScreenFlow Verification dialog. Click *Accept* to complete log in.

Figure 71. ScreenFlow Verification Dialog



When the *Publish To Google Drive* window displays, select a folder in the list or click *Create New Folder* to create a new folder in your Google Drive account. (*My Drive* is the root folder, consistent with how Google Drive behaves through their Web interface.) Enter a *Title* and *Description*. The Title is a required field and will manifest itself as the primary filename. The star icon (to the right of Title) allows you to mark the upload as a favorite. This follows the way Google Drive Web interface behaves. Select also a *Sharing*

level to restrict who can view the content. The URL for uploads will be returned when the upload has completed. Click *Publish* when finished.



When exporting a ScreenFlow project, the application icon will display an export progress overlay. This will allow you to minimize the application while exporting and still have an idea of the amount of time before the export completes.



Table 19. Google Drive Publishing Details

Control	Description
Title	Enter the title for your project. By default, this field uses the base name of your project file.
Description	Enter a description for your project.
Sharing	Check Public Unlisted Private: Public: Anyone can view this video Unlisted: Only people with a link can view this video Private: Only Google Drive users that you authorize can view this video

Table 19. Google Drive Publishing Details

Control	Description
"?" button	Click to get publishing help
Sign Out	Click Sign Out to sign out of your Google account.
Publish	Click Publish to export and upload your project. ScreenFlow displays a progress bar to indicate encoding progress. Click Cancel at any time to abort the encode/upload process.

After you click Publish, go to [Upload Manager Interface](#) to continue the publishing process.

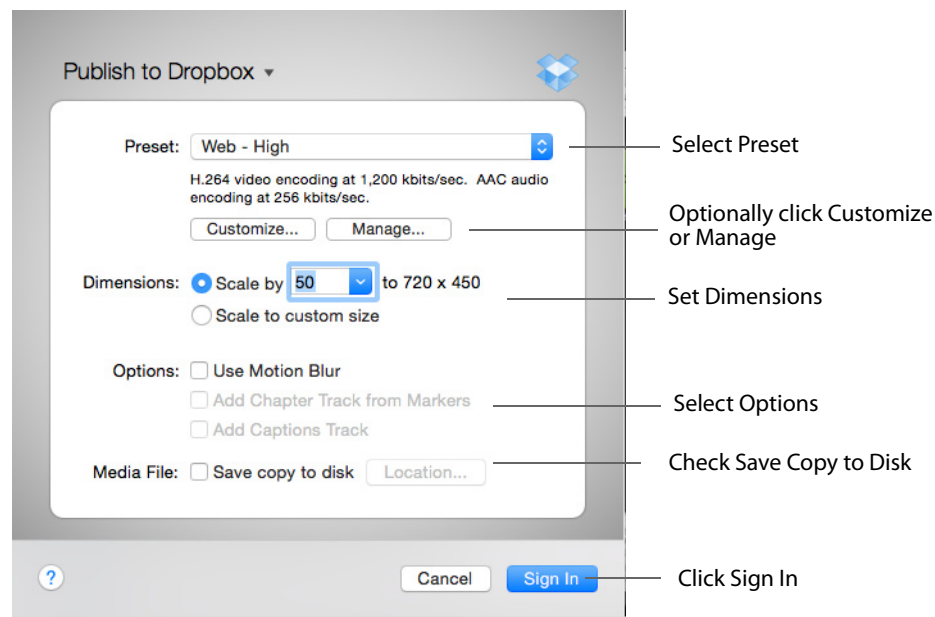
Publishing to Dropbox

Dropbox is similar to a virtually hosted file system and therefore has a simple set of publishing options.

If you have a Dropbox account, ScreenFlow enables you to encode and publish your projects directly to Dropbox. Select *File > Publish to > Dropbox* then select a Preset. Optionally, you can customize or manage your preset by clicking *Customize* or *Manage*. Set Dimensions and select Options as needed.

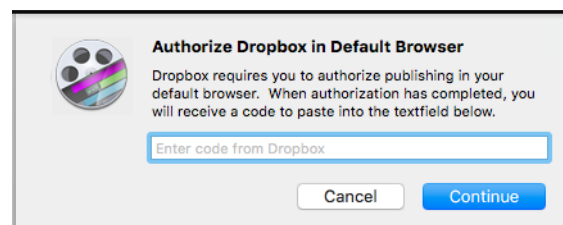
If you check *Save Copy to Disk* the *Location* button is enabled so you can select the location where the file is written to disk. If you do not choose a location, the file will be saved to your *Movies* folder. If you do not specify a file extension, the extension used will be set based on the selected export preset.

Click *Sign In* when finished.



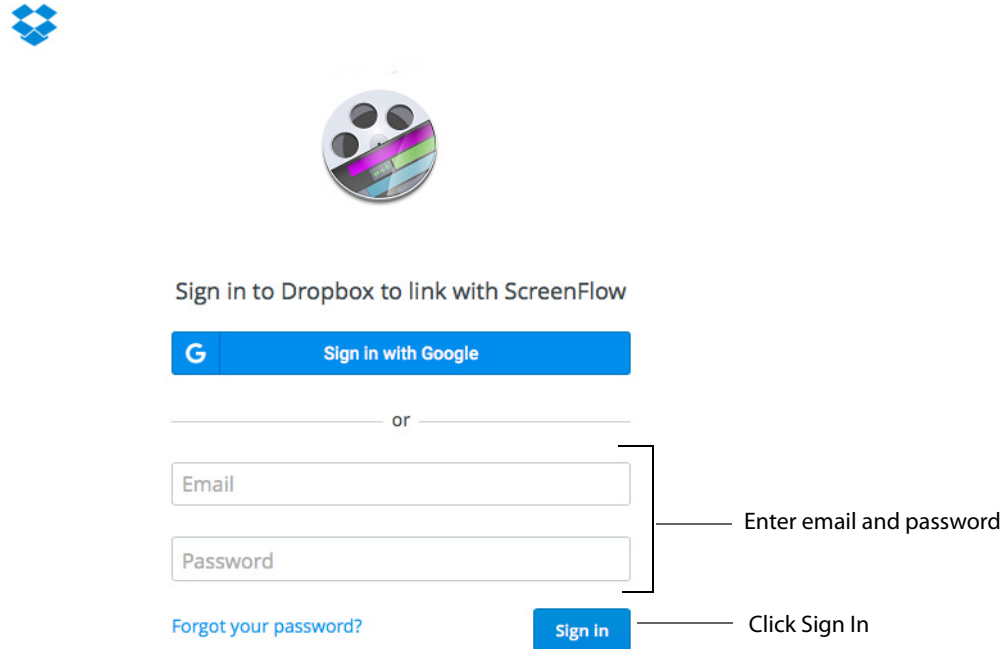
After the Dropbox Authorization window displays, click *Continue*.

Figure 72. Dropbox Authorization Dialog



When the Sign In window displays, enter your email and password, then click *Sign In*.

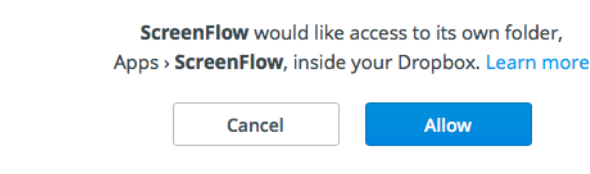
Figure 73. ScreenFlow Sign In Dialog



Note: Once you are finished working with your Dropbox account, it is recommended that you log out of the service through your Web browser.

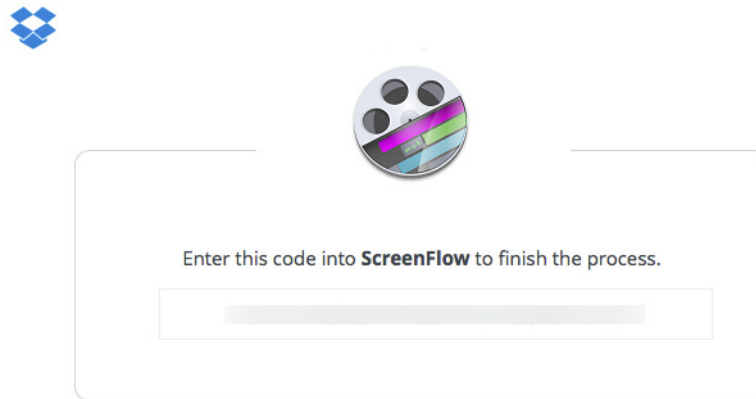
When you have successfully signed in, the window will display a message asking you to allow ScreenFlow access to Dropbox. If you have not selected or created a folder for ScreenFlow in your Dropbox account, you will be asked to do so.

Figure 74. ScreenFlow Allow Dialog



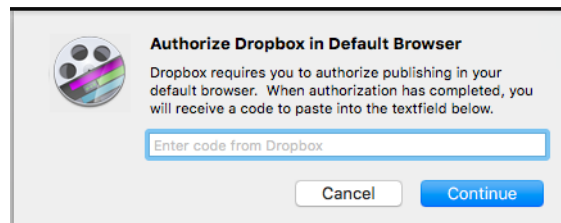
After allowing ScreenFlow access to Dropbox, a code will display on the web browser used to sign in.

Figure 75. ScreenFlow Allow Dialog



Copy and paste this code into the text field shown in the ScreenFlow authorize message. After pasting the code into the ScreenFlow text field, click Continue to finish the sign in process.

Figure 76. ScreenFlow Allow Dialog

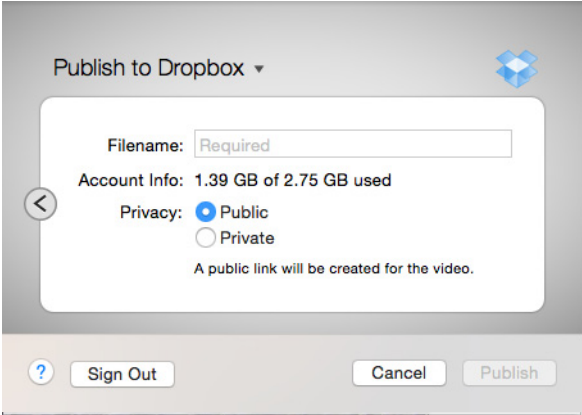


When the *Publish To Dropbox* window displays, select a filename (required) and set privacy level. Click *Publish* when finished. The URL for uploads will be returned when the upload has completed.

When exporting a ScreenFlow project, the application icon will display an export progress overlay. This will allow you to minimize the application while exporting and still have an idea of the amount of time before the export completes.



Figure 77. Dropbox Account Login Window



The Dropbox upload places all the files into a *ScreenFlow* folder inside the *Apps* folder at the root of the user’s Dropbox. This cannot be changed because it is the only way for third-party applications to upload to Dropbox directly.

Table 20. Dropbox Publishing Details

Control	Description
Filename	Enter a filename to use for your publication. NOTE: The Apps folder at the root of the user’s Dropbox cannot be changed because it is the only way for third-party applications to upload to Dropbox directly.
Privacy	Public: Anyone can view this video Private: Only users that you authorize can view this video
“?” button	Click to get publishing help
Sign Out	Click Sign Out to sign out of your Dropbox account.
Publish	Click Publish to export and upload your project. ScreenFlow displays a progress bar to indicate encoding progress. Click Cancel at any time to abort the encode/upload process.

After you click Publish, go to [Upload Manager Interface](#) to continue the publishing process.

Publishing to Facebook

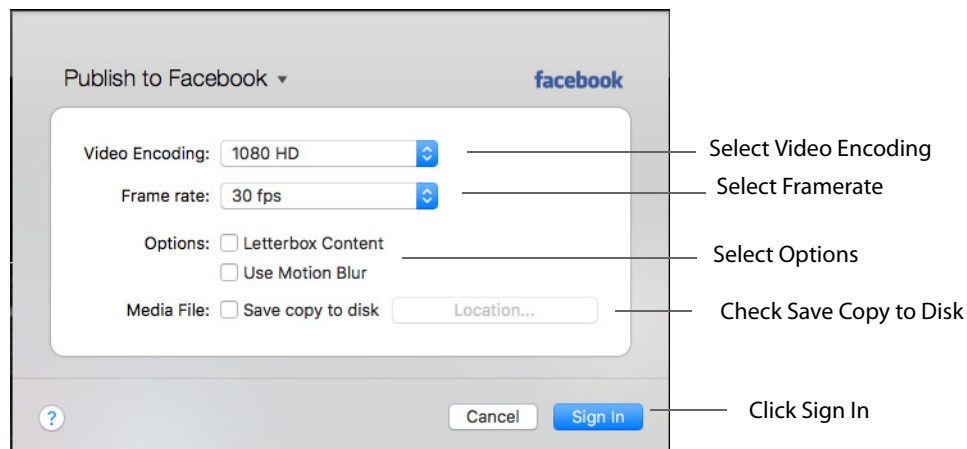
The Facebook upload will post your exported video (with an optional title and description) directly to your Facebook home page or any Page or Group you have access to. The publishing service will cause Facebook to populate the Post To field with all of your accessible information. If there is no title or description added, the video will be posted without accompanying text. There are privacy options available, but only when posting directly to your Facebook home page. These options are not relevant when posting to a Page or Group (since these are public). The URL for the upload will be returned once the publish/upload process has completed.

Note: Facebook limits uploads to a max of 1 GB or 20 minutes. Trying to upload files bigger or longer than this will most likely fail.

If you have a Facebook account, ScreenFlow enables you to encode and publish your projects directly to Facebook. Select *File > Publish to > Facebook* to display the Facebook Sign In window. Select Video Encoding, Framerate, and Options.

If you check *Save Copy to Disk* the Location button is enabled so you can select the location where the file is written to disk. If you do not choose a location, the file will be saved to your *Movies* folder. If you do not specify a file extension, .mp4 will be used.

Click *Sign In* when finished.



When the Facebook window displays, enter your email (or phone number) and password, then click *Log In*.

When the *Publish To Facebook* window displays, enter a *Title* and *Description*, then set the Privacy level. Click *Publish* when finished. The URL for uploads will be returned when the upload has completed.

Figure 78. Facebook Account Login Window

When exporting a ScreenFlow project, the application icon will display an export progress overlay. This will allow you to minimize the application while exporting and still have an idea of the amount of time before the export completes.

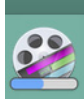


Table 21. Facebook Publishing Details

Control	Description
Post To	Select the category of your project from the options in the popup menu.
Title	Enter the title for your project. By default, this field uses the base name of your project file.
Description	Enter a description for your project.
Privacy	Public: Anyone can view this video Friends Only: Only people with a link can view this video Me Only: Only you can view this video
"?" button	Click to get publishing help
Sign Out	Click Sign Out to sign out of your Facebook account.
Publish	Click Publish to export and upload your project. ScreenFlow displays a progress bar to indicate encoding progress. Click Cancel at any time to abort the encode/upload process.

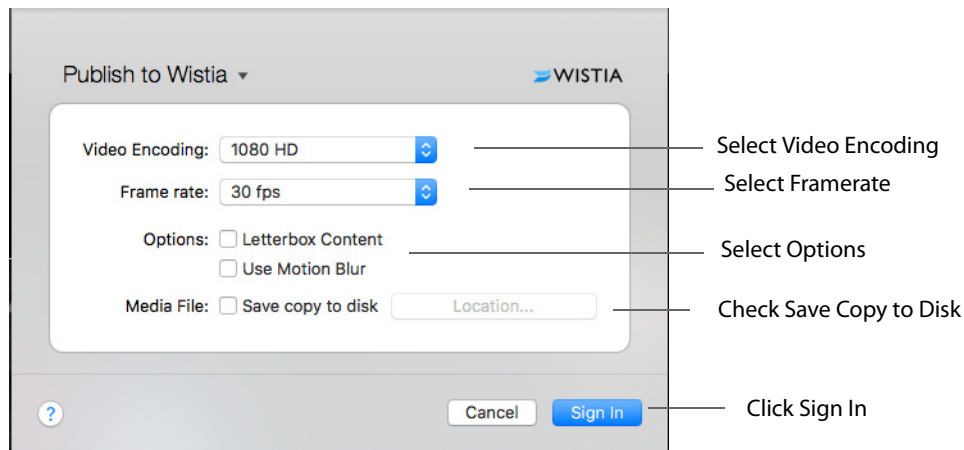
After you click Publish, go to [Upload Manager Interface](#) to continue the publishing process.

Publishing to Wistia

If you have a Wistia account, ScreenFlow enables you to encode and publish your projects directly to Wistia. Select *File > Publish to > Wistia* to display the Wistia Sign In window. Select Video Encoding, Framerate, and Options.

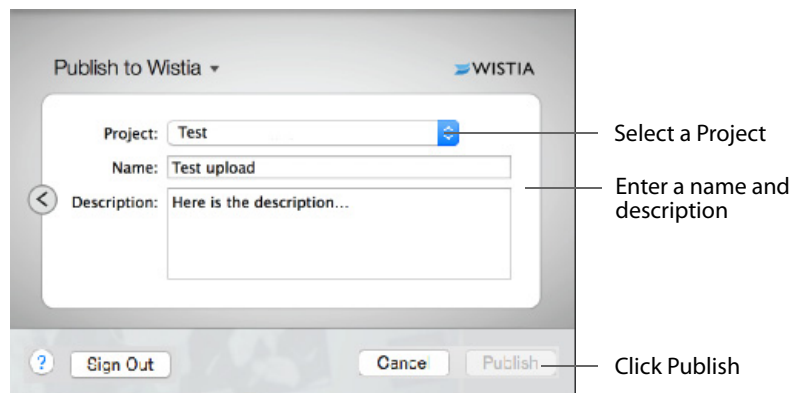
If you check *Save Copy to Disk* the Location button is enabled so you can select the location where the file is written to disk. If you do not choose a location, the file will be saved to your *Movies* folder. If you do not specify a file extension, .mp4 will be used.

Click *Sign In* when finished.

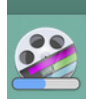


When signing in, you are prompted to enter your Wistia credentials through the built-in Web browser. Please be aware that this Web page is controlled by Wistia and ScreenFlow has limited control over the functionality.

After signing in, you are prompted to enter meta-data about your publication. Select a project and enter a name (required) and description (optional), then click Publish.

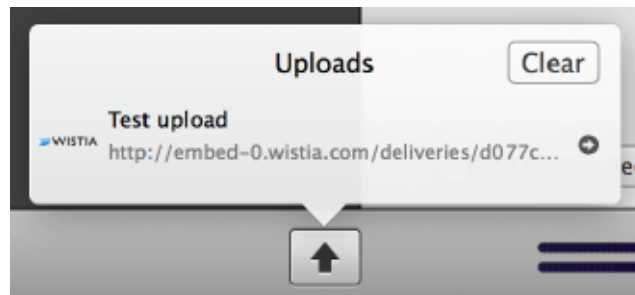


When exporting a ScreenFlow project, the application icon will display an export progress overlay. This will allow you to minimize the application while exporting and still have an idea of the amount of time before the export completes.



Note: All uploads through Wistia must be associated with a project. There is an option to create a *New Untitled Project* during the upload.

After you have clicked publish, the video will begin exporting and uploading to Wistia. This can be viewed using the upload manager in the main document user interface. (See [Upload Manager Interface](#).) Once the upload has completed, you will be returned a link where you can view the uploaded video on Wistia.

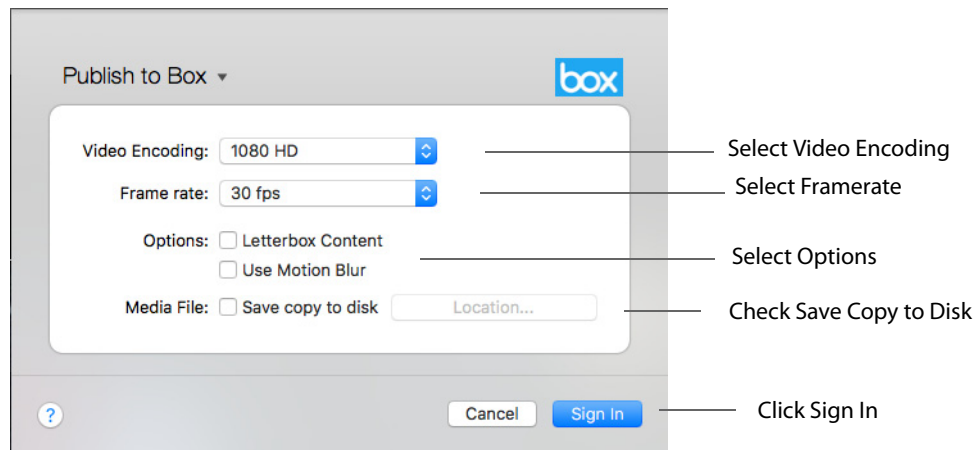


Publishing to Box

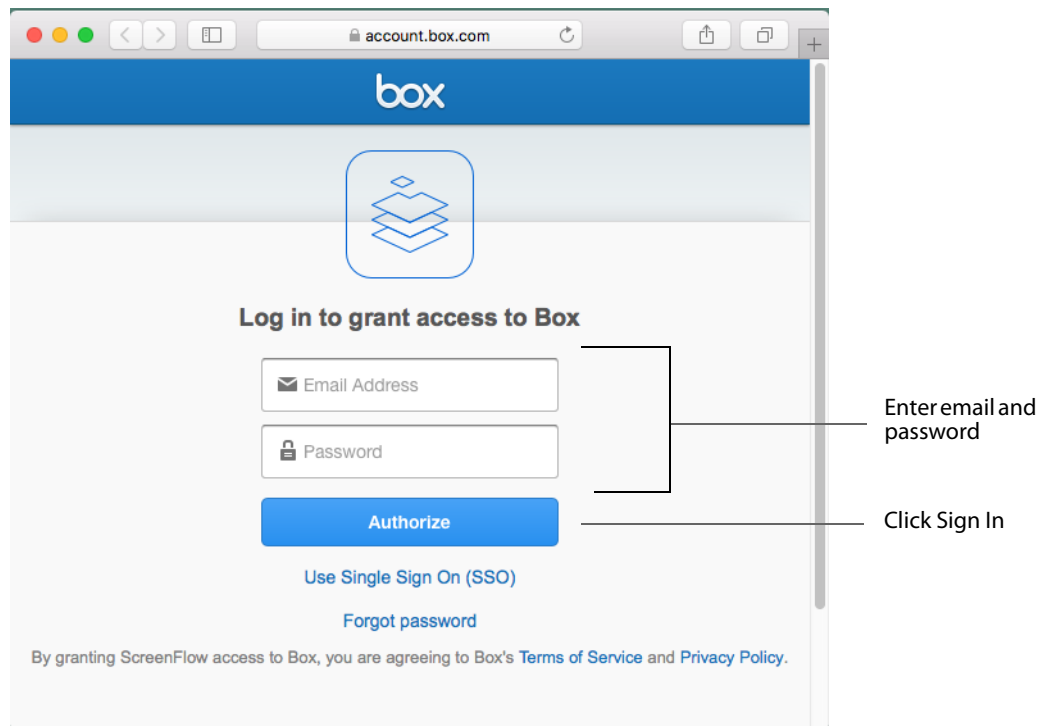
If you have a Box account, ScreenFlow enables you to encode and publish your projects directly to Box. Select *File > Publish to > Box* then select Video Encoding, Framerate, and Options.

If you check *Save Copy to Disk* the Location button is enabled, enabling you to select the location for the file to be written to disk. If you do not choose a location, the file will be saved to your *Movies* folder. If you do not specify a file extension, .mp4 will be used.

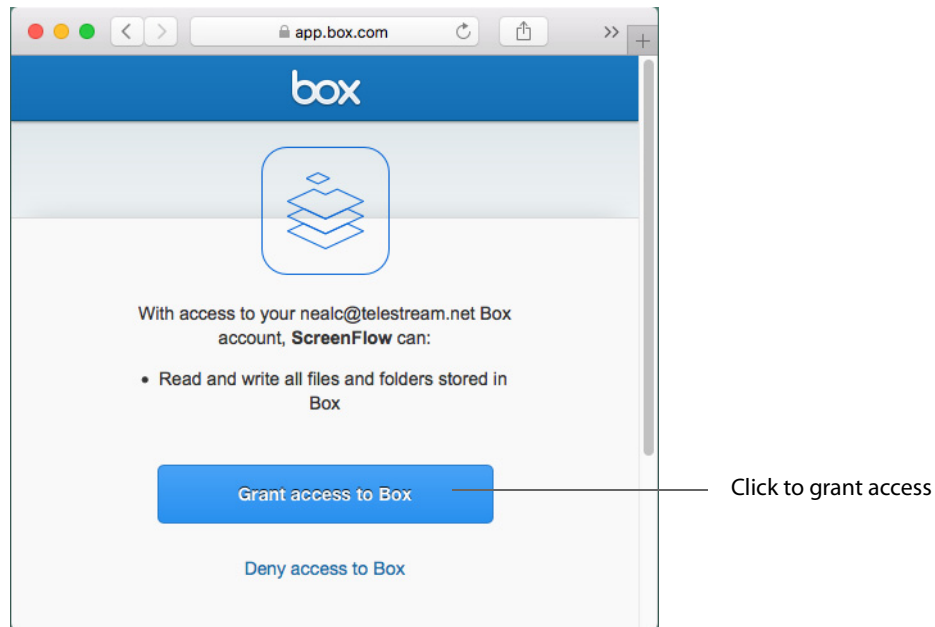
Click *Sign In* when finished.



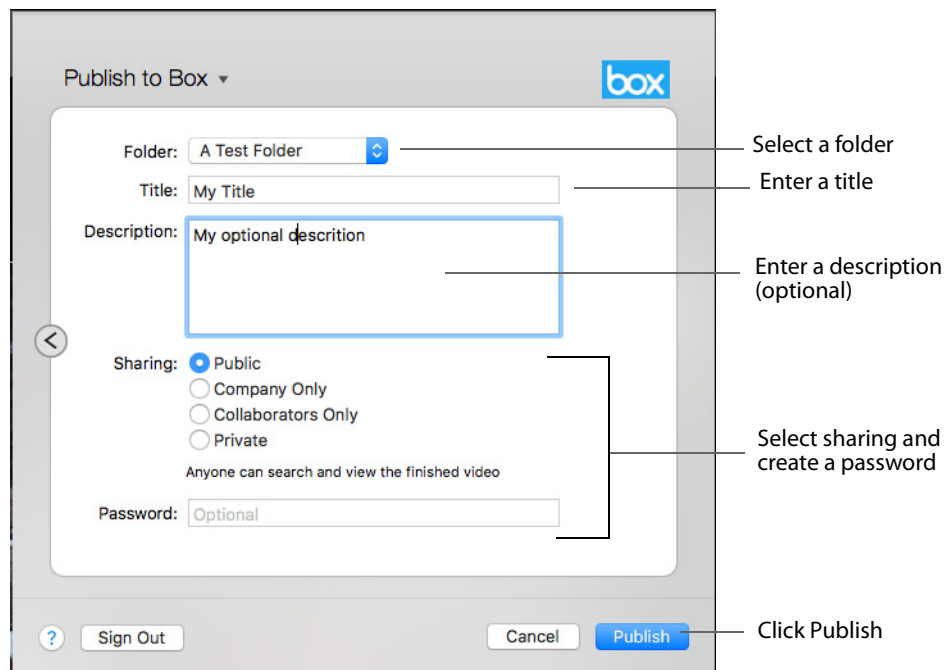
When the Log In window displays, enter your email and password then click *Authorize*.



When the next window displays, click *Grant access to Box*.



When the Box settings window displays, select a folder, enter a title (required) and a description (optional), select scope of sharing and a password (optional), then click *Publish*.



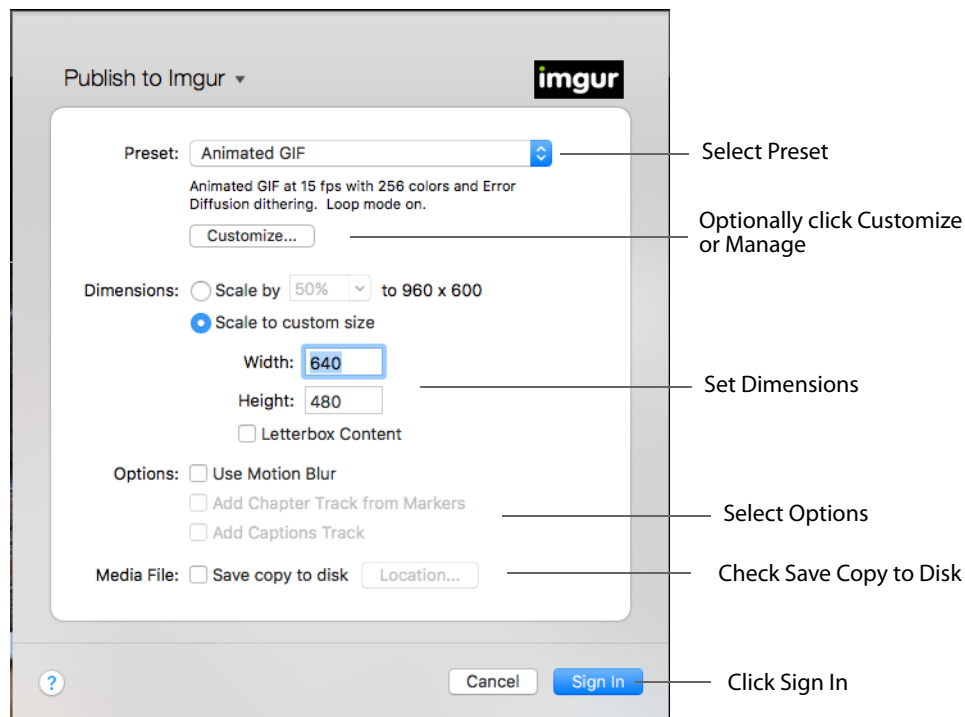
After you click Publish, go to [Upload Manager Interface](#) to continue the publishing process.

Publishing to Imgur

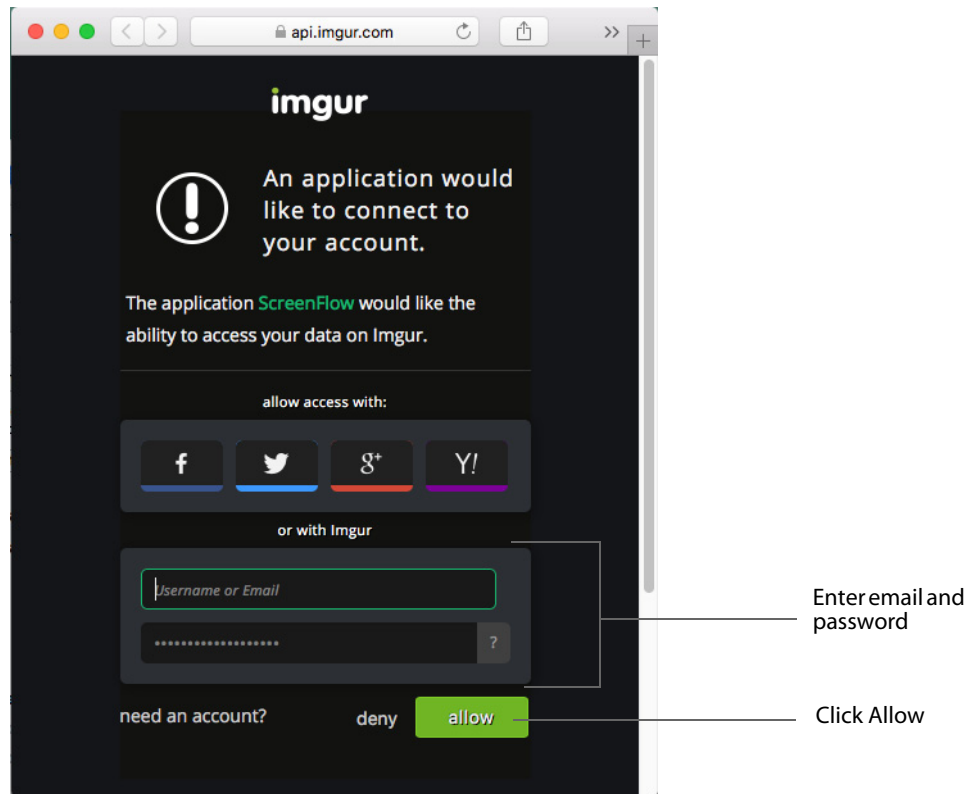
If you have a Imgur account, ScreenFlow enables you to encode and publish your projects directly to Imgur. Select *File > Publish to > Imgur* then select a Preset. Optionally, you can customize your preset by clicking *Customize* and configure settings as needed when the control settings window displays.

If you check *Save Copy to Disk* the Location button is enabled so you can select the location where the file is written to disk. If you do not choose a location, the file will be saved to your *Movies* folder. If you do not specify a file extension, the extension used will be set based on the selected export preset.

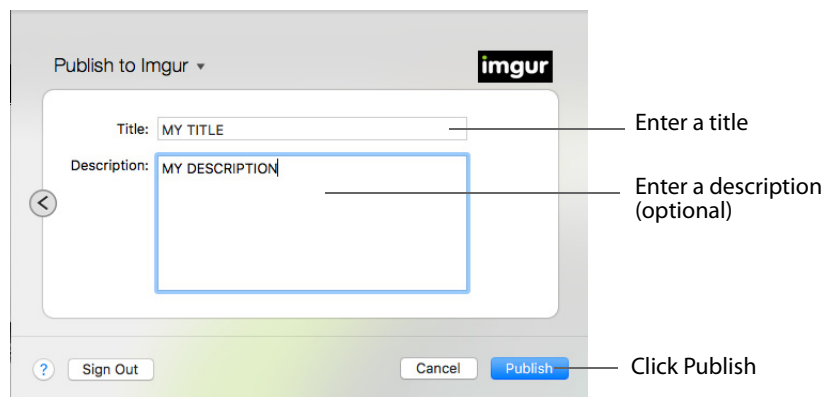
Click *Sign In* when finished.



When the Log In window displays, enter your email and password then click *Allow*.



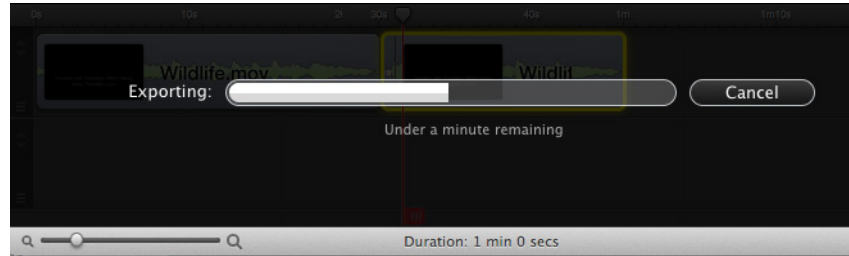
When the Imgur settings window displays, enter a title and description, then click *Publish*.



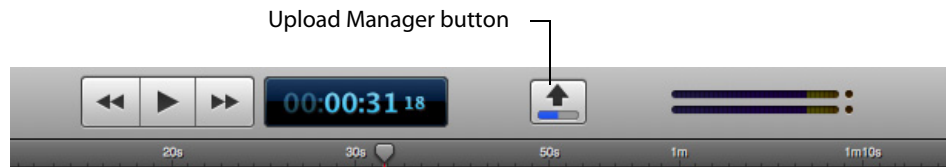
After you click Publish, go to [Upload Manager Interface](#) to continue the publishing process.

Upload Manager Interface

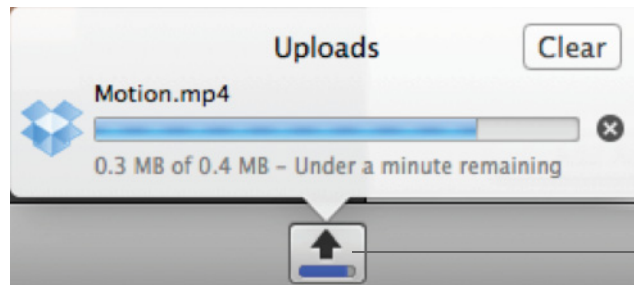
Once the publishing settings have been selected and the *Publish* button is clicked, the exporting begins.



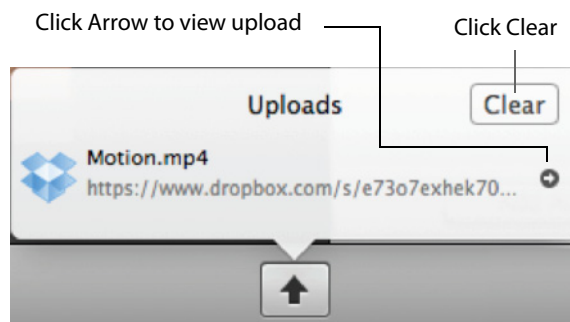
When the export has completed, the upload will occur in the background through the Upload Manager. The Upload Manager button displays in the main document window and displays progress via its blue progress bar.



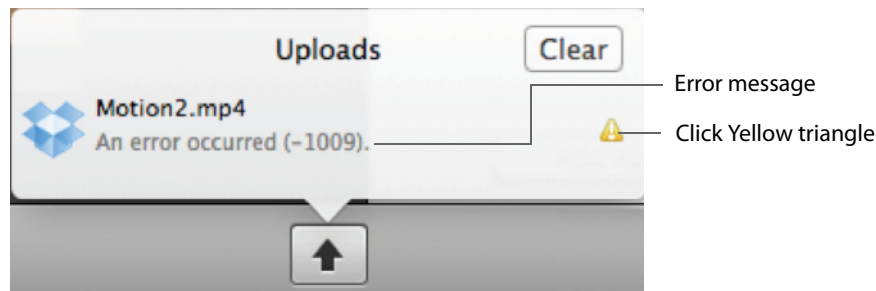
Click the Upload Manager button to display details of the upload. (ScreenFlow supports multiple concurrent uploads.)



When the upload finishes, you can click the arrow icon to open the URL in a browser. Click *Clear* to close the Upload Manager and clear out completed uploads from the list. If there are no remaining uploads in progress, the Upload Manager button is hidden until a new upload occurs. (This is similar to how the Safari download manager works.)



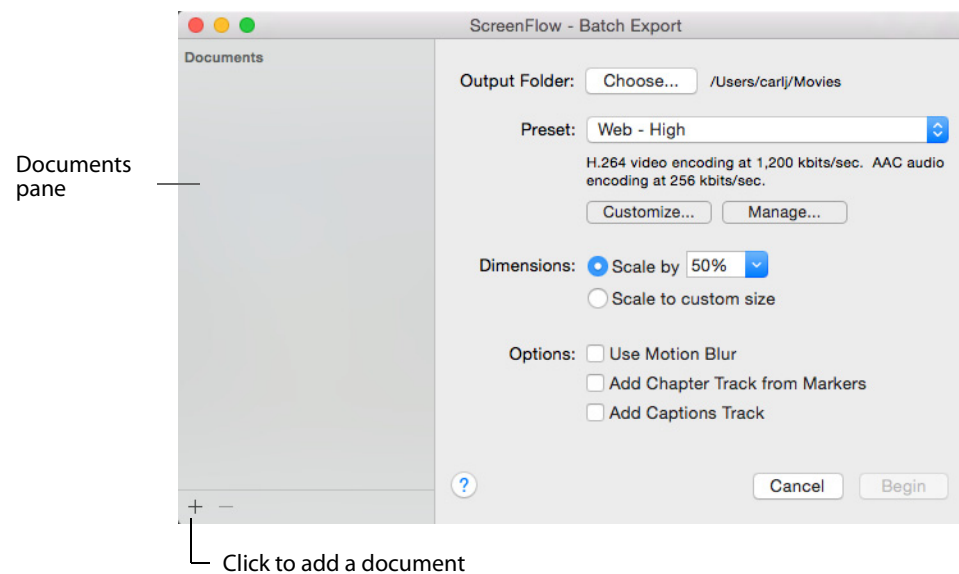
If an error occurs when uploading, it is displayed in the Upload Manager window. Click the yellow warning triangle to display more information about the error.



Batch Export

ScreenFlow Batch Export exports a large number of ScreenFlow documents, re-encoding each document into a different formats as needed. This eliminates the manual process of opening one document after the other and exporting each one.

To use the Batch Export feature select *File > Batch Export*. This opens the batch export window.



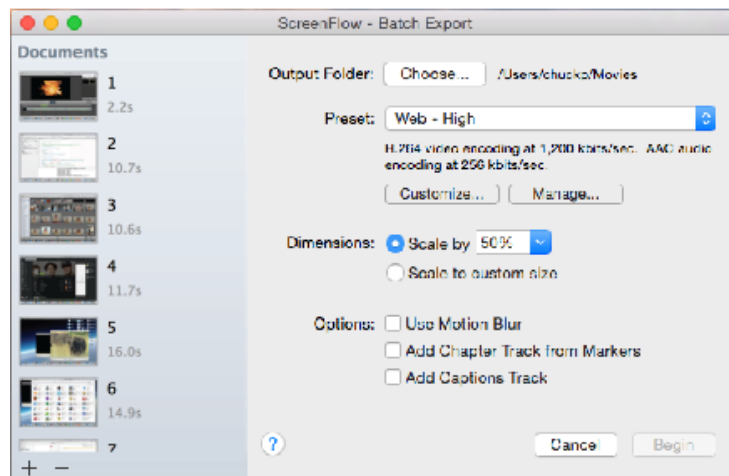
Documents can be added to the batch either by clicking the plus (+) button located in the bottom left corner of the window, or by dragging and dropping documents into the Documents pane. The documents list displays an icon, the document name, and the duration of the document.

Once all the documents have been loaded in, choose an output folder as the export destination. Select a preset from the Preset menu, then customize the preset (optionally) by clicking *Customize*. Click *Manage* to manage the arrangement of the list of presets. Select also any desired options by checking their boxes.

Once you have created a batch list of documents and have made all the necessary settings, click *Begin*. The documents are re-encoded according to the settings chosen and send a single folder in the Output Folder location. The default folder is the user's Movies directory.

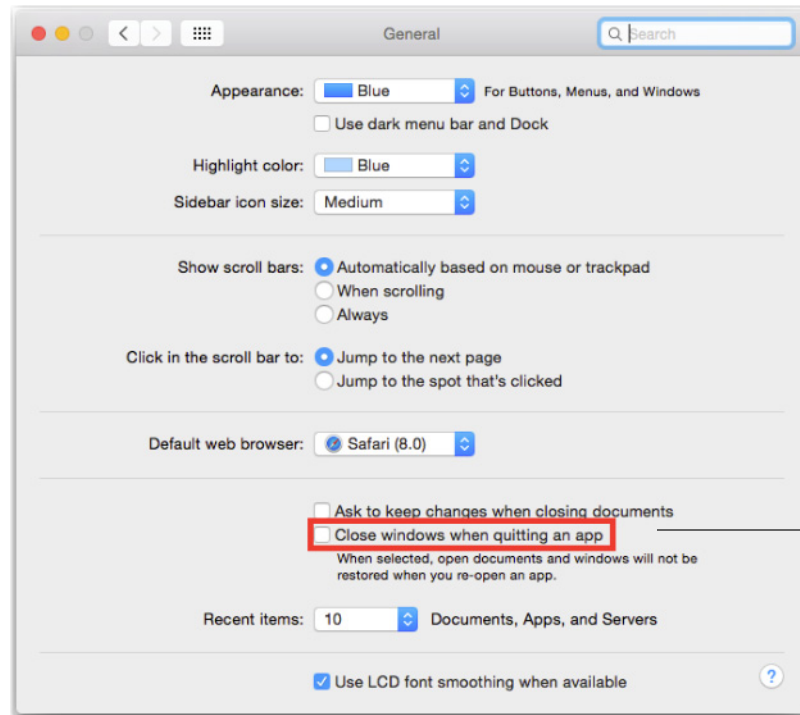
The export settings are the same options you'll find in the non-batched Export dialog window. However, It is not possible to set export settings on an individual document level. The settings will be applied across the entire batch. Once the batch has been started, the options will dim and progress bars display next to the documents as they start exporting. There is also a progress bar at the bottom right of window showing the progress of all the documents in the batch.

When the batch is running, you can click the *Cancel* button to stop the batch. The user will be warned that they are about to stop the batch.



Note: When *Close windows when quitting an application* (in the Mac System General Preferences) is checked, if ScreenFlow quits with the Batch Export window open, when

the application reopens, the documents will be reloaded. If the batch export window is closed, the batch will not be recalled.



Close Windows check box in the Mac General System Preferences

Setting Preferences

You use ScreenFlow Preferences to set your options and customize ScreenFlow to suit your specific needs. To display Preferences, select ScreenFlow > Preferences or press Command-comma.

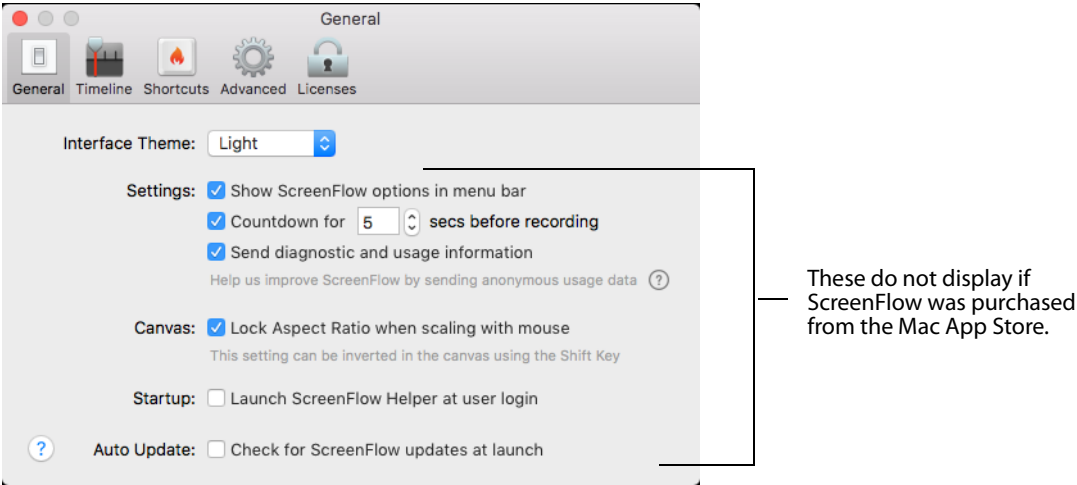
Note: If you purchased ScreenFlow through the Mac App Store, the License tab does not display. The Mac App Store has its own licensing and updating processes.

- [General Pane](#)
- [Timeline Pane](#)
- [Shortcuts Pane](#)
- [Advanced Pane](#)
- [Licenses \(Telestream Web Store Only\)](#)

General Pane

The General pane provides startup, display, recording, and auto-update options.

Figure 79. Preferences General Pane



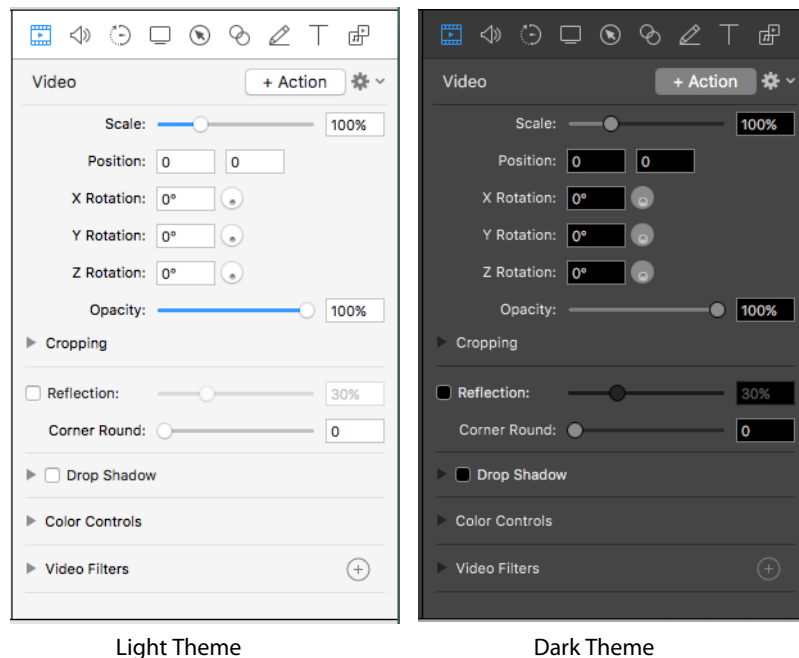
These controls are described in [Table 22](#).

Table 22. Preferences General Pane Options

Control	Description
Interface Theme	Select Light or Dark. This affects how menus are displayed. See Light/Dark Theme Comparison below.
Settings	
Show ScreenFlow	Check to toggle the ScreenFlow Helper menu on and off in the status menu.
Countdown	Check to use the Countdown window, and set the countdown time (in seconds). Range: 0 - 10. Default: 5.
Send Diagnostic	Sends anonymous usage data to Telestream.
Canvas	Locks Aspect Ratio when scaling with a mouse.
Startup	Check to launch ScreenFlow Helper when you log in so that you can record without first launching ScreenFlow.
Auto Update	Check to automatically check for updates each time you start ScreenFlow, so you can update ScreenFlow immediately. Note: This option is not available if you purchased ScreenFlow from the Mac App Store. The App Store has its own update procedure.

Table 22. Preferences General Pane Options

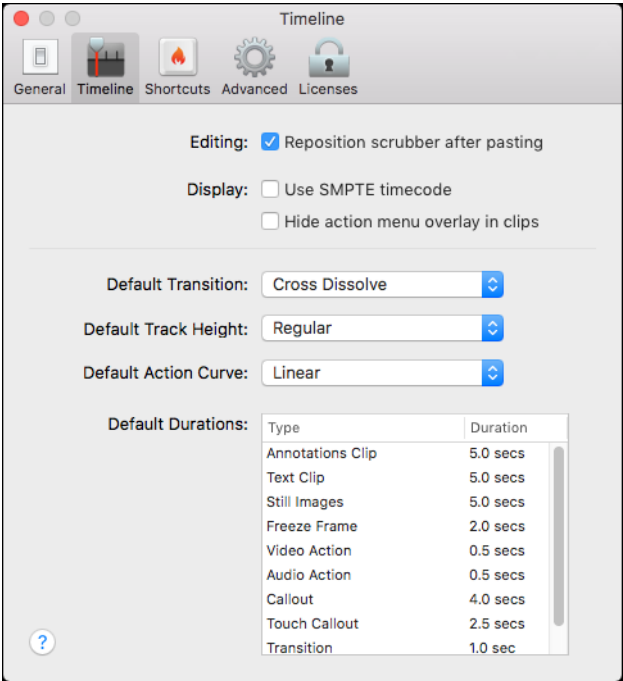
Control	Description
Recording Hotkey	Click the button to change the recording hotkey command (default: Shift-Command-2); then press the key combination you want to use. Note: Be sure to choose a hotkey which is not used by the application you are recording.
Pause Hotkey	Click the button to set or change the pause hotkey command; then press the key combination you want to use. Note: Be sure to choose a hotkey which is not used by the application you are recording.
Add Marker Hotkey	Click the button to change the add marker hotkey command; then press the key combination you want to use. Note: Be sure to choose a hotkey which is not used by the application you are recording.

Figure 80. Light/Dark Theme Comparison


Timeline Pane

Use the Timeline pane to set timeline preferences.

Figure 81. Preferences Timeline Pane



These controls are described in [Table 23](#).

Table 23. Preferences Timeline Pane Options

Control	Description
Editing	When checked, the scrubber will be repositioned after a paste action.
Display	
Use SMPTE timecode	Check to display the scale as SMPTE timecode (HH:MM:SS:FF—Hours:Minutes:Seconds:Frames). If unchecked, the scale displays the scale informally. For example: 1h2m30s.
Hide Action Menu	Check to hide the action gear menu in clips.
Show Stereo Audio Waveforms	Check to display two audio waveforms (left and right) in the editor window toolbar, instead of a single, combined waveform.
Default Action Curve	Select the default effect to use when generating a transition. Default: Bars Swipe.

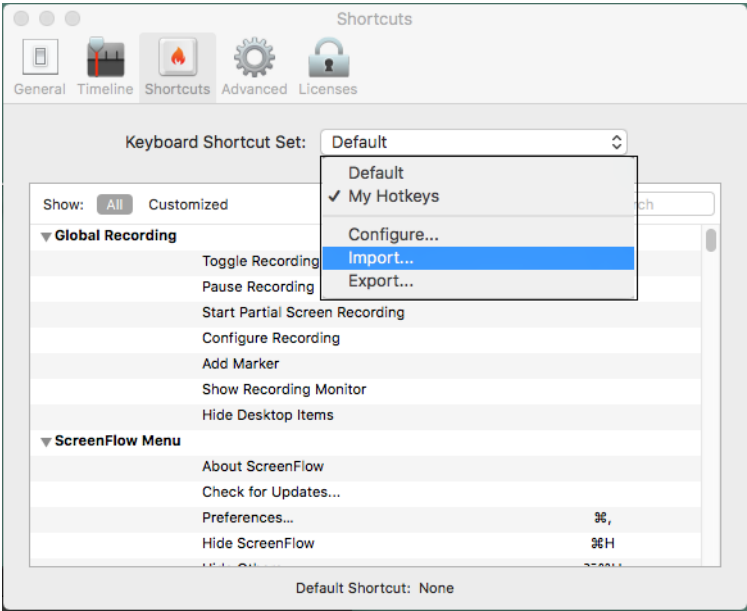
Table 23. Preferences Timeline Pane Options

Control	Description
Default Track Height	Select the default track height of timeline tracks: small, Regular, or Large. If your project has many tracks, you can set this to Small to view more tracks in your window without scrolling. Default: Regular.
Default Action Curve	Select the default Action Curve: Linear, Ease In or Out, Exponential Ease In or Out, or None.
Default Durations	Select the duration field of the item you want to change. These are default time values for actions, transitions, still images, callouts, and annotations. Enter the value (in seconds) of the default length of the item when added to the timeline. Range: one-tenth of a second (typically 3 frames) up to (but not including) 30 seconds.

Shortcuts Pane

Use the Shortcuts pane to create custom keyboard shortcuts.

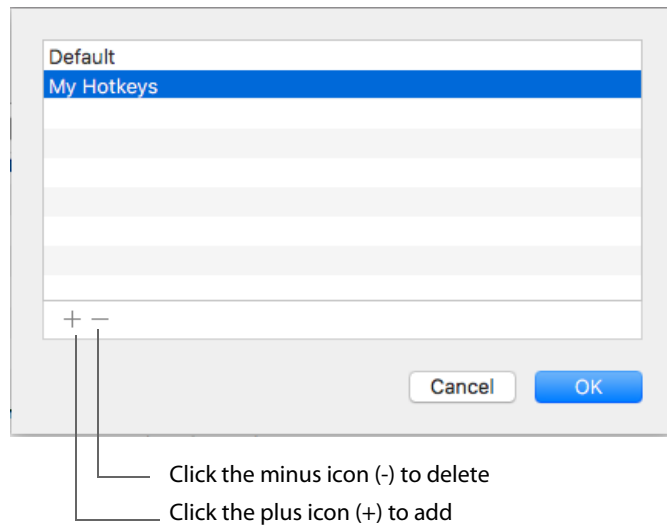
Figure 82. Preferences Shortcut Pane



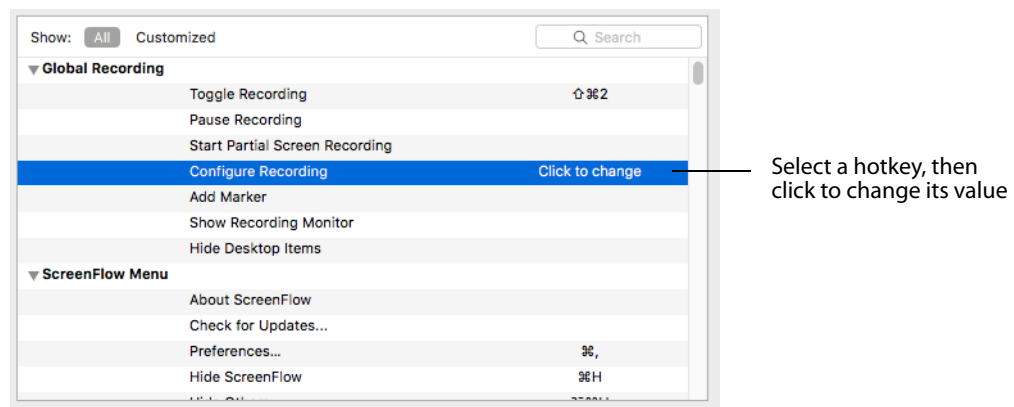
These controls are described in [Table 24](#).

Table 24. Preferences Shortcuts Pane Options

Control	Description
Keyboard Shortcut Set	Select Configure, Import, or Export. Configure opens a configuration window.
Default	Select this option to activate the default keyboard shortcuts.
<Custom Shortcut>	Select from a list of user created custom shortcuts.
Configure	Select to open the configuration window (see Figure 83). Click the plus icon (+) to add a new custom shortcut set. Click the minus icon (-) to delete any selected set.
Import	Select to import a saved (exported) shortcut set.
Export	Select to export (save) a shortcut set.
Show	Select All or Customized. All displays all shortcuts sets, whereas Customized display only the set created by the user.
Search	Enter a word to use for searching in the list of shortcuts. The list is reduced, as matches are found, while your type.

Figure 83. Configuration window

To change a hotkey assignment, select a hotkey in the list and click “click to change”, then enter a new keystroke assignments for that hotkey. Modified shortcuts are updated immediately, in either the main menu, helper menu, or with the keyboard only functionality.

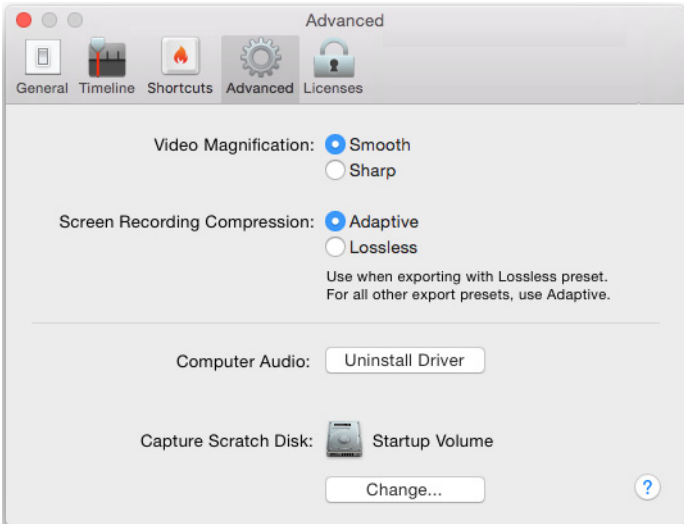


Note: When you modify a shortcut, if you enter a key combination that already has a shortcut associated with it, it results in a conflict and a warning triangle will appear next to each shortcut in conflict. The filter bar changes to include a Conflict Filter, allowing you to display only the conflicted shortcuts. You must resolve each conflict because the shortcut actually used is unpredictable.

Advanced Pane

The Advanced pane (Figure 84) provides ScreenFlow settings for video magnification, compression, and managing your audio driver and scratch disk.

Figure 84. Preferences Advanced Pane



These preferences are described in Table 25.

Table 25. Preferences Advanced Options

Preference	Description
Video Magnification	Select Smooth Sharp to set the compression algorithm used when computing a scale effect or zoomed callout. Smooth blurs color values to create a smoother transition. Sharp does not blur color values. Default: Smooth.
Screen Recording Compression	Select Adaptive Lossless to specify the method of compression used. Adaptive is compressed, which minimizes file size, but the loss in video quality is not noticeable to most users. Lossless is uncompressed which captures all pixels, thereby resulting in a larger file size. Default: Adaptive.
Computer Audio	Click to install or uninstall ScreenFlow’s computer audio driver, which is required for recording computer audio. Note: If you purchased ScreenFlow through the App Store, the computer audio driver is installed automatically.
Capture Scratch Disk	Click Change to specify a directory where ScreenFlow can temporarily save media as it is being recorded. By default, this is set to a private system location. Specifying a custom scratch disk allows you to locate your recording in the event that it was interrupted before completion.

Licenses (Telestream Web Store Only)

The Licenses pane displays your serial number and allows you to manage your licenses.

Note: This topic does not apply if you purchased ScreenFlow from the Mac App Store. The App Store has its own installation and licensing procedure.

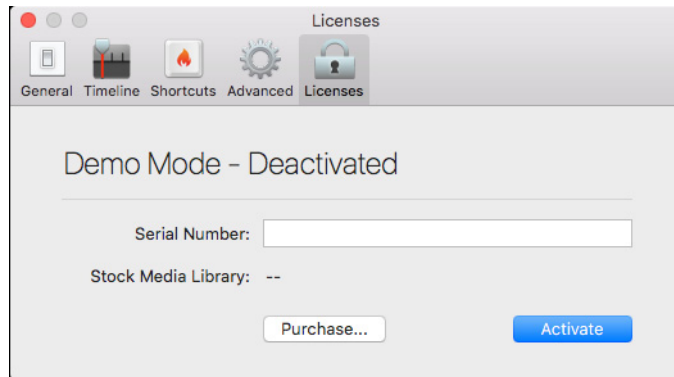
ScreenFlow must be licensed to fully enable the export capabilities. If ScreenFlow is not licensed, all exported files are watermarked.

License functions are locked, and require administrator access to prevent guests from removing your license. Click the lock at the bottom of the window to make changes, then click the lock again, when you're done.

Licensing ScreenFlow

If ScreenFlow is not currently licensed, the Licenses pane displays the buttons as depicted in the figure below (Figure 85).

Figure 85. Preferences Licenses Pane (Unlicensed)



These preferences are described in Table 26.

Table 26. Preferences License Options

Button	Description
Purchase License	Click to purchase a ScreenFlow license from the Telestream Web site. The license is automatically installed upon completion of your purchase.
Activate Serial Number	Enter serial number and click Activate.

Deactivating a Serial Number

When ScreenFlow is licensed, the Licenses pane enables you to deactivate serial numbers, as depicted in [Figure 86](#).

Figure 86. Preferences Licenses Pane (Licensed)

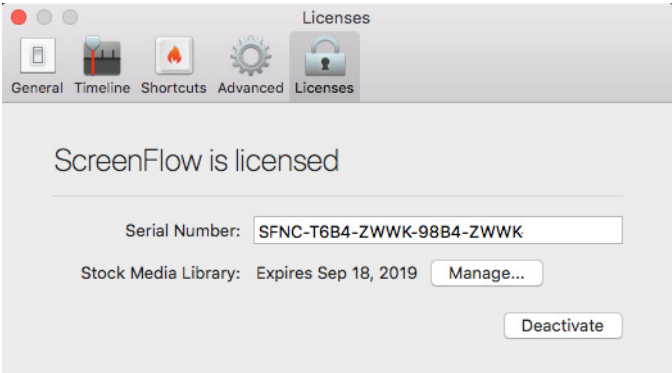
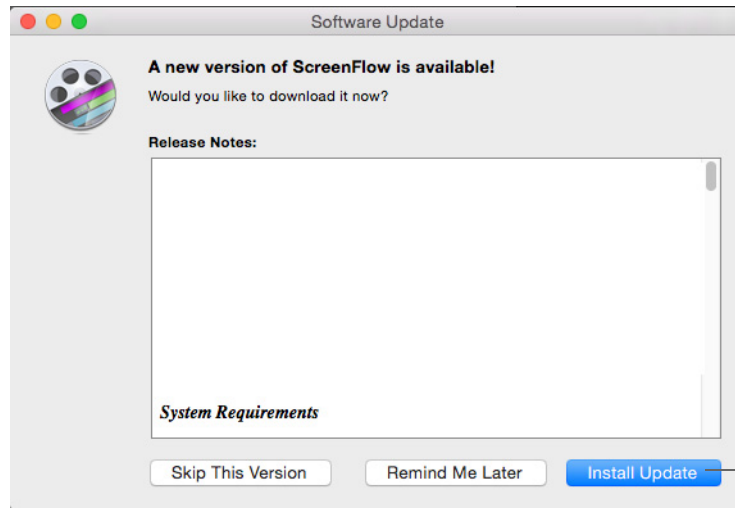


Table 27. Preferences License Options

Button	Description
Deactivate Serial Number	Click to deactivate your ScreenFlow license. This allows you to use your license on a different computer. Please allow up to 15 minutes to process the deactivation before re-activating this serial number.

Updating ScreenFlow

You can check for updates to ScreenFlow by selecting *ScreenFlow > Check for Updates*. When the Software Update screen displays, click *Install Update*.




Click Install Update

Using ScreenFlow Menus

This chapter describes each of ScreenFlow's menu commands.

- [ScreenFlow Helper Menu](#)
- [ScreenFlow Menu](#)
- [File Menu](#)
- [Edit Menu](#)
- [Mark Menu](#)
- [Insert Menu](#)
- [Font Menu](#)
- [Actions Menu](#)
- [Arrange Menu](#)
- [View Menu](#)
- [Window Menu](#)
- [Purchase Menu \(Telestream Web Store Only\)](#)
- [Help Menu](#)

ScreenFlow Helper Menu

The ScreenFlow Helper menu is identified by the camera icon  in the status menu.

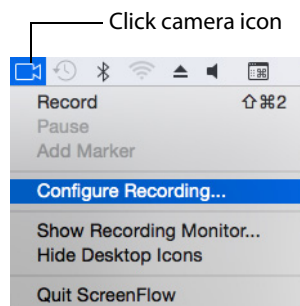




Table 28. ScreenFlow Helper Menu Items

Menu Item	Description
Record/Stop Record (Shift-Command-2)	<p>Begins recording using the selected sources (display, camera, microphone, and/or computer audio). The menu icon changes from  to , advising you that ScreenFlow is recording.</p> <p>Select Stop Record or press Shift-Command-2 to stop recording.</p>
Pause/Resume	<p>Pauses recording. The menu icon changes to a blinking dot, advising you that ScreenFlow has been paused. Select <i>Resume</i> to continue recording.</p> <p>To modify the hotkey for these commands, see General Pane.</p>
Add Marker	Allows you to mark a key moment location while you are recording.
Configure Recording	Displays the Configuring Recording in the ScreenFlow Recording Window for setting recording parameters.
Show Recording Monitor	Displays the ScreenFlow recording monitor
Hide Desktop Icons/Show Desktop Icons	Hides all icons on your desktop if you prefer a less cluttered background. Select <i>Show Desktop</i> to show them again.
Quit ScreenFlow	Closes the ScreenFlow and ScreenFlow Helper applications.

ScreenFlow Menu

This topic describes each item in the ScreenFlow menu, as described in [Table 29](#).

Table 29. ScreenFlow Menu Items

Menu Item	Description
About ScreenFlow	Displays a dialog indicating the version of ScreenFlow you are running.
Check For Updates	Note: This option is not available to users who purchased from the Mac App Store. The App Store has its own update procedure. Checks Telestream's Online Store to determine if there is a more recent version of ScreenFlow available. If so, you can download it. To check for ScreenFlow updates automatically, check the Check for Updates option in the General Pane .
Preferences (Command-,)	Displays the Setting Preferences window so that you can view and change ScreenFlow preferences. If the Preferences window is already open, it is brought to the front.
Buy ScreenFlow	Takes you to the on-line purchasing page at the Telestream website where you can purchase ScreenFlow or the Stock Media Library.
Services	Displays Macintosh Services—none are implemented in ScreenFlow.
Hide ScreenFlow (Command-H)	Hides all ScreenFlow windows.
Hide others (Option-Command-H)	Hides all other application windows (every window which is not a ScreenFlow window).
Show All	Shows all previously hidden windows.
Quit ScreenFlow (Command-Q)	Closes all open documents and then quits. If a document has not been saved, ScreenFlow displays a Save dialog, so you can save the document before quitting. If Launch ScreenFlow Helper at user login is checked in the Preferences General Pane , ScreenFlow Helper stays running when you quit ScreenFlow.

File Menu

This topic describes each menu item in the File menu, as described in [Table 30](#).

Table 30. File Menu Items

Menu Item	Description
New (Command-N)	Displays the Configure Recording window (see Configuring Recording in the ScreenFlow Recording Window), which allows you to select recording options and record a new clip. When complete, the clip can be added to a new (untitled) ScreenFlow document, or can be added to any existing document, or can be discarded entirely.
Open (Command-O)	Displays the Open dialog, so you can navigate and open a ScreenFlow document that was saved earlier.
Open Recent	Click to select from up to 15 recently accessed documents. Every time you open or save a document, it is added to the list. Select Open Recent > Clear Menu to reset the list.
Add Additional Recording (Shift-Command-R)	Displays the Add Additional Recording dialog. After recording is complete, displays the Recording Complete dialog so you can add the recording to a new document or to a currently-open document.
Close (Command-W)	Closes the active ScreenFlow document. If the document has not been previously saved, ScreenFlow displays a Save As dialog, so that you can name the document and save it before closing it.
Close Tab (Command-W)	Closes the active tab on the timeline.
Save	Saves changes to your ScreenFlow document.
Save As	Saves your ScreenFlow document with a new name and /or new location.
Save As Template	Saves your current document as a template. (See Templates).
Document Settings	Opens the screen dimensions setting window.
Save Frame	Select to save the video frame of the canvas (as rendered by the location of the scrubber) as a PNG or JPEG file.

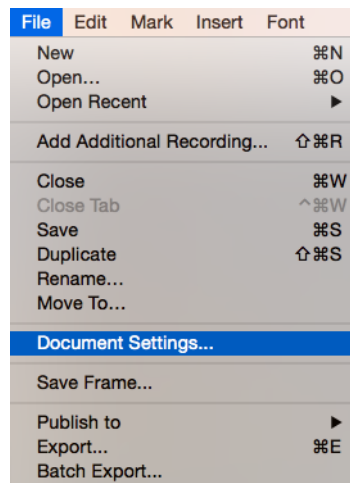
Table 30. File Menu Items

Menu Item	Description
Publish to	Displays the Publish dialog, enabling you to log in, encode your project (or the selected range, when in and out points are present) and publish your video.
Export	Displays the Export dialog (see Exporting Your Video), so you can select your encoding options, encode your project (or the selected range, when in and out points are present) and export the file.
Batch Export	Exports a large number of ScreenFlow documents, re-encoding each document into a different formats as needed.

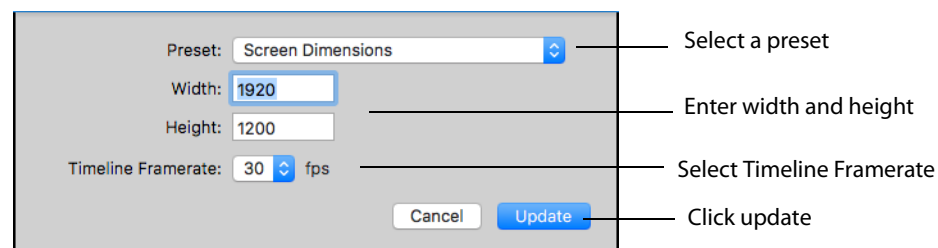
Document Settings

Typically the canvas size is fixed to the initial screen size when you begin capturing. Document Settings enables you to change the canvas size the document you have created.

To do this select *File > Document Settings*.



When the canvas settings window displays, select a Preset, enter the Width and Height needed, and select a Timeline Framerate. Click Update to immediately resize the canvas to the new dimensions.



These settings are very similar to the options offered when creating a new document.

Edit Menu

This topic describes each item in the Edit menu, as described in [Table 31](#) through [Table 36](#).


Note: Most of these commands are also on the gear  menu, directly on the clip.

Table 31. Edit Menu Items

Menu Item	Description
Undo (Command-Z)	Reverses your last change. ScreenFlow permits an unlimited number of undo/redo actions (limited only by memory constraints). However, undo information is stored on a per-window basis. If you close a window and then reopen it, its undo list is lost.
Redo (Shift-Command-Z)	Reverses your last Undo action.
Cut (Command-X)	Removes the selected object or objects, and place them on the clipboard.
Copy (Command-C)	Copies the selected object or objects onto the clipboard. Note: Clips in the media library cannot be copied, but they can be added to the timeline multiple times.
Paste (Command-V)	Adds objects on the clipboard to your document. Copied text is added to the text box at the cursor position. Inserted text adopts the text formatting of the character immediately preceding the insertion point. If the scrubber is at the start of the timeline or anywhere on a clip, the clip is added one layer up, at the scrubber position. If the scrubber is at the end of a clip, the pasted clip is added on the same layer.
Paste Properties	Updates the properties of the selected clip on the timeline with the properties of the clip on the clipboard. Paste Properties has these sub menu items:
Video (Option-Command-I)	Pastes video properties into a video clip.
Audio (Option-Command-A)	Pastes audio properties into an audio clip.

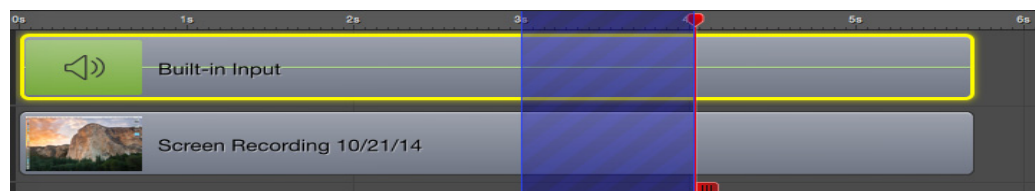
Table 31. Edit Menu Items

Menu Item	Description
Screen Recording (Option-Command-S)	Pastes the screen recording properties into a clip.
Callout (Option-Command-C)	Pastes callout properties into a callout action.
Video Filters (Option-Command-V)	Pastes video filter properties into a clip.
Callout (Option-Command-U)	Pastes audio filter properties into a clip.

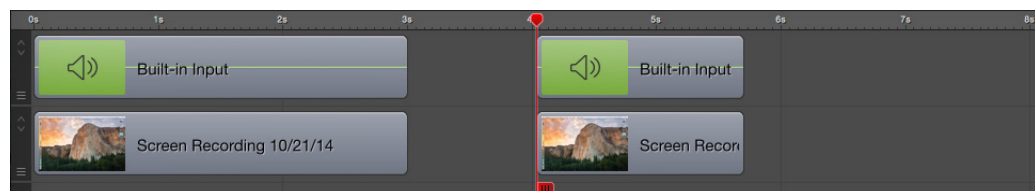
Note: You can paste properties to multiple clips simultaneously; however, If you copy multiple clips with different properties and paste adjustments to another clip, which properties will be pasted is not predictable.

Table 32. Edit Menu Items (continued)

Menu Item	Description
Paste and Match Style (Option-Shift-Command-V)	Adds text on the clipboard to your text box. Inserted text adopts the text formatting of the character immediately preceding the insertion point.
Delete	Permanently removes the selected items. If you have marked in and out points, the segment between the in and out point is deleted for all clips, as shown in Figure 87 and Figure 88 .

Figure 87. Mark In and out points on your timeline

Select Delete to remove all assets from the timeline between the in and out points:

Figure 88. Delete the assets between the in and out points

Note: To shift clips left to fill the hole created by the deletion, use Ripple Delete (Command-backspace), the scrubber handle, or right-click (Control-click) in the empty space and select Close Gap.

Table 33. Edit Menu Items (continued)

Menu Item	Description
Ripple Delete (Command-Backspace or Delete)	Delete the elements (or portions of elements) between the in and out points on all tracks of the timeline and shift all clips left to close the gap on the timeline.
Select All (Command-A)	Highlights all clips on the timeline.
Deselect All (Shift-Command-A)	Deselects all clips on the timeline. This can also be done by clicking in an empty area of the canvas or timeline.
Split Clip (Command-T Command-Shift-T T)	Converts each selected clip into two separate clips, splitting them at the current scrubber point, so that you can adjust the parts of the clip independently, as shown in Figure 89 and Figure 90 .

Figure 89. Timeline before splitting a clip

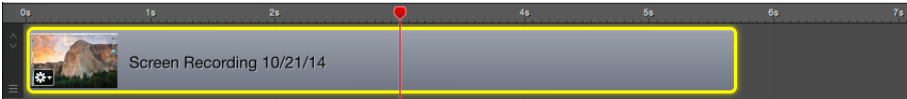


Figure 90. Timeline after splitting a clip

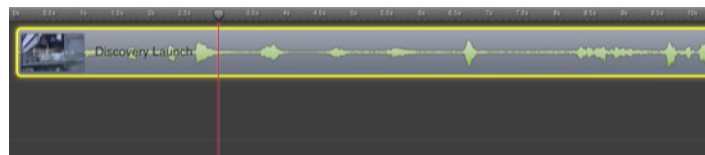


When splitting a clip, the previous clip name is retained on both clips. By default, each segment of a clip uses the name of the original media located in the Media Library.

These segments can be renamed for convenience and clarity.

Table 34. Edit Menu Items (continued)

Menu Item	Description
Replace Media	Navigate to and select new media. All settings from old media are maintained.
Detach Audio	Removes the audio stream from the selected clip (visible as a green waveform through the center of the clip unless View > Show Audio Waveforms is unchecked), and creates a new audio clip at the same point on the timeline, as shown in Figure 91 and Figure 92 .

Figure 91. Timeline Prior to Performing the Detach Audio Command

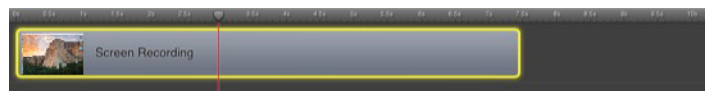
ScreenFlow adds the audio to a new audio clip on the timeline:

Figure 92. Timeline After Detaching Audio from a Clip

After detaching audio from a clip, the new audio clip—containing the audio from the selected video clip—is added to the timeline. The original clip is now video only.

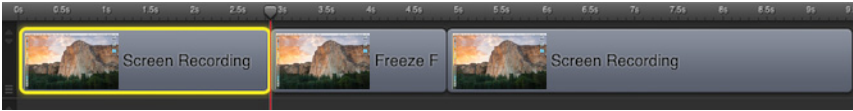
Table 35. Edit Menu Items (continued)

Menu Item	Description
Extract Audio	Select individual audio channel to extract. The extracted audio channel is placed into a new track.
Add Freeze Frame (Shift-Command-F)	<p>Inserts a freeze frame in the middle of a selected clip. First, the clip is split at the scrubber, then a two second freeze frame is inserted between the clips. The duration of the freeze frame can be set by dragging the edge of the clip, much like any other still image clip. The second half of the clip is moved to the right to adjust for the added clip, as shown in Figure 93 and Figure 94.</p> <p>Note: Go to ScreenFlow > Preferences > Timeline to change the default duration of freeze frames.</p>

Figure 93. Timeline Prior to Performing the Add Freeze Frame Command

ScreenFlow adds two new clips to the timeline:

Figure 94. Timeline After Detaching Audio From a Clip



This is useful for pausing your video while demonstrating or narrating.

Table 36. Edit Menu Items (continued)

Menu Item	Description
Trim Front to Scrubber (W)	<p>Trims the front of the selected clips from the start of the clip up to the scrubber position.</p> <p>Alternatively, you can adjust the left side of the clip by clicking the mouse just near the left edge of the clip (the mouse pointer changes to the drag cursor [left] to indicate that you can resize the clip). Click and drag the edge of the clip to the right to trim the amount you want off of the front of the clip. This method is functionally equivalent to using the Trim Front to Scrubber command.</p>
Trim End to Scrubber (E)	<p>Trims the back of the selected clips from the end of the clip up to the scrubber mark.</p> <p>Alternatively, you can adjust the right side of the clip by clicking the mouse just near the right edge of the clip (the mouse pointer changes to the drag cursor [left] to indicate that you can resize the clip). Click and drag the edge of the clip to the left to trim the amount you want off of the back of the clip. This method is functionally equivalent to using the Trim End to Scrubber command.</p>
Lock Clip Unlock Clip (Option-Command-L)	<p>Locks selected clips to their positions on the timeline and cannot be moved. When clips are locked, you cannot move other clips onto them to make transitions. Select again to unlock selected clips you have previously locked.</p>
Reverse Clip	<p>Select to check and uncheck. When checked, media is played in reverse.</p>
Edit Speech Clip	<p>Displays the Speech Clip window. (see Insert Menu.)</p>
Close Gaps	<p>Removes all selected gaps between clips in the timeline.</p>
Nest Clips (Option-Command-N)	<p>Nests selected clips into a group for treating the group as a whole when operating on them. See Using Nested Clips for details.</p>
Unnest Clips	<p>Un-nests a previously nested clip.</p>

Table 36. Edit Menu Items (continued)

Menu Item	Description
Group (Command-G)	Ties selected clips together on the timeline, so that moving one clip moves all grouped clips. Ideal for synchronizing voice-overs, music beds, etc., to a camera clip so that their timing remains synchronized as you move them around in your project.
Ungroup (Command-U)	Returns selected clips to be independent of other clips.
Add Starting Transition Remove Starting Transition (Option-Command-,)	Adds a transition to the beginning of the selected clip(s). Apply again to remove the transition.
Add Ending Transition Remove Ending Transition (Option-Command-.)	Adds a transition to the ending of the selected clip(s). Apply again to remove the transition.
Add Starting & Ending Transitions Remove Starting & Ending Transitions (Option-Command-.)	Adds transitions to the beginning and ending of the selected clip(s). Apply again to remove the transitions.
Label	Enables you to add and remove colored labels.
Captions	
Set Current Language	Specifies the language you want to display captions in.
Import from SRT	Imports the closed caption text from a file
Export to SRT	Exports the closed caption text in this project to a file.
Clear All Captions	Removes caption text from all caption clips in this project.
Start Dictation	Displays the Mac OS dictation system, so that you can add text to a text box clip using your voice (Using Audio and Video Filters).
Emoji & Symbols	Displays the Characters window so that you can enter special characters in text fields.

Mark Menu

This topic describes each item in the Mark menu, as described in [Table 37](#).

Table 37. Mark Menu Items

Menu Item	Description
Mark In Point (I)	<p>Sets the in point of a range on the timeline at the current point of the scrubber.</p> <p>When you create an in point without an out point, ScreenFlow automatically sets the out point to the end of the last clip on the timeline, and highlights the range in blue. In and out points can be used to delete entire sections of your timeline using the Ripple Delete command.</p> <p>Select the in point (click on the line directly over the timeline scale) and drag it right or left to adjust its point on the timeline.</p> <p>Shift-click on the timeline scale to set in and out points relative to the position of the scrubber.</p>
Mark Out Point (O)	<p>Sets the out point of a range on the timeline at the current point of the scrubber.</p> <p>When you create an out point without an in point, ScreenFlow automatically sets the in point to the beginning of the timeline, and highlights the range in blue. In and out points can be used to delete entire sections of your timeline using the Ripple Delete command.</p> <p>Select the out point (click on the line directly over the timeline scale) and drag it right or left to adjust its point on the timeline.</p> <p>Shift-click on the timeline scale to set in and out points relative to the position of the scrubber.</p>
Clear In & Out Points (Option-Z)	<p>Removes the in and out points you created previously.</p>
Markers	
Add (back single quote mark, left of the "1" key)	<p>Adds a marker to the timeline at the scrubber location.</p> <p>If you export a ScreenFlow document as a QuickTime movie, chapter markers are placed at each named marker position in the movie when Add Chapter Track from Markers is checked.</p>
Add To Clip	<p>Adds a marker to a clip and prompts you for a name.</p>
Delete (Shift-~)	<p>Deletes the selected marker.</p>

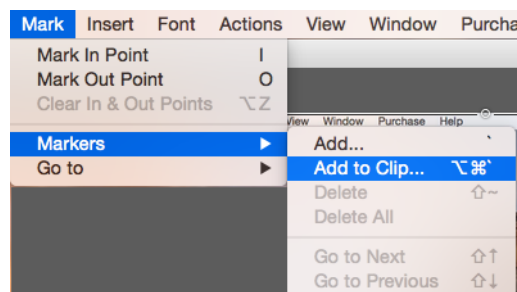
Table 37. Mark Menu Items

Menu Item	Description
Delete All	Deletes all markers on the timeline.
Go to Next (Shift-Up Arrow)	Moves the scrubber to the next marker to the right on the timeline.
Go to Previous (Shift-Down Arrow)	Moves the scrubber to the previous marker to the left on the timeline. You can also use the mouse to drag markers and adjust their position.
Go to	
Project Start	Moves the scrubber to the start of the project timeline.
Project End	Moves the scrubber to the end of the project timeline.
Previous Frame	Moves the scrubber to the previous frame on the timeline.
Next Frame	Moves the scrubber to the next frame on the timeline.

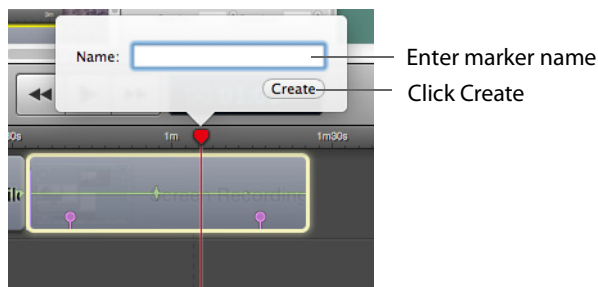
Add to Clip

ScreenFlow supports timeline markers, but one significant limitation is that they do not adjust to content changes. This means you must manually adjust your markers when you rearrange your timeline. But Clip-based Markers attached to clips solve this problem because they flow with the content and self-adjust.

To add a clip marker, first select a clip and make sure the scrubber is within the bounds of the clip, then select *Mark > Markers > Add to Clip*.



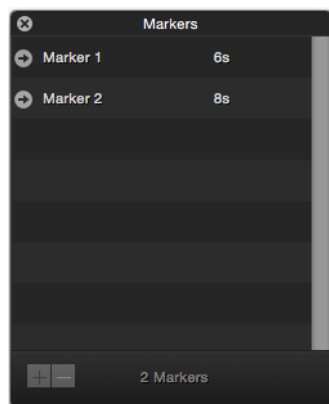
When the popup dialog box displays, enter a name for your marker and click *Create*.



The marker can be created without a name. Clicking away from the popup cancels the Add To Clip operation.

Once the clip marker has been created, it is positioned along the bottom of its parent clip. It can be moved with the mouse to reposition it, and if double-clicked, the marker popup is displayed enabling you to change the name.

The clip marker works in the exactly as a timeline marker. If it has been given a name, it can provide a chapter marker to YouTube or for QuickTime exports. It will appear in the Markers window (opened by selecting *Window > Markers*), enabling you to get a quick overview of all markers in the system.



You can also quickly jump around all markers in the system using keyboard shortcuts. To delete the marker, move the scrubber over it and select *Marker > Delete Marker*.

Insert Menu

This topic describes each item in the Insert menu, as described in [Table 38](#).

Table 38. Insert Menu Items

Menu Item	Description
Text Box	Inserts a text clip into the project at the current scrubber position. Text box duration is 5 seconds, but can be adjusted by dragging the edge of the clip on the timeline. Note: Go to ScreenFlow > Preferences > Timeline to change the default duration of text boxes.
Annotations Clip (Option-Command-T)	Inserts simple graphic effects to visual clips including recordings, videos, and image files. Annotation shapes include circle, square, line, and arrow. Note: Go to ScreenFlow > Preferences > Timeline to change the default duration of annotation clips.
Speech Clip...	Displays a sheet where you enter text, select a voice, then click Insert to create an audio clip in your project by converting text to speech using one of six automated voice programs. Text can be typed directly into the field or pasted from another document.

Table 38. Insert Menu Items

Menu Item	Description
Template Placeholder Clip	Inserts a placeholder where a clip from a Screen Recording and Computer Audio, Camera and Microphone, or IOS device will be inserted in a new document created using a template.
<div><div><div>Placeholder Clip Type: <input checked="" type="radio"/> Screen Recording and Computer Audio <input type="radio"/> Camera and Microphone <input type="radio"/> iOS Device</div><div>A template placeholder clip will be replaced with the content when creating a new document from a template</div><div>CancelInsert</div></div></div>	
Narration	Inserts a narration from an audio device.
<div><div><div>Audio Device: Built-in Input</div><div><input type="checkbox"/> End after: 10 secs</div><div><input checked="" type="checkbox"/> Mute audio playing during narration</div></div><div><div><div></div><div></div><div></div></div><div>00:00:00</div></div><div>1m30s</div></div>	
Choose... (Shift-Command-V)	Imports media files into your project at the current scrubber position. ScreenFlow displays the Open dialog, so that you can browse your file system or network server and select the media file to add to the project’s media library and timeline.

Font Menu

This topic describes each menu item in the Font menu, as described in [Table 39](#). Font options apply only to text in text clips.

Table 39. Font Menu Items

Menu Item	Description
Show Fonts (Command-T)	Displays the System Font pane. Select a font to apply to highlighted text, or all text if none is selected.
Bold (Command-B)	Makes the selected text bold.
Italic (Command-I)	Makes the selected text italic.
Underline (Shift-Command-U)	Underlines the selected text.
Bigger	Increases the font size by one point.
Smaller	Decreases the font size by one point.
Copy Style	Copies the style of the selected text, except background.
Kern	Select Text Kerning mode: Default, None, Tighten, Loosen.
Paste Style	Applies the previously copied text style to the selected text.
Make Text Properties Default	Saves the current text properties for the selected text box clip and makes them the default. When you create a new text box, the default text properties are used.

Actions Menu

Actions are time-based changes to clips used to create gradual temporal or temporary effects. Actions are applied mid-point, where the change takes place.

This topic describes each menu item in the Actions menu, as described in [Table 40](#).

Table 40. Actions Menu Items

Menu Item	Description
Add Video Action (Command-K)	Adds a Video Action to the selected clip at the location of the scrubber. A Video Action allows you to apply effects like Zoom, Pan, and Rotate to your video clip.
Add Audio Action	Adds an Audio Action to the selected clip. An Audio Action allows you to apply various effects on the audio of the selected clip, such as ducking, or adjusting the volume.
Add Screen Recording Action (Command-R)	Adds a Screen Recording Action to the selected screen recording clip. Screen Recording actions enable you to modify the size of the Mouse Pointer, add click effects, or show keys pressed, for example.
Add Callout (Command-L)	Adds a Callout to the selected screen recording clip. A callout lets you focus attention on a section of your project. For example, you can highlight the mouse pointer by dimming everything but the area just around the mouse pointer or highlight and magnify the foreground window.
Add Touch Callout	Provides a way to automatically receive “touch” events from the iOS device.
Add Snapback Action	Let you add a Video, Audio, or Screen Recording action.
Go to Next Action	Within a clip, selects the next action.
Go to Previous Action	Within a clip, selects the previous action.
Play Selected Action	Plays the currently selected action.
Curve Type	By default, actions are applied to the clip in a linear manner. For example, when applying a scaling action, the image size changes by equal amounts from start to finish. This may be perceived as too abrupt, so you can modify the rate with which an action is applied. The Curve Type menu item has these submenu items:
Linear	Linear transition.
Ease-In	Starting slow, speeding up towards the end.
Ease-Out	Starting fast, slowing down towards the end.

Table 40. Actions Menu Items

Menu Item	Description
Ease-In & Out	Starting and ending slowly, faster in the middle.
Exponential Ease-In	Starting slow, speeding up exponentially towards the end.
Exponential Ease-Out	Starting fast, slowing down exponentially towards the end.
Exponential Ease-In & Out	Starting and ending slowly, exponentially faster in the middle.
None	Applies action immediately. The duration of the action is ignored if this option is applied.

Arrange Menu

This topic describes each menu item in the Arrange menu, as described in [Table 41](#). Font options apply only to text in text clips.

Table 41. Arrange Menu Items

Menu Item	Description
Align	Enables you to align selected clips in six different ways: Left, Horizontally Center, Vertically Center, Right, Top, Bottom. NOTE: <i>If you select a single item (not multiple items), alignment is made along the edge of the canvas. Selecting multiple items aligns those items to the furthest edge of the grouping, instead of aligning to the canvas.</i>
Scale	Enables you to scale selected clips: Scale to Fit, Stretch, or Reset. These are the same controls located at the top of the Video tab of the Inspector window.
Distribute	Evenly distributes display of selected clips.
Group	Groups selected items into a single grouped item
Ungroup	Un-groups a selected grouped item into single items.
Lock Clip	Locks/unlocks a selected clip so that it can't be altered.

View Menu

This topic describes each menu item in the View menu, as described in [Table 42](#). View options determine how the media is presented both on the canvas and on the timeline.

These options only change how your project is displayed on the canvas—they do not alter the media.

Table 42. View Menu Items

Menu Item	Description
Enter Full Screen (Command-F)	Displays the editor window in full screen mode to reduce on-screen clutter.
Zoom In (Command=)	Magnifies the display of the canvas.
Zoom Out (Command--)	Reduces the display of the canvas.
Zoom to 100% (Option-Command-0)	Displays the canvas area at its direct pixel size.

Table 42. View Menu Items

Menu Item	Description
Zoom to Fit (Control-Command-0)	When the canvas is obscured, adjusts the display size so that it is completely visible in the window.
Show Checkerboard	Displays transparent portions of the background as checkerboard to distinguish them from opaque portions that are the same color as the background. To export video with an alpha channel, use the Lossless - ProRes with Alpha preset or a custom derivative (see Exporting Your Video).
Show Captions	Displays closed caption text on the canvas.
Hide/Show Inspector	Hides or shows the inspector panels.
Hide/Show Timeline	Hides or shows the timeline.
Show/Hide Quick Media Library	Shows or hides the Quick Media Library.
Zoom Timeline to Fit (Control-T)	Scales the timeline downward to display it entirely in the window.
Zoom Timeline In (=)	Expands the timeline.
Zoom Timeline Out (-)	Contracts the timeline.
Switch to Inspector (Command 0 - 9)	Displays the selected Property pane: Video, Audio, Screen Recording, Callout, Annotations, Text, and Media (library). Select Focus Timeline to return keyboard events back to the timeline. For example, when you are editing a text box on the timeline, you can select Focus Timeline, then use shortcuts.
Snapping (Control-N)	Toggles snapping for both the canvas and timeline. When snapping is on, the mouse snaps to various guide-lines. For example, on the canvas, the mouse snaps your objects to the center and edges of your canvas. It also snaps to other objects, if you have any. On the timeline, the mouse snaps to the beginnings and endings of actions and clips. Checked/On by default. You can temporarily toggle snapping by holding down the Command key.
Scrub Live Audio (Shift-S)	When activated, you can hear the audio track while dragging the scrubber. Checked/On by default.

Table 42. View Menu Items

Menu Item	Description
Show Audio Waveforms	When activated, clips that contain audio have the audio waveform shown along the center of the clip. Checked/On by default.
Show Thumbnail Icons	When activated, each clip displays a thumbnail icon displaying either the first frame (for video or image files) or a format icon for audio or text clips. Checked/On by default.
Show Tab Bar	Displays the tab bar on the timeline, pushing the timeline and all tracks down in the window, to accommodate it. When you create nested clips, each clip nest is identified by a tab.
Show Caption Track	Displays the caption track on the timeline—the caption track is the highest track on the timeline.

Window Menu

This topic describes each menu item in the Window menu, as described in [Table 43](#).

Table 43. Window Menu Items

Menu Item	Description
Minimize (Command-M)	Minimizes the foreground window.
Zoom	Scales the foreground window to the full size of the screen.
Select Previous Tab (Shift-Command-[)	When the tab bar is visible in the timeline (as when editing nested clips), this navigates to the previous timeline tab.
Select Next Tab (Shift-Command-])	Navigates to the next timeline tab.
Markers	Opens a window listing the markers in the current document. You can add, delete, and rename markers, and jump to markers in this window, as shown below in Figure 95 .

Figure 95. Markers window

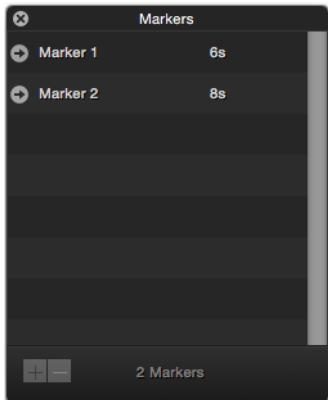


Table 44. Window Menu Items (continued)

Menu Item	Description
Bring All to Front	Puts all ScreenFlow windows in front of any other application's windows on the desktop.
<documents>	List of all open document windows, listed sequentially in the order they were opened.

Purchase Menu (Telestream Web Store Only)

Note: This topic does not apply if you purchased ScreenFlow from the Mac App Store. The App Store has its own installation and licensing procedure.

Use these menu commands for purchasing from the Telestream Web Store and activating your ScreenFlow license, as described in table [Table 45](#).

Note: If your ScreenFlow license is already activated, this menu does not display.

Table 45. Purchase Menu Items

Menu Item	Description
Purchase ScreenFlow Online	Displays the Telestream online Web store.
Unlock ScreenFlow	Displays the Licenses pane of ScreenFlow Preferences to enter a license. Requires admin authentication first. See Unlocking ScreenFlow via Telestream Web Store .

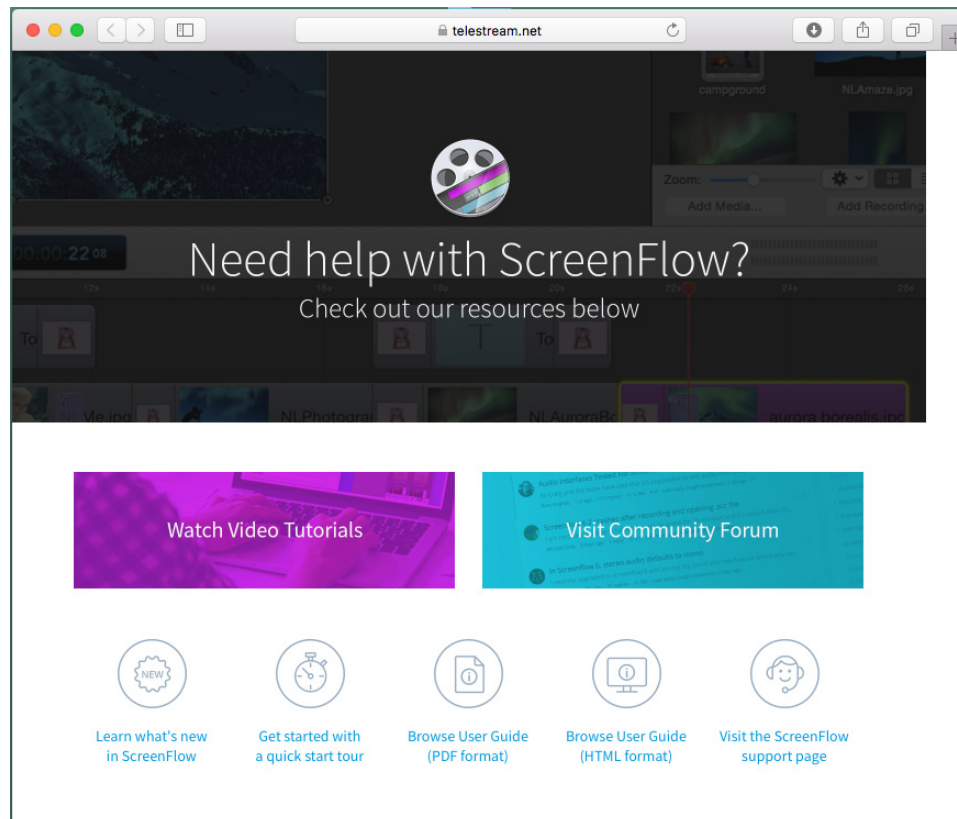
Help Menu

This topic describes each menu item in the Help menu, as described in [Table 46](#).

Table 46. Help Menu Items

Menu Item	Description
Search	Searches the User's Guide (this document).
ScreenFlow Help	Displays the ScreenFlow Help Landing Page, where you can access the ScreenFlow User Guide, watch tutorials of ScreenFlow topics, visit the Community Forum, and access other helpful resources.
Visit ScreenFlow Web site	Displays the Web page for general ScreenFlow information.
Visit Support Page	Displays the Web page for ScreenFlow support information.
Provide ScreenFlow Feedback	Goes to the ScreenFlow support Web page.

Figure 96. ScreenFlow Landing Page



Troubleshooting

This section describes common questions with ScreenFlow. If your issue is not listed or the recommended procedure does not work, please contact [technical support](#).

How do I provide Customer Service with diagnostic information about a problem I'm having with ScreenFlow?

You select Help > Gather Support Diagnostics. To display this menu item, press Shift then click the Help menu. Select Gather Support Diagnostics to collect debugging logs, crash reports, a system profile, and a snapshot of the current state of ScreenFlow including open documents.

Click Gather to generate an archive of these files, and save it on your desktop.

Send it to Telestream Customer Service as requested.

I exported my video, but it looks fuzzy or blurry. What can I do to make it look better?

When using ScreenFlow, it can be difficult to record your entire display at full resolution then compress that data into a low-resolution video while still retaining your necessary level of image clarity. Here are a few things you can do:

- Export using the Lossless - Apple ProRes with Alpha uncompressed video format. As long as you do not lower the resolution, it is identical to the original recording, but results in a large file size. This is ideal if you require additional editing or reformatting outside of ScreenFlow before publishing it.
- Reduce your display resolution before recording (System Preferences/Displays). By reducing your display resolution before recording, you require less compression later. We recommend that you decide what size you want your video to be in advance. Then, lower your display resolution as close to that as possible, but no smaller. If you record at a smaller resolution than your intended output, you will lose image clarity.
- Use the scale and zoom functions in ScreenFlow. If you do not want to reduce your display resolution or export to a large, uncompressed format, your best option is to use Video Properties > Scale or Callout Action > Zoom. These functions allow you to increase the visibility on a specific portion of the recording which can be valuable for maintaining clarity in a heavily compressed video.

- Text is the hardest item to reproduce clearly in digital video. Digital video was not designed to recreate detailed figures like text. It was designed to map color spaces, so the thin lines of text can be particularly difficult to recreate. If you have text in your screencast, it is best to use the Scale feature or to increase the text size.

How do you designate a display recording area?

Although many screen capture programs function by designating a specific recording area, ScreenFlow does not. ScreenFlow captures the entire display. This enables you to make use of the entire display during editing in post-production.

When using a program which designates a recording space, you may unexpectedly move outside of this space due to a menu option or pop-up. If your recording space is preset, there is no way to recover this lost information. With ScreenFlow's reliance on post-production editing, you can move outside your area of focus when necessary.

Does ScreenFlow work with Parallels or VMware?

Since ScreenFlow captures everything on your display, both Parallels and VMware are supported (including Computer Audio output). However, ScreenFlow cannot use the Callout features, as these are dependent upon information provided by Mac OS X.

Telestream has tested ScreenFlow with Parallels in all modes (Coherence, Window, and Full Screen) without issue. In fact, when using Parallels/VMware, some users have reported that ScreenFlow produces smoother, higher-quality output while using less CPU resources than native Windows screen capture programs.

What kind of graphics card should I use?

ScreenFlow requires a Quartz Extreme-capable graphics card. If you are unsure if your graphics card is supported, please download an evaluation version; ScreenFlow will notify you if it is not supported. You can expect most Mac hardware made in the last five years to fully support Quartz Extreme graphics cards.

ScreenFlow uses video RAM (or VRAM) during the recording process, so it is important to have a graphics card with at least 64 MB of VRAM, but we recommend 128 MB. The amount of VRAM necessary to record smooth video depends on your display resolution and whether or not other applications are simultaneously using VRAM. If you have insufficient VRAM, the recording will drop frames and the video skips during playback.

Does ScreenFlow support closed captioning?

ScreenFlow does support closed captioning. For details, see [Creating Closed Captions](#).

How do I use ScreenFlow to record my iPod/iPhone/iPad?

When running on OS X 10.10 (Yosemite), ScreenFlow can capture directly from the screen of an iOS device over a USB connection. For details, see [Configuring Touch Callouts](#).

My USB microphone and iSight camera are out of sync. What should I do?

If the audio and video are out of sync, try using the audio input on the computer (not the USB input) as there can be a latency problem between USB input and the iSight

camera. This is particularly evident when recording a *talking head*. Use a microphone that utilizes the audio input into the computer.

I can't find my media files. Where is the media library?

Each project in ScreenFlow has a media library once the first media file has been recorded or the first file has been added. The media library is actually a folder inside the project itself. The media folder's contents include .scc files and copies of externally-added media files, and are controlled by the media library as you record clips in ScreenFlow, and add and delete files.

To view the media folder, control-click (right-click) the project file in Finder and select Show Package Contents. Open the Media folder to view the files in the media library for this project.

CAUTION: Unless directed by customer service, you should not delete or rename files in this directory or it may corrupt your project.

Every file you add to the library is saved (or duplicated) in that folder. ScreenFlow recordings are media files with a .scc extension and can't be opened by other video applications.

