

About Screenography

Thank you for choosing Screenography. Screenography is an extremely easy program to take still and motion captures of your computer screen.

Screenography comes in various editions.

Screenography Lite - Take professional still screen captures of the screen.

Screenography - All the features of Screenography Lite plus the ability to take video captures.

The Flash files outputted by Screenography can be played with the Macromedia Flash Player. The latest Flash Player can be downloaded for free from Macromedia's web site at <http://www.macromedia.com>.

System Requirements

- Power PC based Macintosh or greater
- Macintosh OS 10.2 or higher
- 64 MB of RAM
- 50 MB of available hard disk space
- QuickTime 6.0

The latest QuickTime can be downloaded for free from Apple's QuickTime website at <http://www.quicktime.com>

Gettings Started

Below is a brief description to get you started using Screenography.

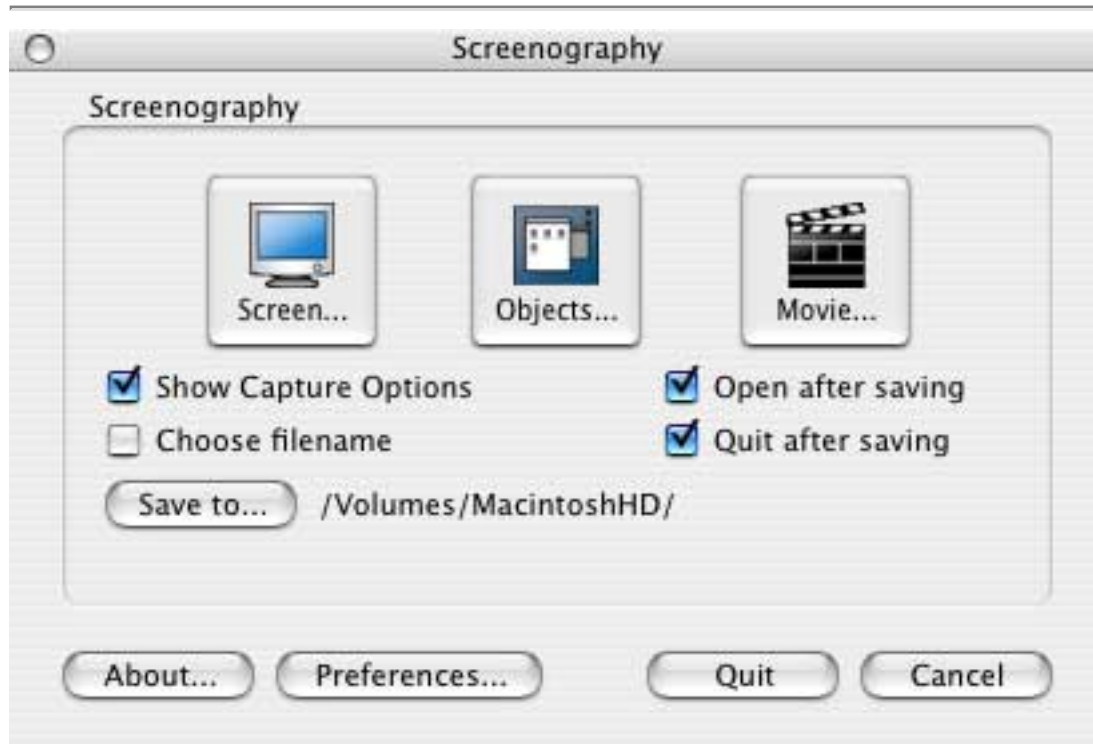
Starting Screenography

After launching Screenography from the Finder, Screenography will run in the background. Screenography will not be visible in the Dock.

To capture or record the screen with Screenography, invoke it with the Screenography hot keys (**Command + Shift + 5** by default). You can change the Screenography hot keys in the Preferences.

Choose the type of capture

Once you invoke Screenography, you will be presented with the Screenography window shown below, to choose the type of screen capture you wish to take.



The "Screen..." button will let you take a screen capture of any portion of the screen. If the "Show Capture Options" checkbox is checked, the [Screenshot Settings](#) window will appear to let you set additional settings for your screen capture. Otherwise Screenography will use the last used settings.

The "Objects..." button will let you take a capture of objects on the screen, such as windows, menus, and icons. If the "Show Capture Options" checkbox is checked, the [Objects Settings](#) window will

appear to let you set additional settings for you object capture. Otherwise Screenograhpy will use the last used settings.

The "**Movie...**" button will you record any portion of the screen. If the "**Show Capture Options**" checkbox is checked, the [Movie Settings](#) window will appear to let you set additional settings for you movie recording. Otherwise Screenograhpy will use the last used settings. *(Note: This feature is not available in Screenography Lite)*

Save your capture

After you choose the type of capture you want, Screenography will be ready to save your capture. If the "**Choose filename**" checkbox is checked you will be prompted to choose where to save your capture. Otherwise Screenography will automatically save your capture with the preset filename (set in the Preferences) in the preset "**Save to..**" location.

Quitting Screenography

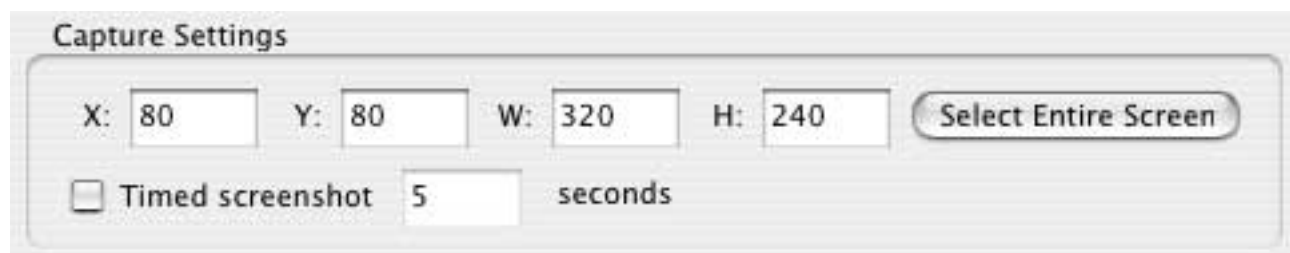
If the "**Quit after saving**" checkbox is checked, Screenograhpy will automatically quit after your capture is saved to disk. Otherwise Screenography will continue to run in the background. To quit Screenography while it is running in the background, invoke it with the Screenography hot keys (**Command + Shift + 5** by default). The Screenography window should appear where you can click on the "**Quit**" button.

Screenshot Settings

The **Screenshot Settings** window allows you to set options for your screen captures.



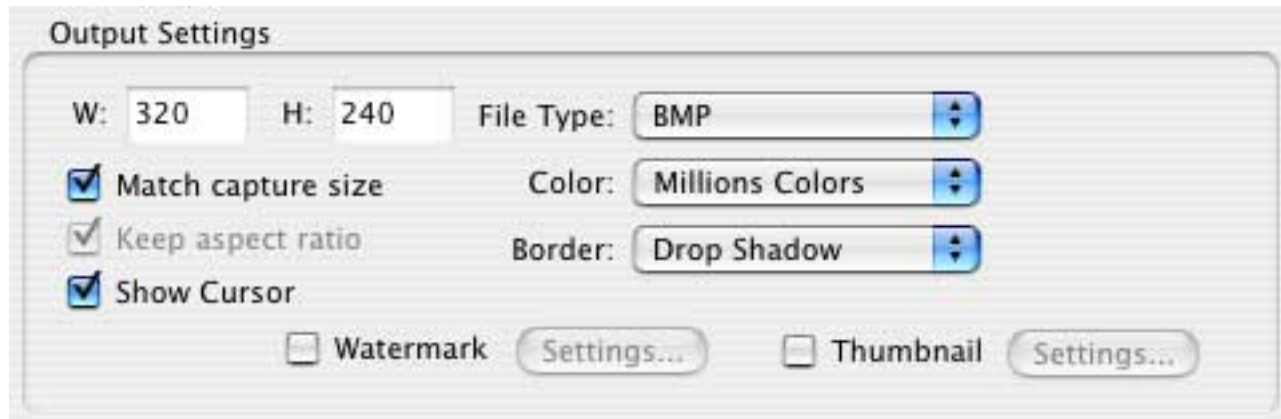
Capture Settings



The **"X"** and **"Y"** values is the position of the top, left corner of the area to capture. The **"W"** and **"H"** values are the width and height of the area to capture. If you click the **"Select Entire Screen"** button, the entire screen will be selected automatically.

If the **"Timed Screenshot"** is checked, Screenography will wait a specified number of seconds before taking the screenshot.

Output Settings



The **"W"** and **"H"** values are the dimensions to use when the capture is saved. If the **"Match capture size"** is checked, the width and height will automatically match the size of the capture area. If the **"Keep aspect ratio"** is checked, the width and height of the output will automatically match the aspect ratio of the capture area.

If the **"Show cursor"** is checked, the output will show the cursor if it lies within the capture area.

The **"File Type"** drop down list allows you to choose which file format to use when saving the capture to disk.

The **"Color"** drop down list allows you to change the color depth of the capture.

The **"Border"** drop down list allows you to change the border around the captured area. See the [Border Types](#) section for more information.

Check the **"Watermark"** checkbox if you want to overlay a watermark on top of the capture. Click the **"Settings..."** button to change the settings for the watermark. See the [Watermark](#) section for more information.

Check the **"Thumbnail"** checkbox if you want to output a thumbnail of the screen capture. Click the **"Settings..."** button to change the settings for the thumbnail. See the [Thumbnail](#) section for more information.

Borders

The **Border** drop down list allows you to add a border to your captures.



No Change

No change will not add a border to your capture.

Drop Shadow

This will add a drop shadow to the captured area.



Fade to White/Black/Color

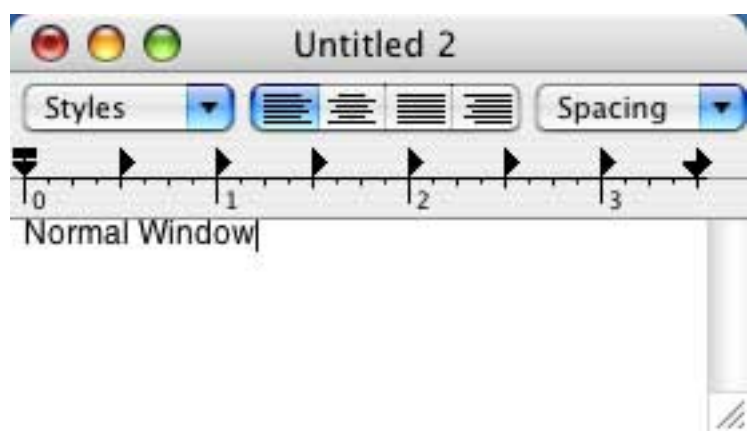
These will fade the edges to the specified color.



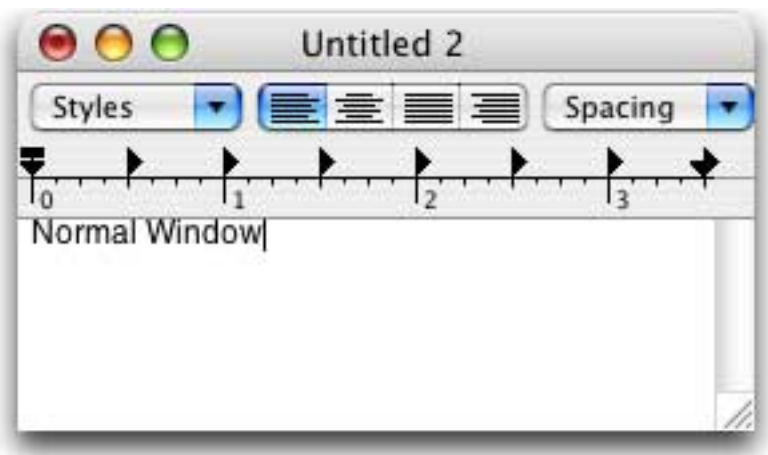
Normal/Square/Rounded Window

These will attempt to remove the background based on the type of window border you choose and will add in the drop shadow.

Normal Windows have rounded top corners and square bottom corners. Most windows will fall into this category.

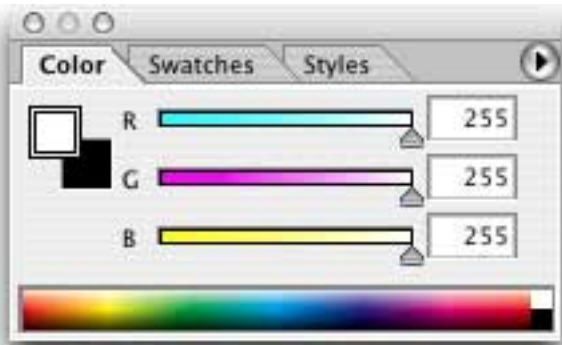


Without border option

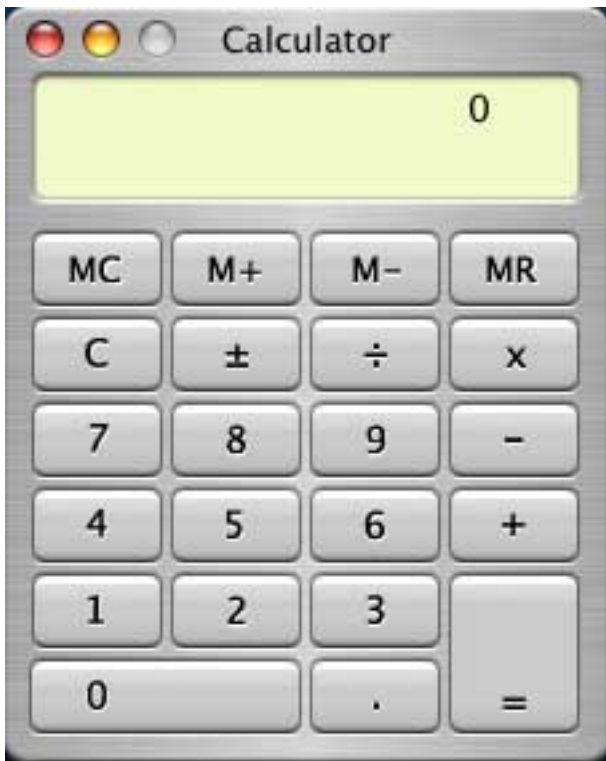


With Normal Window border option

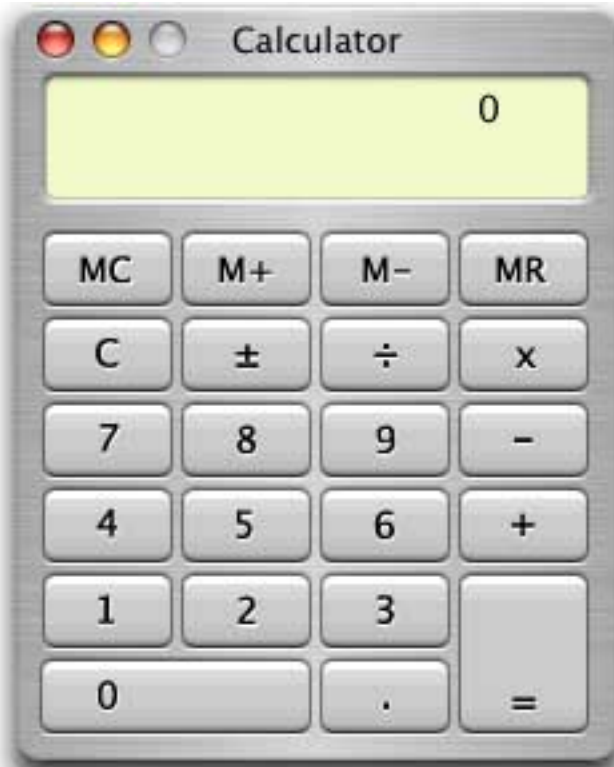
Square Windows have sharp corners for all four corners. Most tool palettes will be square windows.



Rounded Windows have rounded top and bottom corners. Some examples of rounded windows are Finder windows, iTunes, and the Calculator.



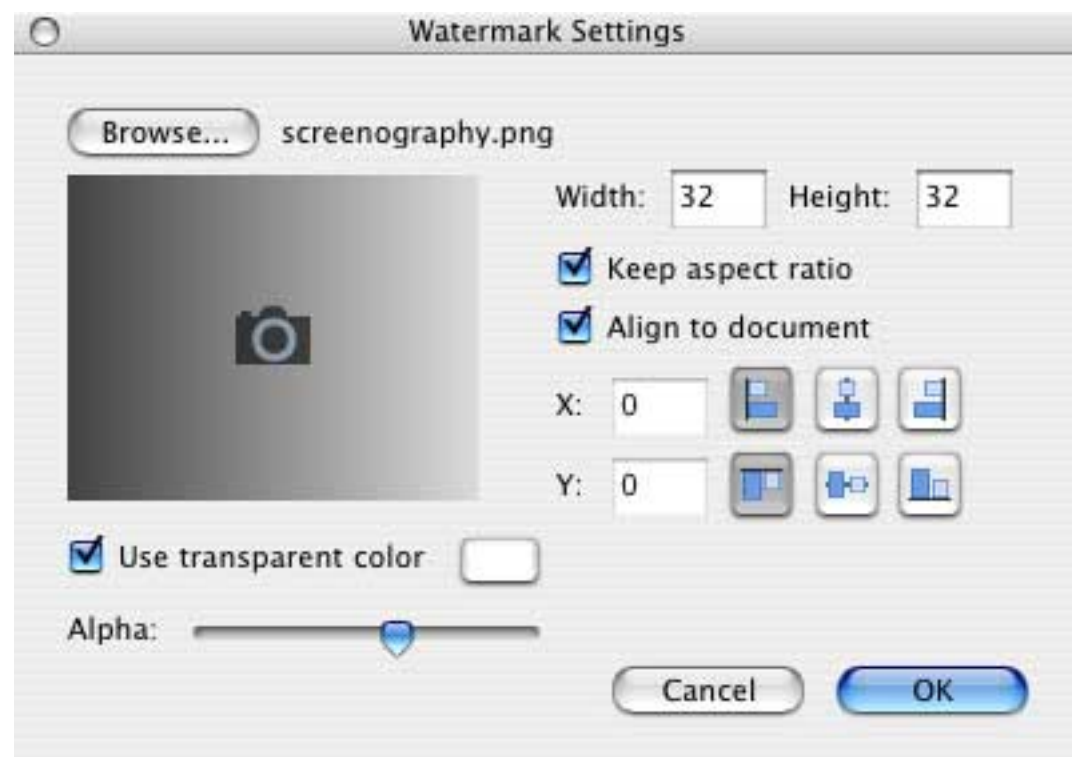
Without border option



With Rounded Window border option

Watermark

The **Watermark Settings** allows you to set the settings for your watermark.



Click the "**Browse...**" button to choose an image you wish to use for your watermark. The filename of the current watermark to be used will be displayed to the right of the button.

The "**Width**" and "**Height**" will be the dimensions you want the watermark to be displayed at. Check the "**Keep aspect ratio**" if you want to maintain the aspect ratio of the original watermark image.

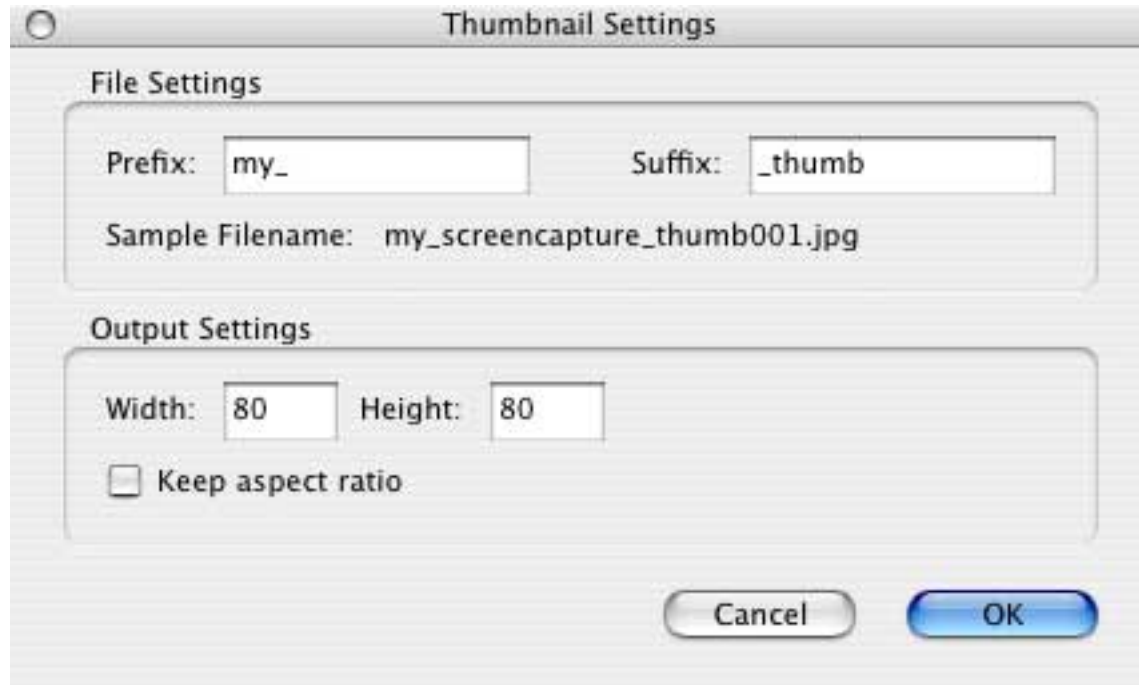
The "**X**" and "**Y**" will be the position you want the watermark to be displayed at. Check the "**Align to document**" checkbox if you want to automatically align the watermark to the capture.

Check the "**Use transparent color**" if you wish to mask off (become transparent) a particular color in your watermark image. Choose the color you wish to mask off by clicking the color button to choose a color.

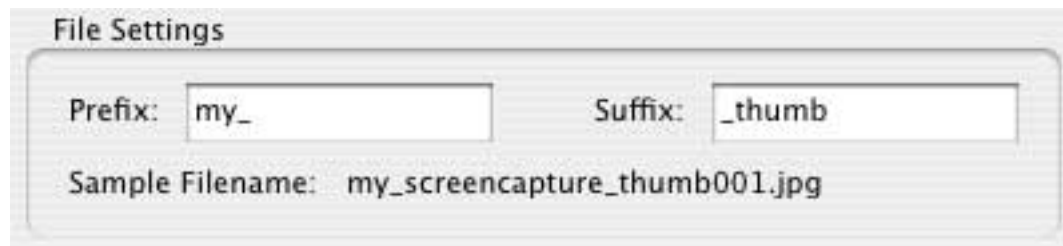
The "**Alpha**" slider lets you choose a transparency level for your watermark.

Thumbnail

The **Thumbnail Settings** window allows you to set settings for your thumbnails.



File Settings



When saving thumbnails to disk, Screenography will automatically create the name for your thumbnails. Screenography will use the base filename that is set in the [Preferences](#) and will add the specified **"Prefix"** and **"Suffix"** to create the thumbnails filename. The **"Sample Filename"** will display a sample of what the thumbnail filenames will look like.

Output Settings

Output Settings

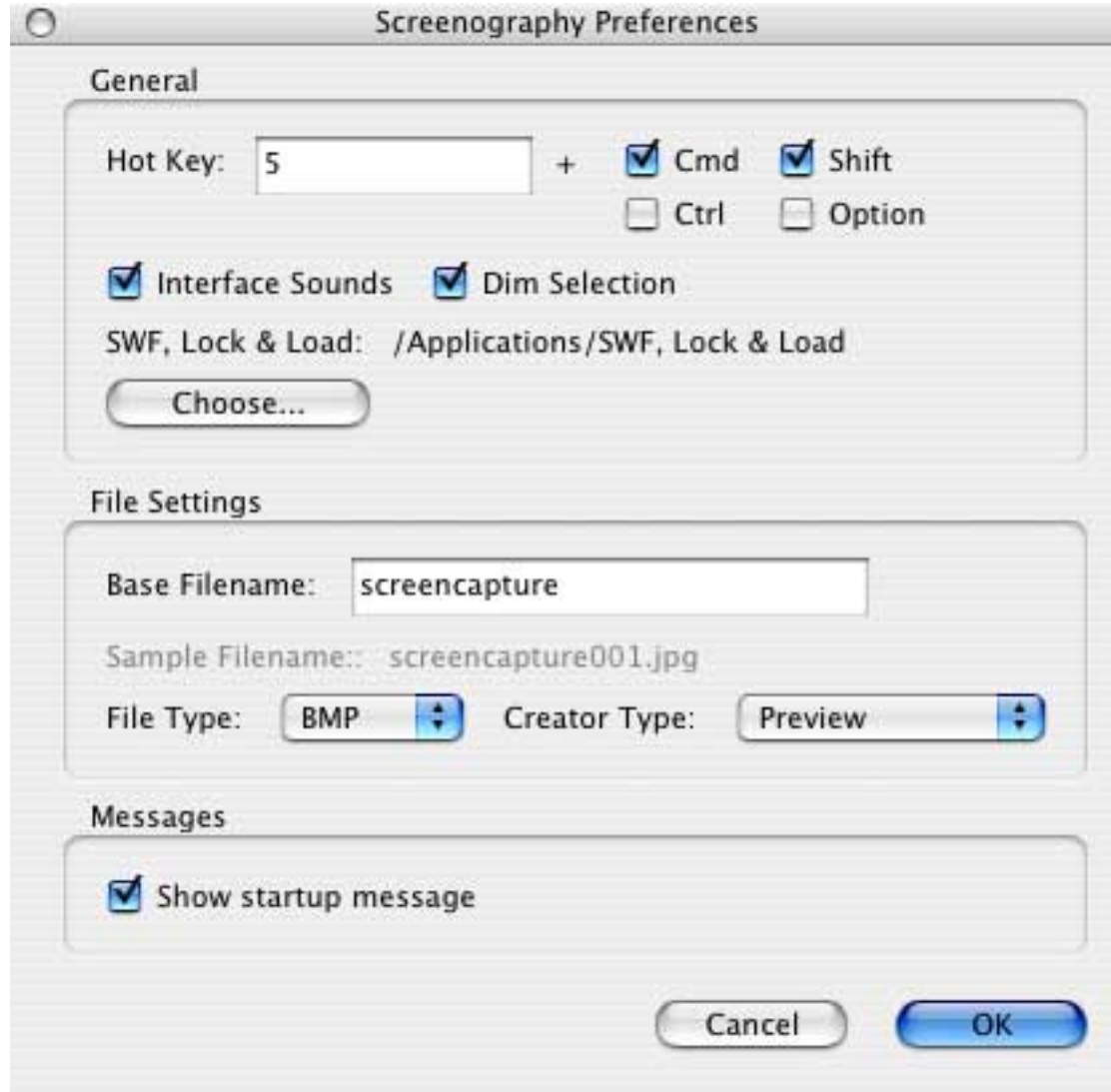
Width: Height:

Keep aspect ratio

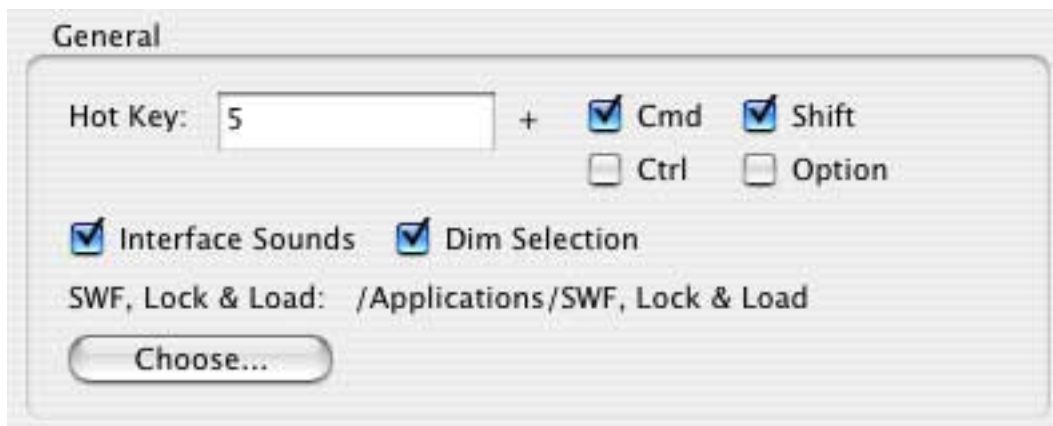
The "**Width**" and "**Height**" will be the dimensions of the thumbnail. Check the "**Keep aspect ratio**" checkbox if you wish to maintain the aspect ratio of the original capture.

Screenography Preferences

The **Preferences** window allows you to set various preferences for Screenography.



General



The "**Hot Key**" is the hot key combination to invoke Screenography while it is running in the background. It is also used to stop the recording of the screen if you are doing a Movie Capture.

If the "**Interface Sounds**" checkbox is checked, Screenography will play sounds for certain actions you take, such as a playing a camera sound when a screen capture is taken and saved to disk.

If the "**Dim Selection**" checkbox is checked, the area of the screen that will not be captured is dimmed.

File Settings



The "**Base Filename**" is the default base name to use for any capture saved to disk. The base filename will be followed by the next available numerical number and the extension for the file format of the capture.

You can choose the creator type for each of the file types Screenography can create, by choosing the file type from the "**File Type**" drop down list and choosing the desired creator type in the "**Creator Type**" drop down list. The creator type will determine which application will open the file when opened from the Finder.

Messages

Messages

Show startup message

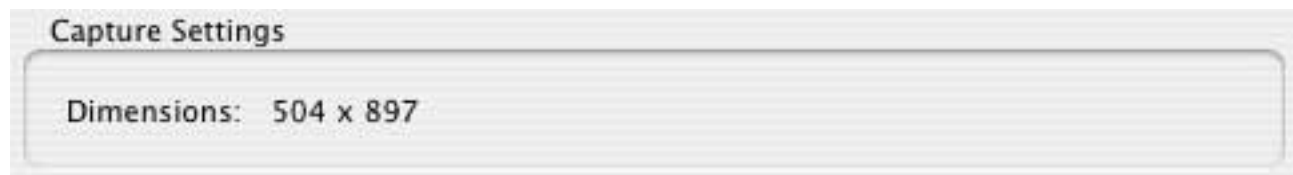
If the "**Show startup message**" checkbox is checked, the startup dialog will appear describing Screenography will be running in the background and the current hot key set to invoke Screenography.

Objects Settings

The **Objects Settings** window allows you to set options for the object captures.

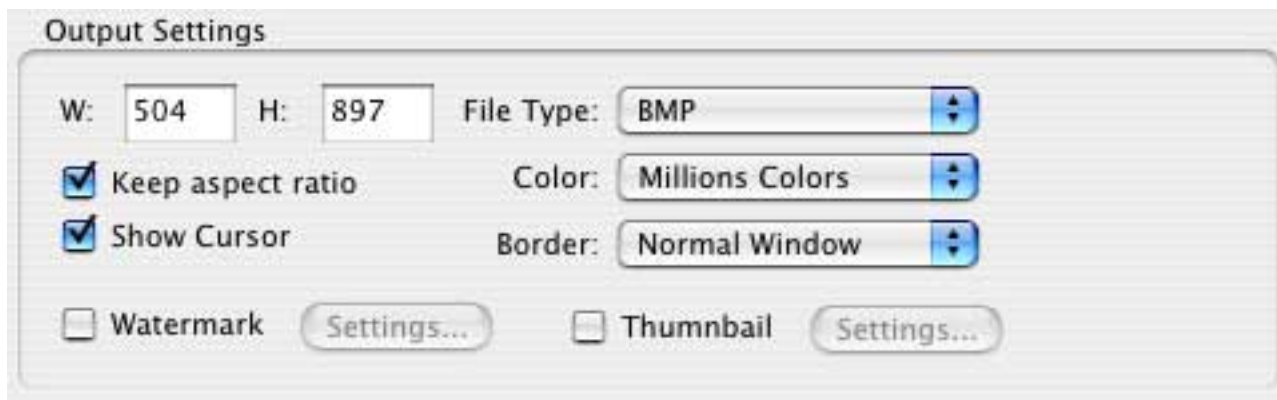


Capture Settings



The "**Dimensions**" of the currently select object to capture is displayed here.

Output Settings



The **"W"** and **"H"** values are the dimensions to use when the capture is saved. If the **"Match capture size"** is checked, the width and height will automatically match the size of the capture area. If the **"Keep aspect ratio"** is checked, the width and height of the output will automatically match the aspect ratio of the capture area.

If the **"Show cursor"** is checked, the output will show the cursor if it lies within the capture area.

The **"File Type"** drop down list allows you to choose which file format to use when saving the capture to disk.

The **"Color"** drop down list allows you to change the color depth of the capture.

The **"Border"** drop down list allows you to change the border around the captured area. See the [Border Types](#) section for more information.

Check the **"Watermark"** checkbox if you want to overlay a watermark on top of the capture. Click the **"Settings..."** button to change the settings for the watermark. See the [Watermark](#) section for more information.

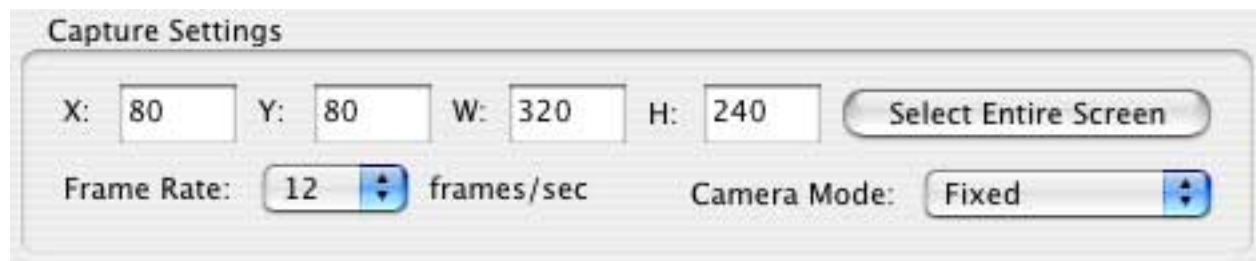
Check the **"Thumbnail"** checkbox if you want to output a thumbnail of the screen capture. Click the **"Settings..."** button to change the settings for the thumbnail. See the [Thumbnail](#) section for more information.

Movie Settings

The **Movie Settings** window allows you to set options for your movie captures.



Capture Settings



The "**X**" and "**Y**" values is the position of the top, left corner of the area to capture. The "**W**" and "**H**" values are the width and height of the area to capture. If you click the "**Select Entire Screen**" button, the entire screen will be selected automatically.

The "**Frame Rate**" is the frames per second to capture the screen at. Higher frame rates will result in smoother animation, but larger file sizes. Higher framerates will also require more computer resources to capture the screen.

The "**Camera Mode**" allows you to set the behaviour of the captured area relative to the cursor. The "**Fixed**" camera mode does not move the captured area. The "**Follow Cursor**" mode will move the capture area along with the position of the cursor.

Output Settings



The "**W**" and "**H**" values are the dimensions to use when the capture is saved. If the "**Match capture size**" is checked, the width and height will automatically match the size of the capture area. If the "**Keep aspect ratio**" is checked, the width and height of the output will automatically match the aspect ratio of the capture area.

If the "**Show cursor**" is checked, the output will show the cursor if it lies within the capture area.

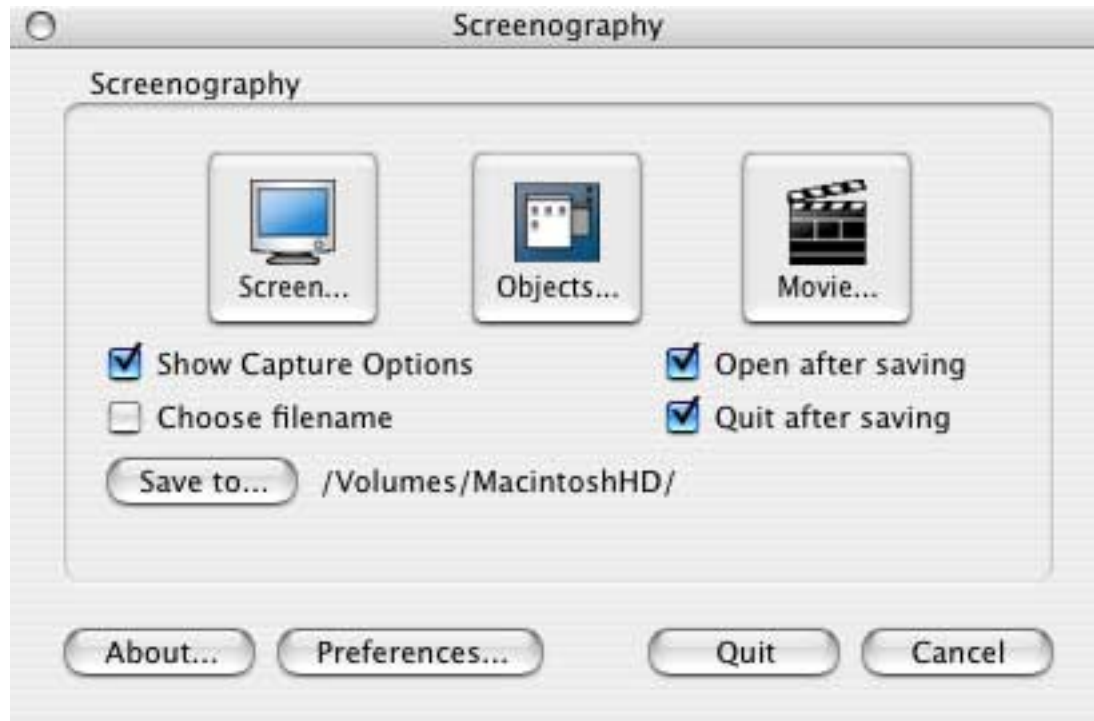
The "**Color**" drop down list allows you to change the color depth of the capture.

The "**Border**" drop down list allows you to change the border around the captured area. See the [Border Types](#) section for more information.

Check the "**Watermark**" checkbox if you want to overlay a watermark on top of the capture. Click the "**Settings...**" button to change the settings for the watermark. See the [Watermark](#) section for more information.

Screenography Settings

The **Screenography** window allows you to choose the type of capture to take, and set some basic settings.



Type of capture

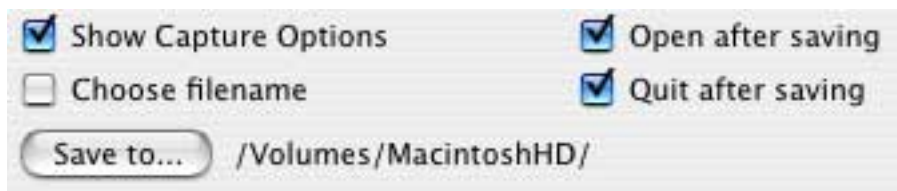


The "**Screen...**" button will let you take a screen capture of any portion of the screen.

The "**Objects...**" button will let you take a capture of objects on the screen, such as windows, menus, and icons.

The "**Movie...**" button will you record any portion of the screen. *(Note: This feature is not available in Screenography Lite)*

Other Settings



If the "**Show Capture Options**" checkbox is checked, Screenography will bring up another Settings window to set additional settings for you capture. Otherwise, Screenography will use the last used settings for your capture.

If the "**Choose filename**" checkbox is checked, Screenography will prompt you to choose a filename and location before writing your capture to disk. Otherwise, the capture will be saved with the default filename to the default location. The default filename can be set in the [Preferences](#). The default location can be set by clicking the "**Save to...**" button.

If the "**Open after saving**" checkbox is checked, Screenography will open your saved capture.

If the "**Quit after saving**" checkbox is checked, Screenography will quit after your capture is saved to disk. Otherwise, Screenography will continue to run in the background.

The "**Save to...**" button allows you to choose a default location to save your captures if the "**Choose filename**" checkbox is not checked.

Recording The Screen

Screenography allows you to record the screen. Below are instructions on how to get started. (*This feature is not available in Screenography Lite*)

Start Screenography

Launch Screenography from the Finder, which will cause Screenography to run in the background. Once Screenography is running, invoke it with the Screenography hot key (**Command + Shift + 5** by default). You can change the Screenography hot key in the [Preferences](#).

Choose the Movie Capture



Click the "**Movie...**" button to choose a Movie Capture.

If the "**Show Capture Options**" checkbox is checked, the [Movie Settings](#) window will appear to set additional settings for your movie capture.



Choose the area of the screen you want to capture.

Start Recording

To start recording, press the **Return** or **Enter** key. If the [Movie Settings](#) window is visible, you can click the "**Start Recording**" button to start recording as well.

Stop Recording

To end the recording session, press the Screenography hot key (**Command** + **Shift** + **5** by default). After you recording has stopped, you will be presented with the Save Window.

Saving your movie

After you stop the recording, you are ready to save the capture to disk. You will be presented with the following "**Save Movie As...**" window.



The "**Dimensions**" is the width and height of the actual area captured while recording.

The "**Duration**" is the total time of the recording.

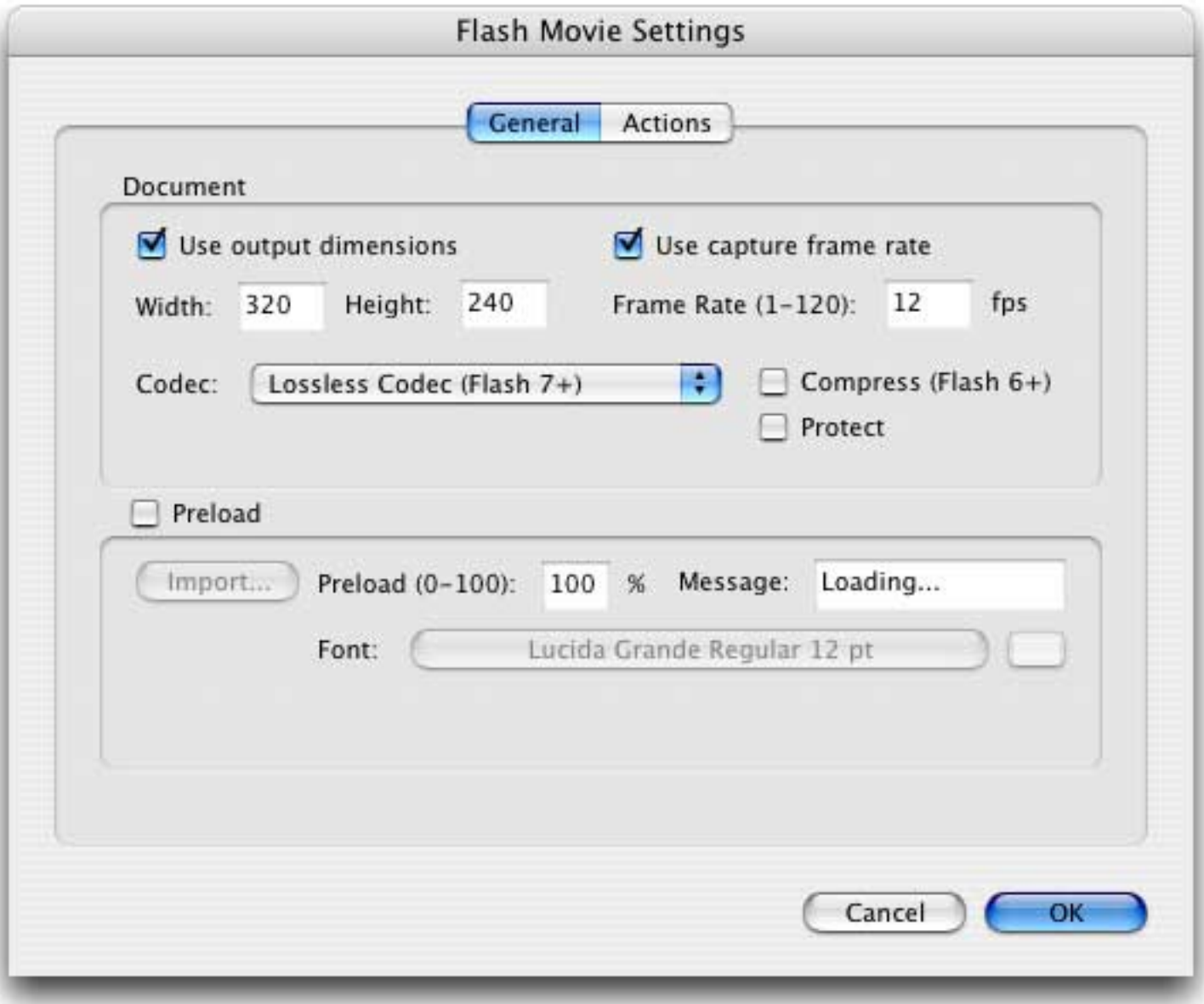
The "**Frame rate**" is the number of frames per second of the capture.

The "**Color depth**" is the number of colors of the capture.

The "**Format**" is the file format you want to save your capture as. You can click on the "**Settings**" button for additional settings for the chosen format.

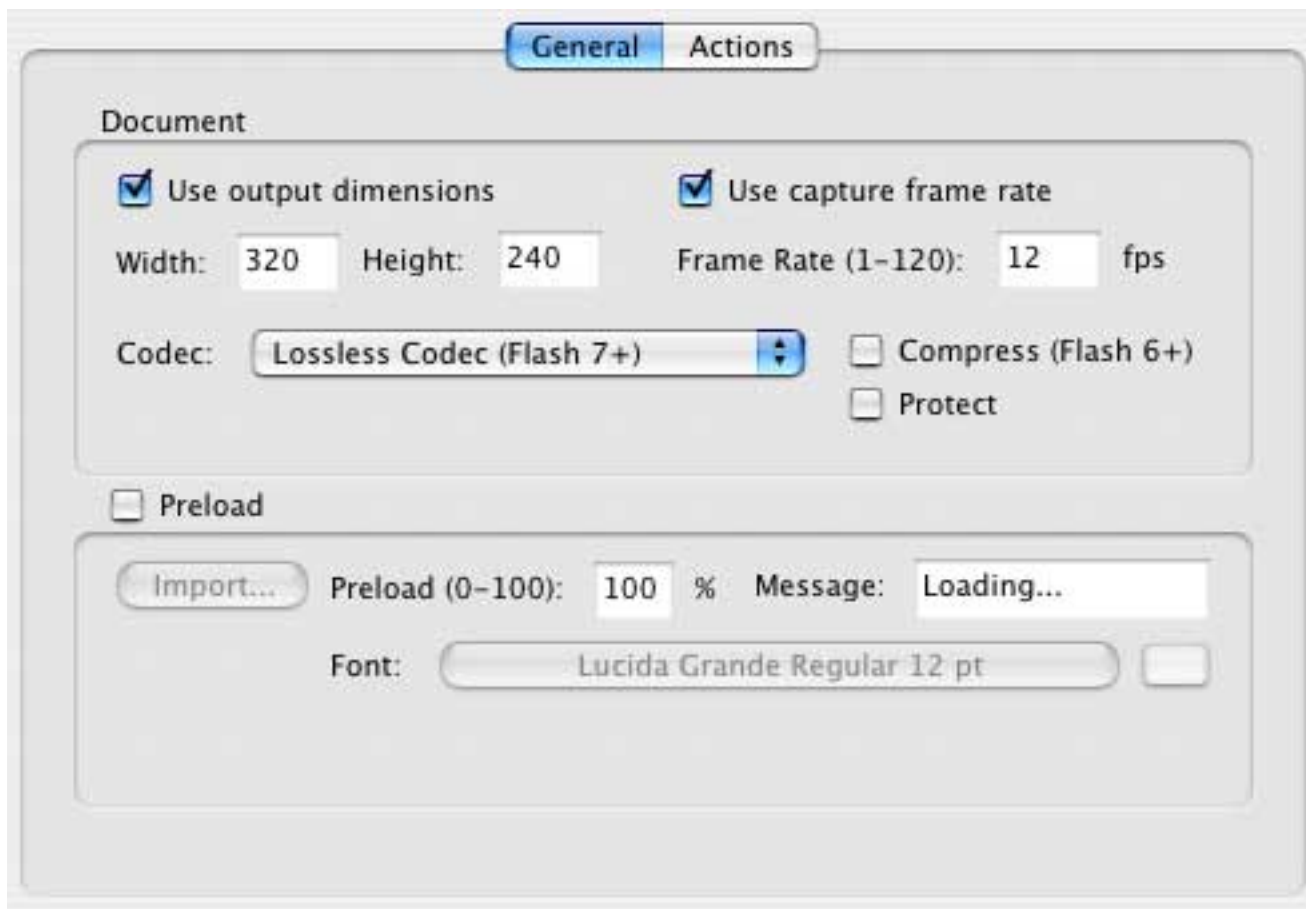
Flash Settings

The **Flash Settings** window allows you to set options for your Flash files.

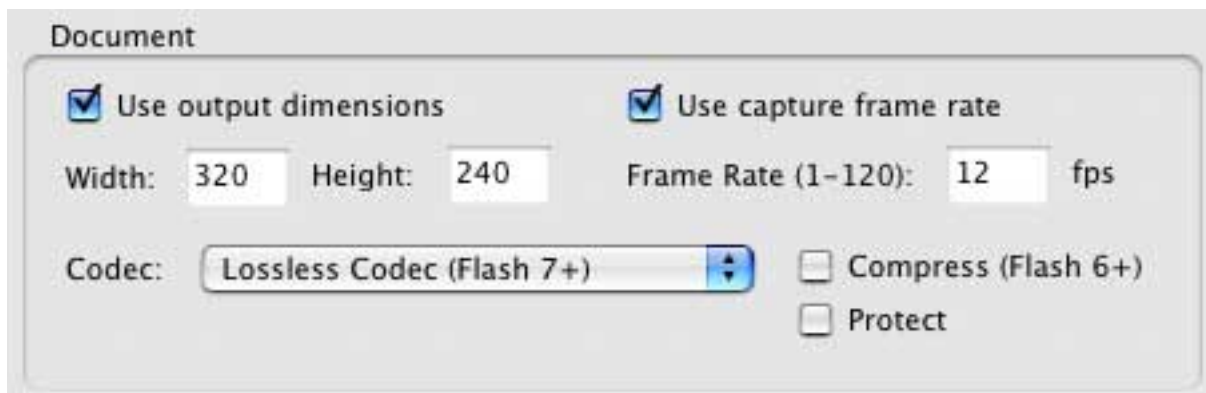


General

The **General** tab allows you to customize the attributes of the Flash movie and general appearance.



Document



The **"Width"** and **"Height"** are the dimensions to use for the Flash file.

If the **"Use output dimensions"** checkbox is checked, the dimensions of the Flash file will match the Output Dimensions that were set in the [Movie Settings](#) window.

The **"Frame Rate"** is the frame rate to use for the Flash file.

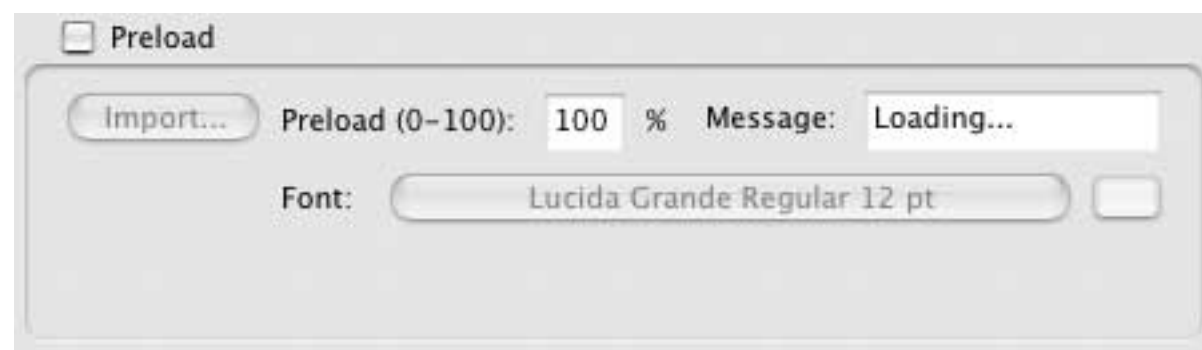
If the **"Use capture frame rate"** checkbox is checked, the frame rate of the capture will be used.

Choose which codec you want to use from the **"Codec"** drop down list.

Check the **"Compress"** checkbox if you would like the exported .swf file to be compressed. To playback compressed .swf files the view will need version 6 or higher of the Flash Player.

Check the "**Protect**" checkbox if you would like to prevent the exported .swf file to be able to be imported into the Flash authoring tool.

Preload

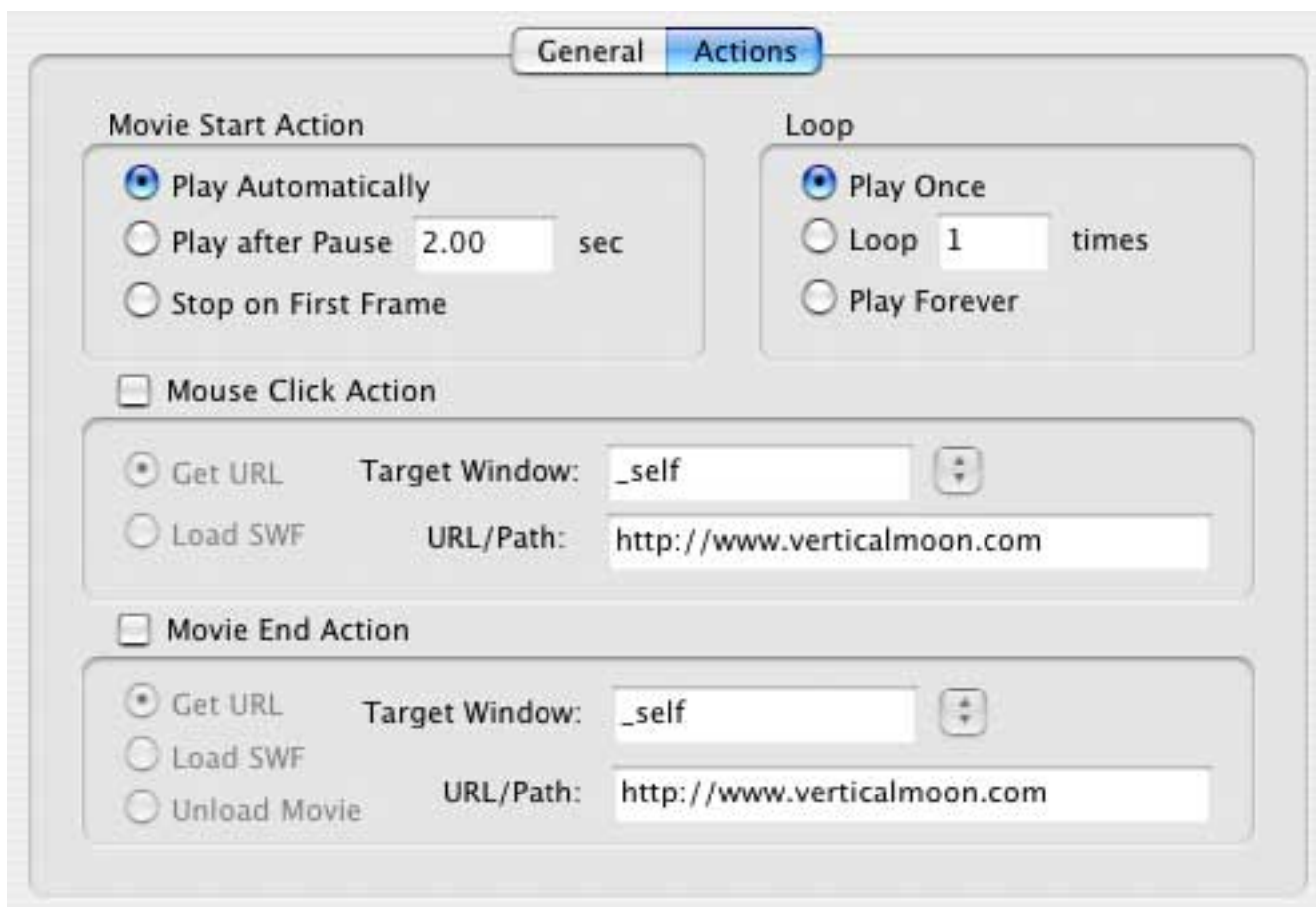


The "**Preload**" option allows you to add a preloader to the Flash file. If this option is chosen, a progress bar will be displayed showing the percentage of the Flash file that has been downloaded/loaded into the Macromedia Flash Player. When the desired percentage of the SWF file has been loaded, playback of the Flash file will begin. This option is helpful to allow smoother playback on slower Internet connections.

Click the "**Import...**" button if you wish to use a preloader created from our preloader software, [SWF, Lock & Load](#). You will be prompted to choose a SWF, Lock & Load project file (.lkl).

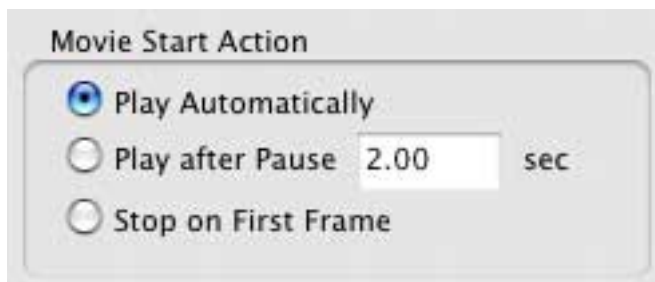
Actions

The **Actions** tab allows you to customize the playback of the Flash file.



Movie Start Action

The "**Movie Start Action**" option allows you to choose an action when the Flash movie starts.



- "**Play Automatically**" will start playing the Flash movie as soon as it is loaded into the Macromedia Flash Player.
 - "**Play after Pause**" will start playing the Flash movie after the desired number of seconds has elapsed.
 - "**Stop on First Frame**" will load the Flash movie into the Macromedia Flash Player and then stop until there is user interaction to continue playing the Flash movie. One method to resume playback when this option is chosen is to target the Flash movie SWF from an external SWF and resume playback via actionscript. You may also right click (Control + click) to bring up the Flash popup menu and select "Play" to resume playback of the movie.
-

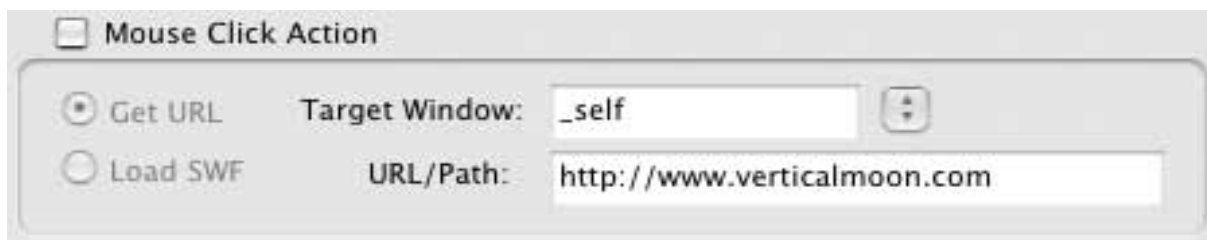
Loop

The **"Loop"** option allows you to choose the number of consecutive times the Flash movie will play.



- **"Play Once"** will play the entire Flash movie and stop after the last frame is reached.
- **"Loop"** will repeat the Flash movie the desired number of times and then stop.
- **"Play Forever"** will continually play the entire Flash movie.

Mouse Click Action



The **"Mouse Click Action"** option allows you to specify an action to take when the user mouse clicks the Macromedia Flash Player while the Flash movie is playing.

- **"Get URL"** will open the specified URL in a browser. In the **"URL/Path"** field, insert the URL you want to open when the user mouse clicks the Macromedia Flash Player. In the **"Target Window"** field, enter the target the URL should be loaded into.
 - **"_blank"** creates a new browser window and loads the URL into it.
 - **"_parent"** remove the current frameset and loads the URL in its place. Use this option if you have multiple nested framesets, and you want your URL to replace only the frameset in which your movie resides.
 - **"_self"** loads the URL into the same frame or window as the current movie.
 - **"_top"** loads the URL into the current browser and removes all framesets in the process. Use this option if your movie is in a frame, but you want your linked URL to load normally into the browser, outside the confines of any frames.
- **"Load SWF"** will open the specified SWF movie in the same player when the user mouse clicks in the Flash Player while the Flash movie is playing. The path should be a relative path from the Flash movie SWF file.

Movie End Action



The "**Movie End Action**" option allows you to specify an action to take when the Flash movie ends.

- "**Get URL**" will open the specified URL in a browser. In the "**URL/Path**" field, insert the URL you want to open when the Flash movie ends. In the "**Target Window**" field, enter the target the URL should be loaded into.
 - "**_blank**" creates a new browser window and loads the URL into it.
 - "**_parent**" remove the current frameset and loads the URL in its place. Use this option if you have multiple nested framesets, and you want your URL to replace only the frameset in which your movie resides.
 - "**_self**" loads the URL into the same frame or window as the current movie.
 - "**_top**" loads the URL into the current browser and removes all framesets in the process. Use this option if your movie is in a frame, but you want your linked URL to load normally into the browser, outside the confines of any frames.
- "**Load SWF**" will open the specified SWF movie in the same player when the Flash movie ends. The path should be a relative path from the Flash movie SWF file.
- "**Unload Movie**" will cause the Flash Player to unload the swf from the player when it ends. This option causes the SWF file to be removed from RAM.

Movie Performance Tips

Video captures in general require a significant amount of computer resources. Below are a few tips for getting better performance while recording the screen.

- Try reducing the depth of the Display from Millions of colors to Thousands of colors.
- Try making the capture area smaller
- Try lowering the capture frame rate in the Movie Settings window.
- Quit any unused applications to free some of your computer's resources.
- Don't use the Classic Environment. You can stop the Classic Environment if it is already running in the System Preferences panel.
- Use a faster computer. More RAM and a better video card will help performance as well.

Frequently Asked Questions

What is a SWF file?

The Macromedia Flash file format (SWF) (pronounced "swiff") delivers vector graphics and animation over the Internet to the Macromedia Flash Player.

What platforms are supported for Macromedia Flash playback?

*Macintosh OS 9.x, OS 10.x
Windows 98, ME, 2000,
XP*

How many people have the Macromedia Flash Player installed?

The Macromedia Flash Player is the world's most pervasive software platform, used by over 1 million professionals and reaches more than 97% of Internet-enabled desktops worldwide as well as a wide range of devices.

What version of the Flash Player are the SWF file exported from Screenography compatible with?

This will depend on certain settings that are used when creating the SWF files. There are 2 different available codec in Screenography. One requires at least version 5 of the Flash player, and the other will require at least version 7 of the FlashPlayer. If you are publishing Projector files, the Flash Player is not needed since the player is already a part of the Projector file.

I use two computers (home and office). Can I install my software on both computers?

You are entitled to a License for installing the software at home and work, provided they are not both used at the same time, or by more than one person. However, you will need to generate separate Activation Codes for each installation of the program.

How do I obtain an Activation Code?

Please visit <http://www.verticalmoon.com/register> and follow the instructions on the page.

Contact Us

E-mail:

support@verticalmoon.com

Web:

<http://www.verticalmoon.com/support>