Installing ScreenCam

Using the ScreenCam installation program installs the full ScreenCam application and creates desktop icons for the following components:

- The ScreenCam recorder, which you can use to open, record, play, and save screen movies
- The ScreenCam player, which you can distribute with your screen movies, so recipients who do not have the ScreenCam recorder can open and play screen movies that you send them
- The Release Notes for ScreenCam Release 2

To install ScreenCam:

1. Insert the Install disk in drive A or B.
2. If you're not already in Windows, type **`win`** and then press **ENTER**.
3. From the Windows Program Manager, choose File - Run.
4. Do one of the following:
   - If you inserted the Install disk in drive A, type **`a:\install`** and then click OK.
   - If you inserted the disk in drive B, type **`b:\install`** and then click OK.
5. Follow the prompts on your screen to complete the installation.

Before you begin

The *User's Guide* assumes that

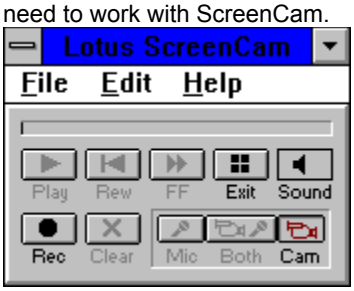
- ScreenCam Release 2 is installed on your computer
- You're working with a mouse
- You're familiar with basic Microsoft® Windows™ concepts and techniques

For information on working with Microsoft Windows, see your Windows documentation.

Starting ScreenCam

To start ScreenCam, double-click the ScreenCam icon in the Windows Program Manager.

The control panel, shown below, appears on your screen. The control panel contains all the menus and controls you'll need to work with ScreenCam.



The ScreenCam controls

To record and play back screen movies, you use controls on the ScreenCam control panel. When a control is unavailable, ScreenCam dims it — that is, displays it in dark gray instead of black. For example, the Play button is dimmed if no screen movie is currently open

.

The ScreenCam controls

To record and play back movies, you use controls on the ScreenCam control panel. When a control is unavailable, ScreenCam dims it — that is, displays it in dark gray instead of black. For example, the Play button is dimmed if no screen movie is open.

Click the name of the control for which you want more information.

Duration window

Play button

Pause button

Rewind button

Fast Forward button

Exit button

Sound box

Sound button

Volume control

Record button

Stop button

Clear button

Microphone button

Camera button

Both button

Duration window

A colored bar indicates how much of the screen movie has played. The bar is green during playback, and red when paused. When the bar reaches the right-hand side of the control, the movie is complete.

Play button

Click the Play button to play a screen movie. Once playback begins, this button changes to the Pause button.

When a screen movie is playing, the mouse pointer becomes a crossed-out pointer when you move it over any part of the movie. This means that you cannot click anything in the movie.

If this button is dimmed, you must either open an existing screen movie or record a new one.

See also

- Rewind button
- Fast Forward button

Pause button

Click this button to stop playing a screen movie. The screen movie will stop at its current location, and this button will change to the Play button. Click the Play button to resume playing from the paused location in the screen movie.

Rewind button

Click this button to return to the beginning of a screen movie. If the screen movie is currently playing, ScreenCam will go back to the beginning of the movie and then resume playing. If the movie is paused, you must click the Play button to resume playing.

If this button is dimmed, the current screen movie is empty or has been cleared. The button is also dimmed when the screen movie is at the beginning, waiting to be played.

See also

- Fast Forward button
- Pause button

Fast Forward button

Point to the Fast Forward button and press and hold down the mouse button to quickly move towards the end of a screen movie. The screen movie will move forward for as long as you hold the mouse button down.

If this button is dimmed, the current screen movie is empty or has been cleared. The button is also dimmed when the screen movie is at the beginning, waiting to be played.

See also

- Rewind button
- Play button

Exit button

Click the Exit button to close the current screen movie and exit ScreenCam.

If an unsaved screen movie is open, ScreenCam asks if you want to save the movie before closing.

See also

File Save As

Sound box

This box displays in the control panel when you cannot control the sound, because your PC does not contain the necessary sound hardware. If the current screen movie was recorded without sound, the box is dimmed.

If you have sound hardware, the Sound box is replaced by either the Sound button or the Volume control.

Sound button

Click this button to turn the sound on or off during playback. If you have no sound hardware, the Sound button is replaced by the Sound box. If your sound hardware provides for software control of the volume, the Sound button is replaced by the Volume control.

If the current screen movie was recorded without sound, the button is dimmed.

If sound is turned on but you cannot hear it, try adjusting the volume on your speaker or sound card.

See also

- Microphone button
- Camera button
- Both button

Volume control

Drag the lever up to raise the volume, or down to lower it. If the current screen movie was recorded without sound, the control is dimmed and the lever completely lowered. If your sound board does not provide for software control of the volume, this control is replaced by the Sound button. If you have no sound hardware, the Volume control is replaced by the Sound box.

See also

- Microphone button
- Camera button
- Both button

Record button

Click this button to begin recording a screen movie. The control panel will be replaced by the small red Stop button. The Stop button appears in the bottom right corner of your screen, or wherever you left it from your last recording.

When you click the Record button, the mouse pointer changes to a stopwatch while the recording process initializes. Wait until the stopwatch changes back to the default mouse pointer before you begin performing the screen actions you want to record.

You can also use Edit - Preferences to hide the Stop button during recording.

If you are working with a screen movie that contains screen activity and sound, you can use Edit - Clear Screentrack to clear the screentrack. The Camera button and the Record button become active. Click the Record button to record a new screentrack to replace the one you deleted. The existing soundtrack plays while you record, so you can synchonize your actions with the sound. If you choose Edit - Clear Soundtrack to clear the soundtrack, the Microphone button and the Record Button become active. Click the Record button and record a new soundtrack to replace the one you deleted. The existing screentrack plays while you record.

If the Record button is dimmed, you must either clear the current screen movie by clicking the Clear button, or by choosing File - New or Edit - Clear Movie.

Stop button

Click the Stop button to stop recording a screen movie. The control panel will reappear where you left it when you started recording.

You can drag the Stop button when the mouse pointer appears as a hand.

When the Stop button is visible during recording, it is included in your screen movie. You can hide the Stop button during recording so it won't appear in your screen movie. If you hide the Stop button, you stop recording by pressing hot keys you specify.

See also

- Record button
- Hiding the Stop button during recording

Clear button

Click this button to clear the current screen movie.

If this button is dimmed, the current screen movie is empty, or has already been cleared.

You must clear a screen movie before recording a new one. (If you want to keep a copy of the screen movie, save it using File - Save As before clearing it.)

You can also clear just the screentrack or just the soundtrack of a screen movie using the Edit - Clear Screentrack or the Edit - Clear Soundtrack commands.

See also

- Record button
- Replacing or adding a screentrack or soundtrack by recording
- Replacing or adding a screentrack or soundtrack from a file

Microphone button

Click this button to indicate that you want to record sound only. Screen activity will not be recorded unless you click either the Camera or Both button.

Regardless of which button (Microphone, Camera, or Both) is selected, you must click the Record button to begin recording.

If you choose Edit - Clear Soundtrack to clear the soundtrack of a screen movie, the Microphone button and the Record Button become active. Click the Record button and record a new soundtrack to replace the one you deleted. The existing screentrack plays while you record the new sound. If you choose Edit - Clear Screentrack to clear the screentrack, the Camera button and the Record button become active, and the Microphone button is dimmed.

If you have no sound hardware, the Microphone button is dimmed.

The Microphone button is disabled while a movie is playing.

See also

- Record button
- Replacing or adding a screentrack or soundtrack by recording
- Replacing or adding a screentrack or soundtrack from a file

Camera button

Click this button to indicate that you want to record screen activity only. Sound will not be recorded unless you click either the Microphone or Both button.

Regardless of which button (Microphone, Camera, or Both) is selected, you must click the Record button to begin recording.

If you choose Edit - Clear Screentrack to clear the screentrack of a screen movie, the Camera button and the Record Button become active. Click the Record button and record a new screentrack to replace the one you deleted. The existing soundtrack plays while you record the new screentrack. If you choose Edit - Clear Soundtrack to clear the soundtrack, the Microphone button and the Record button become active, and the Camera button is dimmed.

The Camera button is disabled while a movie is playing.

See also

- Record button
- Replacing or adding a screentrack or soundtrack by recording
- Replacing or adding a screentrack or soundtrack from a file

Both button

Click this button to indicate that you want to record both sound and screen activity. Click the Camera button if you want to record screen activity only, or the Microphone button if you want to record sound only.

Regardless of which button (Microphone, Camera, or Both) is selected, you must click the Record button to begin recording.

If you have no sound hardware, the Both button is dimmed.

The Both button is disabled while a screen movie is playing.

Moving the control panel

Moving the control panel

To move the control panel to a new location on the screen, you can use the mouse or the keyboard.

To move the control panel using the mouse

1. Do one of the following:
   - Move the mouse pointer anywhere on the control panel except over an active control or the menu bar.
     The mouse pointer changes to a hand.

   - Move the mouse pointer over the title bar.
     The mouse pointer remains an arrow.
2. Drag the control panel to a new location.

To move the control panel using the keyboard

1. Press **ALT+SPACEBAR** to display the Windows Control menu.
2. Choose Move.
3. Use , ↓, →, and ← to move the control panel to a new location.
4. Press **ENTER** when the control panel is where you want it.

Keyboard shortcuts for menu commands

A keyboard shortcut is a key or a combination of keys that performs the same operation as a menu command. The following table lists the keyboard shortcuts that are available in ScreenCam.

When a + (plus) is shown, hold down the first key as you press the second key.

Keyboard shortcuts

Menu command	Keyboard shortcut
File - New	**CTRL+N**
File - Open	**CTRL+O**
File - Save	**CTRL+S**
Edit - Undo	**CTRL+Z**
Edit - Clear Movie	**DEL**
Edit - Copy Movie as an Object	**CTRL+C**
Exit	**ALT+F4**
Help	**F1**
Control Menu	**ALT+SPACEBAR**

Getting Help

Getting Help

You can access Help in ScreenCam in several ways.

To display the Help Table of Contents
Press **F1** when no menu or menu command is selected, or choose Help - Contents.

To display Help for a selected menu command
1. Display the menu containing the command for which you want Help.
2. Press or ↓ to highlight the command.

   While the command is highlighted, a brief description of the command appears in the ScreenCam title bar.
3. Press **F1** to display Help for the command.

To display Help for a dialog box
Click the question mark in the top right corner of any ScreenCam dialog box.

To display Help for a control on the control panel
1. Point to any active (undimmed) control and press the right mouse button.
2. On the menu that appears, choose the Help on (*control name*) command.

   control name is the name of the control for which you will see Help.

Exiting ScreenCam

Exiting ScreenCam

To exit ScreenCam, do one of the following:

- Click the Exit button.
- Choose File - Exit.
- Double-click the Control menu box in the left corner of the title bar.

If you haven't saved the current screen movie, ScreenCam asks you to save or update it before exiting.

Creating Screen Movies with Sound

This chapter describes how to record and save screen movies with sound, and how to link or embed screen movies in other applications.

The next chapter tells you how to create screen movies with captions instead of sound. You create screen movies with captions if you or your intended recipients don't have sound hardware, or if you want to create smaller screen movie files for easier distribution.

Recording a new screen movie

Recording a new screen movie

To create a screen movie, you record a period of screen activity. If your computer is equipped with sound hardware, you can record sound as well.

1. Choose File - New.
2. On the ScreenCam control panel, do one of the following:
   - Click the Microphone button to record sound only.
   - Click the Camera button to record screen activity only.
   - Click the Both button to record both sound and screen activity.
3. Click the Record button.

   ScreenCam begins recording all screen activity and/or sounds.
4. To stop recording, click the Stop button.

   If you hid the Stop button during recording , press **ESC**, or whichever hot key you specified to stop recording.
5. To play back the screen movie, click the Play button.
6. (Optional) If you want to keep a permanent copy of the screen movie, save it.

About saving screen movies

To keep a permanent copy of a screen movie, you must save it as a file on disk.

When you save a screen movie, you can choose to do any of the following:

- Save it in the native ScreenCam file format (.SCM).
  ScreenCam saves screen movies in .SCM format by default.
- Save it as a stand-alone (.EXE) screen movie.
  This allows someone who doesn't have ScreenCam installed to play the screen movie.
- Save just the screentrack of a screen movie.
- Save just the soundtrack of a screen movie.
  You can save a soundtrack in a .SCM or a .WAV file format.

Saving a new screen movie

Saving a new screen movie

1. Choose File - Save As to display the Save As dialog box.
2. If you want, specify a different drive and directory using the Drives and Directories list boxes.
3. In the File Name box, type a file name followed by the extension .SCM.
4. (Optional) Type a short description in the Movie Description box.
5. (Optional) Select Compress if you want to compress the sound portion of the screen movie. Compressing produces a smaller file but may slightly impair the sound quality.
6. Click OK.

ScreenCam saves the screen movie under the file name you typed, with the file extension .SCM.

.Saving an existing screen movie under a new name

Saving an existing screen movie under a new name

1. If necessary, choose File - Open to open the file.
2. Choose File - Save As to display the Save As dialog box.
3. In the File Name box, replace the current file name with a different name followed by the extension .SCM.
4. (Optional) Type a short description in the Movie Description box.
5. (Optional) Select Compress if you want to compress the sound portion of the screen movie.

   Compressing produces a smaller file but may slightly impair the sound quality.
6. Click OK.

ScreenCam saves a new version of the screen movie under the file name you specified, closes the original version, and makes the new version the current screen movie.

.Saving a screen movie for people who don't have ScreenCam

Saving a screen movie for people who don't have ScreenCam

Save a screen movie in a stand-alone format if you plan to send it to someone who doesn't have ScreenCam. Users can play stand-alone screen movies even if they don't have ScreenCam installed.

1. Record a new screen movie or open an existing screen movie.
2. Choose File - Save As to display the Save As dialog box.
3. In the "List Files of Type" list box, select Stand-alone Movies (*.exe).
4. If you want, specify a different drive and directory using the Drives and Directories list boxes.
5. In the File Name box, type a file name followed by the extension .EXE.
6. (Optional) Type a short description in the Movie Description box.
7. (Optional) Select Compress if you want to compress the sound portion of the screen movie.

   Compressing produces a smaller file but may slightly impair the sound quality.
8. Click OK.

   ScreenCam saves the screen movie on disk under the file name you typed, with the file extension .EXE. The original .SCM format screen movie remains open for you to work on.

See also

Playing screen movies saved in stand-alone (.EXE) format for information on playing an .EXE screen movie if you don't have ScreenCam.

Saving the soundtrack of a screen movie

Saving the soundtrack of a screen movie

You can open and edit the soundtrack from a ScreenCam movie in an application such as LotusSound or Microsoft Windows Sound Recorder if you save the soundtrack as a .WAV file. You can also save the soundtrack in .SCM format.

To save the soundtrack as a .WAV file

1. Record a new screen movie or open an existing screen movie that contains sound.
2. Choose File - Save As to display the Save As dialog box.
3. In the "List Files of Type" list box, select Sound-only files (*.wav).
4. If you want, specify a different drive and directory using the Drives and Directories list boxes.
5. In the File Name box, type a file name followed by the extension .WAV.
6. Click OK.

   ScreenCam saves the soundtrack with the file name you typed and the file extension .WAV. The original .SCM format screen movie remains open for you to work on.

To save the soundtrack as an .SCM file

1. Record a new screen movie or open an existing screen movie that contains sound.
2. Choose Edit - Clear Screentrack.
3. Choose File - Save As and save the screen movie as an .SCM file.

Saving the screentrack of a screen movie

Saving the screentrack of a screen movie

You can save just the screentrack of a screen movie that contains both screen activity and sound if you no longer want to use the soundtrack.

1. Open the screen movie whose soundtrack you want to delete, if it isn't already open.
2. Choose Edit - Clear Soundtrack.
3. Choose File - Save As and save the screen movie in .SCM or .EXE format.

About linking and embedding

After you save a screen movie, you can make it accessible from another application by linking or embedding it in a document. To link or embed a screen movie, you use the Microsoft Windows Object Linking and Embedding (OLE) facility. The other application must be a Windows application that supports linking and embedding.

When you link to a screen movie, you store a pointer, or link, to the screen movie in the document created in the other application, but not the screen movie itself. You can thus create links to a single screen movie from several different applications and documents. If you make changes to a linked screen movie, the changes are reflected in all documents with links to it.

When you embed a screen movie in a document created in another application, you generally insert a copy of the screen movie itself. Each time you embed a screen movie in a new document, you thus embed a new copy. Changing a screen movie embedded in one document thus does not affect any other versions of the movie, whether they are embedded in other documents or stored on a disk.

You can embed a screen movie starting from the document where you want the screen movie to appear, or starting from ScreenCam. You can only create a link to a screen movie starting from ScreenCam.

In addition to standard OLE linking and embedding, ScreenCam lets you embed references to a screen movie. References are similar to links; a reference points to an external file containing the screen movie, so changes to the screen movie are reflected in all documents with embedded references to it. Embedding a reference provides the following additional advantages over standard linking:

- You embed a reference starting from the other application.

  With standard linking you start from within ScreenCam.
- You can customize an embedded reference, but you cannot customize a link.

  You can customize playback of a screen movie to which there is an embedded reference, for example, to hide the control panel during playback or play the screen movie a specified number of times. You can also customize the icon that represents the movie object.
- You can embed a reference to a stand-alone (.EXE) screen movie, but you cannot create a link to one.

For more information on using OLE to transfer and share information among Windows applications, see your Windows documentation.

Embedding screen movies or references to screen movies starting from other applications

Embedding screen movies or references to screen movies starting from other applications

1. Open the application and the document in which you want to embed the screen movie or the reference to the screen movie.
2. Choose Edit - Insert - Object.
3. In the list of object types, click Lotus ScreenCam Movie 2.0, and then click OK.

   The ScreenCam control panel appears.
4. In the control panel, do one of the following:
   - Record a new movie.
   - Choose File - Read, select a screen movie in .SCM or .EXE format, and click Load.
5. Choose Edit - Object Settings and click the Object Preferences tab.
6. Under Embedded Data, do one of the following:
   - Select "Always store movie data" to embed a copy of the screen movie.
   - Select "Refer to movie file when possible" to embed a reference to the screen movie.
7. (Optional) Do one or both of the following:
   - Under Display, select how you want the movie icon to appear.

     If you select "Bitmap file", click Browse, specify the file that contains the image you want to use for the icon, and click OK.
   - Click the Current Object tab and enter text in the Display Caption box.

     This text will appear under the movie icon.
8. Click OK.
9. In the control panel, choose File - Update.

   The movie icon appears in the document.
10. In the control panel, click the Exit button to exit ScreenCam and return to the application.

To play the embedded screen movie, double-click the movie icon or click the icon and choose Edit - Lotus ScreenCam Movie Object 2.0 - Play.

To save the embedded screen movie or reference, save the document in which it is embedded.

See also

Customizing the way an embedded screen movie plays

Linking or embedding screen movies starting from ScreenCam

Linking or embedding screen movies starting from ScreenCam

1. Open ScreenCam from the Windows Program Manager.
2. Do one of the following:
   - Choose File - New, record a new screen movie, and save it in .SCM format.
   - Choose File - Open, select the screen movie you want to link to or embed, and click Load.

     If you want to create a link, select an .SCM screen movie. If you want to embed, select an .SCM or .EXE screen movie. (For information on embedding .EXE files, see Details.)
3. Choose Edit - Copy Movie as an Object to copy the screen movie to the Clipboard.
4. Click the Exit button to exit ScreenCam.
5. Open the other application and the document in which you want to link or embed the screen movie.
6. Do one of the following:
   - Choose Edit - Paste Link to create a link to the screen movie.
   - Choose Edit - Paste Special. If you are asked to either embed or link the screen movie, choose the option you want.

   An icon representing the movie object appears in the document.

To play the linked or embedded screen movie, double-click the movie icon or click the icon and choose Edit - Lotus ScreenCam Movie Object - Play.

To save the linked or embedded screen movie, save the document in which it is linked or embedded.

Details: Linking or embedding screen movies starting from ScreenCam

Embedding data from .EXE screen movies

When you open an .EXE format screen movie in ScreenCam, it opens as an untitled .SCM file, which you can then embed in another application. You thus embed the movie data contained in the original .EXE file, but not the playback program that is also included in the file.

If you send a document containing embedded data from an .EXE file to recipients who do not have the ScreenCam recorder installed, they will thus still need the ScreenCam player installed on their computers to play the screen movie.

See also

- Deciding on the best screen movie format to send
- Playing an embedded screen movie using the ScreenCam player

Creating a screen movie with a logo

Creating a screen movie with a logo

You can include a logo in a screen movie, for example to identify your organization. The logo can be any text and/or art stored in a bitmap (.BMP) file.

To record a screen movie with a logo, you must hide the Stop button during recording.

1. In the control panel, choose Edit - Preferences and click the Display tab.
2. Deselect "Show the Stop button" if it is selected.
3. Select Show Logo.
4. Click the Logo button, select the bitmap file containing the logo you want to use, and click OK.
5. (Optional) Click the Hot Keys tab and select the hot key you want to use to stop recording.

   You only need to do this if you want to change the default setting.
6. (Optional) In the Hot Keys tab, select the Logo hot key.

   You only use this hot key if you want to hide and redisplay the logo at certain points in the screen movie.
7. Click OK.

   When you record, the logo will appear in the position where it was the last time you recorded with a logo. Initially this is the bottom right corner of the screen. To change the position, see Details.
8. If necessary, choose File - New to clear an existing screen movie and open a new one.
9. Record your screen movie.

   If you want to hide and show the logo during recording, press **ALT+F12** (or whichever hot key you specified for Logo).
10. Press **ESC** (or whichever hot key you set) to stop recording.
11. (Optional) Choose File - Save As to save the screen movie.

Details: Creating a screen movie with a logo

Changing the position of the logo

When you record a screen movie with a logo, the logo appears in whatever position it was in the last time you recorded a screen movie with a logo. If you want the logo to appear in a different position, do the following *before* you record the screen movie.

1. Click the Record button.
2. Drag the logo to where you want it to appear, and press **ESC** (or whichever hot key you specified) to stop recording.
3. Choose Edit - Clear Movie to clear the screen movie.

You can now record the screen movie with a logo. The logo will appear in the new position.

Hiding the Stop button during recording

Hiding the Stop button during recording

You can hide the Stop button when recording so it doesn't appear in your screen movie. If you hide the Stop button, you specify hot keys to use instead to stop recording.

1. Choose Edit - Preferences and click the Display tab.
2. Deselect "Show the Stop button."
3. (Optional) Click the Hot Keys tab and under During Recording, specify Record and Stop hot keys.

   Select keys from the appropriate list boxes. If you select **ALT**, you must press **ALT** and the specified keys; if you deselect **ALT**, you just press the keys.

   The default Stop hot key is **ESC**. The default Record hot key is **F12**.
4. Click OK.
5. Record a screen movie.
6. When you're finished recording, press **ESC** (or whichever hot key you specified to stop recording).

Tips for making screen movies

Before you record a screen movie, consider the following tips:

- **Plan ahead**. Know exactly what you want to show in your screen movie before you start.
- **Keep screen movies short and to-the-point**. Shorter screen movies require less storage, are more easily understood, and can be transferred to other users and viewed more quickly.
- **Limit unnecessary mouse movements**. Extra mouse movements can divert attention from more important events in your screen movies.
- **When recording, wait for the stopwatch to disappear**. After you click the Record button, recording does not begin until the system beeps and the stopwatch disappears. Do not perform any tasks that you want recorded until after the stopwatch disappears.
- **Turn wallpaper off**. Displaying wallpaper slows down recording and playback. To turn off wallpaper, choose the Desktop option from the Windows Control Panel, and then under Wallpaper, select (None).
- **Don’t use ‘Compress’ when using Lotus Notes**. When attaching a screen movie to another document using Lotus Notes®, don’t use the compression feature. Decompressing the file adds extra time to the playback process.

Troubleshooting sound problems

To record and play sounds, you must have sound hardware installed in your computer. The board or device must be configured correctly, and the appropriate driver files loaded. If sound hardware is installed and you still can't play sounds, follow the steps below.

1. Make sure that
   - A speaker is plugged into the sound hardware and turned on.
   - The volume is set loudly enough so you can hear sounds.

   Use the volume control knob on your sound hardware to set the sound to a comfortable level. If your sound hardware provides for software control of the volume, you can also use the Volume control on the ScreenCam control panel.
2. Choose the Sound option from the Windows Control Panel and check the state of the Test button.

   If the Test button is dimmed and you have sound hardware installed, either there is an address or interrupt conflict with your sound hardware, or the sound drivers are not properly installed. Check the sound hardware documentation for information about the I/O address, the interrupt vector (IRQ), the DMA channel, and driver installation.

Restart Windows after making the necessary changes.

About captions

You can create screen movies with captions rather than sound to send to recipients who don't have sound hardware, or to create smaller files to make screen movies easier to store and distribute.

When you create a captioned screen movie, you first create a caption script with the captions, and then you begin recording a *new* screen movie. As you record the movie, you include the captions at appropriate points by displaying them with hot keys.

Note You can't add captions to an existing screen movie.

To create a captioned screen movie, perform the tasks listed below. Click underlined text to go to the Help screen that gives you the procedure for performing that task.

- Plan the caption script.

  A caption script includes all the captions for a single screen movie.
- Enter the text for all the captions.
- (Optional) Set caption properties, such as the font and color of caption text, the style of the caption background, and the position of the caption text or background.
- (Optional) Set caption hot keys to show the captions when you record the captioned screen movie. (You only need to do this if you want to change the hot key defaults.)
- (Optional) Save the caption script in a file, if you think you might want to change it later or use it again.
- Record a screen movie.

  As you record, you use the hot keys to show the captions when you want them to appear.
- Save the screen movie.

  The movie will include the screen activity and the captions.

Entering the caption text

Entering the caption text

Before you record a captioned screen movie, you must enter the text of all the captions you want the movie to include. Plan your screen movie so you know what captions you want to use before you create the caption script.

1. Choose Edit - Captions.
2. If a message appears with tips on working with captions, read it and click OK.

   If you don't want the message to appear again, select "Click here to hide this message" before you click OK.

   You see the Captions dialog box and either a blank caption or, if you were previously working on a caption script, the first caption in that script.
3. If necessary, click New to open a new, untitled caption script.
4. Click Edit Text to open the caption editing box, and type the text of the first caption.

   If you want to move or resize the text or background, or you want to paste text from the Clipboard, see Details.
5. When the text says what you want, do one of the following:
   - Click Add After to accept the caption and start entering another one after it.
   - Click Insert Before to accept the caption and start entering another one before it.
   - Click View Text or press **ESC** to display the caption against the background.
6. Repeat steps 4 and 5 until you've entered all the captions in the caption script.
7. (Optional) Click the Save As button to display a dialog box that lets you save the caption script in a file.

   You don't need to save the script to use it, but you should do so if you'll want to modify or re-use it later. By default, ScreenCam saves a caption script file with an .SCS extension.

After you enter the caption text, you can record a captioned screen movie using the default caption properties and hot keys, or you can change the default properties and hot keys and then record the screen movie.

Details: Entering the caption text

Changing the size or position of the background

If you want to make the entire background bigger or smaller, move the pointer over the border of the background until it appears as a two-headed arrow and drag.

If you want to change the position of the background on the screen, move the pointer over the background until it appears as a hand and drag.

Positioning the editing box in the background

When you enter text in a caption editing box, the text is aligned in relation to the editing box, but the editing box may not appear where you want in relation to the background. To get the effect you want, you can move and size the editing box so it appears where you want against the background.

To move or resize the editing box, do any or all of the following:

- Drag a black handle to resize the editing box.
- Drag a white handle to move the editing box.
- Double-click a white handle to center the editing box in the background.

Pasting text from the Clipboard

You can create a caption by pasting text you previously copied to the Clipboard. To do so, place the insertion point in the caption editing box and press **CTRL+V**. If the editing box flashes and no text appears, the text won't fit in the box. Make the editing box bigger or make the font size smaller, and then press **CTRL+V** again.

Selecting a caption background

Selecting a caption background

A caption background is a bitmap that displays behind the text of a caption. ScreenCam provides a number of bitmaps you can use for backgrounds. You can also use the contents of any bitmap file as a background.

1. Choose Edit - Captions if the Captions dialog box isn't already open.
2. If you want to apply a new background to a caption script file that isn't already open, click Open, select the caption file, and click OK.
3. (Optional) If you want to change the background of a particular caption, rather than of all the captions in the caption script, use the scroll bar to make that caption current.
4. Click Background to display the Background dialog box.

   You can also move the pointer over the caption until it appears as a hand, press the right mouse button, and choose Properties - Background from the pop-up menu that appears.
5. If necessary, select a different drive and directory using the Drives and Directories list boxes.
6. If necessary, in the "List Files of Type" list box, select Bitmap files (*.bmp).
7. In the list of files, click the name of the .BMP file you want to use as the background.
8. (Optional) Select any or all of the following options:
   - "Make transparent" makes any white areas in the background transparent.

     Note that even if you select this option, ScreenCam won't record screen activity that occurs behind the background.
   - "Restore size" restores the background to the original size of the bitmap, if you previously resized it.
   - "Apply to all" applies the background to all captions in the current caption script.
   - "Use as default" uses the background as the default the next time you create a caption script.
9. Click OK.
10. (Optional) If you didn't select "Apply to all" and you want to change the background of another caption, repeat steps 3 through 9.

Setting the style of caption text

Setting the style of caption text

After you enter the text of your captions, you can change its font, style, size, or color.

1. Choose Edit - Captions if the Captions dialog box isn't already open.
2. If you want to change an existing caption script file that isn't already open, click Open, select the file, and click OK.
3. (Optional) If you want to change the text style of a particular caption, rather than of all the captions in the caption script, use the scroll bar to make that caption current.
4. Click Font to display the Font dialog box.

   You can also move the pointer over the caption until it appears as a hand, press the right mouse button, and choose Properties - Font from the pop-up menu that appears.
5. Select a font, style, size, and color in the appropriate list boxes.
6. If you want, select either or both of the following options:
   - "Apply to all" applies the settings to the text of all captions in the caption script.
   - "Use as default" uses the settings as the default the next time you create a caption script.
7. Click OK.
8. (Optional) If you didn't select "Apply to all" and you want to change the text style of another caption, repeat steps 3 through 7.

Setting the position of caption text and background

Setting the position of caption text and background

1. Choose Edit - Captions if the Captions dialog box isn't already open.
2. If you want to change an existing caption script file that isn't already open, click Open, select the file and click OK.
3. (Optional) If you want to change the position of a particular caption, rather than of all the captions in the caption script, use the scroll bar to make that caption current.
4. Click Position to display the Position dialog box.

   You can also move the pointer over the caption until it appears as a hand, press the right mouse button, and choose Properties - Position from the pop-up menu that appears.
5. Under Text, select an alignment option.
6. (Optional) Under Text select either or both of the following options:
   - "Apply to all" applies the alignment to the text of all captions in the caption script.
   - "Use as default" uses the alignment as the default the next time you create a caption script.
7. Under Background, select a position option.

   "Set at current" sets the position at the background's current position. If you want to change the position, first drag the background to where you want it to appear.

   "Center" centers the background in the middle of the screen.
8. (Optional) Under Background select "Apply to all."

   If you selected "Set at current", this aligns the top left corner of all captions in the caption script with the top left corner of the current caption. If you selected "Center," this centers all backgrounds on the screen.
9. Click OK.
10. (Optional) If you didn't apply your changes to all captions and you want to change the text or background position of another caption, repeat steps 3 through 9.

If the text still doesn't appear where you want it against the background, or the background isn't the size you want, see Details.

Details: Setting the position of caption text and background

Changing the size or position of the background

If you want to make the entire background bigger or smaller, move the pointer over the border of the background until it appears as a two-headed arrow and drag.

If you want to change the position of the background on the screen, move the pointer over the background until it appears as a hand and drag.

Setting the position of caption text

The text position setting aligns text in relation to the caption editing box, not in relation to the background. You may have to move or size the editing box in relation to the background to get the effect you want.

Double-click the background or click Edit Text to open the editing box, and then do any or all of the following.

- Drag a black handle to resize the editing box.
- Drag a white handle to move the editing box.
- Double-click a white handle to center the editing box.

Setting caption hot keys

Setting caption hot keys

You use caption hot keys to display captions while recording a captioned screen movie. ScreenCam sets hot keys by default, but you can change these settings if you want.

1. Choose Edit - Captions if the Captions dialog box isn't already open.
2. Click Hot Keys to display the Hot Keys dialog box.

   You can also move the pointer over the caption until it appears as a hand, press the right mouse button, and choose Properties - Hot Keys from the pop-up menu that appears.
3. Select the hot keys you want to use.
   - Next sets the hot key to close the current caption and display the next one in the caption script. The default is **F2**.
   - Clear sets the hot key to close the current caption without displaying another one. The default is **F3**.
   - Prev sets the hot key to close the current caption and display the previous one in the caption script. The default is **F5**.

   If you select **ALT** as well as a key, you must press **ALT** and the specified key to perform the action. If you deselect **ALT**, you just press the key.
4. Click OK.

Saving a caption script

Saving a caption script

You can save a caption script at any time while you are creating it. You don't need to save a script - when you record a screen movie with captions, ScreenCam uses the most recently opened caption script, even if you haven't saved it. However you may want to save a caption script if you want to modify it or use it again later.

1. In the Captions dialog box, click Save As.
2. If you want, specify a different drive and directory using the Drives and Directories list boxes.
3. In the "List Files of Type" box, select one of the following:
   - Caption Scripts (*.scs) saves the script in the default format for caption scripts.
   - Text files (*.txt) saves the caption script as a text file.

     You may want to do this so you can open the caption script later in a word processing application to edit it.
4. In the File Name box, type a file name followed by the appropriate extension (.SCS or .TXT).
5. (Optional) Type a short description in the Caption Script Description box.
6. Click OK.

Recording a screen movie with captions

Recording a screen movie with captions

You must enter the captions before you begin recording a captioned screen movie. You then record a *new* screen movie and use hot keys to display the captions while recording. You can't add captions to an existing screen movie.

1. If you want to use a caption script other than the one that was most recently open, do the following:
   - Choose Edit - Captions if the Captions dialog box isn't already open.
   - Click Open, select the caption file, and click OK.
   - Click OK to close the Captions dialog box.
2. Choose File - New on the control panel to clear an existing screen movie or caption script.
3. (Optional) On the control panel, click the Camera button.

   This tells ScreenCam to record screen activity only. You usually don't record sound in a captioned screen movie.
4. (Optional) Use the Next hot key to show the first caption in the screen movie.

   Only do this if you want the caption to appear in the first frame of the screen movie.

   You can also use the hot keys to preview and position all the captions *before* you begin recording.
5. On the control panel, click the Record button and perform the screen actions you want to record.
6. As you record, use the caption hot keys to show and hide the captions.

   The default hot keys are **F2** to clear the current caption and show the next one, **F3** to clear the current caption, and **F5** to show the previous caption. You can also set different caption hot keys if you want.
7. To stop recording, click the Stop button.

   If you hid the Stop button during recording, press **ESC** or whichever hot key you specified to stop recording.
8. To play the screen movie, click the Play button.

After you record a screen movie, you can save it and link or embed it in another application, just as you would any screen movie. You can also change caption properties if you want and then re-record the screen movie.

See also

Saving a new screen movie

Linking and embedding screen movies from ScreenCam

Modifying captions

Modifying captions

You can modify captions in a caption script you saved in a file, or in an unsaved caption script that you are currently creating.

1. Choose Edit - Captions if the Captions dialog box isn't already open.
2. If you want to change an existing script that isn't already open, click Open, select the caption script file, and click OK.
3. Under Current Caption, drag the scroll box or click the scroll arrows to make the caption you want to change the current caption.
4. Do any or all of the following:
   - If you want to edit the caption text, click Edit Text or double-click the background.

     When you are finished editing the text, click View Text or press **ESC**.
   - If you want to insert a new caption, click Insert Before or Add After.

     ScreenCam inserts a new caption before or after the current one, with the properties of the last caption displayed. Enter the text for the caption.
   - If you want to delete the current caption, click Delete.
5. Do any or all of the following:
   - Click Background to select a new background.
   - Click Font to change the styles of the caption text.
   - Click Position to change the alignment of caption text or the position of the background on the screen.
   - Click Hot Keys to change the hot keys for showing and hiding captions during recording.

   You can also move the pointer over the caption until it appears as a hand, press the right mouse button, and choose Properties and then the name of the button from the pop-up menu that appears.
6. When you are finished, do one or both of the following:
   - Click Save As to save the caption script in a file.
   - Record a screen movie using the captions.

Editing a caption script in a word processing application

Editing a caption script in a word processing application

You may want to open a caption script in a word processing application, for example to check spelling. After you edit the text, you can reopen and use the caption script in ScreenCam.

1. Enter the caption text in ScreenCam.
2. Save the caption script as a text (.TXT) file.

   To do this, click Save As, select Text files (*.txt) in the "List Files of Type" box, and use .TXT as the extension when you enter a file name.
3. Exit ScreenCam, open the word processing application you want to use to edit the text, and open the .TXT file.
4. Edit the text.

   Caution In the file, you'll see characters (>>> and <<<) that you don't see in ScreenCam. Don't delete them, or you may have problems when you reopen the caption script in ScreenCam. For information, see Details.
5. When you finish editing, save the file in the word processing application and exit the application.

   Save the file as a text file with a .TXT extension.
6. Restart ScreenCam, choose Edit - Captions, and click Open.
7. In the "List Files of Type" box, select Text files (*.txt).

   If necessary, specify the drive and directory where the text file is located using the Drives and Directories list boxes.
8. Select the name of the file and click OK.

   ScreenCam opens the file as a caption script, using the current default caption properties.

   Note If the file doesn't open properly or all captions don't display, see Details.
9. Reset caption properties if necessary and then do one or both of the following:
   - Save the caption script as a Caption Script (*.scs) file.
   - Record a captioned screen movie.

Details: Editing a caption script in a word processing application

Importing text files into ScreenCam
Text files that you open in ScreenCam to use as caption scripts can have a maximum size of 32K.

Formatting characters in caption script files
When you open a text file containing a caption script in a word processing application, you see some information and formatting characters that you don't see in ScreenCam. If you get an error message or don't see all the captions when you reopen the text file in ScreenCam, you may have deleted some necessary characters by mistake. If so, you need to re-enter these characters in the word processing application and then re-open the file in ScreenCam.

The following is an example of a caption script text file. Use it as a model if you need to re-enter formatting characters. >>> (right angle brackets) mark the beginning of the text of each caption, and <<< (left angle brackets) mark the end of the text. You must enter the brackets at the beginning of a line.

```
This script text was taken from Caption Script File:
C:\SCRNCAM\CAPTIONS\SCRIPT.SCS

CAUTION!  Do not remove caption starting and ending delimiter strings (e.g., '>>>',
'<<<').
These strings indicate enclosed caption text.  Place the delimiters at the beginning
of a line.

Caption 1 of 3
>>>
Text of first caption.
<<<

Caption 2 of 3
>>>
Text of second caption.
<<<

Caption 3 of 3
>>>
Text of third caption.
<<<
```

Opening, Playing, and Managing Screen Movies

This chapter describes how to open, play, close, display information about, and delete screen movies. It also describes how to customize the way a movie plays - for example, you can customize a screen movie to play repeatedly, or you can automatically play one screen movie immediately after another.

Opening and playing screen movies

There are several ways to open a screen movie. Usually, the method you choose depends on how and where the movie was saved.

When you open a screen movie, it may play automatically, depending on the way the movie was saved and the method you use to open it. Otherwise, click the Play button on the ScreenCam control panel to play the movie.

For information on recording and saving screen movies, see Chapter 2.

Playing screen movies saved in ScreenCam (.SCM) format

Playing screen movies saved in ScreenCam (.SCM) format

1. Choose File - Open to display the Open dialog box.
2. If necessary, select a different drive and directory using the Drives and Directories list boxes.
3. If necessary, in the "List Files of Type" list box, select ScreenCam Movies (*.scm).
4. In the list of files, click the name of the .SCM format file you want to open.

   If a bitmap of the first frame of the screen movie is available, it displays in the Preview box. (Bitmaps aren't available if the movie contains sound only, if it was saved using an older release of ScreenCam, or if it was saved on a computer whose monitor displays more than 256 colors.)
5. Click Load.

   ScreenCam opens the screen movie and displays its name in the title bar of the control panel.
6. To play the screen movie, click the Play button.

You can also open a screen movie saved in .SCM format from the Windows File Manager, just as you would open any other Windows file. For example, you can double-click its file name.

Playing stand-alone (.EXE) screen movies in ScreenCam

Playing stand-alone (.EXE) screen movies in ScreenCam

When you open a stand-alone screen movie in ScreenCam, it opens as an untitled screen movie.

1. Choose File - Open to display the Open dialog box.
2. If necessary, select a different drive and directory using the Drives and Directories list boxes.
3. In the "List Files of Type" list box, select Stand-alone Movies (*.exe).
4. In the list of files, click the name of the .EXE file you want to open.

   If a bitmap of the first frame of the screen movie is available, it displays in the Preview box. (Bitmaps aren't available if the movie contains sound only, if it was saved using an older release of ScreenCam, or if it was saved on a computer whose monitor displays more than 256 colors.)
5. Click Load.
6. To play the screen movie, click the Play button.

   ScreenCam gives you a chance to save the screen movie before you close it.

See also

Setting command-line options for a stand-alone (.EXE) screen movie for information on customizing playback of a stand-alone screen movie

Playing screen movies linked or embedded in other applications

Playing screen movies linked or embedded in other applications

You can open a screen movie that was linked or embedded in a document created in another application. In the document, the screen movie is represented by an icon.

1. Open the other application and the document containing an embedded screen movie or a link to a screen movie.
2. Do one of the following:
   - Double-click the icon representing the movie you want to play.
   - Select the icon and then choose Edit - Lotus ScreenCam Movie Object 2.0 - Play.

The screen movie plays automatically.

See also

About linking and embedding

Creating an icon to play stand-alone (.EXE) screen movies

Creating an icon to play stand-alone (.EXE) screen movies

To make it easy to play a stand-alone screen movie, you can create an icon for it in the Windows Program Manager. When you double-click the icon, the screen movie plays automatically.

1. Open the Windows Program Manager.
2. Choose File - New, click Program Item, and then click OK.
3. In the Command Line field of the Program Item Properties dialog box, type the name of an .EXE file.
   Include the path as well as the name: for example, c:\scrncam\mymovie.exe.
4. If you want, customize the way the movie plays by adding command-line options after the file name.
5. Click OK.
   The icon for the screen movie appears in the Program Manager.

For more information on creating program items in the Windows Program Manager, see your Windows documentation.

Ways to customize playback

Customizing a screen movie lets you specify how you want a screen movie to play. ScreenCam provides a number of options for customizing playback. The options available and the way that you set them depend on the format in which you saved the screen movie and the application from which you want to play it.

ScreenCam playback customization options

You have these playback options:	If you're playing a movie from:	In this format:
Hide the control panel and mouse pointer	ScreenCam	.SCM
	ScreenCam player or Windows Program Manager	.SCM or .EXE
	Another application	Embedded screen movie
Hide the ScreenCam title screen	ScreenCam player or Windows Program Manager	.SCM or .EXE
Start playback only when the Play button is clicked	ScreenCam player or Windows Program Manager	.SCM or .EXE
Pause after playing the first movie frame	ScreenCam player or Windows Program Manager	.SCM or .EXE
	Another application	Embedded screen movie
Play the movie repeatedly	ScreenCam player or Windows Program Manager	.SCM or .EXE
	Another application	Embedded screen movie
Play the movie a specified number of times	ScreenCam player or Windows Program Manager	.SCM or .EXE
	Another application	Embedded screen movie
Play one movie right after another	ScreenCam player	.SCM
Close ScreenCam when playback ends	ScreenCam player or Windows Program Manager	.SCM or .EXE
	Another application	Embedded screen movie

Hiding the control panel and mouse pointer in ScreenCam

Hiding the control panel and mouse pointer in ScreenCam

You can tell ScreenCam to hide the control panel and mouse pointer when you are playing a screen movie from within ScreenCam.

1. If necessary, open the screen movie you want to play.
2. Choose Edit - Preferences.
3. Click the Display tab.
4. Deselect "Show the control panel and mouse pointer."
5. Click the Hot Keys tab.
6. For both Play and Pause, select the keys you want to use during playback in place of clicking buttons in the control panel.

   The default for both is SPACEBAR.
7. Click OK.
8. Click the Play button to play the movie.

If you want to pause the screen movie, press SPACEBAR (or whichever hot key you assigned for Pause). Press the Play hot key to resume playing.

About command-line playback options

Whenever you play a stand-alone (.EXE) screen movie from the Windows Program Manager or use the ScreenCam player to play an .SCM format movie, you can use command-line options to customize the way the movie plays. For example, you can play a movie repeatedly.

You enter the options in the Command Line box when you choose File - Properties or File - Run in Program Manager. Each command-line option is a single character, which you can type in upper- or lowercase. To enter an option, you type / (slash) and then the character.

The following table describes the available command-line options.

When you play .SCM format movies using the ScreenCam player, you can also play one screen movie right after another by entering the names of all the movies you want to play in the command line. You should specify only one set of command-line options however; these options will apply to all the movies.

ScreenCam command-line options

Option	Result
/S	Hides the ScreenCam title screen, which plays by default at the beginning of a screen movie, and the product information screen, which plays at the end. You can also click the screens to hide them immediately.
/P	Waits for you to click the Play button to begin playback of the screen movie. By default, the movie begins playing automatically when you open it.
/F	Pauses after playing the first frame of the screen movie. To continue playback, click the Play button.
/R	Plays back the screen movie repeatedly. To stop the movie, click the Pause button.
/2-/9	Plays the screen movie the specified number of times. You can specify a number between 2 and 9.
/C	Closes the screen movie as soon as it finishes playing. By default, the playback-only control panel remains on the screen.
/H	Hides the control panel and mouse pointer during playback.

Setting command-line options for a stand-alone (.EXE) screen movie

Setting command-line options for a stand-alone (.EXE) screen movie

1. Open the Windows Program Manager.
2. Do one of the following:
   - Choose File - Run, and in the Command Line field, type the name of the .EXE file you want to open.
     Include the path as well as the name: for example, c:\scrncam\mymovie.exe
   - Click the desktop icon for a stand-alone screen movie, and then choose File - Properties.
3. After the movie name in the Command Line field, type a space and a / (slash), and then the characters for the command-line options you want.
   See Details for examples.
4. Click OK.

Details: Setting command-line options for a stand-alone (.EXE) screen movie

You can enter command-line options one after another, or you can enter each option separately.

Examples

To do this: Hide the title and product information screens and close the movie MYMOVIE.EXE when it finishes playing

Enter this: mymovie.exe /sc

To do this: Apply the same options as in the above example by entering the options separately

Enter this: mymovie.exe /s /c

To do this: Play the screen movie three times and then stop

Enter this: mymovie.exe /3

Command-line options:

To do this:	Option:
Hide the ScreenCam title and product screens	/S
Start the screen movie only when the Play button is clicked	/P
Pause playback at the first screen movie frame	/F
Play the screen movie repeatedly	/R
Play the screen movie a specified number of times	/2-/9
Close ScreenCam when the screen movie finishes	/C
Hide the control panel and mouse pointer during playback	/H

Setting command-line options for a screen movie saved in .SCM format

Setting command-line options for a screen movie saved in .SCM format

1. Open the Windows Program Manager.
2. Do one of the following:
   - Choose File - Run.
   - Click the Lotus ScreenCam Player icon, and then choose File - Properties.
3. In the Command Line field, type:

   `SCPLAYER.EXE /[`*`option1, option2, ...`*`] `*`movie1 movie2 ...`*

   `SCPLAYER.EXE` is the file name of the ScreenCam player.

   `option1, option2, ...` are the characters for the command-line options you want to apply.

   `movie1 movie2 ...` are the name(s) of the movie(s) you want to play. Include the path as well as the name of the file.

   See Details for examples.
4. Click OK.
5. To play the movie, double-click the Lotus ScreenCam Player icon.

Details: Setting command-line options for a screen movie saved in .SCM format

You can enter command-line options one after another, or you can enter each option separately.

You can also enter the name of more than one screen movie. If you do, ScreenCam plays one movie immediately after the other and applies the specified options to all the movies.

Examples

To do this: Hide the title and product information screens and close the movie MYMOVIE.SCM when it finishes playing

Enter this: scplayer.exe /sc mymovie.scm

To do this: Apply the same options as in the example above by entering them separately

Enter this: scplayer.exe mymovie.scm /s /c

To do this: Apply the same options as above to MYMOVIE1.SCM and MYMOVIE2.SCM, and play one screen movie immediately after the other

Enter this: scplayer.exe mymovie1.scm mymovie2.scm /sc

To do this: Play the screen movie three times and then stop

Enter this: scplayer.exe mymovie.exe /3

Command-line options

To do this:	Option:
Hide the ScreenCam title and product screens	/S
Start the screen movie only when the Play button is clicked.	/P
Pause playback at the first screen movie frame	/F
Play the screen movie repeatedly	/R
Play the screen movie a specified number of times	/2../9
Close ScreenCam when the screen movie finishes	/C
Hide the control panel and mouse pointer during playback	/H

Customizing the way an embedded screen movie plays

Customizing the way an embedded screen movie plays

If you embedded a screen movie or a reference to a screen movie in a document in another application, you can customize the way the screen movie plays.

1. Open the application and the document containing the embedded screen movie or screen movie reference.
2. Click the icon representing the movie object.

   If you double-click it by mistake, the movie will start playing. To stop it, click the Stop button or press the hot key.
3. Choose Edit - Lotus ScreenCam Movie Object - Edit.
4. Choose Edit - Object Settings from the ScreenCam control panel and click the Current Object tab.
5. Under Frequency, select one of the following:

- "Play once" plays the screen movie once and then stops.
- "Play *n* times" plays the screen movie the number of times you specify. If you select this option, type a number or click the arrow to specify a number.
- "Repeat continously" plays the screen movie continuously until you click the Pause or Exit button.

6. Select any or all of the other playback options.
   - "Hide panel during playback" hides the control panel during playback.
   - "Pause after first frame" stops playback after the first screen movie frame displays. Click the Play button to continue playback.
   - "Close after playback" closes the control panel after the screen movie finishes playing.
7. Click OK.
8. Choose File - Exit & Return to return to the application document.

You can now double-click the screen movie icon to play the movie with the options you selected.

See also

Embedding screen movies or references to screen movies starting from other applications for information on customizing the movie icon and creating a caption for the icon.

Displaying information about the current screen movie

Displaying information about the current screen movie

To display information about the current screen movie, choose File - Info and click the Properties tab. When you're finished reading the information, click OK.

The dialog box shows you the following information:

File:

- Duration: The time required to play the current screen movie.
- Movie Size: The size of the current screen movie in bytes.
- Revised: The date and time the screen movie was last revised.
- Location: The path and file name of the movie.
- Contents: Indicates whether the current screen movie contains sound only, screen activity only, or both sound and screen activity, and whether the screen movie contains captions.
- Author: The name of the person who created the movie. This is the user name entered when ScreenCam was installed.
- Company: The name of the author's company. This is the company name entered when ScreenCam was installed.
- Movie Description: The description entered in the Save As dialog box when the screen movie was saved.

Screentrack: (This section is dimmed if the current screen movie does not contain a screentrack.)

- Display Size: The video display size for the current screen movie.
- Data Size: The size of the screen activity portion of the screen movie in bytes.

Soundtrack: (This section is dimmed if the current screen movie does not contain a soundtrack.)

- Sample rate: The sample rate in kiloHertz.
- Sample size: The sample size in bits.
- Channels: The number of separate audio portions that make up the sound: 1 (Mono) or 2 (Stereo).
- Compression: Indicates whether the sound portion of the screen movie is compressed. Compression is present if the Compress option was selected when the screen movie was saved.
- Data Size: The size of the sound portion of the screen movie in bytes.

Closing screen movies

Closing screen movies

To close a screen movie, do one of the following:

- Choose Edit - Clear Movie or click Clear on the ScreenCam control panel.
- Choose File - New.
- Choose File - Open to open an existing screen movie.
- Choose File - Exit to close the screen movie and exit ScreenCam.

Deleting screen movies

Deleting screen movies

You can delete a screen movie while you're working in ScreenCam, the Windows File Manager, or an application that contains a linked or embedded screen movie.

To delete a screen movie while you are in ScreenCam

1. Choose File - Open.
2. If necessary, select the format of the file you want to delete in the "List Files of Type" list box.
3. Click the name of the file you want to delete.
4. Click Delete.

   ScreenCam asks you to confirm that you really want to delete the file.
5. Click Cancel to close the Open dialog box.

   If you click Load instead of Cancel and the file name is still in the File Name box, ScreenCam will try to open the file. You'll see a message saying the ScreenCam is unable to find the file.

To delete a screen movie while you are in the Windows File Manager

1. Select the file name in the Windows File Manager.
2. Choose File - Delete.

To delete a linked or embedded screen movie while you are in another application

- Use the facilities of the application that contains the linked or embedded screen movie.

  In most cases, you select the screen movie icon and then choose Edit - Delete, Edit - Clear, or Edit - Cut.

Replacing or adding a screentrack or soundtrack by recording

Replacing or adding a screentrack or soundtrack by recording

If you have a screen movie that contains both screen activity and sound and you want to change one or the other, you can delete the existing screentrack or soundtrack and record a new one. You can also add a screentrack or soundtrack to a screen movie that doesn't have one.

1. If necessary, open the screen movie you want to modify.
2. Do one of the following:
   - Choose Edit - Clear Screentrack to clear the screentrack but keep the sound.

     The Camera and Record buttons become active.
   - Choose Edit - Clear Soundtrack to clear the sound but keep the screentrack.

     The Microphone and Record buttons become active.
3. Click the Record button and record either the screentrack or the soundtrack.

   The screen movie plays while you record, so you can synchronize your actions or sound to the existing soundtrack or screentrack.
4. Click the Stop button or press the hot key to stop recording.

   If you don't click the Stop button, ScreenCam automatically stops recording when it reaches the end of the screen movie.

When the screen movie is the way you want it, save it.

Replacing or adding a screentrack or soundtrack from a file

Replacing or adding a screentrack or soundtrack from a file

If you have a screen movie that contains screen activity and sound and you want to replace one or the other, you can replace the existing screentrack or soundtrack with a screentrack or soundtrack saved in a file. You can also add a screentrack or soundtrack saved in a file to a screen movie that doesn't have one.

1. If necessary, open the screen movie you want to modify.
2. If the screen movie has a screentrack or soundtrack you want to replace, do one of the following:
   - Choose Edit - Clear Screentrack to clear the screentrack but keep the sound.
   - Choose Edit - Clear Soundtrack to clear the sound but keep the screentrack.

   These commands are dimmed if the screen movie doesn't have both a screentrack and soundtrack.
3. Choose File - Open.
4. In the "List Files of Type" list box, select an appropriate file format.

   A soundtrack may be saved in either a .WAV, .SCM, or .EXE format. A screentrack may be saved in an .SCM or .EXE format.
5. Select the file with the screentrack or soundtrack you want to use, and click Combine.

   If the file is of a different duration than the existing screen movie, a message tells you this. Click Yes to combine the files anyway.

ScreenCam combines the screentrack or soundtrack with the existing screen movie file, using the existing screen movie name. You can save the screen movie with the existing name or with a new one.

Sending Screen Movies to Others

After you create and save ScreenCam movies, you'll probably want to send them to others to play. This chapter describes the different methods you can use to distribute screen movies, and the ways in which your recipients can open and play them.

Deciding on the best screen movie format to send

The format in which you should send screen movies to others depends on whether your recipients have ScreenCam installed on their computers, and how many screen movies you plan to send.

If you want to:	Send this:	Comments:
Send one or more movies to someone who has the full ScreenCam recorder installed	.SCM format movies	This uses the least amount of disk space, since you send only the movie data itself.
Send one movie to someone who doesn't have the ScreenCam recorder installed	An .EXE (stand-alone) format movie	An .EXE format movie contains a built-in, playback-only program that allows viewing without the ScreenCam recorder or player
Send more than one movie to someone who doesn't have the ScreenCam recorder installed	.SCM format movies, and the ScreenCam player (SCPLAYER.EXE)	This saves disk space, since you send only one copy of the playback-only program, which can play all of the screen movies
Send an embedded movie to someone who doesn't have the ScreenCam recorder installed	The document containing the embedded movie, and the ScreenCam player	The recipient needs to run the player once before playing the movie, to register the player with Windows.
Send an embedded movie to someone who has the full ScreenCam recorder installed	The document containing the embedded movie	The recipient just double-clicks the movie icon to play the movie.

Note You can distribute both .SCM and .EXE format screen movies, as well as the ScreenCam player (SCPLAYER.EXE), free of charge. For any ScreenCam movie that you distribute for commercial purposes, you shall reproduce the ScreenCam logo (file SC_TM.EPS in your ScreenCam \LOGOS directory) (i) in your product splash screen and about box, (ii) on your media, CD-ROM, Internet Home Page or other on-line service offering and (iii) on your packaging. You are not permitted to copy or distribute the ScreenCam recorder (SCRNCAM.EXE). Use, duplication, or sale of any portion of this product, except as described in the Lotus License Agreement, is strictly forbidden.

Sending screen movies using Notes or cc:Mail

Sending screen movies using Notes or cc:Mail

If you use either Lotus Notes® or cc:Mail™ at your site to send e-mail, you can send screen movies as attachments to Notes or cc:Mail mail messages from within ScreenCam.

1. If necessary, open the screen movie you want to send.
2. Choose File - Send Mail.

   If Notes or cc:Mail is installed on your computer but not currently running, ScreenCam automatically starts it for you.

   You see a dialog box with address fields similar to those in Notes or cc:Mail.
3. Fill in the address fields as you would in Notes or cc:Mail.
4. Click Send.

ScreenCam attaches the screen movie and mails the message.

Playing screen movies when you don't have ScreenCam

This section tells users who don't have the full ScreenCam recorder installed how to play screen movies they receive. The way they play the movies depends on what you send to them; you may send them screen movies in stand-alone (.EXE) format, or screen movies saved in .SCM format along with the ScreenCam player.

Playing screen movies saved in stand-alone (.EXE) format

Playing screen movies saved in stand-alone (.EXE) format

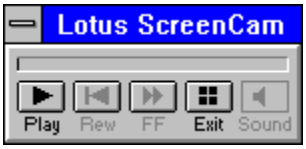
A stand-alone screen movie contains the ScreenCam playback-only program, so you can play the movie even if you haven't installed the ScreenCam recorder or player.

1. Open the Windows Program Manager.
2. Do one of the following:
   - Double-click the desktop icon for the screen movie you want to open.
   - Choose File - Run, type the name of the .EXE format movie you want to open in the Command Line box, and then click OK.

     Include the path of the file: for example c:\scrncam\mymovie.exe.

     You can also click Browse and select the file in the dialog box that appears.

   The ScreenCam playback-only control panel appears on the screen and the movie plays automatically.



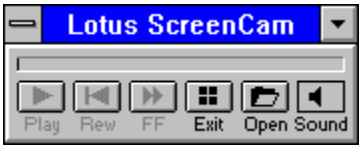
3. Click the Play button to play the movie again, or click the Exit button to close the movie.

See also

Setting command-line options for a stand-alone (.EXE) screen movie to customize the way a stand-alone screen movie plays

About the ScreenCam player

By default, installing ScreenCam installs both the ScreenCam recorder (scrncam.exe) and the ScreenCam player (scplayer.exe). The ScreenCam player is a run-time version of ScreenCam that lets you open and play — but not record or save — screen movies. When you run the player, it displays the player control panel, shown in the following illustration.



When you distribute the ScreenCam player with your screen movies, recipients who don't have the full ScreenCam recorder can use the player to play movies.

.

Playing an embedded screen movie using the ScreenCam player

Playing an embedded screen movie using the ScreenCam player

1. Run the ScreenCam player (SCPLAYER.EXE) once from File Manager or Program Manager.

   This registers the player with Windows so that it can play embedded screen movies. You only need to do this the first time you run the player.
2. Click the Exit button to exit the player.
3. Open the document containing the embedded screen movie.
4. Double-click the icon of the movie you want to play.

See also

Customizing the way an embedded screen movie plays

Playing an .SCM format movie using the ScreenCam player

Playing an .SCM format movie using the ScreenCam player

1. Open the Windows Program Manager.
2. Double-click the Lotus ScreenCam Player icon.
3. In the player control panel, click the Open button to display the Open dialog box.
4. If necessary, select ScreenCam Movies (*.scm) in the "List Files of Type" list box.
5. If necessary, select a different drive and directory using the Drives and Directories list boxes.
6. In the list of files, click the name of the .SCM format movie you want to open.
7. Click OK.
8. To play the movie, click the Play button.
9. Click the Play button to play the movie again, or click the Exit button to close the movie.

See also

Setting command-line options for a screen movie saved in .SCM format for information on customizing the way an .SCM screen movie plays

About organizing screen movies in Notes

If you use Lotus Notes at your site, you can create Notes databases to store, organize, and easily access screen movies you create in ScreenCam using Notes Field Exchange (Notes/FX™).

When you embed a screen movie in a Notes document, Notes/FX lets you automatically display information about the movie in fields in the Notes form. If you later make changes to the screen movie in ScreenCam, Notes automatically updates the information in the fields when you open and update the Notes document containing the embedded movie.

For example, when you embed a screen movie in a Notes document, you can automatically display the screen movie author, file name, and last revised date in fields in the document. You can then create views in the Notes database organized by these fields - for example, you can create a view that lets you see Notes documents in the database organized by screen movie author or by revision date. If you later revise the movie or change its file name, the corresponding fields in the Notes document update too.

Notes/FX uses OLE embedded objects; ScreenCam must be properly registered as an OLE server application for Notes/FX to work.

To use Notes/FX, you use standard Notes techniques for creating databases, forms, fields, and views. The following is an overview of the tasks you must perform. For complete information about creating databases, forms, fields, and views, see your Notes documentation.

1. In a new or existing Notes database, design a new form or edit an existing form to contain the ScreenCam fields you want to display.

   As an aid, you can copy the names of the fields you want to use from ScreenCam into the form. The names of the fields in the form must exactly match the field names used by ScreenCam.
2. If you want, create views in the Notes database organized by one or more of the fields containing information about the screen movie.
3. Compose Notes documents using the form and embed ScreenCam movies in the documents.

To use Notes/FX, you must have Notes Release 3.0 or later installed, and you must start SHARE.EXE before you start Windows. To start SHARE.EXE every time you start Windows, add the following line to your AUTOEXEC.BAT file. Substitute the location of your DOS directory for *c:\dos_dir*.

c:\dos_dir\SHARE

Setting up Notes Field Exchange (Notes/FX)

Setting up Notes Field Exchange (Notes/FX)

To set up Notes/FX to use with ScreenCam, you must create a Notes form with the appropriate fields. You can create the form in a new or in an existing Notes database. For information about creating databases, see your Notes documentation.

To create the Notes form:

1. (Optional) In ScreenCam, do the following:
   - Choose File - Info and click the Lotus Notes/FX Fields tab.
   - Select the fields you want to use in the Notes form.

     Click Select All if you want to use all the fields.

     See Details for a list of the field names and data types you can use.
   - Click Copy, and then click OK.
   - Click the Exit button to exit ScreenCam.
2. In Notes, create a new database or select an existing one, and choose Design Forms.
3. Do one of the following:
   - To create a new form, click New.
   - To edit an existing form, select a form and click Edit.
4. (Optional) If you copied the field names from ScreenCam, choose Edit - Paste to paste them in the form.

   The field names are for your reference. You still need to create the fields.
5. (Optional) In the Notes form, enter a description for your field.

   For example, if you plan to create a field to show the screen movie author, you might enter text saying Author.
6. Choose Design - New Field to create a field.

   In the dialog box that appears, select whether you want to add the field in this form only, or share it among various Notes forms. Then click OK.
7. In the Field Definition dialog box, enter the name of a field, select the appropriate data type, (for example, Text, Number, or Time), and click OK.

   The field name must match exactly one of the field names and have the data type shown in the ScreenCam File Info dialog box.
8. Create as many fields as you want to display ScreenCam information.

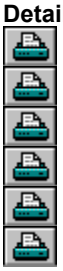
   Remember to also include a Rich Text field for embedding the screen movie. If you want, you can embed a blank screen movie in this field. For information, see Details.
9. (Optional) To automatically play the screen movie when someone opens the Notes document, choose Design - Form Attributes and click Object Activation, select the options you want, and click OK.

   In the dialog box, you can also specify if you want to show or hide the Notes document before the screen movie plays.

   If you don't select any options, the screen movie plays only when someone double-clicks its icon.
10. In the Design Form Attributes dialog box, name the form if necessary, and select "Store form in documents" and "Include in Compose Menu." Then click OK.

    The form name appears in the Compose menu of the database.
11. Choose File - Save to save the form and press **ESC** to close it.

Details: Setting up Notes Field Exchange (Notes/FX)



The table below shows you the ScreenCam field names you can use with Notes/FX, their corresponding data types, and a description of the information that appears in the fields.

In addition to any of these fields, you should create a Rich Text field where you can embed the screen movie. If you want, you can embed a blank screen movie in this field. If you do this, users can open the screen movie form and just double-click the screen movie icon to activate ScreenCam, so they can begin recording a new screen movie.

To embed a blank screen movie, do the following:

1. In Notes, choose Edit - Insert - Object.
2. Select Lotus ScreenCam Movie 2.0 from the dialog box and click OK.
3. In ScreenCam, choose File - Update Lotus Notes.
4. Click the Exit button to exit from ScreenCam.

You can use the following ScreenCam field names with Notes/FX:

Field name	Data type	Description
MovieAuthor	Text	Author of file. This is the user name entered when ScreenCam was installed.
CompanyName	Text	Name of company. This is the company name entered when ScreenCam was installed.
MovieFileName	Text	The complete movie file name, including the path
MovieBaseName	Text	The movie file name; the path is not included
MoviePathName	Text	The path or location where the movie is stored; the movie name is not included
MovieFileSize	Text	The size of the movie file in bytes
SizeInCharacters	Number	The number of bytes in the movie file
SizeInK	Number	The number of kilobytes in the movie file
MovieFileDate	Text	The date the movie was created
MovieFileTime	Text	The time the movie was created
MovieFileDateTime	Text	The date and time the movie was created
LastRevisionDate	Time	The time and date the movie was last revised
Subject	Text	A description of the movie
MovieDuration	Text	The time required to play the movie
MovieDurationTenthsSeconds	Number	The time in tenths of seconds required to play the movie
MovieContents	Text	The contents of the movie (screen activity, sound, both,

		captions)
MovieDisplaySize	Text	The display size of the movie in pixels
MovieDisplaySizeVertical	Number	The number of vertical pixels in the movie display
MovieDisplaySizeHorizontal	Number	The number of horizontal pixels in the movie display
MovieSoundSampleRate	Text	The sample rate in kiloHertz
MovieSoundSampleRateNumber	Number	The sample rate number
MovieSoundSampleSize	Text	The sample size in bits
MovieSoundSampleSizeNumber	Number	The sample size number
MovieSoundChannels	Text	The number of separate portions that make up the sound: 1 (Mono) or 2 (Stereo).
MovieSoundChannelNumber	Number	1 for Mono or 2 for Stereo
MovieSoundCompressionType	Text	Indicates whether or not the sound portion of the screen movie is compressed.
MovieOLEEmbeddingState	Text	The contents of an embedded movie object; the contents can be the movie itself or a reference to a movie file
DocumentClass	Text	OLE class name of the embedded object (ScreenCam Movie)
MovieProtectedState	Text	Indicates whether or not the screen movie is protected with a password to prevent editing

Using Notes Field Exchange (Notes/FX)

Using Notes Field Exchange (Notes/FX)

After you create a Notes form with the appropriate fields, you can use it to embed screen movies and display information about them in the form fields.

To create a new Notes document:

1. In Notes, choose Compose and the name of the form you created with the fields to display ScreenCam data.
2. Click the rich text field where you want the icon for the movie object to appear and choose Edit - Insert - Object.
3. In the list of object types, click Lotus ScreenCam Movie 2.0, and then click OK.
4. In the ScreenCam control panel, do one of the following:
   - Record a new movie.
   - Choose File - Read and select the screen movie you want to embed.
5. Choose Edit - Object Settings and click the Preferences tab.
6. Under Embedded Data, select "Always store movie data" and click OK.
7. Choose File - Update Lotus Notes.

   The movie icon appears in the Notes document and information about the screen movie appears in the appropriate fields.
8. In the control panel, click the Exit button to exit ScreenCam and return to the Notes document.

To update an existing Notes document:

1. In Notes, select the document you want to update and choose Edit - Edit Document, or press **CTRL+E**.
2. Select the screen movie icon and choose Edit - Object: Lotus ScreenCam Movie - Edit.
3. In ScreenCam, make any changes you want.

   For example, you can clear the screentrack or soundtrack, or change the Object Settings.
4. Choose File - Update Lotus Notes to update screen movie.
5. Choose File - Exit & Return to Lotus Notes to close ScreenCam and return to Notes.

Any fields in the Notes document affected by the changes you made to the screen movie are updated.

Adding the sample database to your Notes workspace

Adding the sample database to your Notes workspace

When you install ScreenCam, you install a sample Notes movie database, scmovies.nsf. This database contains a form you can use to organize screen movies using Notes/FX. To use it, you must first add it to your Notes workspace.

1. Start Notes, if it isn't already running.
2. In Notes, choose File - Open Database.
3. Specify the location of the sample database.
   - In the Server box, select Local.
   - In the Filename box, type `c:\scrncam\scmovies.nsf`.

     ScreenCam installs the database in the same directory where you install ScreenCam, which by default is `c:\scrncam`. If you installed ScreenCam in a different directory or moved the database, type the path where the database is located instead.
4. Click Add Icon.
5. Click Done.

The database icon will now appear on your Notes desktop.

Storing screen movies in the sample database

Storing screen movies in the sample database

The sample Notes database contains a blank embedded screen movie and fields to automatically display information about the movie. Using the form, you can launch ScreenCam, record or open a screen movie, and then save it in the database.

1. If ScreenCam is running, click the Exit button to close it.
2. In Notes, if necessary double-click the ScreenCam Screen Movies icon (scmovies.nsf) to open the sample database.
3. Choose Compose - ScreenCam Screen Movie Form.

   The form opens and ScreenCam automatically starts.
4. In ScreenCam, do one of the following:
   - Record a new screen movie.
   - Choose File - Read, select the screen movie you want to embed, and click Load.
5. In ScreenCam, choose File - Update Lotus Notes.

   Notes uses Notes/FX to fill in the fields in the form with information about the screen movie.

   Note If you are using Notes Release 3.0, Notes doesn't update the fields until you complete the next step.
6. Choose File - Exit & Return to Lotus Notes to close ScreenCam and return to Notes.
7. In Notes, choose File - Save to save the form, and File - Close Window to close it.
8. Repeat steps 2 through 7 to add as many screen movies to the database as you want.

Once you embed the screen movies, you can experiment with the database views to view the screen movies in different ways.

The workspace

The ScreenCam control panel

The ScreenCam controls

Moving the control panel

Menus and commands

File Commands

Edit Commands

Help Commands

Keyboard shortcuts for menu commands

File commands

Use the File commands to create new screen movies, soundtracks, or stand-alone movies; access existing screen movies; save or update screen movies; display screen movie information; access the ScreenCam controls; mail a screen movie via Notes or cc:Mail; or close ScreenCam.

New

Opens a new, untitled screen movie for recording.

Open

Opens a standard dialog box, from which you can select an existing screen movie. You can open files saved in .SCM, .EXE, or .WAV format. File - Read replaces this command when you are embedding a screen movie or reference to a screen movie in another application and activated ScreenCam from that application.

Read

Opens a standard dialog box, from which you can select an existing screen movie. This command appears when you are embedding a screen movie or reference to a screen movie in another application and activated ScreenCam from that application. File - Open replaces this command when you start ScreenCam from the Program Manager.

Save

Saves the current screen movie on disk. File - Update replaces this command when you are embedding a screen movie or reference to a screen movie in another application and activated ScreenCam from that application.

Update

Saves an embedded screen movie or reference to a screen movie in another application when you activated ScreenCam from that application. File - Save replaces this command when you start ScreenCam from the Program Manager.

Save As

Saves the screen movie on disk under a new name or format. You can save the file in .SCM, .EXE, or .WAV format. File - Save Copy As replaces this command when you are embedding a screen movie or reference to a screen movie in another application and activated ScreenCam from that applicaton.

Save Copy As

Saves a copy of the screen movie on disk, when you start ScreenCam from an embedded screen movie or reference to a screen movie in another application. Saving a copy of the screen movie on disk does not affect the existing embedded screen movie or reference to a screen movie. File - Save As replaces this command when you start ScreenCam from the Program Manager.

Info

Displays size and recording information about the current screen movie. It also lets you copy field names you can use with Notes Field Exchange (Notes/FX) to display information about a screen movie in a Notes document.

Controls

Opens a cascade menu of commands you can use instead of the control panel controls.

Send Mail

Attaches a screen movie to a Notes or cc:Mail mail message and mails it to the recipient.

Exit

Closes ScreenCam.

[File Names]

Opens the screen movie whose name you choose. The menu displays the names of the four screen movies you most recently opened.

Edit commands

Use the Edit commands to undo the last Clear Soundtrack or Screentrack command; clear the current soundtrack, screentrack or screen movie; copy a screen movie to the Clipboard; create and edit a caption script; set recording and playback preferences; or set properties for linked or embedded screen movies.

Undo

Undoes the last Clear Soundtrack or Clear Screentrack command.

Clear Soundtrack

Clears the soundtrack of an existing screen movie, so you can record a new one or save just the screentrack.

Clear Screentrack

Clears the screentrack of an existing screen movie, so you can record a new one or save just the soundtrack.

Clear Movie

Clears the current screen movie.

Copy Movie as an Object

Copies the current screen movie to the Clipboard, including any additional information needed to embed or link the movie in another application.

Captions

Opens a dialog box that lets you create, edit, set properties for, and save caption scripts. You can then use these scripts to record captioned screen movies.

Preferences

Opens a dialog box that lets you show or hide the Stop button or a logo during recording, show or hide the control panel and mouse pointer during playback, and show or hide help messages. It also lets you set recording and playback hot keys.

Object Settings

Opens a dialog box that lets you set properties for screen movies linked or embedded in another application.

Help commands

Use the Help commands to get information about how to use ScreenCam.

Contents

Displays the top-level table of contents of ScreenCam Help.

Search

Opens the Search dialog box, which you can use to search Lotus ScreenCam Help for any keyword.

Using Help

Opens Microsoft Windows Help, which explains how to use the Windows Help facility. You can also press F1 when the Help window is active to open Microsoft Windows Help.

Keyboard

Displays a list of keyboard shortcuts for menu commands.

How Do I?

Displays a list of procedural Help topics for ScreenCam. Each topic describes how to perform a specific task.

Playback QuickHelp

Displays a one-screen summary of the panel controls for playing a screen movie.

Record QuickHelp

Displays a one-screen summary of panel controls for recording a screen movie.

Player QuickHelp

Displays a one-screen summary of the command-line options you can use to customize playback of a screen movie using the ScreenCam player.

About Distribution

Displays a screen describing the licensing agreement and legal requirements when you distribute ScreenCam movies to others.

About Lotus ScreenCam

Displays version information about Lotus ScreenCam, and the amounts of free resources and disk space.

File - New

Opens a new, untitled screen movie for recording. If an unsaved screen movie is open, ScreenCam asks if you want to save or update that movie before creating a new one.

To start recording, click the Record button.

Shortcut
Press **CTRL+N**.

Note If you started ScreenCam from an embedded screen movie or reference to a screen movie in another application, the File - New command breaks the connection to that application and disables the File - Update command.

See also

Recording a new screen movie.

File - Open

Opens the Open dialog box, which you can use to open an existing screen movie that has been saved in SCM, .EXE, or .WAV format.

If you are using the ScreenCam player, you can only open .SCM format screen movies.

Shortcut
Press **CTRL+O**.

Note File - Read replaces this command when you are embedding a screen movie or reference to a screen movie in another application and activated ScreenCam from that application.

See also

- Playing screen movies saved in ScreenCam (.SCM) format
- Playing screen movies saved in stand-alone (.EXE) format

File - Open dialog box

File Name
Type or select the name of the screen movie file you want to open. This box lists all files with the extension selected in the "List Files of Type" box, from the selected drive and directory.

List Files of Type
Select the format of the file you want to open. ScreenCam can open files stored in SCM, .EXE, or .WAV format. The ScreenCam player can open files stored in .SCM format.

Directories
Select the directory containing the screen movie file.

Drives
Select the drive containing the screen movie file.

File Information
For the selected file, displays the date and time last modified, and the size of the file in bytes.

Movie Information
For the selected file, displays the time required to play the screen movie, its contents (screen, sound, or both), and whether or not the sound portion of the screen movie has been compressed.

Movie Description
For the selected file, displays any description entered when the file was created.

Preview
Shows a bitmap of the first frame of your movie. This bitmap is created when you save an .SCM or .EXE format screen movie on disk.

The bitmap may not be available if the screen movie was saved with an older release of ScreenCam. In addition, the bitmap is not created if the screen movie does not contain screen activity or if your monitor displays more than 256 colors.

Load button
Opens the selected file.

Combine button
Replaces the screentrack or soundtrack of the current screen movie with the screentrack or soundtrack saved in the selected file. If the current screen movie does not contain a screentrack or if it does not contain a soundtrack, adds the screentrack or soundtrack saved in the selected file to the current screen movie.

Delete button
Deletes the currently selected file from disk.

File - Read

Opens the Read dialog box, from which you can select an existing screen movie to open. This command appears when you are embedding a screen movie or reference to a screen movie in another application and activated ScreenCam from that application. You can open an existing screen movie that has been saved in SCM, .EXE, or .WAV format.

Note If you started Lotus ScreenCam from the Program Manager, the File - Read command is replaced by the File - Open command.

See also

Embedding screen movies or references to screen movies starting from other applications

File - Read dialog box

File Name
Type or select the name of the screen movie file you want to read. This box lists all files with the extension selected in the "List Files of Type" box, from the selected drive and directory.

List Files of Type
Select the format of the file you want to read. ScreenCam can read files stored in SCM, .EXE, or .WAV format.

Directories
Select the directory containing the screen movie file.

Drives
Select the drive containing the screen movie file.

File Information
For the selected file, displays the date and time last modified, and the size of the file in bytes.

Movie Information
For the selected file, displays the time required to play the screen movie, its contents (screen, sound, or both), and whether or not the sound portion of the screen movie has been compressed.

Movie Description
For the selected file, displays any description entered when the file was created.

Preview
Shows a bitmap of the first frame of your movie. This bitmap is created when you save an .SCM or .EXE format screen movie on disk.

The bitmap may not be available if the screen movie was saved with an older release of ScreenCam. In addition, the bitmap is not created if the screen movie does not contain screen activity or if your monitor displays more than 256 colors.

Load button
Opens the selected file.

Combine button
Replaces the screentrack or sound track of the current screen movie with the screentrack or soundtrack saved in the selected file. If the current screen movie does not contain a screentrack or if it does not contain a soundtrack, adds the screentrack or soundtrack saved in the selected file to the current screen movie.

Delete button
Deletes the currently selected file from disk.

File - Save As

Opens the Save As dialog box, to save the screen movie on disk under a new name or format. You can save screen movies in SCM, .EXE, or .WAV format.

Note If you started ScreenCam from an embedded screen movie or reference to a screen movie in another application, this command is replaced by File - Save Copy As.

See also

- Saving a new screen movie
- Saving an existing screen movie under a new name

File - Save As dialog box

File Name

Type the file name for your new file. You can save the file in .SCM, .EXE, or .WAV format. If you omit the extension, ScreenCam supplies the appropriate extension for the file type selected in the "List Files of Type" box. If All files is selected, ScreenCam supplies the default .SCM extension.

List Files Of Type

Limits the files listed in the File Name box to the type of file selected. You can list ScreenCam Movies (.SCM files), Stand-alone Movies (.EXE files), Sound-only files (.WAV file), or All files.

Directories

Select the directory to contain the file.

Drives

Select the drive to contain the file.

File Information

If you are writing over an existing file, displays the date and time last modified, and the size of the file in bytes.

Movie Description

Optionally enter a brief description of the file. This description appears in the Open dialog box when you select this file in the File Name box.

Compress

Select this option if the selected file contains sound and you want to compress the sound when saving. Compressing the sound may slightly impair the quality of the sound, but produces a smaller sized file. This option is dimmed if the selected screen movie does not contain sound.

The Estimated Movie Size shows the estimated size of the screen movie with the selected option. This is the estimated size of the screen movie data only.

If you are saving an .EXE format screen movie, the estimated size does not include the size of additional files that ScreenCam includes to play the screen movie, so the size of the file on disk will be larger than the estimated size. If you are saving a .WAV format file, the estimated size includes the screen data and sound, even though the file only includes the sound portion of the screen movie, so the file on disk will be smaller than the estimated size.

Delete button

Deletes the currently selected file from disk.

File - Save Copy As

Opens the Save As dialog box, to save the screen movie on disk under a new name or format. You can save screen movies in SCM, .EXE, or .WAV format.

This command appears when you start ScreenCam from an embedded screen movie or reference to a screen movie in another application. When you choose this command, ScreenCam saves a copy of the screen movie on disk, and opens it under the name you specify. The original embedded screen movie in the other application is not affected.

Note This command is replaced by File - Save As when you start ScreenCam from the Program Manager.

See also

Saving an existing screen movie under a new name

File - Save

Saves the screen movie on disk under its current name. File - Update replaces this command when you are saving an embedded screen movie or reference to a screen movie in another application and activated ScreenCam from that application.

Shortcut
Press **CTRL+S**.

See also

- Saving a new screen movie

File - Update

Sends the movie to the application from which you activated ScreenCam. This command appears when you start ScreenCam from a screen movie or reference to a screen movie embedded in another application. File - Save replaces this command when you start ScreenCam from the Program Manager.

This command does not save anything on disk. When you return to the application from which you started ScreenCam, you must save your work in order to save any changes to the embedded screen movie.

See also

Embedding screen movies or references to screen movies starting from other applications

File - Info

Opens the Info dialog box, which lets you display information about the current screen movie and field names you can use with Notes Field Exchange (Notes/FX) to display screen movie information in a Notes document.

This dialog box contains two tabs:

Properties displays size and recording information about the currrent screen movie.

Lotus Notes/FX Fields displays field names you can use to create fields in a Notes form to display information about an embedded screen movie. You can also copy selected field names to the Clipboard, so you can paste them in a Notes form for reference.

See also

- About organizing screen movies in Notes
- Setting up Notes Field Exchange (Notes/FX)
- Using Notes Field Exchange (Notes/FX)

File - Info - Properties

This tab displays the following information about the currrent screen movie:

File

- Duration: The time required to play the current screen movie.
- Movie Size: The size of the current screen movie in bytes.
- Revised: The date and time the screen movie was last revised.
- Location: The path and file name of the movie.
- Contents: Indicates whether the current screen movie contains sound only, screen activity only, both sound and screen activity, and captions.
- Author: The name of the person who created the movie. This is the user name entered when ScreenCam was installed.
- Company: The name of the author's company. This is the company name entered when ScreenCam was installed.
- Movie Description: The description entered in the Save As dialog box when the screen movie was saved.

Screentrack

(This section is dimmed if the current screen movie does not contain a screentrack.)

- Display Size: The horizontal and vertical video display size for the current screen movie in pixels.
- Data Size: The size of the screen activity portion of the screen movie in bytes.

Soundtrack

(This section is dimmed if the current screen movie does not contain a soundtrack.)

- Sample rate: The sample rate in kiloHertz.
- Sample size: The sample size in bits.
- Channels: The number of separate audio portions that make up the sound: 1 (Mono) or 2 (Stereo).
- Compression: Indicates whether the sound portion of the screen movie is compressed. Compression is present if the Compress option was selected when the screen movie was saved.
- Data Size: The size of the sound portion of the screen movie in bytes.

File - Info - Lotus Notes/FX Fields

This tab displays field names you can use to create fields in a Notes form to display information about an embedded screen movie. You can also copy selected field names to the Clipboard, so you can paste them in a Notes form for reference. The field names, required Notes data type, and a short description of the field is shown in the following table:

Field name	Data type	Description
MovieAuthor	Text	Author of file. This is the user name entered when ScreenCam was installed.
CompanyName	Text	Name of company. This is the company name entered when ScreenCam was installed.
MovieFileName	Text	The path or location where the movie is stored, including the movie file name
MovieBaseName	Text	The name of the movie file; the path is not included
MoviePathName	Text	The path or location where the movie is stored; the movie file name is not included
MovieFileSize	Text	The size of the movie file in bytes
SizeInCharacters	Number	The number of bytes in the movie file
SizeInK	Number	The number of kilobytes in the movie file
MovieFileDate	Text	The date the movie was created
MovieFileTime	Text	The time the movie was created
MovieFileDateTime	Text	The date and time the movie was created
LastRevisionDate	Time	The time and date the movie was last revised
Subject	Text	A description of the movie
MovieDuration	Text	The time required to play the movie
MovieDurationTenthsSeconds	Number	The number of tenths of a second required to play the movie
MovieContents	Text	The contents of the movie (screen activity, sound, both, captions)
MovieDisplaySize	Text	The display size of the movie in pixels
MovieDisplaySizeVertical	Number	The number of vertical pixels in the movie display
MovieDisplaySizeHorizontal	Number	The number of horizontal pixels in the movie display
MovieSoundSampleRate	Text	The sample rate in kiloHerz

MovieSoundSampleRateNumber	Number	The sample rate number
MovieSoundSampleSize	Text	The sample size in bits
MovieSoundSampleSizeNumber	Number	The sample size number
MovieSoundChannels	Text	The number of separate audio portions that make up the sound: 1 (Mono) or 2 (Stereo).
MovieSoundChannelsNumber	Number	1 for Mono or 2 for Stereo
MovieSoundCompressionType	Text	Indicates whether or not the sound portion of the screen movie is compressed.
MovieOLEEmbeddingState	Text	The contents of the embedded movie object; the contents can be the movie itself or a reference to a movie file
DocumentClass	Text	OLE class name of the embedded object (ScreenCam Movie)
MovieProtectedState	Text	Indicates whether or not the screen movie is protected with a password to prevent editing

Select All button
This button selects all field names in the dialog box.

Clear All button
This button clears the selection of any field names, so no field names are selected.

Copy button
This button copies all selected field names to the Clipboard, so you can then paste them in a Notes form for reference.

File - Controls

Opens a cascade menu of commands you can use instead of the control panel controls.

File - Send Mail

Opens a dialog box that lets you attach a screen movie while working in ScreenCam to a Notes or cc:Mail mail message, or to a mail message of any VIM-compliant mail application. You can then mail the screen movie to a specified recipient.

The dialog box that appears has address fields similar to ones in Notes or cc:Mail. You fill in the fields as you would in these applications and click Send to mail the message with the attached screen movie.

This command is dimmed when no screen movie is open, or if you do not have Notes, cc:Mail, or another VIM-compliant mail system installed on your computer. If the mail application is installed but not running when you choose the command, ScreenCam starts the application for you and then opens the Mail dialog box.

File - Exit

Closes ScreenCam. If an unsaved screen movie is open, ScreenCam asks if you want to save that screen movie before closing.

Shortcut

Click (Exit button)

Or press **ALT+F4**.

File - ***[File Names]***

Opens the screen movie whose name you choose. The menu displays the names of the four screen movies you most recently opened.

Edit - Undo

Undoes the last Edit - Clear Soundtrack or Edit - Clear Screentrack command.
You cannot undo any other ScreenCam commands.

Edit - Clear Soundtrack

Clears the soundtrack of the current screen movie. This command is dimmed if the screen movie does not contain both sound and screen activity, or if it is password-protected to prevent editing.

After you clear the soundtrack, you can save the screen movie with just the screentrack, or you can record a new soundtrack or replace the soundtrack with one saved in a file on disk.

See also

- Replacing or adding a screentrack or soundtrack by recording
- Replacing or adding a screentrack or soundtrack from a file

Edit - Clear Screentrack

Clears the screentrack of the current screen movie. This command is dimmed if the screen movie does not contain both screen activity and sound, or if it is password-protected to prevent editing.

This command is dimmed if the screen movie contains only sound.

After you clear the screentrack, you can save the screen movie with just the soundtrack, either as an .SCM or a .WAV file, or you can record a new screentrack or replace the screentrack with one saved in a file on disk.

See also

- Replacing or adding a screentrack or soundtrack by recording
- Replacing or adding a screentrack or soundtrack from a file

Edit - Clear Movie

Clears the current screen movie, without placing anything on the Clipboard. If an unsaved screen movie is open, ScreenCam asks if you want to save or update that screen movie first. You can then record or play another screen movie.

Shortcut
Press DEL.

Edit - Copy Movie as an Object

Copies the current screen movie to the Clipboard, including any additional information needed to embed or link that movie in another application.

Shortcut
Press **CTRL+C**

See also

Linking and embedding screen movies starting from ScreenCam

Edit - Captions

Opens the Captions dialog box, where you can create, set properties for, and save screen movie captions.

After you create captions, you can use them to record a captioned screen movie.

See also

- About captions

Edit - Captions dialog box

Properties

Background button
Opens the Background dialog box, where you can select a bitmap to use as the background for a caption.

Font button
Opens the Font dialog box, which sets the font, style, size, and color of caption text.

Position button
Opens the Position dialog box, which sets the alignment of text in a caption and the position of the background on the screen.

Hot Keys button
Opens the Hot Keys dialog box, which sets hot keys for showing and hiding captions while recording a captioned screen movie.

Current Caption

Scroll Box and Scroll Arrow
Click the scroll arrows or drag the scroll box to control which caption is the current one.

If you have not yet entered any captions, the scroll bar is dimmed.

Edit Text button
Opens the current caption for editing or, if the script does not yet contain captions, opens a blank editing box. When the editing box appears, this button changes to View Text. When you finish editing or entering text, click View Text or press **ESC**.

View Text button
Closes the current caption for editing and displays it against the background. When you close the current caption, this button changes to Edit Text. To open the caption for editing, click Edit Text or double-click the caption.

Insert Before button
Inserts a new, blank caption before the current caption, where you can enter caption text. The new caption has the same properties as the previously open caption.

Add After button
Adds a new, blank caption after the current caption, where you can enter caption text. The new caption has the same properties as the previously open caption.

Delete button
Deletes the current caption.

File

New button
Opens a new, untitled caption script. If a current caption script is open with unsaved changes, ScreenCam asks if you want to save the caption script before opening the new one.

Open button
Opens the Open dialog box, which lets you open an existing caption file.

Save button
Saves the current caption script in a file under its current name. If the caption script was not previously saved, brings up the Save As dialog box so you can name and save it.

Save As button
Opens the Save As dialog box, so you can save the current caption file under a new name or in a new format.

Edit - Captions - Background dialog box

File Name
Type or select the name of the bitmap file you want to use as the background for the current caption. This box lists all files with the extension selected in the "List Files of Type" box, from the selected drive and directory.

List Files of Type
Select the format of the file you want to open. ScreenCam can open files stored in Bitmap (.BMP) format.

Directories
Select the directory containing the bitmap file.

Drives
Select the drive containing the bitmap file.

File Information
For the selected bitmap file, displays the date and time last modified, and the size of the file in bytes.

Bitmap Information
For the selected bitmap file, displays the vertical and horizontal display size in pixels, and the number of colors in which it will display.

Preview
For the selected bitmap file, displays the contents of the file.

Make transparent
Makes any white areas in the background of the current caption transparent.

Note that even when a background is transparent, ScreenCam does not record screen activity that occurs behind the background.

Restore size
Restores the bitmap to its original size, if you previously resized it.

Apply to all
Applies the settings in this dialog box to all captions in the current caption script.

Use as default
Uses the settings in this dialog box as the default the next time you create a caption script.

Delete button
Deletes the currently selected bitmap file from disk.

See also
Selecting a caption background

Edit - Captions - Font dialog box

Font
Select the font for the text of the current caption.

Font Style
Select the style for the text of the current caption.

Size
Select the point size for the text of the current caption.

Color
Select the color for the text of the current caption.

Sample
Shows a sample of text in the selected font, style, size, and color.

Apply to all
Applies the settings in this dialog box to all captions in the current caption script.

Use as default
Uses the settings in this dialog box as the default the next time you create a caption script.

See also
Setting the style of caption text

Edit - Captions - Position dialog box

Text

Left justify
Left justifies text in the current caption in the editing box.

Center
Centers text in the current caption in the editing box.

Right justify
Right justifies text in the current caption in the editing box.

Apply to all
Applies the Text settings in this dialog box to the text of all captions in the current caption script.

Use as default
Uses the Text settings in this dialog box as the default the next time you create a caption script.

Background

Set at current
Sets the position of the caption background on the screen to wherever it is currently located.

Center
Sets the position of the caption background to the center of the screen.

Apply to all
Applies the Background setting in this dialog box to the backgrounds of all captions in the current caption script.

If you selected "Set at current," this option aligns the top left corners of all the captions with the top left corner of the background of the current caption. If you selected "Center," this option centers all the captions in the middle of the screen.

See also
Setting the position of caption text and background

Edit - Captions - Hot Keys dialog box

Next
Sets the hot key that closes the current caption and displays the next one in a caption script when recording a captioned screen movie. If no caption has been displayed, displays the first caption in the script. The default is **F2.**

Clear
Sets the hot key that closes the current caption when recording a captioned screen movie, without displaying another caption. The default is **F3**.

Prev
Sets the hot key that closes the current caption and displays the previous one in a caption script when recording a captioned screen movie. The default is **F5**.

See also

- Setting caption hot keys
- Recording a screen movie with captions

Edit - Captions - Open dialog box

File Name
Type or select the name of the file that contains the caption script you want to use. This box lists all files with the extension selected in the "List Files of Type" box, from the selected drive and directory.

List Files of Type
Select the format of the file you want to open. ScreenCam can open files stored in Caption Script (.scs) or Text file (.txt) format. Text files that you open can have a maximum size of 32K. (If a Text file does not open properly, see Editing a caption script in a word processing application for information.)

Directories
Select the directory containing the caption file.

Drives
Select the drive containing the caption file.

File Information
For the selected caption file, displays the date and time last modified, and the size of the file in bytes.

Caption Script Information
For the selected caption file, displays the number of captions in the script.

Caption Script Description
Displays a short description of the selected caption file, if you entered one when you saved it.

Delete button
Deletes the currently selected caption file from disk.

Edit - Captions - Save As dialog box

File Name
Type a name for the caption script you want to save. This box lists all files with the extension selected in the "List Files of Type" box, from the selected drive and directory.

List Files of Type
Select the format in which you want to save the caption script. Caption Script (.scs) format is the default format for caption scripts. (Save the file in a Text file (.txt) format if you want to open it in another application, such as a word processor, to edit it.)

Directories
Select the directory where you want to save the caption file.

Drives
Select the drive where you want to save the caption file.

File Information
For the current caption file, displays the date and time last modified, and the size of the file in bytes.

Caption Script Description
If you want, enter a short description of the current caption file.

Delete button
Deletes the currently selected caption file from disk.

Edit - Preferences

Opens the Preferences dialog box, which lets you set recording and playback preferences and hot keys.

This dialog box contains two tabs:

Display lets you show or hide the Stop button or a logo when recording a screen movie, show or hide the control panel and mouse pointer when playing a screen movie, and show or hide help messages when you run ScreenCam.

Hot Keys lets you set recording and playback hot keys.

See also

- Hiding the Stop button during recording
- Creating a screen movie with a logo
- Hiding the control panel and mouse pointer

Edit - Preferences - Display

During Recording

Show the Stop button
Select this option to show the Stop button when recording a screen movie. Deselect it to hide the Stop button.

If you hide the Stop button when recording, you can control recording by pressing hot keys. If you want to change the default settings for hot keys, click the Hot Keys tab in the dialog box.

Show Logo
Select this option to show a logo when recording a screen movie. Deselect it if you don't want to show a logo.

You can only select Show Logo if you deselected Show the Stop Button.

Logo button
If you selected Show Logo, select this button to display the Logo dialog box, where you can select a bitmap file to use as the logo.

During Playback

Show the control panel and mouse pointer
Select this option to show the control panel and mouse pointer when playing a screen movie. Deselect it to hide the control panel and mouse pointer. If you hide the control panel and mouse pointer when playing a screen movie, you control playback by pressing the hot keys you specify to play and pause the screen movie in the Edit - Preferences - Hot Keys tab.

Show all hidden help messages

Select this option to show help messages you previously chose to hide. For example, if you select this option, when you choose Edit - Captions a help message displays explaining how to create captions and use the dialog box that appears.

Edit - Preferences - Hot Keys

During Recording

Record
Sets the hot key for Record when recording a screen movie. The default is **F12**.

Stop
Sets the hot key for Stop when recording a screen movie. You use this hot key when recording if you deselected "Show the Stop button" in the Display tab in the Edit - Preferences dialog box. The default is **ESC**.

Logo
Sets the hot key that shows and hides a logo when recording a screen movie. This hot key only works if you selected Show Logo in the Display tab in the Edit - Preferences dialog box and selected a bitmap file containing the logo before recording the screen movie. The default is **ALT+F12**.

During Playback
The playback hot keys operate when the ScreenCam control panel or the ScreenCam playback window currently has the focus in Windows. To change the focus to ScreenCam, press **ALT+TAB** as many times as necessary.

Play
Sets the hot key for Play when playing a screen movie. You use this hot key when playing if you deselected "Show the control panel and mouse pointer" in the Display tab in the Edit - Preferences dialog box. The default is **SPACEBAR**.

Pause
Sets the hot key for Pause when playing a screen movie.You use this hot key when playing if you deselected "Show the control panel and mouse pointer" under During Playback in the Edit - Preferences - Display tab. The default is **SPACEBAR**.

Edit - Preferences - Logo dialog box

File Name
Type or select the name of the bitmap file you want to use as the logo for a screen movie. This box lists all files with the extension selected in the "List Files of Type" box, from the selected drive and directory.

List Files of Type
Select the format of the file you want to open. ScreenCam can open files stored in Bitmap (.BMP) format.

Directories
Select the directory containing the bitmap file.

Drives
Select the drive containing the bitmap file.

File Information
For the selected bitmap file, displays the date and time last modified, and the size of the file in bytes.

Bitmap Information
For the selected bitmap file, displays the vertical and horizontal display size in pixels, and the number of colors in which it will display.

Preview
For the selected bitmap file, displays the contents of the file.

Delete button
Deletes the currently selected bitmap file from disk.

Edit - Object Settings

Opens the Object Settings dialog box, which lets you set preferences for screen movies you link or embed in other applications, and set properties for the currently selected embedded screen movie or reference to a screen movie.

This dialog box contains two tabs:

Object Preferences lets you set display and storage preferences for screen movies you link or embed in other applications. These preferences apply to any new objects you link or embed, until you change the preferences.

Current Object lets you customize playback of the currently selected embedded screen movie and enter a caption that appears under its icon in the document in which it is embedded. This tab is active when you select the icon for an embedded screen movie or reference to a screen movie in another application and choose Edit - Lotus ScreenCam Movie - Edit.

See also

- Linking and embedding screen movies starting from ScreenCam
- Embedding screen movies or references to screen movies starting from other applications
- Customizing the way an embedded screen movie plays

Edit - Object Settings - Object Preferences

The preferences you set in this tab apply to any new objects you link or embed, until you change the preferences.

Display

ScreenCam icon
Represents the embedded movie object with the ScreenCam icon.

Movie first frame
Represents the embedded movie object with the first frame of the screen movie.

Clipboard picture
Represents the embedded movie object with a bitmap you copied to the Clipboard.

Bitmap file
Represents the embedded movie object with a bitmap saved in a file.

Browse button

If you selected Bitmap file, click this button to open the Bitmap dialog box so you can select the bitmap you want to use.

Embedded Data

Always store movie data
Embeds a copy of the screen movie in the document.

Refer to file when possible
Embeds a reference to a screen movie file in the document.

Edit - Object Settings - Current Object

This tab is active when you select the icon for an embedded movie object in another application and choose Edit - Lotus ScreenCam Movie - Edit. The settings apply to the currently selected object. You can only apply these settings to an embedded screen movie or reference to a screen movie. You cannot apply them to a link to a screen movie.

Playback Behavior

Play once
Select this option if you want the screen movie to play once and then stop when you double-click its icon to play it in the document where it is embedded.

Play *n* times
Select this option if you want the screen movie to play a specified number of times when you double-click its icon in the document where it is embedded. If you select this option, specify the number of times you want the screen movie to play by typing a number or clicking the up or down arrow.

Repeat continuously
Select this option if you want the screen movie to play repeatedly when you double click its icon in the document where it is embedded.

Hide panel during playback
Select this option if you want to hide the control panel when the screen movie plays.

Pause after first frame
Select this option if you want the screen movie to pause after its first frame displays. To continue playback, you must click the Play button.

This option only takes effect if the embedded screen movie contains screen activity.

Close after playback
Select this option if you want to close the ScreenCam control panel and exit ScreenCam after the screen movie plays. Deselect this option if you want the control panel and ScreenCam to remain open after the screen movie plays.

This option is not available if you selected Repeat continuously under Frequency.

Display Caption
If you want, enter text in this box that helps identify the screen movie. The text appears as a caption under the icon for the screen movie object in the document where the screen movie is embedded.

Edit - Object Settings - Bitmap dialog box

File Name
Type or select the name of the bitmap file you want to use as the icon representing a linked or embedded screen movie. This box lists all files with the extension selected in the "List Files of Type" box, from the selected drive and directory.

List Files of Type
Select the format of the file you want to open. ScreenCam can open files stored in Bitmap (.BMP) format.

Directories
Select the directory containing the bitmap file.

Drives
Select the drive containing the bitmap file.

File Information
For the selected bitmap file, displays the date and time last modified, and the size of the file in bytes.

Bitmap Information
For the selected bitmap file, displays the vertical and horizontal display size in pixels, and the number of colors in which it will display.

Preview
For the selected bitmap file, displays the contents of the file.

Delete button
Deletes the currently selected bitmap file from disk.

Help - Contents

Displays a list of topics available in Lotus ScreenCam Help.

Help - Search

Opens the Search dialog box, which you can use to search Lotus ScreenCam Help for any keyword.

Help - Using Help

Displays Microsoft Windows Help, which explains how to use the Windows Help facility.

Shortcut

Press **F1** any time that the Help window is the active window.

Tip To display Help for any Lotus ScreenCam command, use the keyboard to select the command, and then press **F1**.

See also

Getting Help

Help - Keyboard

Displays a list of keyboard shortcuts for menu commands.

Help - How Do I? Topics

Displays a list of topics for Lotus ScreenCam. Each topic describes how to perform a specific task.

Help - Playback QuickHelp

Displays a one-screen summary of panel controls for playing a movie.

Help - Record QuickHelp

Displays a one-screen summary of panel controls for recording a movie.

Help - Player QuickHelp

Displays a one-screen summary of command-line options you can use to customize playback of a stand-alone screen movie or playback of an .SCM screen movie in the ScreenCam player.

Help - About Lotus ScreenCam

Displays information about Lotus ScreenCam, including the release number and the amounts of available resources and disk space.

Help - About Distribution

Displays a screen that describes the licensing agreement and legal requirements when you distribute ScreenCam movies to others.

About ScreenCam

What is ScreenCam?
About distribution of ScreenCam movies
Release number
System requirements

What is ScreenCam?

Lotus® ScreenCam™ lets you record movies of screen activity. Each screen movie that you create includes all mouse-pointer movements and other screen events, and optionally, voice-over narration or text captions.

You can play back a screen movie, save it in a file, or link or embed it in another application. You can also distribute screen movies to others, including in a stand-alone format that recipients can play even when they don't have ScreenCam installed.

If you are a user of Lotus Notes or cc:Mail, you can mail screen movies to other users while you are working in ScreenCam. If you are a user of Lotus Notes, you can also organize and store screen movies in Notes databases using Notes Field Exchange (Notes/FX).

Release number

This is Lotus® ScreenCam™ Release 2.

©Copyright 1995. Lotus Development Corporation.

Trademarks

Lotus and Lotus Notes are registered trademarks and Notes/FX and ScreenCam are trademarks of Lotus Development Corporation. cc:Mail is a trademark of cc:Mail, Inc., a wholly owned subsidiary of Lotus Development Corporation. Microsoft is a registered trademark and Windows is a trademark of Microsoft Corporation.

All other trademarks and registered trademarks are owned by their respective companies.

System requirements

You need the following to run ScreenCam Release 2:

- 80386 or higher computer that is certified for use with Microsoft® Windows™ 3.1 and has a minimum clock speed of 25 MHz.

  To optimize recording, an 80486 computer is recommended.
- VGA 16-color graphics adapter and monitor
- A sound device supported by Windows 3.1*
- Speaker(s) or headphones*
- Mouse
- DOS 3.3 or later
- Windows 3.1

** You can create ScreenCam screen movies without sound if you don't have a sound device and speakers.*

About distribution of ScreenCam movies

You can distribute both .SCM and .EXE format screen movies, as well as the ScreenCam player (SCPLAYER.EXE), free of charge. For any ScreenCam movie that you distribute for commercial purposes, you shall reproduce the ScreenCam logo (file SC_TM.EPS in your ScreenCam \LOGOS directory) (i) in your product splash screen and about box, (ii) on your media, CD-ROM, Internet Home Page or other on-line service offering and (iii) on your packaging. You are not permitted to copy or distribute the ScreenCam recorder (SCRNCAM.EXE). Use, duplication, or sale of any portion of this product, except as described in the Lotus License Agreement, is strictly forbidden.

What's new?

The following features are new in ScreenCam Release 2:

Creating screen movies with captions instead of sound

Creating screen movies with logos

Creating smaller files using sound compression

Replacing or adding a screentrack or soundtrack

New options for embedding screen movies

Hiding the Stop button during recording

Setting recording or playback hot keys

Mailing screen movies using Notes or cc:Mail

Organizing screen movies using Notes Field Exchange

New command-line playback options

Creating screen movies with captions instead of sound

You can now create screen movies with captions instead of sound. Using captions lets you create smaller screen movies for easier storage and distribution. You may also want to use captions if you or your intended recipients don't have sound hardware.

When you create captions, you have control over many of their properties. For example, you can use any bitmap file as the background of a caption, and you can change the font, color, size, and style of the caption text.

To create captioned screen movies, you first create a caption script, and then display the captions in the caption script while you record the screen movie.

See also

About captions

Creating screen movies with logos

You can now include a logo in a screen movie, for example to identify your organization or group. The logo can be any text or art stored in a bitmap (.BMP) file. To record a screen movie with a logo, you select Show Logo in the Edit - Preferences dialog box, select the bitmap file containing the logo, and then record as usual.

See also

Creating a screen movie with a logo

Creating smaller files using sound compression

When you save screen movies with sound, you can now choose to compress the sound. While compressing sound may slightly impair the quality of the sound, it also can produce much smaller screen movie files. You will probably want to compress the sound in any screen movie where the sound quality is not of primary importance.

You select a sound compression option in the Save As dialog box when you save a screen movie.

Replacing or adding a screentrack or soundtrack

If you have a screen movie that contains both screen activity and sound, you can now replace just the screentrack or just the soundtrack. In addition, you can add a screentrack or soundtrack to a screen movie that doesn't have one. To replace or add the screentrack or soundtrack, you can record over an existing one, record a new one, or use a screentrack or soundtrack saved in a file.

See also

- Replacing or adding a screentrack or soundtrack by recording
- Replacing or adding a screentrack or soundtrack from a file

New options for embedding screen movies

You can now embed a reference to a screen movie in a document in another application as well as embedding the screen movie itself. Embedding a reference is similar to creating a link to a screen movie. The reference points to an external file containing the screen movie, so changes to the screen movie are thus reflected in all documents with embedded references to it. Embedding a reference, however, provides the following additional advantages over standard OLE linking:

- You embed a reference starting from the other application.

  With standard linking you start from within ScreenCam.

- You can customize an embedded reference, but you cannot customize a link.

  You can customize playback of a screen movie to which there is an embedded reference, for example, to hide the control panel during playback or play the screen movie a specified number of times. You can also customize the icon that represents the movie object.

- You can embed a reference to a stand-alone (.EXE) screen movie, but you cannot create a link to one.

See also

Embedding screen movies or references to screen movies starting from other applications
Customizing the way an embedded screen movie plays

Hiding the Stop button during recording

You can choose to hide the Stop button when recording a screen movie, so the button does not appear in the screen movie when you play it back. When you hide the Stop button, you can specify a hot key to use to stop recording instead.

See also

Hiding the Stop button during recording

Setting recording or playback hot keys

ScreenCam now has new options for setting recording or playback hot keys.

During recording, you can hide the Stop button, and then set hot keys to record and to stop recording. Also, if you are creating a screen movie with a logo, you can set a hot key to show and hide the logo during recording.

During playback, you can hide the control panel and mouse pointer, and then set hot keys to play and pause the screen movie.

You set hot keys in the Hot Keys tab in the Edit - Preferences dialog box.

Mailing screen movies using Notes or cc:Mail

If you use Notes or cc:Mail at your site to send e-mail, you can now attach a screen movie to a mail message and mail it from within ScreenCam.

See also

Sending screen movies using Notes or cc:Mail

Organizing screen movies using Notes Field Exchange

If you use Lotus Notes Release 3.0 or later at your site, you can use Notes databases to organize, store, and provide easy access to screen movies. You do this using Notes Field Exchange (Notes/FX).

Notes/FX lets you automatically display information about a screen movie embedded in a Notes document in fields in the document. If you later make changes to the screen movie in ScreenCam, Notes automatically updates the information in the fields when you open and update the Notes document containing the embedded movie.

For example, when you embed a screen movie in a Notes document, you can automatically display the screen movie author, file name, and last revised date in fields in the document. You can then create views in the Notes database organized by these fields - for example, you can create a view that lets you see Notes documents in the database organized by screen movie author or by revision date.

To use Notes/FX, you use standard Notes techniques for creating databases, forms, fields, and views. ScreenCam also provides a sample database, moviesdb.nsf, with a form you can use to embed screen movies and display information about them using Notes/FX.

See also

About organizing screen movies in Notes databases

New command-line playback options

ScreenCam has new command-line playback options that you can set when you play a stand-alone (.EXE) screen movie, or when you play an .SCM format screen movie using the ScreenCam player. Using these options, you can now hide the control panel and mouse pointer during playback, make the screen movie pause after the first frame displays, and specify the number of times you want the screen movie to play.

When you play .SCM format screen movies using the ScreenCam player, you can also play one screen movie right after another by specifying the names of all the movies in the command line.

See also

About command-line playback options

active window
The window in which you are working. The title bar in the active window is always highlighted. Many windows can be open, but you can work in only one window at a time.

caption
Text displayed against a background that is included in a screen movie, usually in place of sound narration. You generally use captions in screen movies when you don't have sound hardware or want to send screen movies to someone who doesn't have sound hardware, or when you want to create smaller screen movie files.

caption script file
A file saved on disk that contains all the captions in a single caption script.
By default, caption script files have .SCS extensions.

caption script

All the captions that you plan to display in a single screen movie.

You can save a caption script in a caption script file, or record a captioned screen movie using the most recently opened caption script.

cascade menu
A menu that appears when a pull-down menu item has additional choices. A cascade menu is indicated by an arrow ( ) next to the pull-down menu item. It appears to the right of the pull-down menu item.

>×ÍÆš×ÍÆš

channels
The number of separate audio portions that make up the sound: 1 (Mono) or 2 (Stereo). Increasing the number of channels improves the sound quality but increases the amount of storage required to play and store the sound.

In ScreenCam you can only record sound in mono, although you can open stereo sound files created in other applications. Note also that your sound board may only support one channel (Mono).

click
To press and release a mouse button quickly. Click with the left mouse button unless otherwise specified. (If you have used the Mouse command of the Windows Control Panel to swap the left and right mouse buttons, click with the right button.)

Clipboard
The Windows area that stores the contents of an Edit - Cut or Edit - Copy command. You can retrieve the contents with Edit - Paste. The next Edit - Cut or Edit - Copy command writes over the contents of the Clipboard.

command
An instruction you give ScreenCam. Commands are listed in menus and appear as buttons in dialog boxes. To complete some commands, you choose commands from menus and select options and enter specific information in dialog boxes.

If an ellipsis (...) follows the command name, a dialog box appears when you choose the command. If an arrow (‣) follows the command name, a cascade menu appears when you choose the command.

>×ÍÆš×ÍÆš

dialog box
A window that requests information needed to perform a command. A dimmed dialog box item is unavailable (either it is not appropriate for the selected objects, or it is incompatible with other dialog box items that you have chosen).

double-click
To press and release the mouse button twice, quickly, without moving the mouse. This usually chooses and carries out a command. Double-click with the left mouse button unless otherwise specified. (If you have used the Mouse command of the Windows Control Panel to swap the left and right mouse buttons, double-click with the right button.)

drag
Move an object to a new location. To drag, position the mouse pointer on the object, press and hold down the left mouse button, move the mouse, and then release the button.

embed

Store an object created in one application in a document created in another application. You can then access the embedded object from the other application. In ScreenCam, you can embed a screen movie or a reference to a screen movie.

When you embed a screen movie, you insert a copy of the screen movie itself. If you change a screen movie embedded in one document, the changes are not reflected in any other copies of the movie embedded in other documents or saved on disk.

When you embed references to a screen movie, you embed a reference to an external file containing the screen movie, so changes to the screen movie are thus reflected in all documents with embedded references to it.

Embedding a reference is similar to creating a link, but you embed a reference starting from the other application, rather than from ScreenCam, and you can customize embedded references but not links.

embedded

An object created in one application that is stored in a document created in another application. You can then access the embedded object from the other application. In ScreenCam, you can embed a screen movie or a reference to a screen movie.

When you embed a screen movie, you insert a copy of the screen movie itself. If you change a screen movie embedded in one document, the changes are not reflected in any other copies of the movie embedded in other documents or saved on disk.

When you embed references to a screen movie, you embed a reference to an external file containing the screen movie, so changes to the screen movie are thus reflected in all documents with embedded references to it.

Embedding a reference is similar to creating a link, but you embed a reference starting from the other application, rather than from ScreenCam, and you can customize embedded references but not links.

embedded object

An object created in one application that is stored in a document created in another application. You can then access the embedded object from the other application. In ScreenCam, you can embed a screen movie or a reference to a screen movie.

When you embed a screen movie, you insert a copy of the screen movie itself. If you change a screen movie embedded in one document, the changes are not reflected in any other copies of the movie embedded in other documents or saved on disk.

When you embed references to a screen movie, you embed a reference to an external file containing the screen movie, so changes to the screen movie are thus reflected in all documents with embedded references to it.

Embedding a reference is similar to creating a link, but you embed a reference starting from the other application, rather than from ScreenCam, and you can customize embedded references but not links.

.EXE format

The internal format for an executable application. When you save screen movies in .EXE format, the saved file contains both the screen movie and the playback-only control panel. This screen movie can thus be viewed on any computer running Windows, even if that computer does not have the full ScreenCam recorder installed.

hot keys
Keys you use to control recording and playback in place of the mouse. You can set hot keys to start and stop recording, show and hide logos and captions during recording, and start and pause playback.

icon

A small picture that represents a command, operation, or application. The sample represents the ScreenCam application. Generally, you click or double-click an icon to activate the command, operation, or application it represents.

insertion point
The position in an application window where the text you type or object you paste is inserted. The insertion point is usually indicated by a blinking vertical line. As you type, text appears to the left and the insertion point moves to the right.

link

A pointer stored in a document created in one application to a file created in another application. When you double-click the icon representing the link, you access the object stored in the file it points to.

When you store a link to a screen movie, you store a pointer to the ScreenCam file containing the screen movie, not the screen movie itself. You can thus create links to a single screen movie from several different applications and documents. If you make changes to a linked screen movie, the changes are reflected in all documents with links to it.

Creating a link is similar to embedding a reference, but you create a link starting from ScreenCam, while you embed a reference starting from the other application. You can also customize an embedded reference, but you cannot customize a link.

linked

A linked object is an object created in one application which is pointed to by a link stored in another application. When you double-click the icon representing the link, you access the file and object it points to.

When you store a link to a screen movie, you store a pointer to the ScreenCam file containing the screen movie, not the screen movie itself. You can thus create links to a single screen movie from several different applications and documents. If you make changes to a linked screen movie, the changes are reflected in all documents with links to it.

Creating a link is similar to embedding a reference, but you create a link starting from ScreenCam, while you embed a reference starting from the other application. You can also customize an embedded reference, but you cannot customize a link.

list box
A list of choices that appears in a dialog box. If there are more choices than can fit in the box, use the scroll bar or scroll arrows to display the other choices.

menu

A list from which you choose command items. ScreenCam displays a pull-down menu when you choose a menu name from the menu bar. A pull-down menu item followed by an arrow (▸) leads to a cascade menu. A menu item followed by ellipses (...) leads to a dialog box.

Dimmed menu items are not available for the current task, mode, or selected object.

message box
A box that displays status, warning, and error messages.

object
Information (text, graphics, sounds, or screen movies, for example) created in one application that can be embedded or linked in a document created in another application. You can then access the object from the application in which you embedded it or created a link to it.

object icon

The icon ScreenCam inserts in an application to represent an embedded or linked screen movie.

pull-down menu
The list of menu items that appears when you choose a menu name from the menu bar.

reference
A pointer embedded in a document created in one application to a file created in another application. When you double-click the icon representing the reference, you access the object stored in the file it points to.

Embedding a reference is similar to creating a link, but you embed a reference starting from the other application, while you create a link starting from ScreenCam. Also, you can customize embedded references but not links.

sample rate

The frequency with which the audio driver performs analog-to-digital or digital-to-analog conversions, measured in thousands of cycles per second (kHz). Increasing the rate improves the sound quality, but increases the memory required to play and store the movie. Your sound board controls the range of rates available (usually 11, 22, or 44 kHz).

In ScreenCam you can only record sound at a rate of 11 kHz, but you can open sound files created in other applications that were recorded at other rates.

sample size

The number of bits the audio driver uses to store a sound sample created by an analog-to-digital conversion. The audio driver performs thousands of conversions a second, as determined by the sample rate setting. Increasing the sample size improves the sound quality, but increases the memory required to play and store the movie. Your sound board controls the number of sample sizes available (usually 8 or 16 bits).

In ScreenCam you can only record sound using a sample size of 8 bits, but you can open sound files created in other applications that were recorded using other sample sizes.

save
To copy a file from memory to disk.

scroll
To change the visible contents of a window or list box by moving the contents up, down, left, or right.

scroll arrows
The arrows at either end of a scroll bar.

scroll bar
A vertical or horizontal bar that you use to scroll the contents of a window or list box. Scroll bars are located at the right and bottom of a window and at the right of list boxes. Click the scroll arrows or drag the scroll box to scroll the window or the list.

scroll box

The rectangular box in a scroll bar that you can move to change the displayed area of the current view or list. Dragging the scroll box moves you quickly through the area or list you are scrolling.

The position of the scroll box within the bar indicates your relative position in the total area being viewed. For example, in a list box, if the scroll box is at the top of the scroll bar, you are at the top of the list; if the scroll box is at the bottom of the scroll bar, you are at the bottom of the list.

select
To highlight an option or an item.

sound compression

The process of condensing the sound portion of a screen movie when saving it in a file. Compressing the sound results in smaller screen movie files, but may also slightly impair the quality of the sound.

The higher the compression option, the smaller the resulting file, but the more the sound quality is affected.

Select None if you don't want to compress the sound. This preserves the original quality of the sound, but produces the largest sized file.

specify
To select from the items in a list box or enter a new item by typing.

.SCM format
The native file format for ScreenCam movies.

ScreenCam player

A run-time version of ScreenCam that lets users open and play - but not record or save - screen movies. You can distribute the ScreenCam player (SCPLAYER.EXE) with screen movies so that even recipients who do not have the full ScreenCam recorder can play screen movies you send them.

By default, you install the ScreenCam player when you install the ScreenCam recorder.

sound hardware
A sound board installed inside your PC, or a sound device attached to your PC (to the parallel port, for example).

soundtrack file
A .WAV-format file containing only the sound portion of a ScreenCam movie.

stand-alone screen movie
A single executable file containing both a screen movie and the ScreenCam playback-only program. A stand-alone screen movie has a .EXE file extension.

You can view a stand-alone screen movie on any computer running Windows, even if the full ScreenCam recorder is not installed on that computer.

title bar
The horizontal bar across the top of a window. In addition to the current file name, the ScreenCam title bar contains the Control menu box and the Minimize button.

The title bar also displays command descriptions when you are working in a menu.

update

Insert an object created in one application into a document created in another application. In ScreenCam, you update an embedded screen movie or reference to a screen movie to insert it in the document where you are embedding it.

When you update an embedded object, you don't actually save it on disk. To save the object, you must also exit to the application and document in which you are embedding the object and save the document itself.

.WAV format

A Microsoft file format for storing digitized sound. You can save the soundtrack from a screen movie in .WAV format. You can also open a .WAV file in ScreenCam; it opens as an untitled .SCM screen movie. In addition, you can combine a .WAV file in ScreenCam with an .SCM file, to add a soundtrack to or replace the soundtrack of an existing screen movie.

By default, .WAV files have the .WAV extension.

window
An area of the screen through which you view and work with an application. Each window is independent of other windows. The window in which you are working is the active window. The title bar in the active window is always highlighted. Many windows can be open simultaneously but you can work in only one window at a time.

Lotus Customer Support

To get help about Lotus Customer Support, click the green text below.

To return to main Help for ScreenCam from Lotus Customer Support Help, click History, then double-click ScreenCam Help contents.

Lotus Customer Support Help

ScreenCam Help contents

Click an icon to get Help on that topic.

How do I?

The workspace

About ScreenCam

What's new?

Printing Help sections

Lotus customer support

How do I?

Use the ScreenCam controls

Create screen movies

Create screen movies with captions

Open, play, and manage screen movies

Modify screen movies

Send screen movies to others

Organize screen movies in Notes databases

Get Help

Create screen movies

Recording a new screen movie

Saving screen movies

Linking and embedding saved movies in other applications

Creating a screen movie with a logo

Hiding the Stop button during recording

Tips for making screen movies

Troubleshooting sound problems

More Help

How do I?

Menus and commands

What's new?

Search...

Create screen movies with captions

About captions

Entering the caption text

Recording a screen movie with captions

Setting caption properties

Setting caption hot keys

Saving a caption script

Modifying captions

Editing a caption script in a word processing application

More Help

How do I?

Menus and commands

What's new?

Search...

Open, play, and manage screen movies

Opening and playing screen movies

Customizing the way screen movies play

Displaying information about the current screen movie

Closing screen movies

Deleting screen movies

Exiting ScreenCam

More Help

How do I?

Menus and commands

What's new?

Search...

Modify screen movies

Replacing or adding a screentrack or soundtrack by recording

Replacing or adding a screentrack or soundtrack from a file

More Help

How do I?

Menus and commands

What's new?

Search...

Send screen movies to others

Deciding on the best screen movie format to send

Sending screen movies using Notes or cc:Mail

Playing screen movies when you don't have ScreenCam

More Help

How do I?

Menus and commands

What's new?

Search...

Organize screen movies in Notes databases

About organizing screen movies in Notes

Setting up Notes Field Exchange (Notes/FX)

Using Notes Field Exchange (Notes/FX)

Using the Notes/FX sample database

More Help

How do I?

Menus and commands

What's new?

Search...

Saving screen movies

About saving screen movies

Saving a new screen movie

Saving an existing screen movie under a new name

Saving a screen movie for people who don't have ScreenCam

Saving the soundtrack of a screen movie

Saving the screentrack of a screen movie

More Help

How do I?

Menus and commands

What's new?

Search...

Linking and embedding saved movies in other applications

About linking and embedding

Embedding screen movies or references to screen movies starting from other applications

Linking or embedding screen movies starting from ScreenCam

More Help

How do I?

Menus and commands

What's new?

Search...

Setting caption properties

Selecting a caption background

Setting the style of caption text

Setting the position of caption text and background

More Help

How do I?

Menus and commands

What's new?

Search...

Opening and playing screen movies

Playing screen movies saved in ScreenCam (.SCM) format

Playing stand-alone (.EXE) screen movies in ScreenCam

Playing screen movies linked or embedded in other applications

Creating an icon to play stand-alone (.EXE) screen movies

More Help

How do I?

Menus and commands

What's new?

Search...

Playing screen movies when you don't have ScreenCam

Playing screen movies saved in stand-alone (.EXE) format

About the ScreenCam player

Playing an embedded screen movie using the ScreenCam player

Playing an .SCM format movie using the ScreenCam player

More Help

How do I?

Menus and commands

What's new?

Search...

Customizing the way screen movies play

Ways to customize playback

Hiding the control panel and mouse pointer in ScreenCam

About command-line playback options

Setting command-line options for a stand-alone (.EXE) screen movie

Setting command-line options for a screen movie saved in .SCM format

Customizing the way an embedded screen movie plays

More Help

How do I?

Menus and commands

What's new?

Search...

Using the Notes/FX sample database

Adding the sample database to your Notes workspace

Storing screen movies in the sample database

More Help

How do I?

Menus and commands

What's new?

Search...

More Help

How do I?

The workspace

Search...

Printing Help topics

Click a topic to print all its related help topics in one document.

The ScreenCam controls

Creating screen movies

Creating screen movies with captions

Opening and playing screen movies

Customizing screen movie playback

Managing screen movies

Replacing or adding a screentrack or soundtrack

Sending screen movies to others

Organizing screen movies in Notes

What's new?