

Screenium 3 User Guide



Table of Contents

1. Introduction	1
2. First Steps	2
2.1. The Start Window	2
3. Recording Configuration	3
3.1. Video	3
3.2. Desktop	5
3.3. Audio	6
3.4. Camera	7
3.5. Mouse	8
3.6. Keyboard	9
3.7. Timer	9
4. Synium Audio Driver	12
4.1. Installation wizard	12
4.2. Troubleshooting problems with audio recording	16
4.2.1. Audio settings	16
5. Recording	18
5.1. Screen areas	19
5.2. Fullscreen mode	21
5.3. Single window	22
5.4. iOS / tvOS	23
6. Edit Videos	26
6.1. Video-Editor	26
6.1.1. User Interface	27
6.2. Composer Tracks	28
6.2.1. Organize Tracks	28
6.3. Video and Audio Tracks	28
6.3.1. Edit Tracks	29
6.3.2. Select Single Track	30
6.3.3. Split Video and Audio Tracks	31
6.4. Fixed Images	32
6.5. Edit Transitions between Scenes	32
6.6. Object Animations	34
6.6.1. Add and Edit New Objects	34
6.6.2. Animate Objects	36
6.7. Tutorial	36
6.8. Templates	39

6.8.1. Custom Templates	42
6.9. Video Effects	43
6.9.1. Tutorial	45
6.9.2. Remove Effects	47
6.9.3. Additional Options for Effects	47
6.10. Chapter Marks	49
6.10.1. Add Chapter Marks	49
7. Edit Mouse Visualization	51
7.1. Adjust Mouse Visualization	51
7.2. Custom Visualization	52
8. Key Visualization	54
8.1. Making adjustments in the editor	54
8.2. Edit visualisations	55
9. Audio editing	58
9.1. General Settings	58
9.1.1. Channel Mapping	59
9.1.2. Assign languages for audio objects	59
9.1.3. Audio behavior	60
9.1.4. Dependencies	61
9.1.5. Volume Delta	61
9.2. Audio Effects	62
9.3. Generated Speech	64
9.4. Voice Over	64
10. Export Features	67
10.1. Export Screencasts to File	67
10.2. Publish Screencasts Online	69
10.3. Export Screencasts to Mail	71
11. Preferences	72
11.1. Assign Hotkeys	73
11.2. Saving Location of Captured Videos	73
12. Technical Support	75

Chapter 1. Introduction

Congratulations on choosing Screenium 3 as your powerful screencasting application. If you're familiar with Screenium, you'll find that Screenium 3.2 features many tried and tested features from previous versions, while also boasting a large variety of new features and enhancements.

To provide you with the best possible support in using Screenium, we've also substantially revised the user manual. If you're new to Screenium, the following chapters will help you understand the basic idea behind this application and provide you with an overview of the great features and techniques you can use and apply.

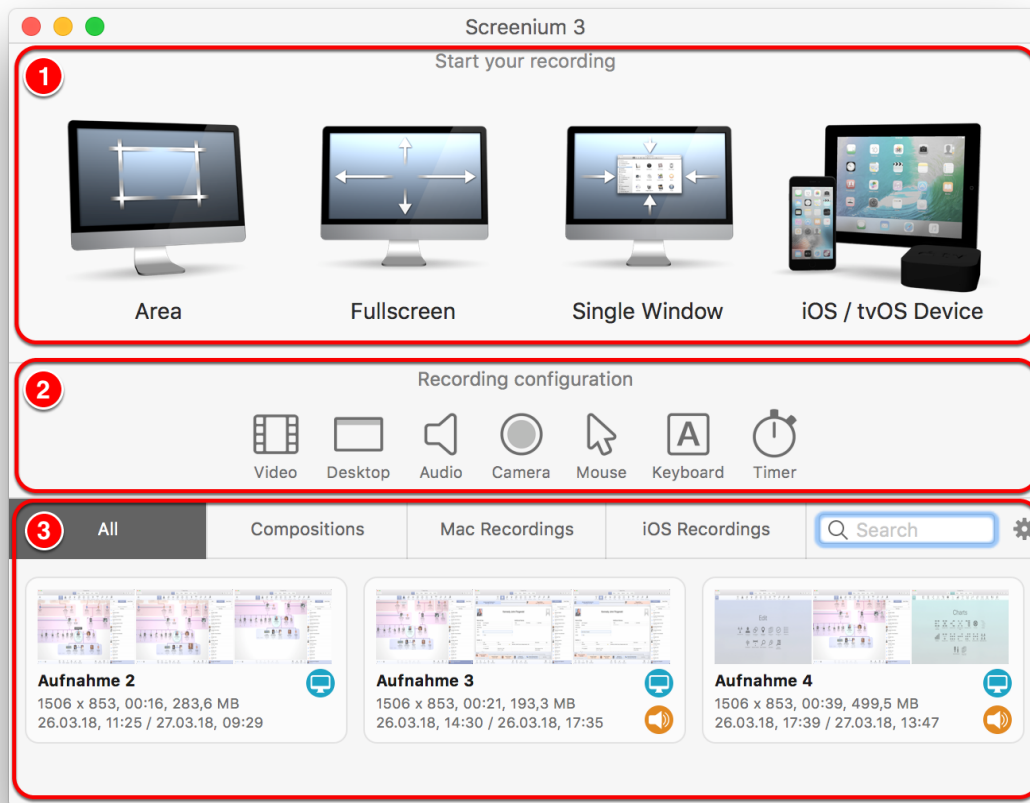
This manual works as a reference guide that provides you with quick help on all Logoist-related topics. Click on any topic in the table of contents and the corresponding chapter will automatically be opened for you.

Please feel free to contact us with your questions, suggestions or feedback via the following link: [Synium Support](http://www.syniumsoftware.com/support)¹

¹ <http://www.syniumsoftware.com/support>

Chapter 2. First Steps

2.1. The Start Window



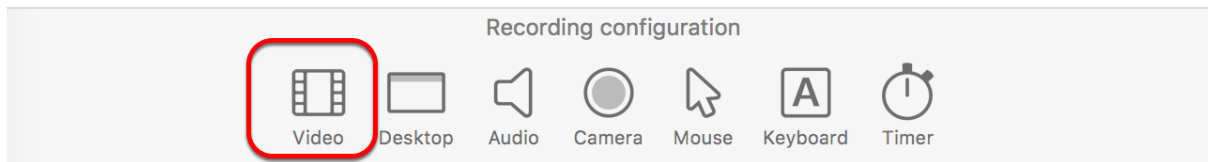
1. Here you can find different recording modes.
Click on the relevant icon to record an area, the full screen, a window or an iOS/ tvOS screen.
2. This field contains key configuration options, which you should adjust to your requirements prior to starting a recording.
For more information on the different settings please refer to [Chapter 3, Recording Configuration](#).
3. To preview your stored recordings and compositions, select the relevant tab.



Use the cogwheel icon to customize preview size and sort order.

Chapter 3. Recording Configuration

3.1. Video



Click on the "Video" icon in the "Recording Configuration" section to open the video configuration pane.

1 Maximum Framerate 20 30 40 50 60

2 Quality
The better the recording quality, the bigger the file size of the resulting recording gets.

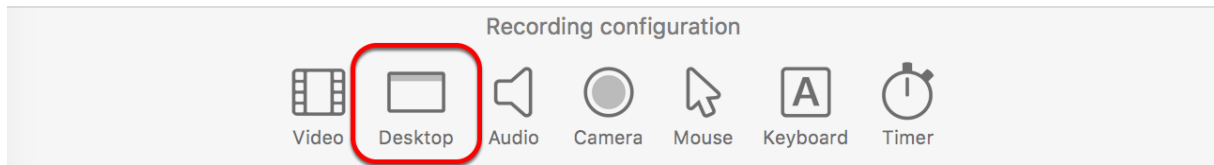
3 Video Scaling
Stealth Use stealth recording
Stealth recording removes Screenium's icon from the dock (if it has not been "kept" in the Dock), leaving no indication as to what recording software was used to do the recording.

4 Menu Show menu in menu bar
If the menu is not showing, the only way to end a recording is to use the Dock icon or the hotkey. If recording stealth, the hotkey is the only option. However, no indication of Screenium will be visible.

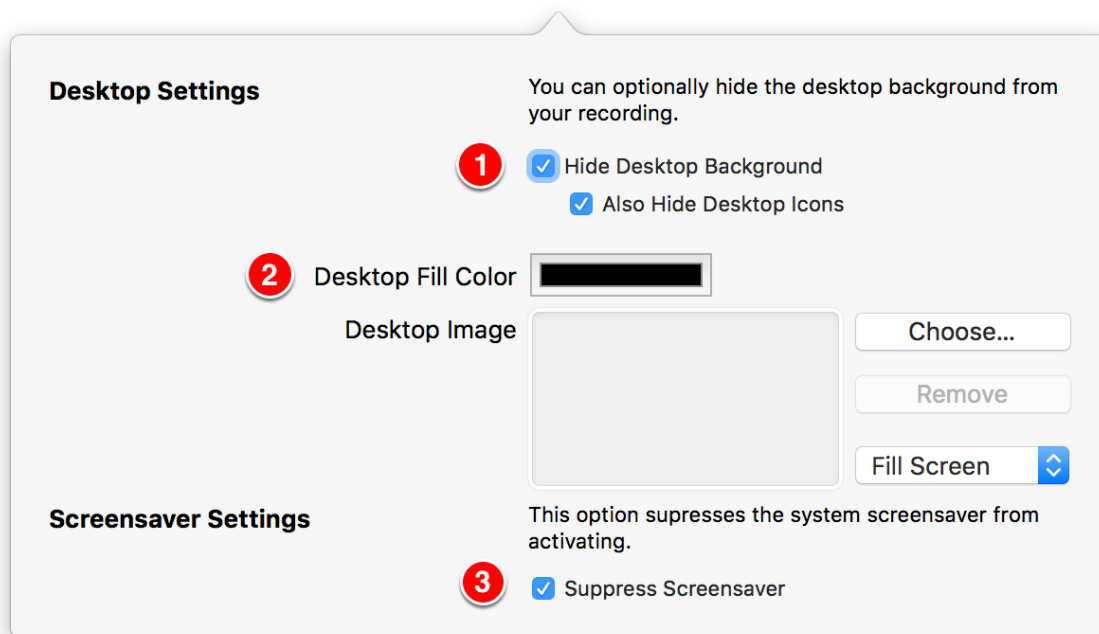
5 Menu Mode

1. The maximum frame rate can be adjusted via the slide control. This will only affect the recording if the actual frame rate exceeds the configured value. The actual frame rate depends on the frame rate at which the recorded application is able to run. (If, for instance, you're running a very sophisticated application or game that the hardware used can only render at a low frame rate, Screenium will record at this same rate, irrelevant of the defined maximum frame rate.) Limiting the frame rate serves the purpose of limiting the file size of the recording.
2. Adjust the quality of the recording. Increasing the quality will increase the file size, lowering the quality will however also result in higher processor utilization as the video data has to be compressed during recording. Depending on the hardware, a lower recording quality may result in missing frames or artifacts appearing in the image.
3. Use the video scaling feature to reduce the file size even when recording at a high resolution. Please note, however, that lower scaling will result in a loss of quality. Enable the "Stealth" feature to hide the Screenium app icon from the dock during recording.
4. To be able to access the recording feature via a status menu during recording, enable the "Show menu in menu bar" option.
5. Here you can select which information you want to be displayed in the menu bar.

3.2. Desktop

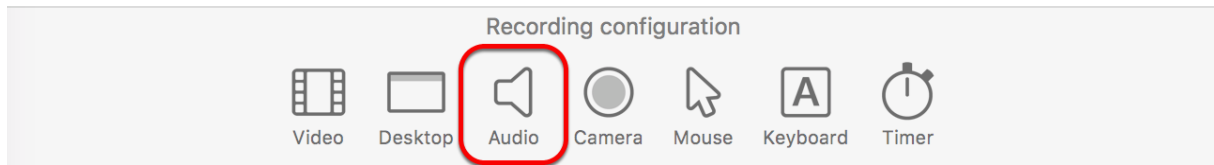


You can adjust the Desktop settings to hide desktop items during recording.

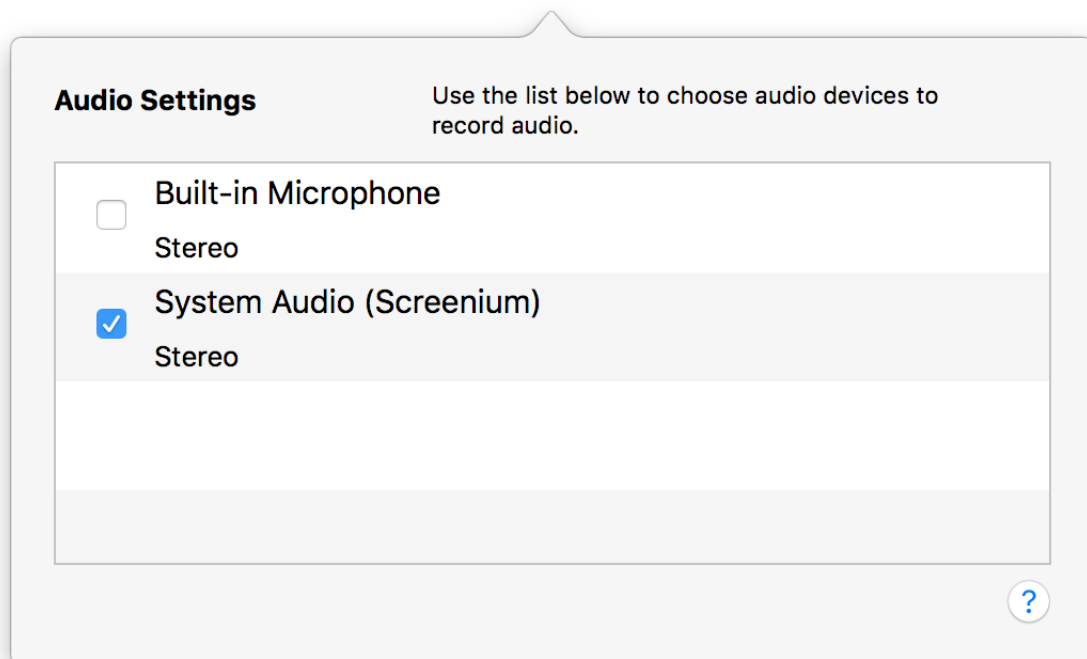


1. To hide the desktop background completely, enable both check boxes under "Desktop".
2. If the "Hide Desktop Background" feature is enabled, the recording will show the fill color or alternative desktop background you've selected.
3. Enable the "Disable screensaver" option to keep the screensaver from activating during longer periods of inactivity.

3.3. Audio



You can select existing audio sources for your recording in the audio settings.



To be able to record system audio with Screenium, you must have the Synium Audio Driver installed. Refer to the [Chapter 4, Synium Audio Driver](#) chapter for detailed instructions.

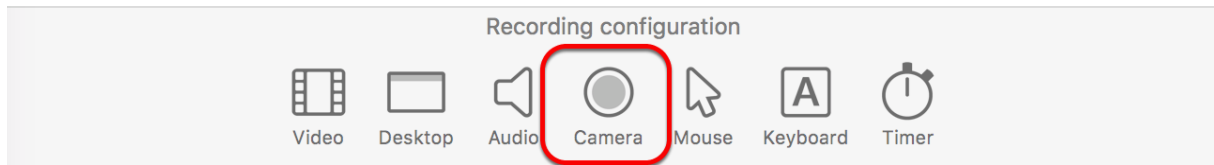
If the Synium Audio Driver is installed on your Mac, the menu item "System Audio" will be available in the audio settings.

Enable this option to record the system audio.

If system audio is enabled, the audio output will automatically be set to Screenium 3 Synium Audio Driver whenever system audio is recorded.

You do not have to adjust the settings in the audio midi settings.

3.4. Camera



You can also record the FaceTime camera to display your own face in the screencast. The FaceTime recording option is accessible via the "Camera" button in the recording configuration section.

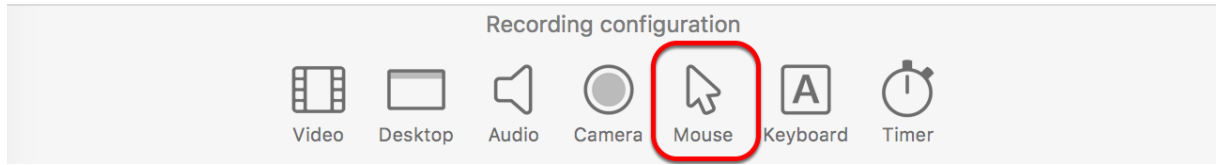


Check the "Activate Camera Capture" checkbox to activate the FaceTime camera capture during recording.



The captured video from the FaceTime camera will be displayed as an overlay in the final screencast and can be further scaled and positioned in the video editor after capture.

3.5. Mouse



In Screenium mouse clicks can be visualized in various ways. The cursor and visualization settings can be accessed from the "Mouse" recording configuration menu.

Cursor Settings

Specify if the mouse should be visible and which actions should be visualized in the recording.

- Capture Mouse Pointer
- Visualize Mouse Clicks
- Show Click Count
- Show Mouse Wheel

Visualization Settings

Choose between different settings for the click visualization below.

Duration

Strength

Size

- Filled Mouse Click
- Display Button Names

Helvetica 14 pt.

Click Colors

Main Button

Other Button

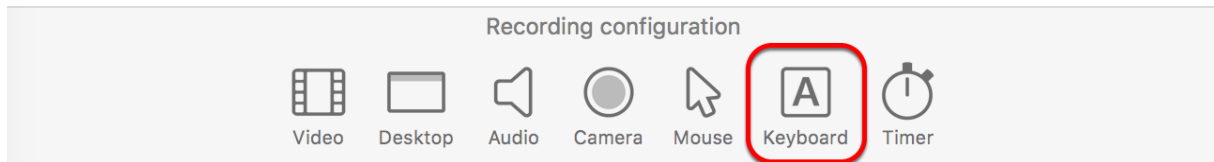
Preview

Click here to see a preview of the mouse clicks

Click "Mouse" in the "Recording Configuration" setting of the start menu to open the mouse settings.

In the cursor settings you can set which mouse actions are visualized. The Visualization Settings let you adjust how these mouse actions are visualized. You can always test the current setting by clicking on the "Preview" field below.

3.6. Keyboard



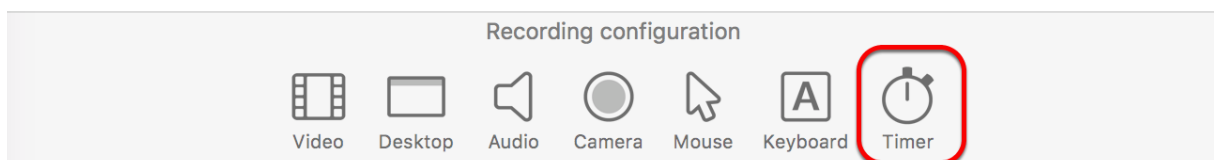
Record key strokes
Display of key strokes can be enabled in the editor's inspector.
Passwords will not be recorded.

To be able to record keystrokes, Screenium requires system authorization. To enable this feature, activate/add Screenium under System Preferences > Security > Privacy > Accessibility.



Please refer to the [Chapter 8, Key Visualization](#) chapter for more detailed information.

3.7. Timer



Adjust the countdown before the capture starts and the maximum recording duration.

The screenshot shows a 'Recording Configuration' dialog box with two main sections: 'Recording Duration' and 'Recording Delay'. Five red callout boxes with numbers 1 through 5 point to specific settings:

- 1:** Points to the 'Maximum Recording Duration' checkbox and the '01:00:00' time input field.
- 2:** Points to the 'Play hint sound shortly before end' checkbox and its description.
- 3:** Points to the 'Countdown' checkbox and the '4' value in the 'In Seconds, Minimum 4' input field.
- 4:** Points to the 'Countdown sound' dropdown menu, which is currently set to 'None'.
- 5:** Points to the 'Record after resolution change' checkbox and its description.

1. Activate the checkbox "Maximum Recording Duration" and enter a value to set a limit.
If the option "Maximum Recording Duration" is activated, the recording will automatically stop after the defined duration.
2. You can also play a warning sound shortly before the duration is reached.
This warning sound will not be recorded.
3. Activate the option "Countdown" to run a countdown before the recording starts.
This value is limited to a minimum of 10 seconds.
If the option "Stealth" is activated in the video recording settings, the countdown will be automatically displayed, as there is no further indication that the recording started.
4. Select a sound for the countdown.

5. When recording games or presentations that automatically change the screen resolution after start, it might be useful to activate the option "Record after resolution change" to start the recording with the actual resolution.

Chapter 4. Synium Audio Driver

To record the system audio with Screenium 3, the Soundflower-based Synium Audio Driver is required. Soundflower is a free driver extension that allows you to record audio transferred from an application to your Mac's speakers.

Please download Synium Audio Driver from the following link: [Synium Audio Driver](#)¹

4.1. Installation wizard

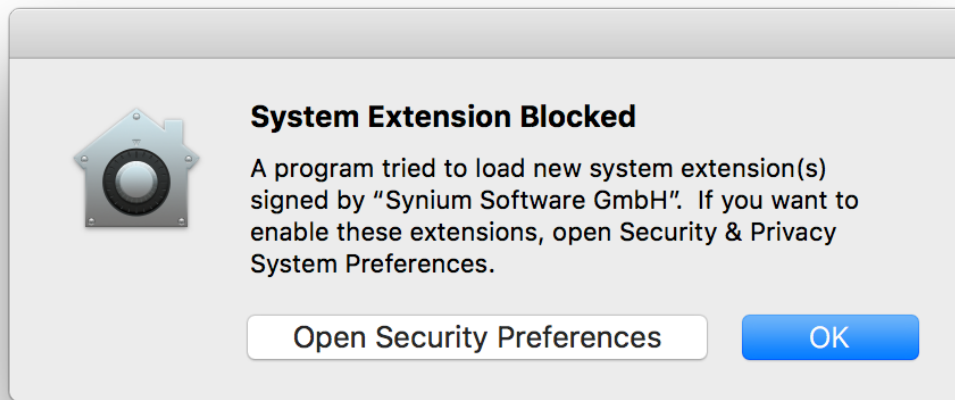


- To open the downloaded file and start the installation, double click onto "SyniumAudioDriver.pkg".
- You will then be guided through the installation process by the installation wizard. Simply follow the steps of the installation dialog.

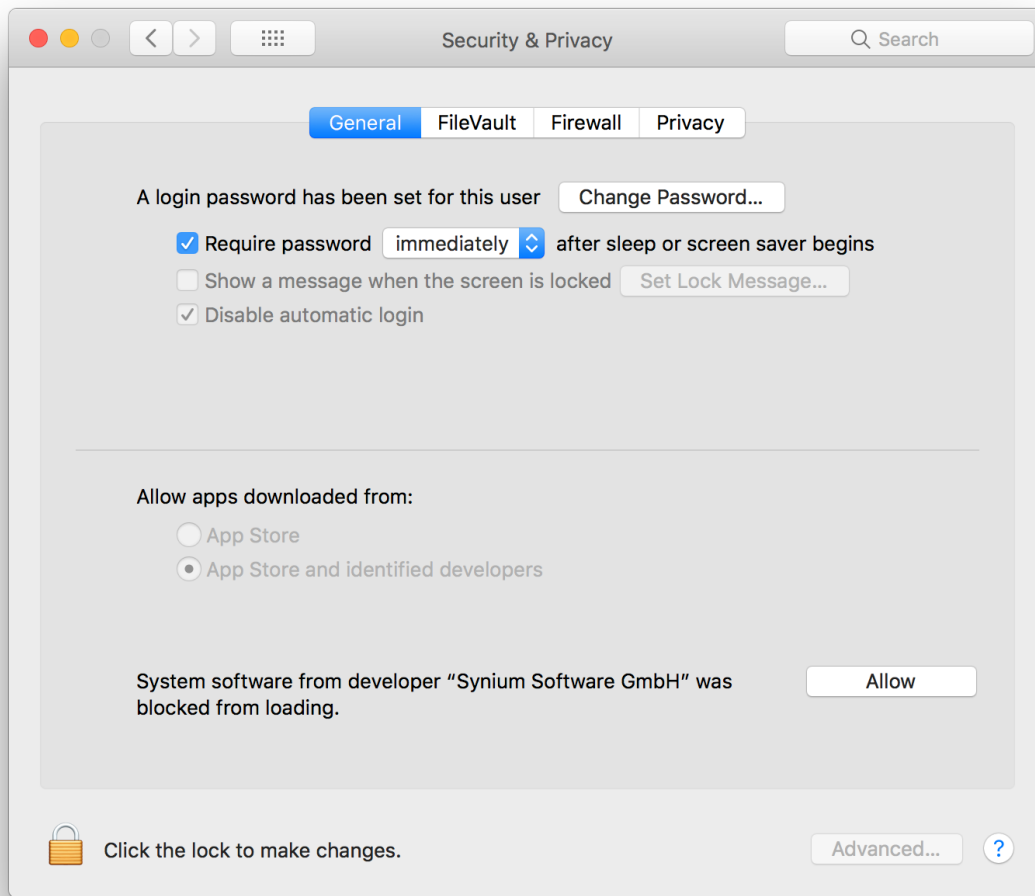


If you've set a system password, you will be prompted to provide it during the installation process.

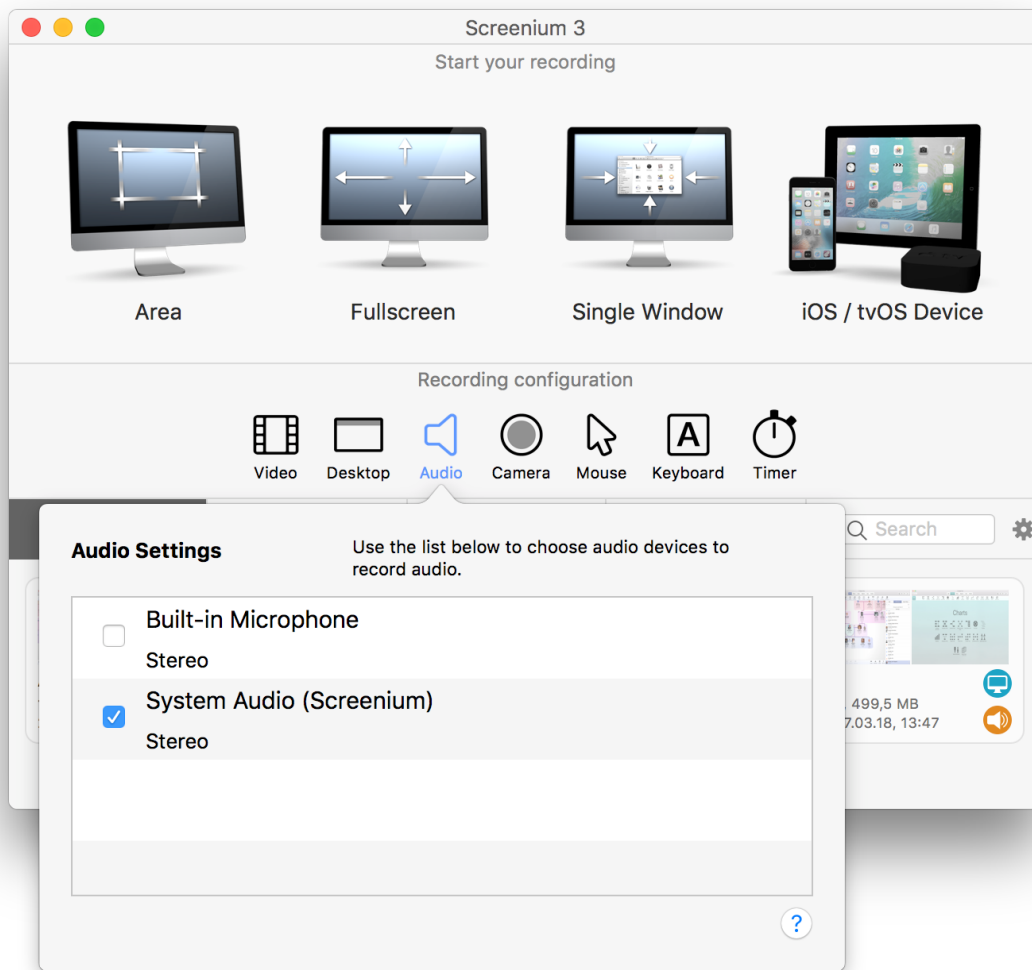
¹ <http://www.syniumsoftware.com/support-article/synium-audio-driver-en>



- You must approve the system extension during installation. This will open a small window from where you can directly access your system preferences.



- There, click the "Allow" button.



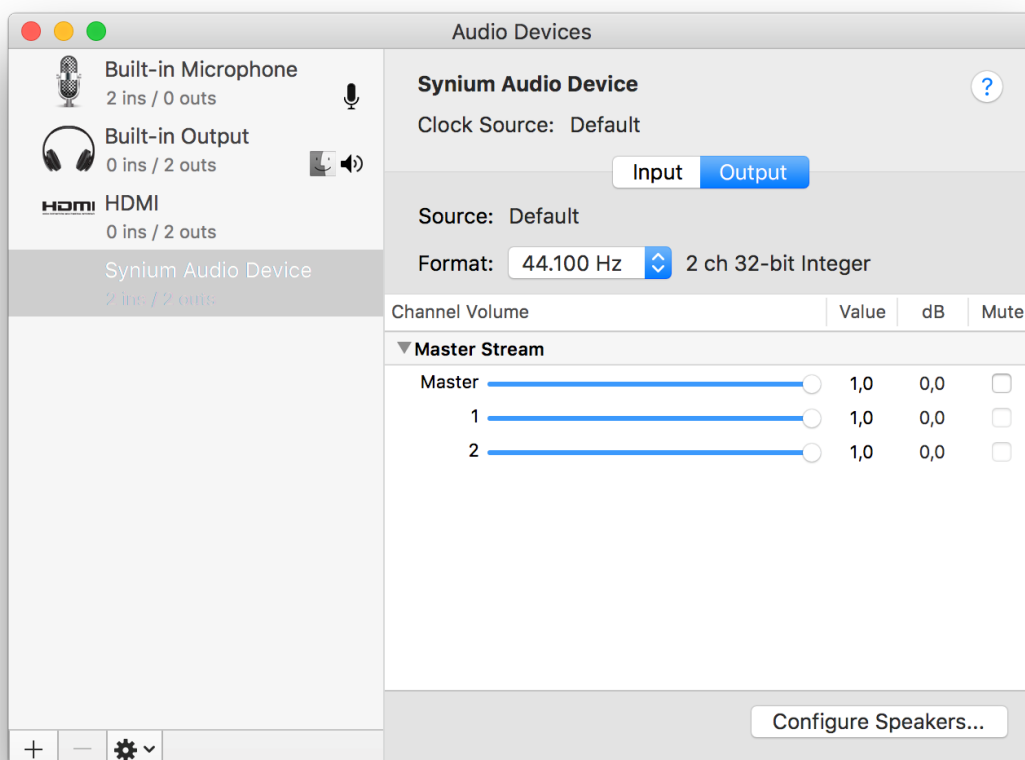
Once Synium Audio Driver has been installed, "System Audio (Screenium)" will be available as an input source in the audio settings. Enable the corresponding checkbox to activate the relevant input sources for audio recording.

4.2. Troubleshooting problems with audio recording

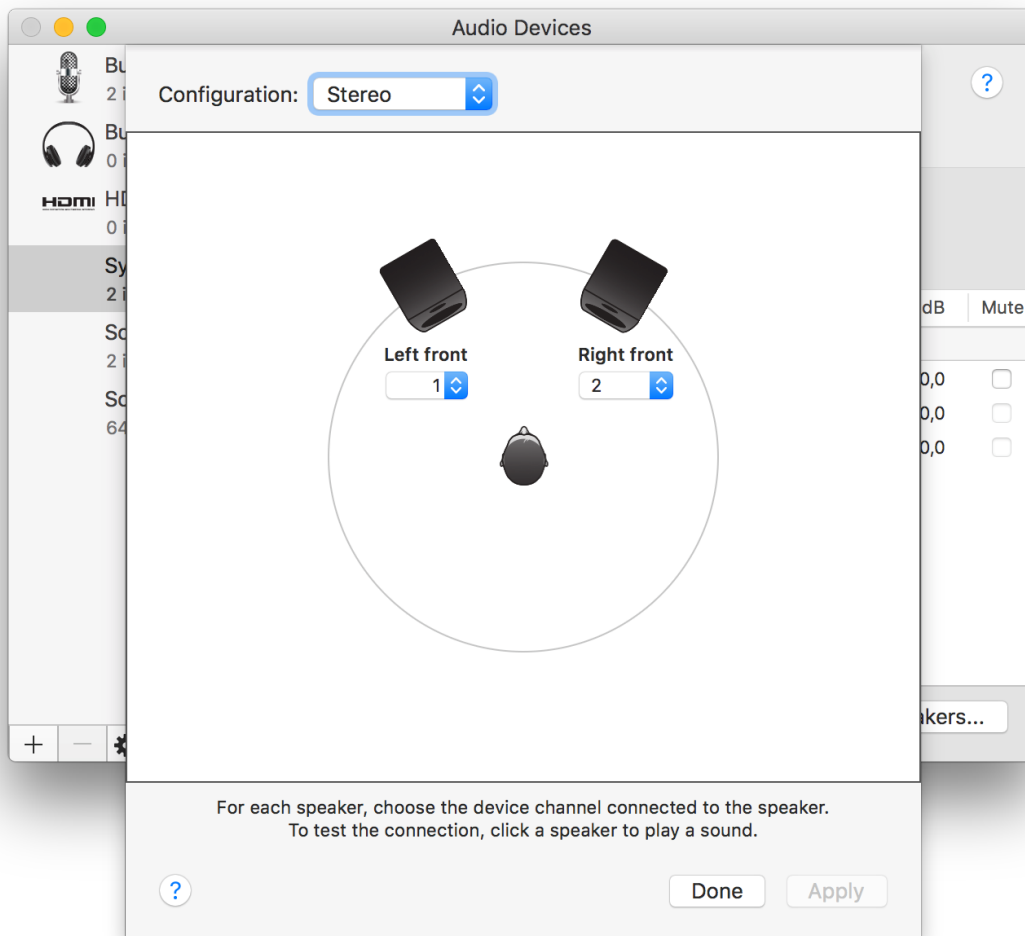
If the system audio isn't recorded correctly, please check whether the Synium Audio Device is connected correctly to each speaker's output.

4.2.1. Audio settings

The Audio MIDI Setup App can be found in the /Applications/Utilities folder, which can be accessed through the Finder.



Select "Synium Audio Device" and click "Configure Speakers" at the bottom right of the menu.



Select "Stereo" and ensure that each of the two speaker channels is connected to the corresponding channel (1 and 2). Perform the same check for "Surround" and click "Apply" to accept the settings.



In case Screenium does not respond and quits while recording, it is possible that you might have to restore the audio signal. Please open the Audio MIDI Setup again and choose "Build-in Output".

Chapter 5. Recording

Screenium 3 offers four different recording modes

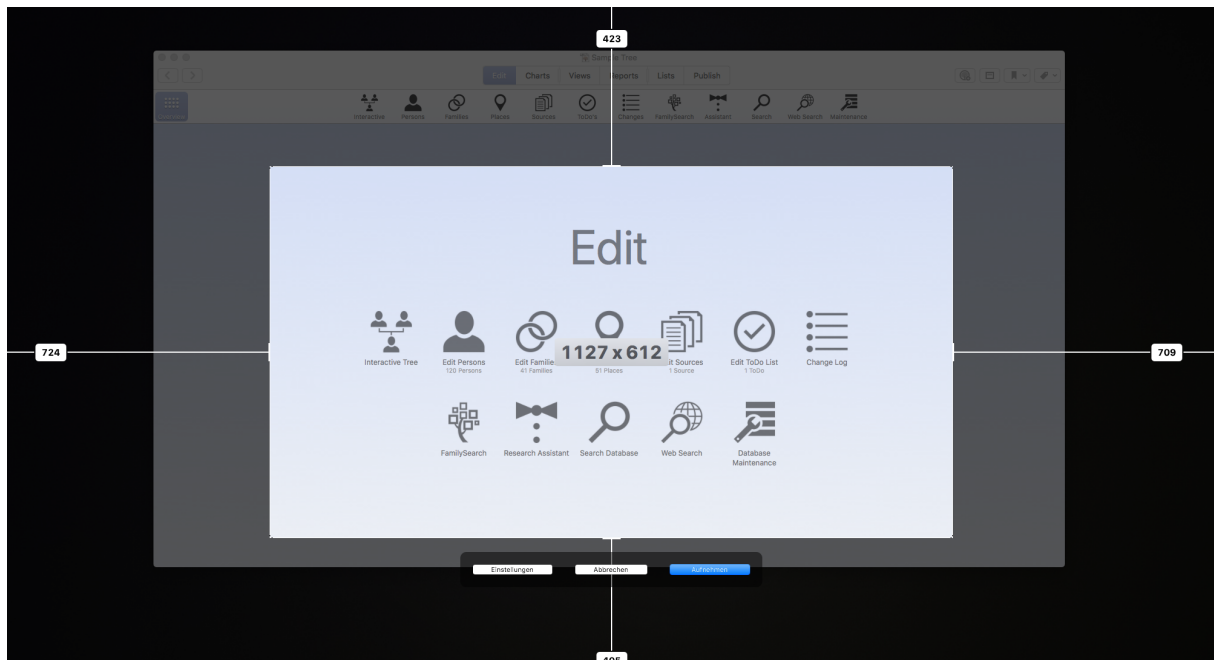


- Area: Drag the mouse to outline a rectangular section which you want to capture. This mode is best suited if you only want to record part of a menu or application window.
- Fullscreen mode: Record the selected screen in its entirety.
- Single window: Record just one particular application window.
- iOS/tvOS device: If you have connected an iOS or tvOS device to your system, you can record it this way.



If you choose the "single window" mode, Screenium will record the currently active application window. However, moving the window will not change which screen section is being recorded and the window might not be recorded in its new position.

5.1. Screen areas



If you're recording in "Area" mode, a selection window will appear to position and scale the recorded section.

Click and drag your mouse to select the recorded area and adjust its height and width.

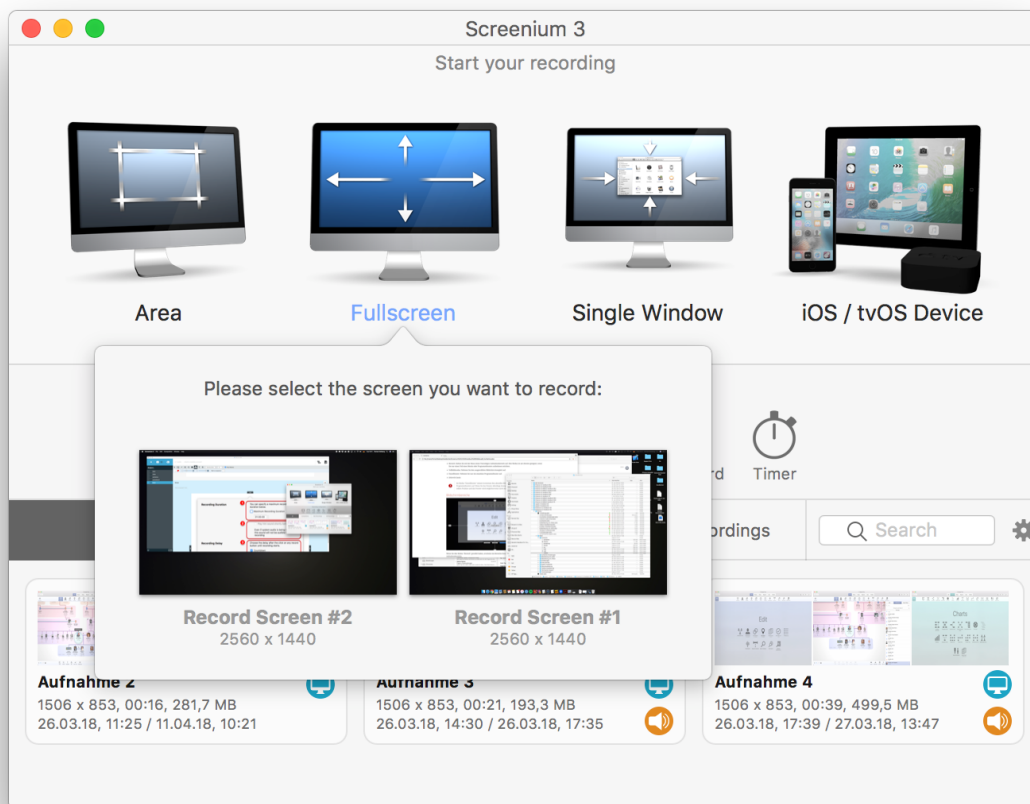
X Position	699
Y Position	393
Width	1108
Height	612
Display	iMac (2560x1440...)
<input type="checkbox"/> Lock Aspect Ratio	4:3
Dimension Preset	User Defined
Save Setting...	
Manage Settings...	
Action/Title Safe areas	None
<input type="checkbox"/> Show recording area while recording	

You can also use the "Settings" tab to numerically enter position and size of the area to be recorded.



If you position the area with your mouse, the active reference mark will appear in the top right corner along and the surrounding area will be magnified to support pixel-accurate positioning of the recorded area.

5.2. Fullscreen mode

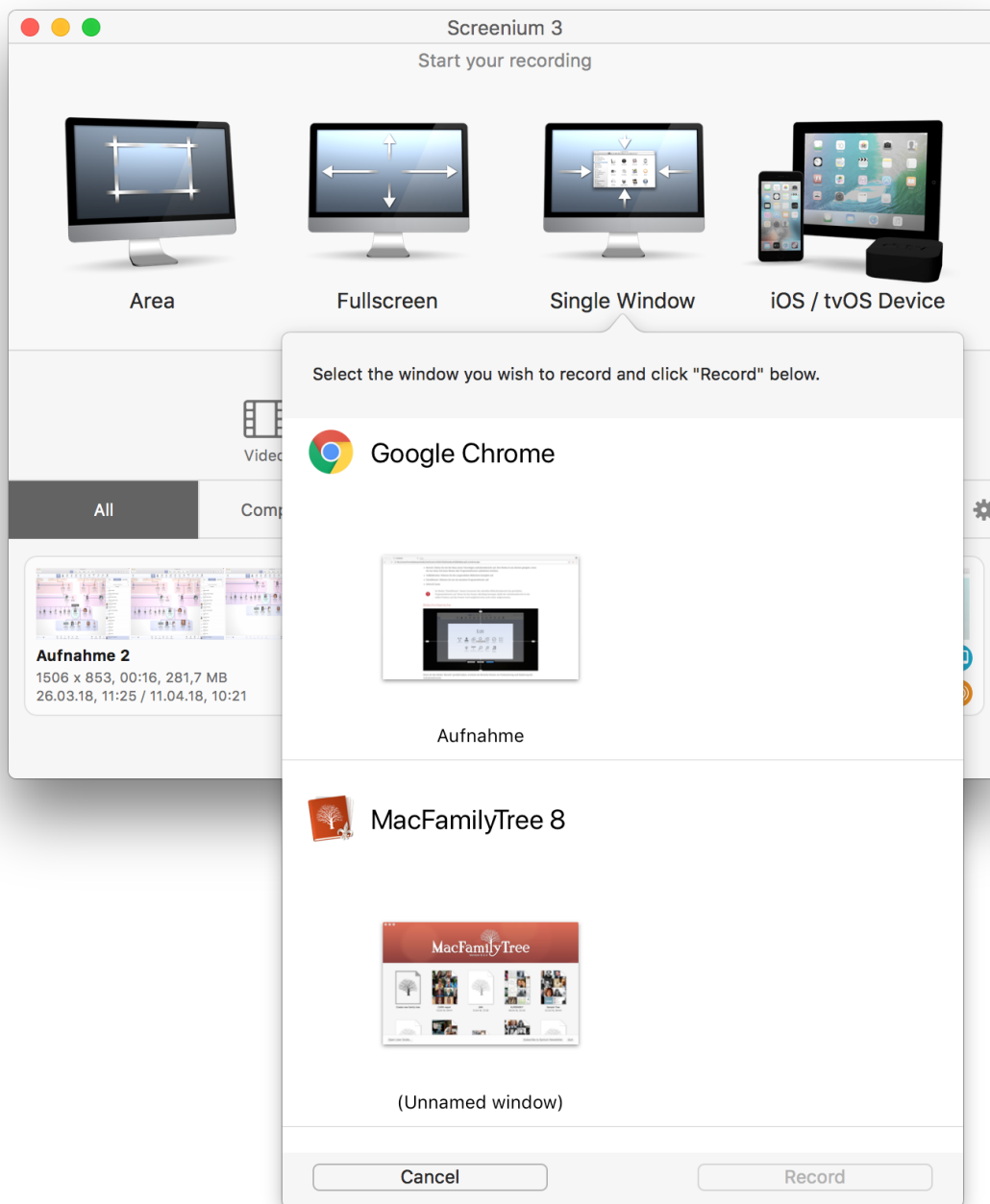


If you select fullscreen mode while using multiple screens, you will be asked which screen you want to record. The same applies to single window mode. All available application windows will be displayed in a selection dialog.



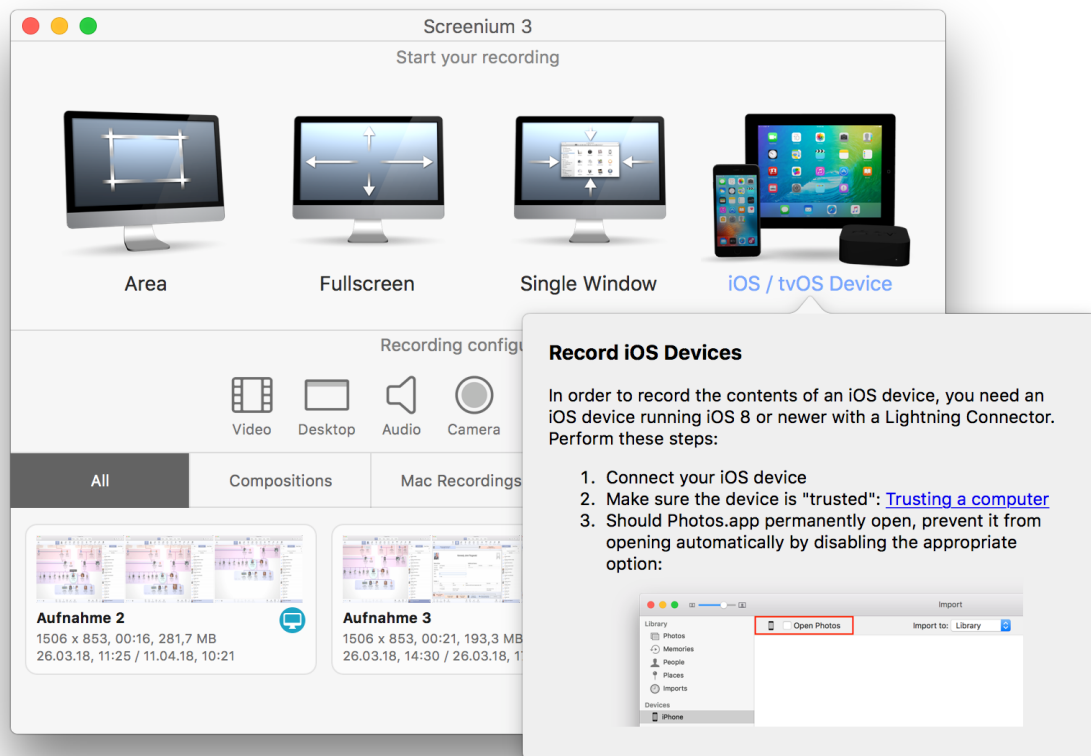
You can also start a recording from the menu bar. To do this, simply click the Screenium icon in the menu bar and select your preferred mode.

5.3. Single window



When recording in single window mode, you will be shown all windows currently open in your system. To start recording, simply select the window you want to record.

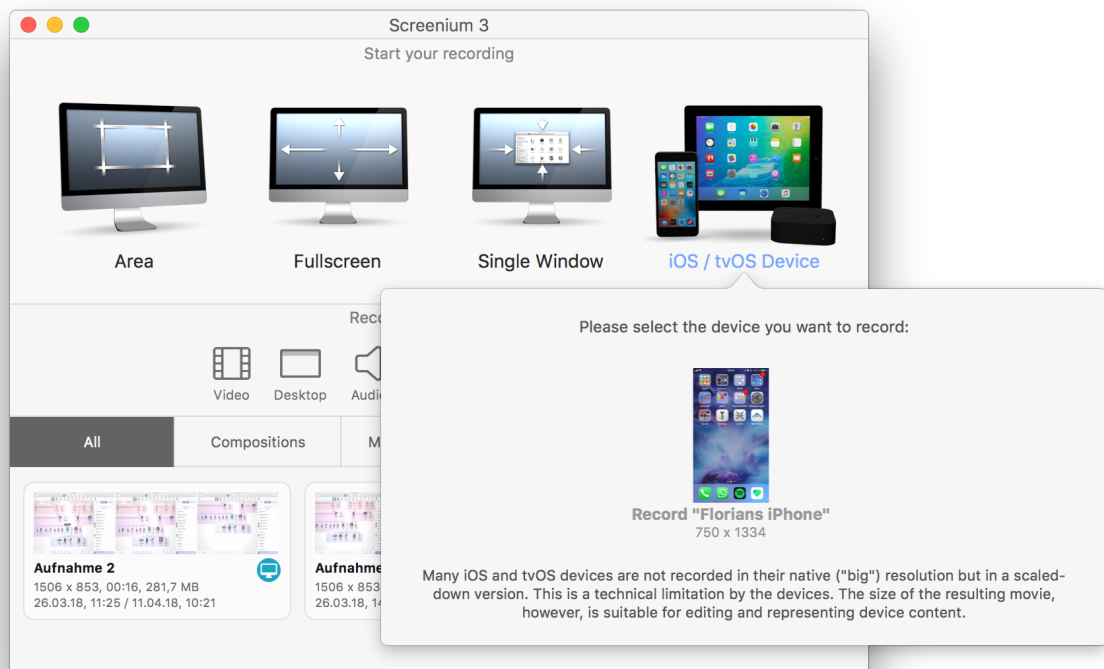
5.4. iOS / tvOS



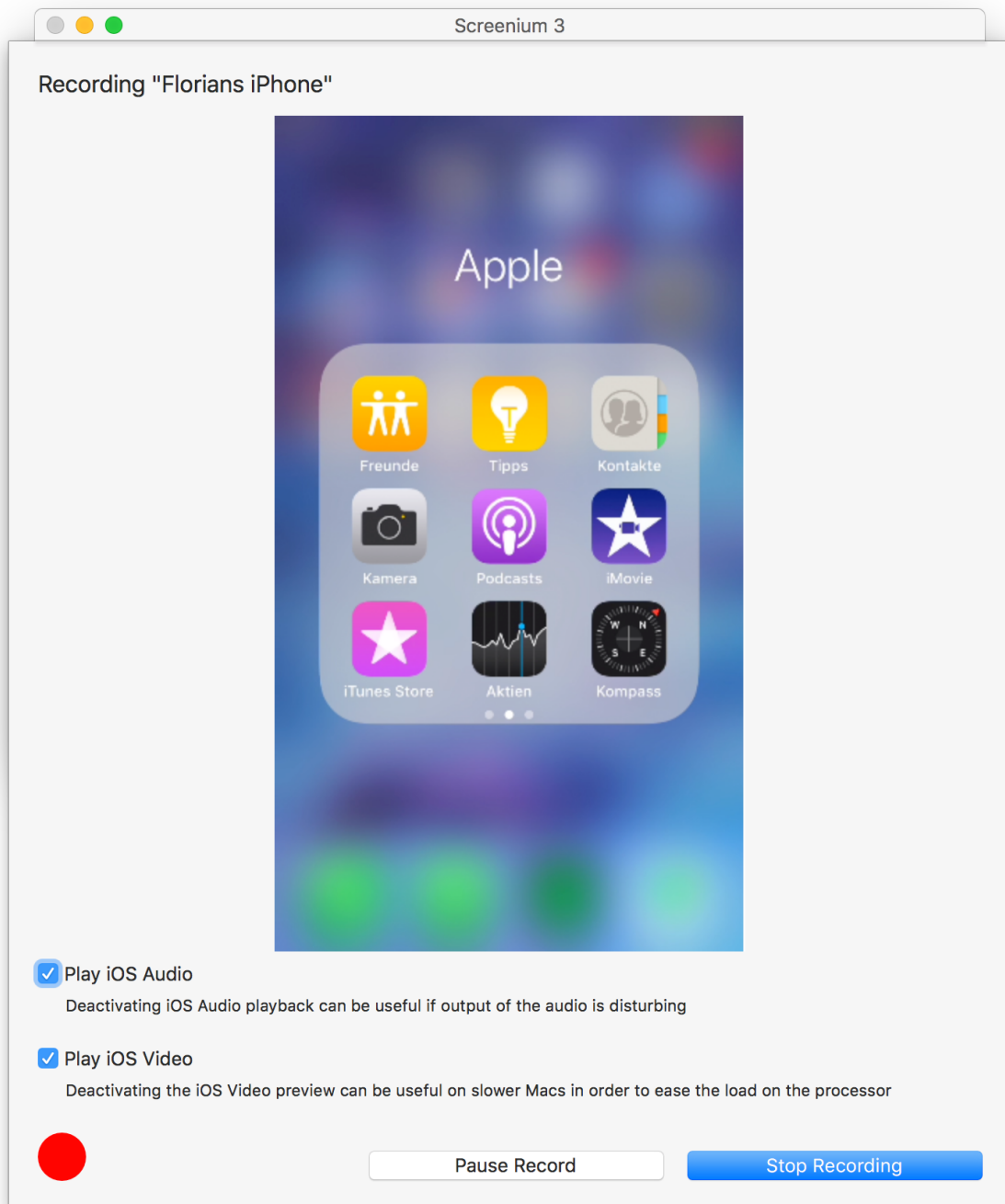
To record an iOS or tvOS device, it must be connected to your computer.



Please note that Screenium is only able to detect and record devices with a lightning connector and iOS version 8 or later.



If your iOS device meets these requirements and is connected to your computer, it will be shown as available for recording.



You can determine whether you want to play back any audio and show video previews during iOS recordings. We recommend that you deactivate this feature for devices with slower processing speeds.

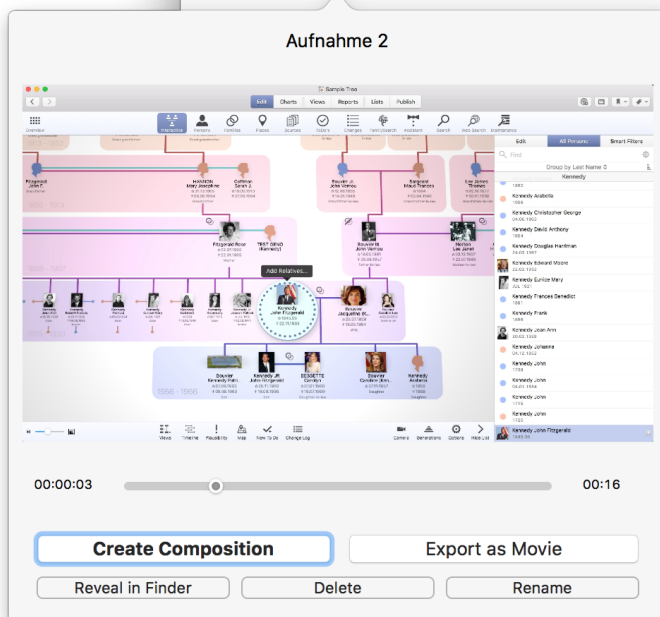
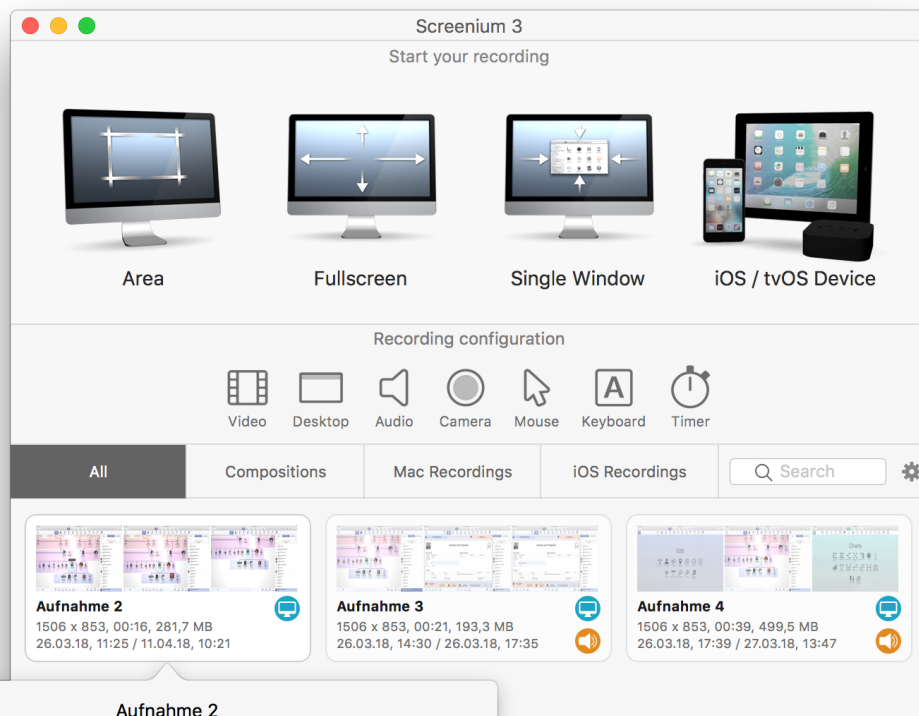


Audio and videos that you do play back will still be recorded.

Chapter 6. Edit Videos

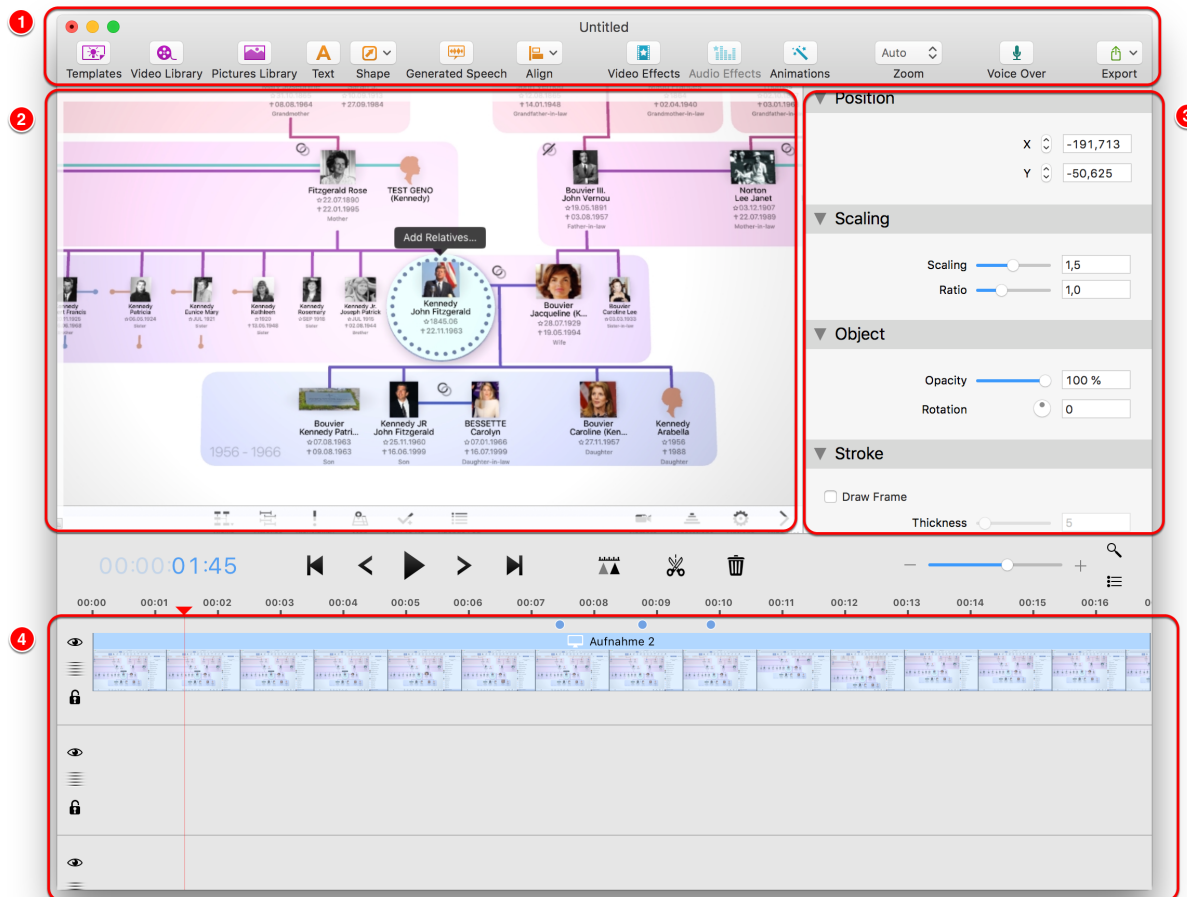
6.1. Video-Editor

The Screenium video editor provides all necessary options to cut and edit your recordings before publishing or providing your screencasts to others.



- Click an entry in the "Past Recordings" section, this will open a preview of the captured video with various options.
- Click "Create Composition" to open the current video in the Screenium video editor. You can also double click on the entry to open the video editor directly.

6.1.1. User Interface



1. Toolbar : The toolbar provides access to all effects, tools and settings.
2. Canvas: The canvas displays the current position of the playhead in the composer. Objects can be positioned and scaled via dragging the object itself or the corners of the object.
3. Attributes Inspector: The attributes inspector sidebar displays the properties of a selected object (Shape, Text or Video Object).
4. Composer: In the composer the audio and video tracks contained in the current composition can be cut and edited.

6.2. Composer Tracks

Each track in the composer containing visual objects like video or images is displayed on the canvas layered from back to front, this means lower layers are displayed in front of higher layers. To organize your tracks the composer provides options to change the display order of objects on the canvas, hide tracks, lock tracks for editing and edit track names.

6.2.1. Organize Tracks

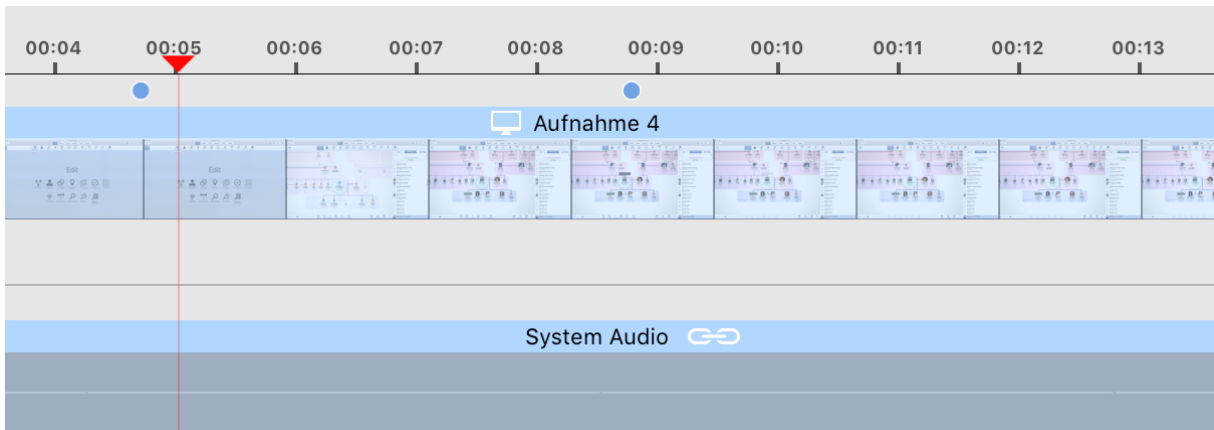


1. Hold the mouse button and drag the grip button at the left side of each track to move the track into another position.
2. Click on the eye icon to toggle track visibility on the canvas or to mute/activate audio tracks.
3. Click on the lock icon to lock a track for editing, if you want to protect the containing object from unintentional edits.
4. Double click on the track title to change it.

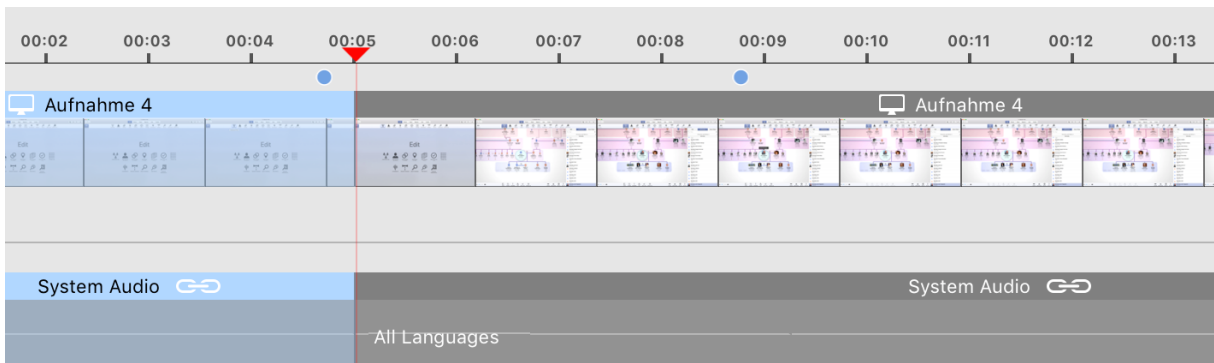
6.3. Video and Audio Tracks

The composer in the bottom area of the Screenium video editor lets you cut and position video and audio tracks, as well as images, text objects and shapes. Per default, the audio and video tracks of a recording are linked to each other. This dependency between the tracks can also be removed and added to other tracks. Furthermore, still images or audio pauses can be added between segments.

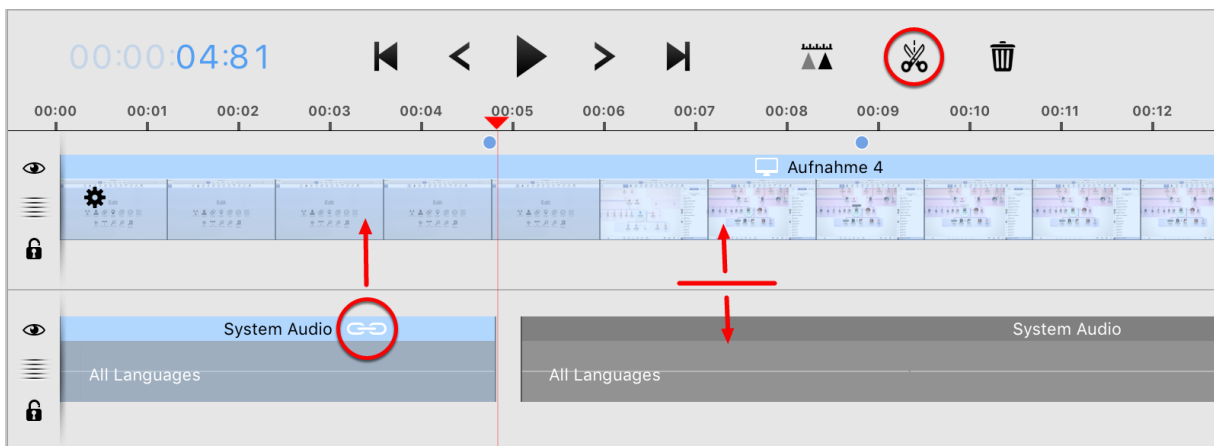
6.3.1. Edit Tracks



If you open a recording in the video editor, Screenium automatically assigns a dependency between the video and audio tracks. This means the audio tracks are automatically linked to the video track and will be selected as well, whenever you move the video track assigned as owner of the dependent audio tracks. Dependent tracks are marked with a chain icon.

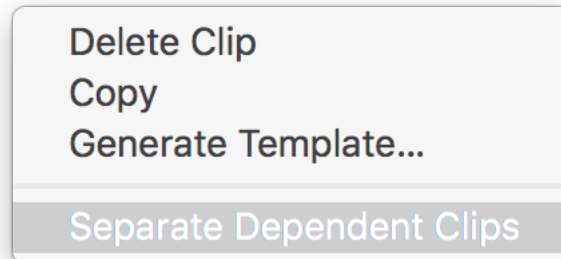


Cuts are applied to all selected tracks. If you cut a clip that has dependent tracks assigned, there will be a new dependency between the segments of the linked tracks above and below the segment.



Dependent audio tracks can be edited separately. If you cut a dependent audio clip resulting later segments resulting from the cut will no longer be dependent.

6.3.2. Select Single Track

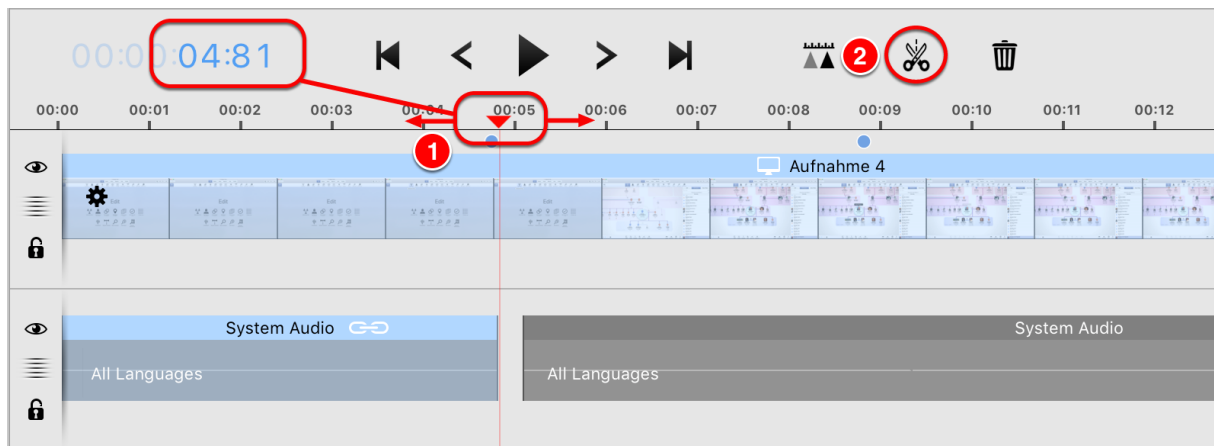


You can remove dependencies between clips to cut and edit a video clip independently. Right click on a dependent video clip and select "Separate Dependent Clip" to remove the dependency.



You can also add dependencies between yet unlinked tracks. Right click on a track and select "Add Dependent Clip". This will display a selection dialog that lists all available tracks.

6.3.3. Split Video and Audio Tracks



1. Position the playhead at a cutting position. You can either drag the playhead into another position or click on the blue time display and select "Go to time" to enter a time numerically.
2. Click on the playhead and select the scissors icon or click the scissors icon in the video editor controls to cut the video track in this position. The same applies to audio clips.



Selected segments are highlighted blue. Separate segments can be dragged to another position in the timeline.

The cut is always applied to all tracks currently selected. Multiple tracks can be selected/unselected by holding down "CMD (#)" while clicking on them.

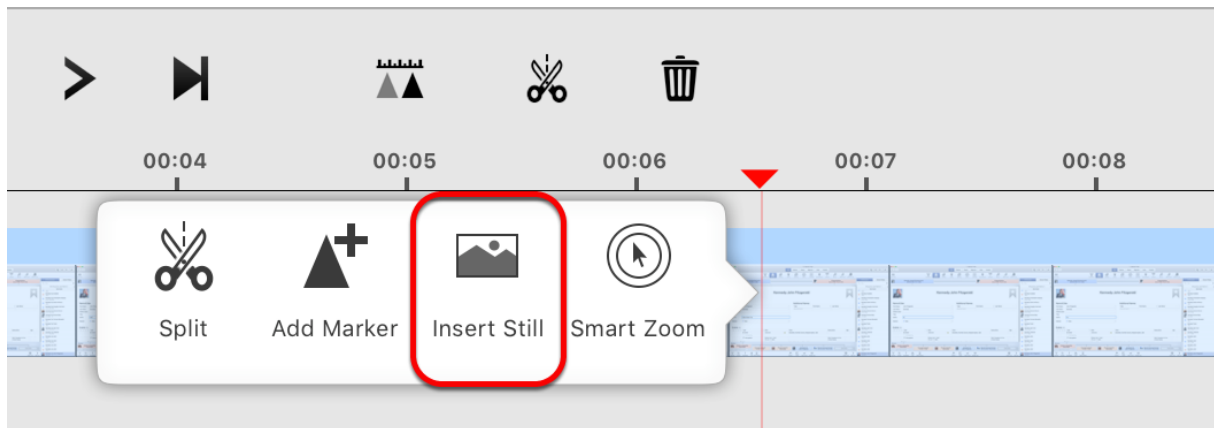


Hover the mouse over the beginning or end of a segment to make an arrow handler available. Click and drag this arrow to adjust the length of the segment.



Just press backspace to delete all selected segments or click on the trash icon in the video editor controls pane.

6.4. Fixed Images

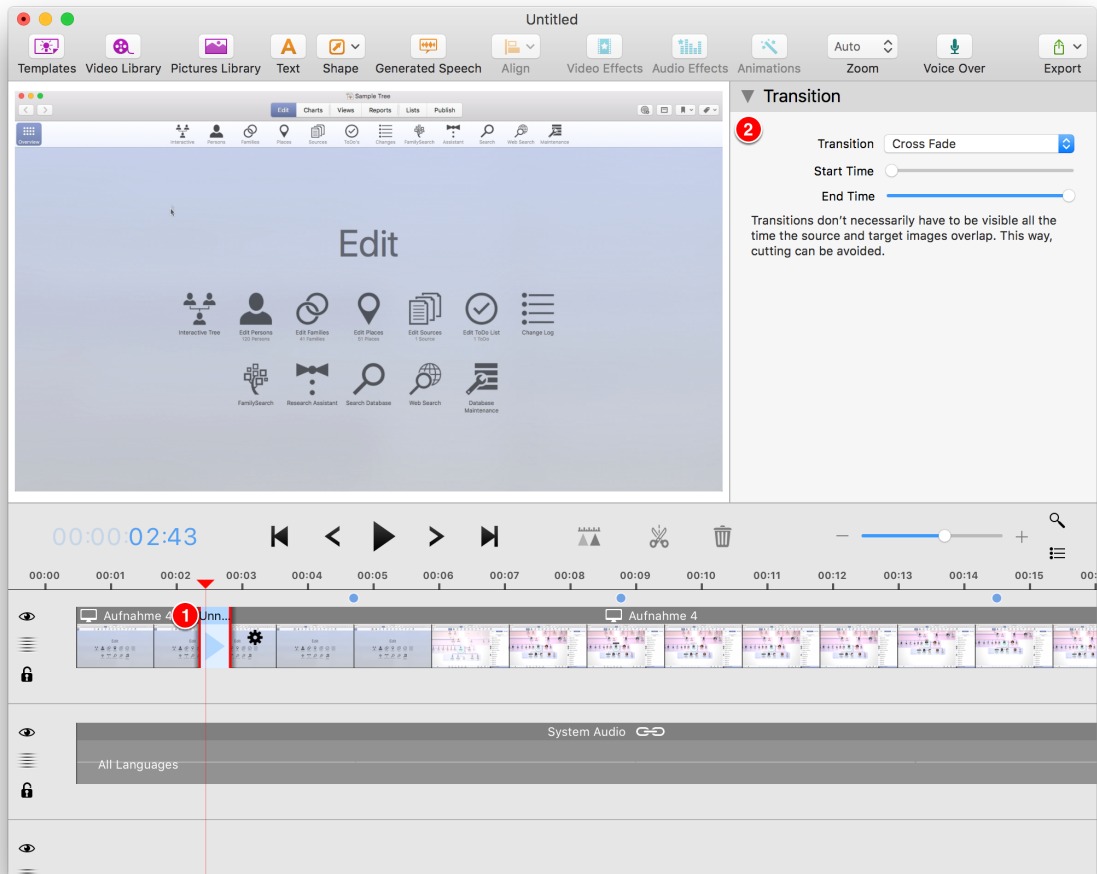


Still images let you add a copy of the current frame, in order to extend the current clip. Click on the playhead marker and select "Insert Still" image. If the track currently has a dependency, a dialog will ask, if you also want to split the audio at this position. This is to keep the audio and the video in sync. If you leave the dependent track as it is, the audio will come out of sync, otherwise silence will be added when the inserted still image section is played. The inserted still image is glued to the segments it connects to. If you move an adjacent segment the length of the still image will automatically be adjusted.

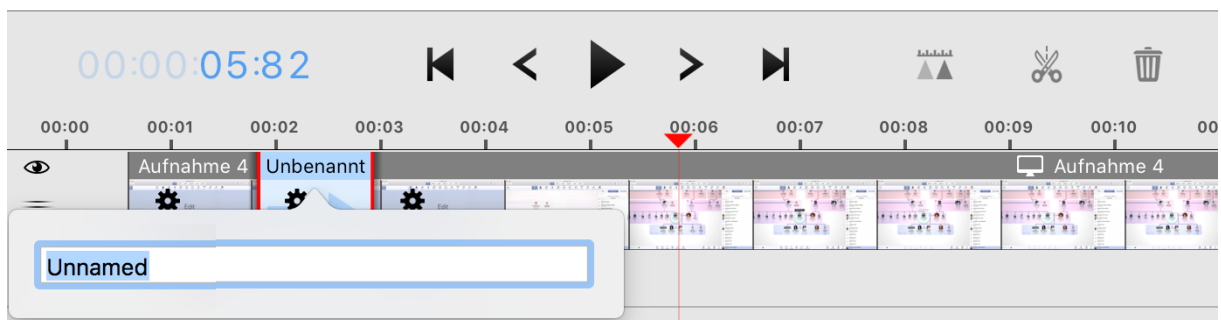
6.5. Edit Transitions between Scenes

If two segments of a video clip overlap on the timeline, you can adjust which type of transition between the video segments should be applied.

Edit Videos



Click on the overlapping area (1) and adjust the transition type for the selected transition in the properties inspector sidebar (2). In the attributes inspector (2) you can also adjust the start and end time for the transition within the overlapping area.



Double click on the transition area to name the transition. Naming the transition in a descriptive way can help to keep larger compositions organized.



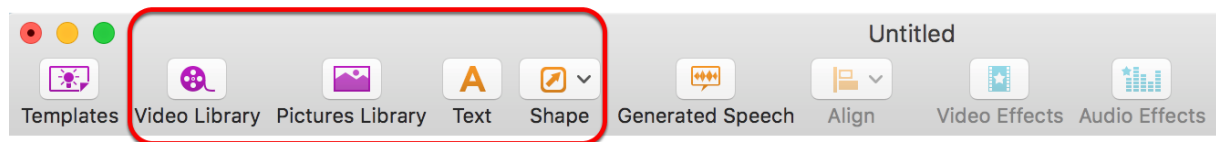
If you want to reuse the transition setting of a specific transition, you can click on the cog wheel to copy the settings. Click on the cog

wheel of another transition to paste the previously copied transition settings.

6.6. Object Animations

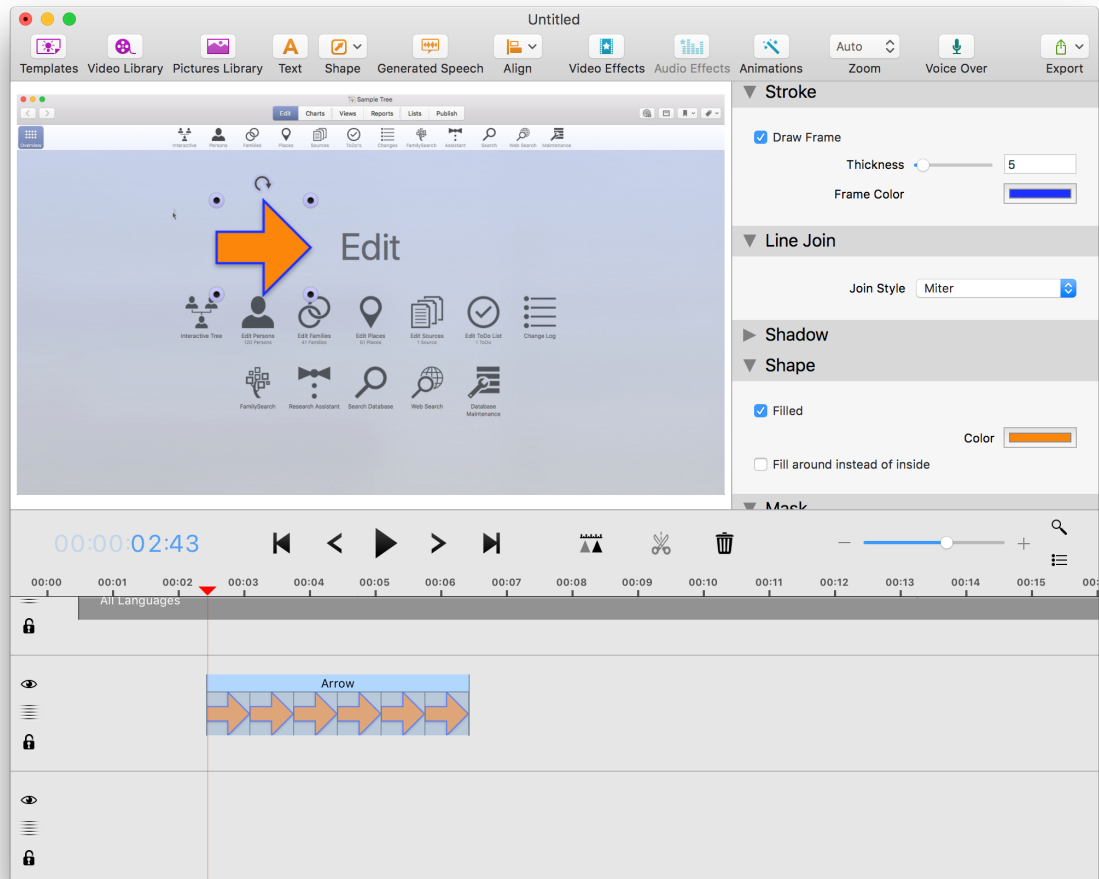
The position of objects (video and audio clips, shapes, pictures, images and text), as well as various other attributes like size and opacity can be animated in the timeline. The available animatable attributes depend on the selected object. Animation is often used to blend in text in videos or to emphasize specific parts of the video. Screenium 3 provides precise control for every animatable attribute. Most objects can be added via the toolbar above the canvas.

6.6.1. Add and Edit New Objects



Go to the top menu bar and select the type of object you want to add. Besides audio and video clips, you can also add pictures, text or shapes.

Edit Videos



The properties of a selected object can be viewed and edited in the attributes inspector sidebar at the right side. The attributes vary depending on the selected object. E.g. a shape object like in the example above has properties for the stroke and fill color while a text object has font color and font style properties.

You can also position and scale an object directly on the canvas. Click and drag the dot icons at the corners of the object to freely scale it or drag the object to position it on the canvas. If you have a Trackpad available, you can also scale and position objects with two fingers.

6.6.2. Animate Objects



If the animation mode is not activated, changing the attribute of an object (e.g. the position or dimensions) will change the complete clip. Click on the animation icon in the editor controls section to activate the animation mode. If the icon is highlighted in blue the animation mode is activated.



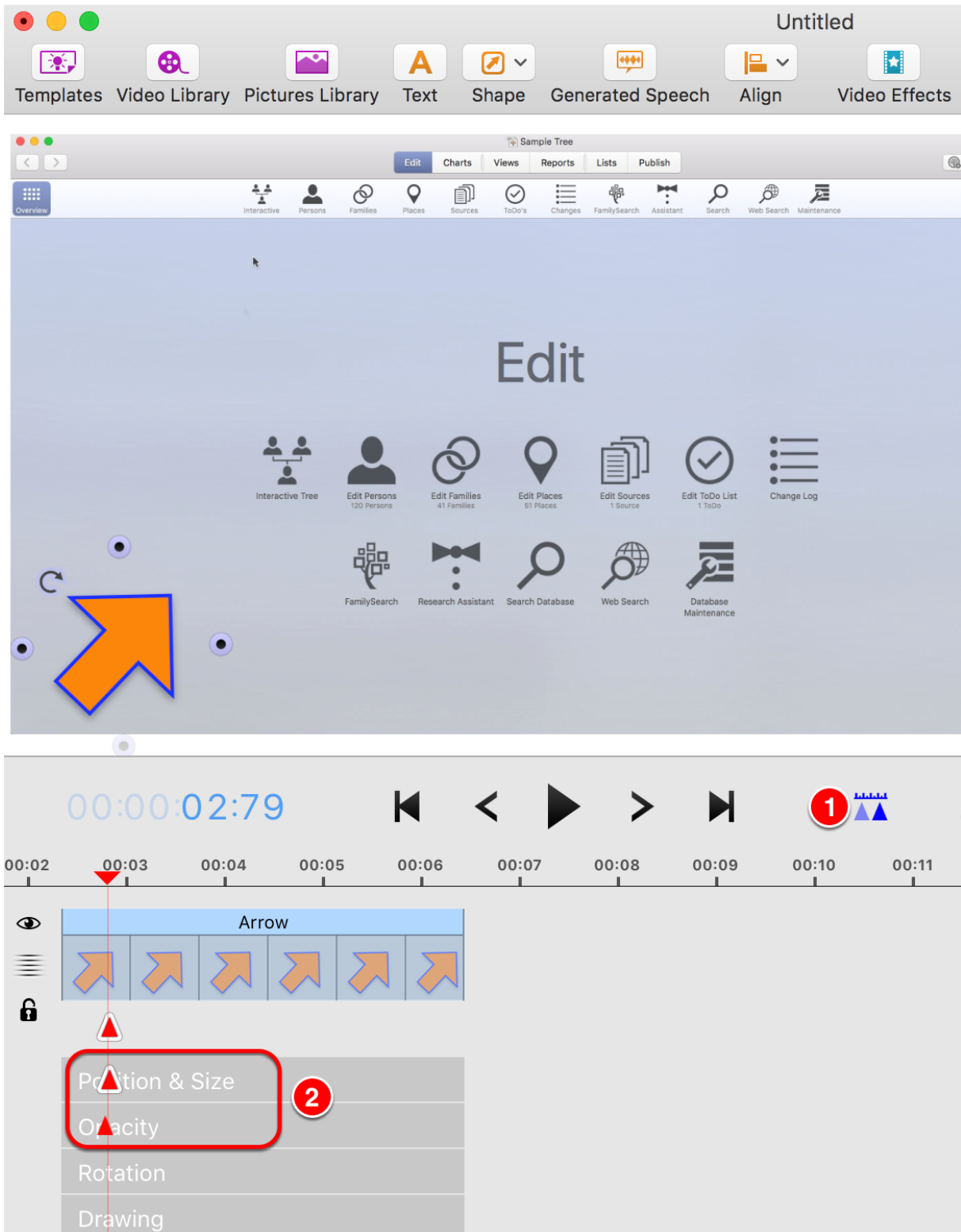
The timelines for each attribute can be displayed below a video clip. The option to hide and show the attributes timelines becomes available if you hover the mouse over the area below the clip.

If you change a property while the animation mode is activated, a keyframe will be set in the attributes timeline at the current position of the playhead. Each animatable attribute is listed in a separate timeline. You can also double click on one of the timelines to set a keyframe for the attribute.

6.7. Tutorial

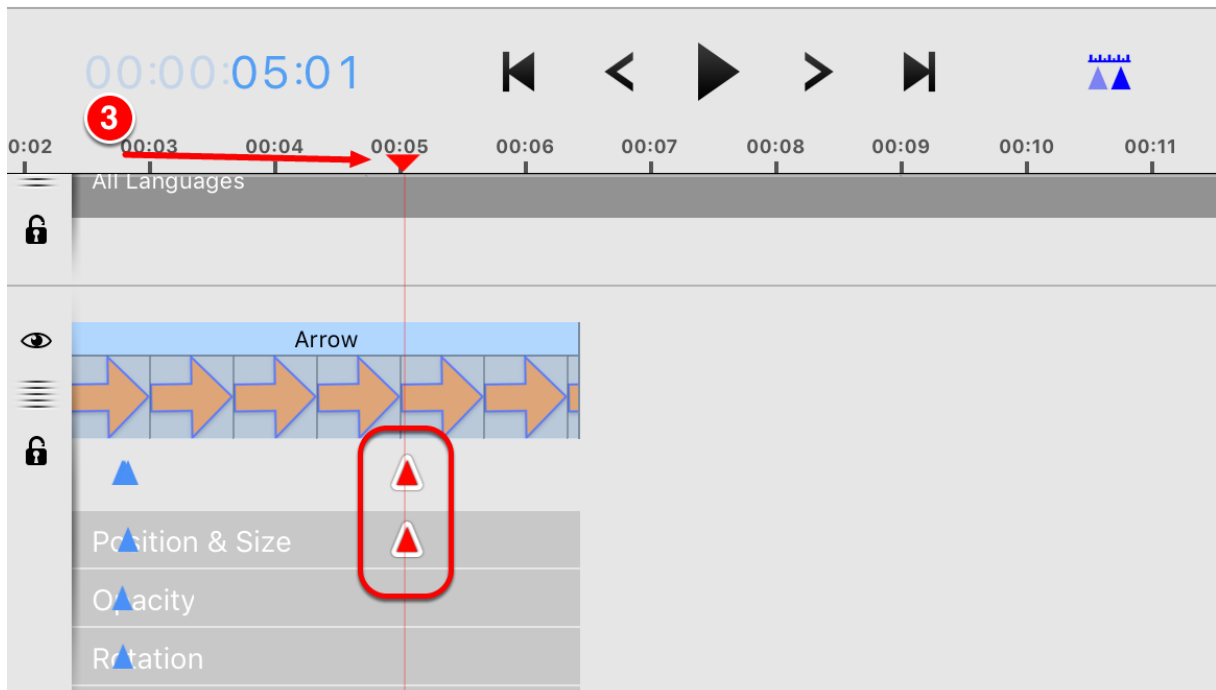
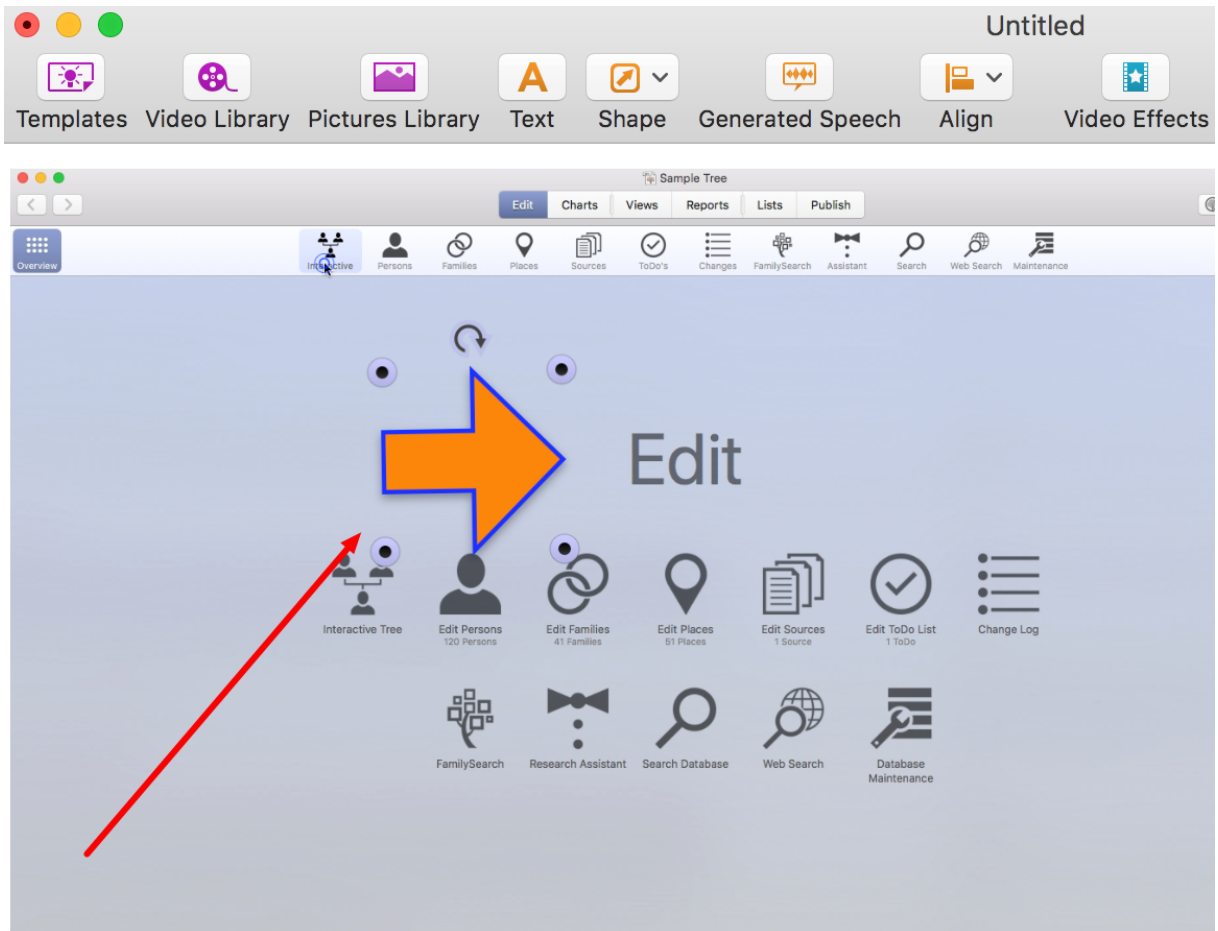
If a keyframe is set, the value of the attribute is saved at this position. If this value changes in a later keyframe, Screenium will automatically generate the animation steps in between. The following example should help to clarify this concept.

Edit Videos

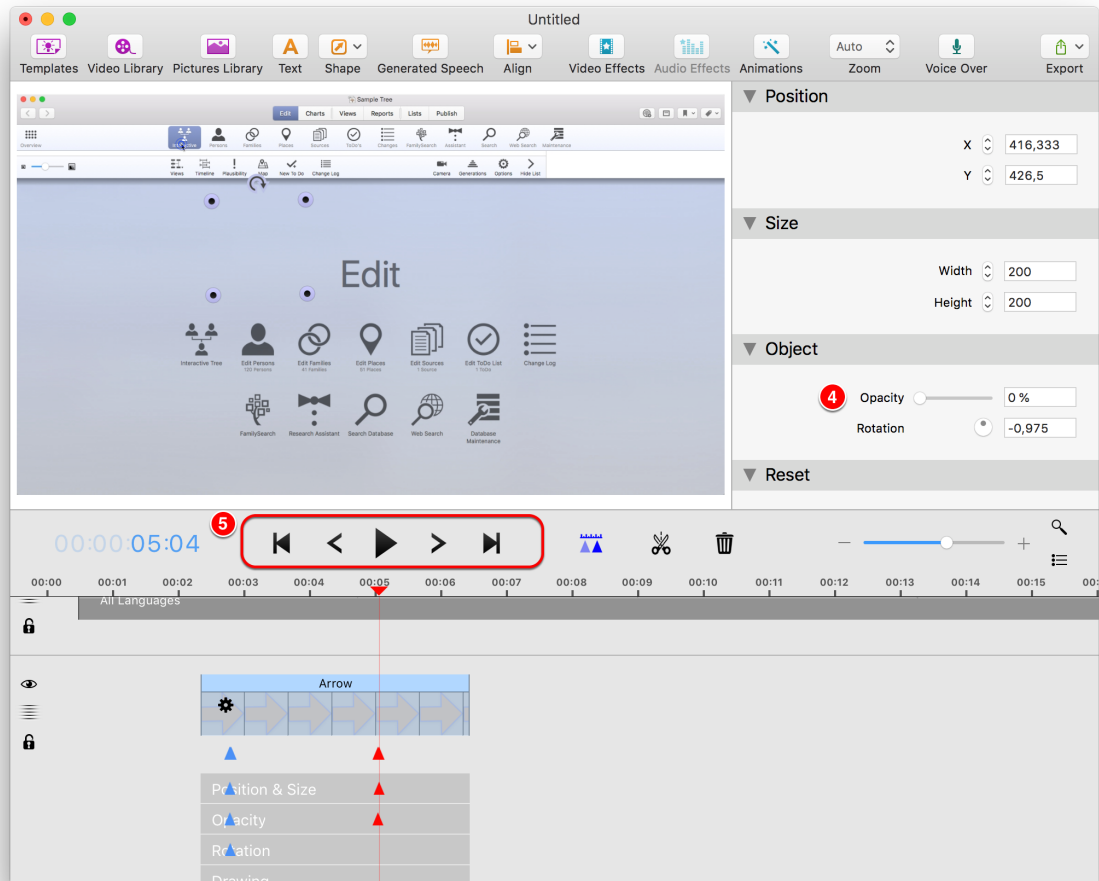


1. Make sure that the animation mode is activated.
2. Add a shape and double click on the "Position & Size" and "Opacity" timelines to add an initial keyframe.

Edit Videos



3. Move the playhead to another frame in the timeline and move the object to another position. This will automatically set a keyframe in the "Position & Size" timeline.



4. Set the opacity slider in the attributes inspector sidebar to 0%. This will automatically set another keyframe in the "Opacity" timeline.
5. Finally rewind and play the animation from the start via the video editor playback controls.

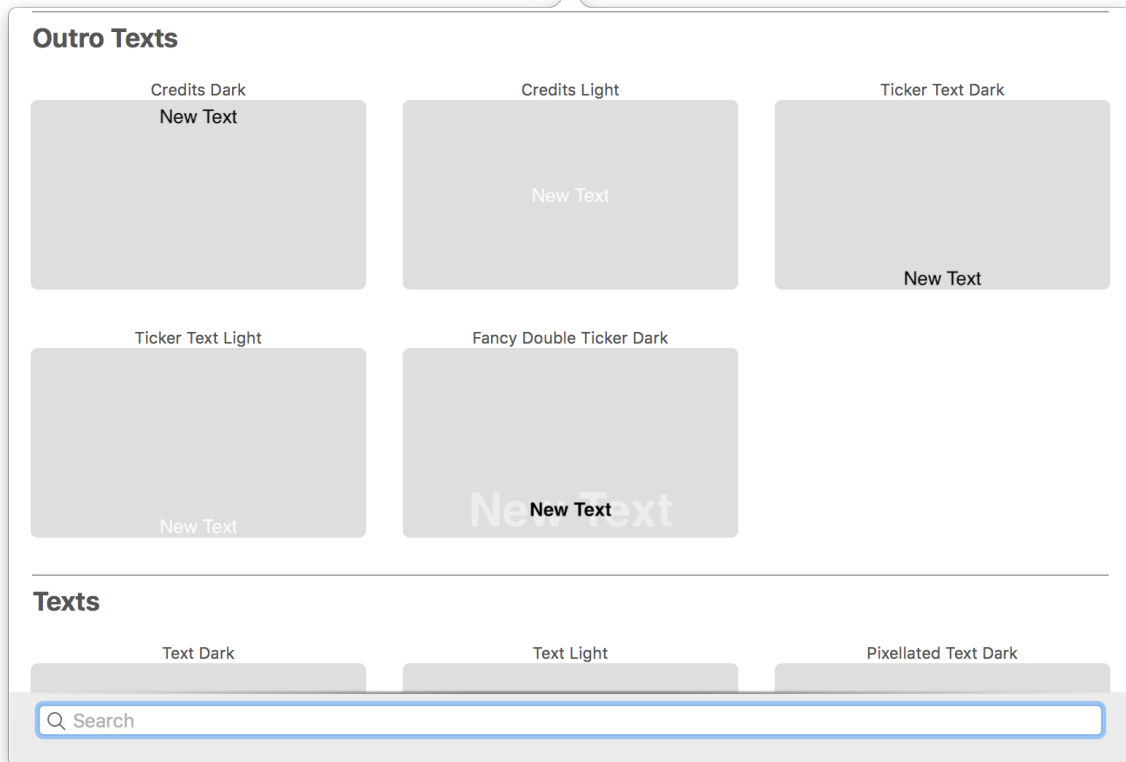
All animatable attributes can be animated in a similar way.



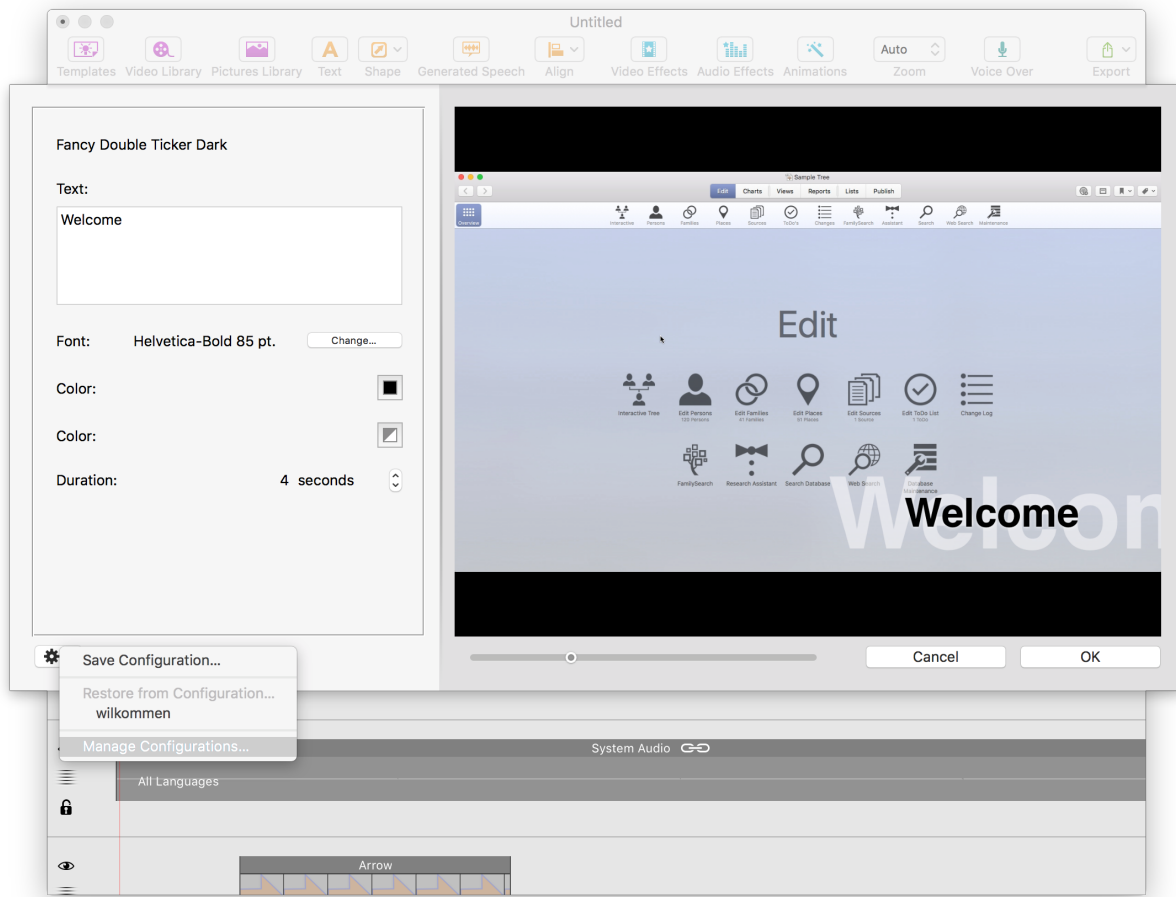
Just select a keframe and press backspace or click the trash icon to delete it.

6.8. Templates

If you create a screencast with multiple animations, you may want to reuse the same animations in different places. This is where the Screenium templates feature comes in handy.

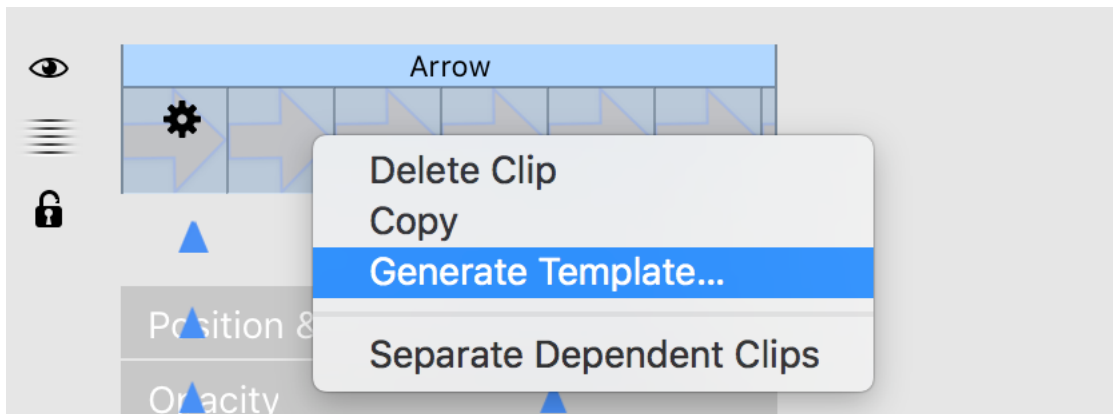


Click "Templates" in the toolbar to open the Templates overview. Select a template to open the template editor window.

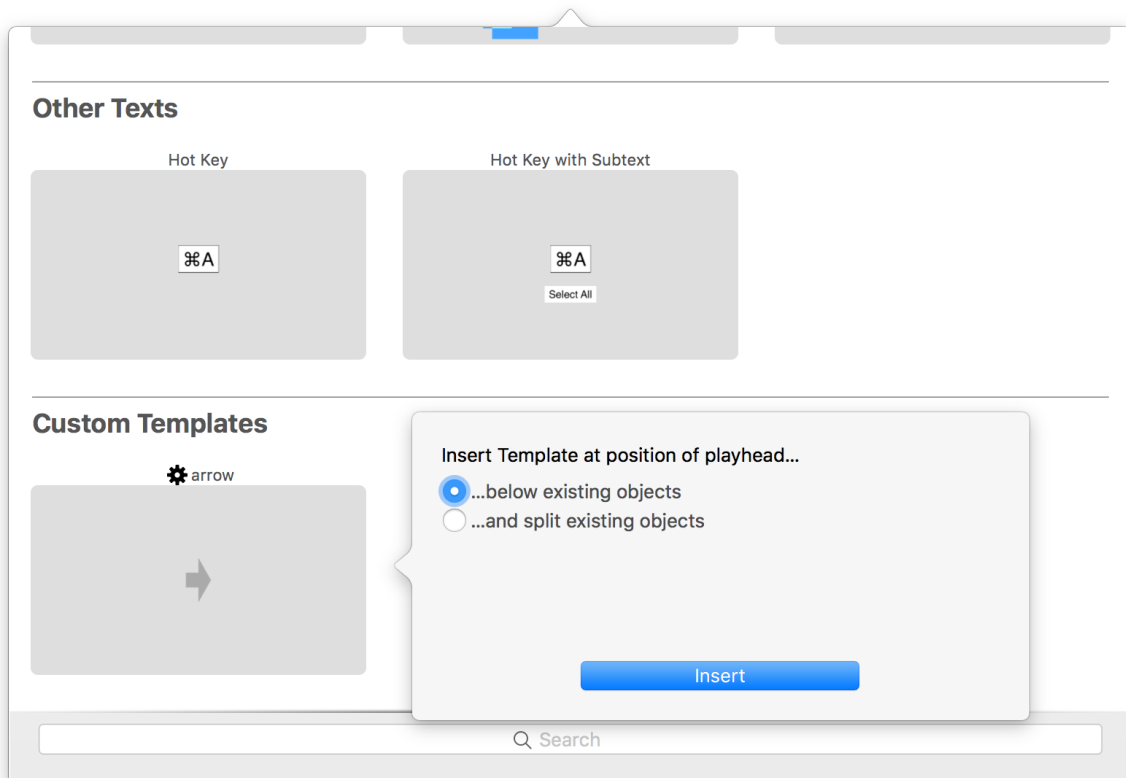


- The edit pane at the left side lets you edit certain attributes of the objects contained in the template. Depending on the object type, different attributes are available for editing. E.g. you could change the text and font of a text object like in the example above or the angle and size of a shape.
- The configuration of templates can be saved. Each template can have multiple template configurations available for selection. All available template configurations are listed in the configuration settings menu under "Restore from Configuration". Click on the cog wheel icon to access these options. Select "Manage Configurations" to get access to a template configurations list in which you can change the position of entries in the list and delete entries.
- You can see the effects of the current settings in the preview pane at the right side. The preview pane plays the animation template in an infinite loop applied to the current position of the playhead in the composer. Click "OK" to add the template at the current position of the playhead. The template will be added in a new video track below the current clips.

6.8.1. Custom Templates



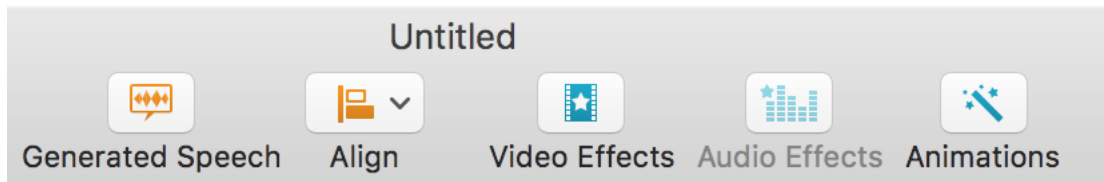
You can also save current video tracks as template to reuse them in other places. Right click on the animated clip and select "Generate Template..." to save the template.

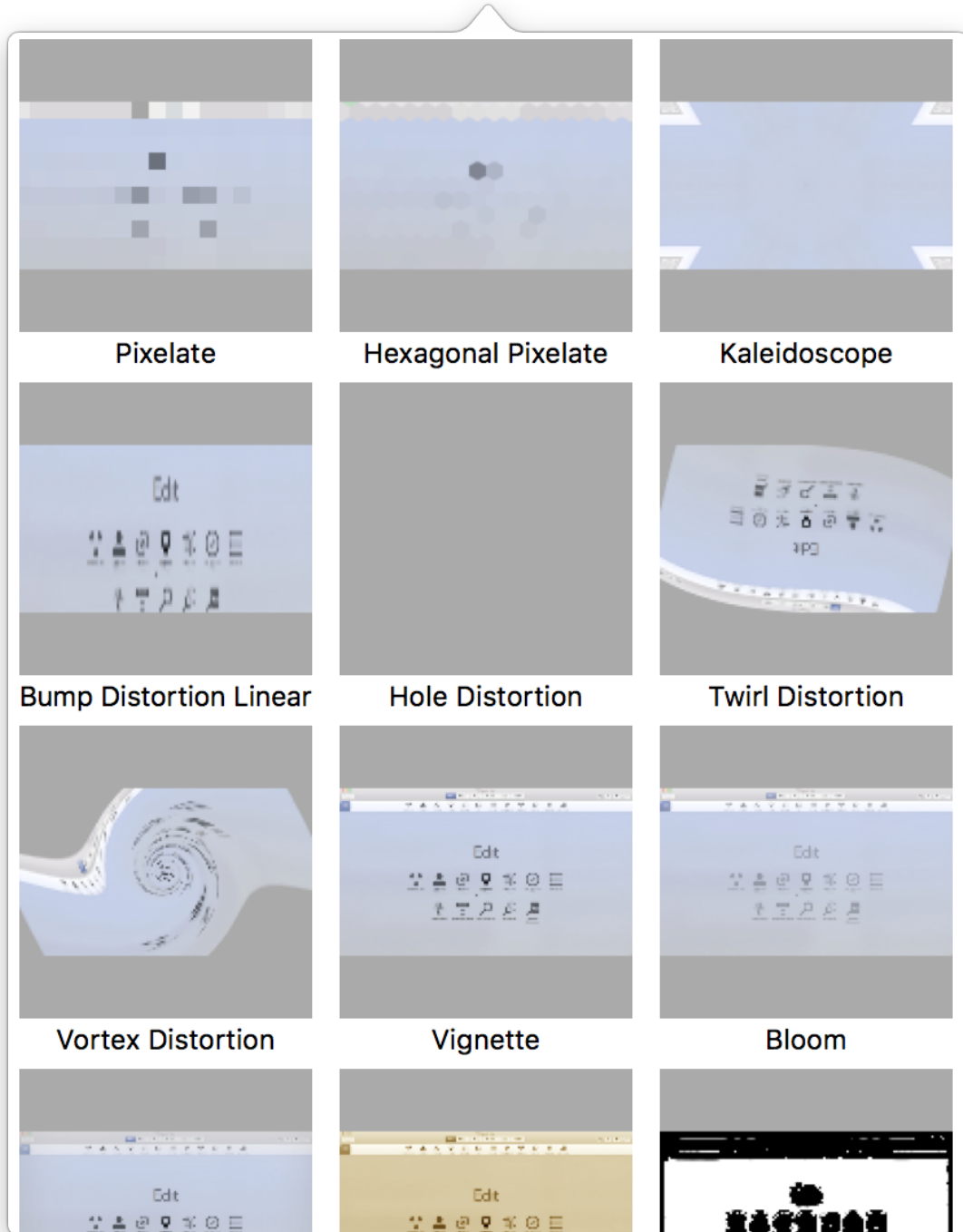


- Saved custom templates are available in "Custom Templates" section of the template view. If you hover the mouse over ther area above the preview image, a cog wheel with additional options becomes available. You can click on this cog wheel to rename or delete the template.
- If you click on a custom template, you can select in which position the template clip should be added in the composer.

6.9. Video Effects

Screenium comes with various video effect filters that can be added to a video clip or segment of a video clip. Each video effect also has individual attributes that can be edited in the attributes inspector sidebar. The effect attributes can also be animated.

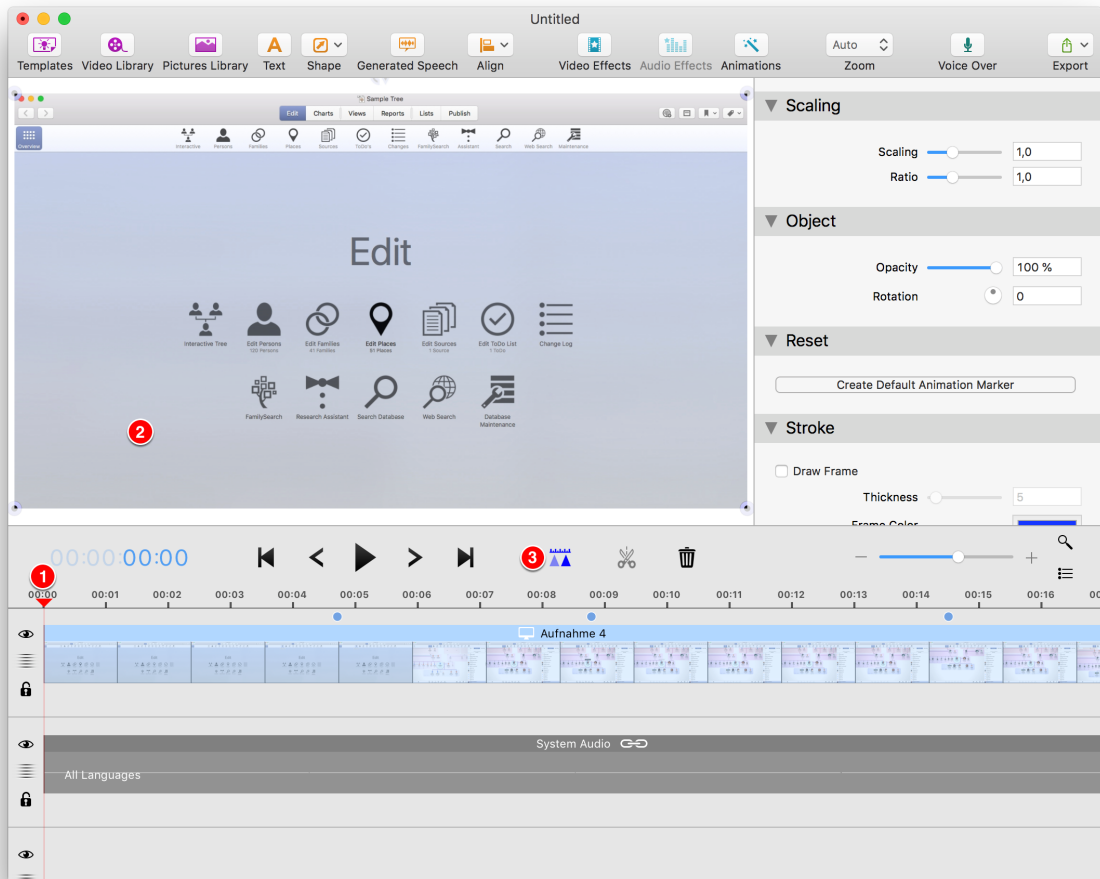




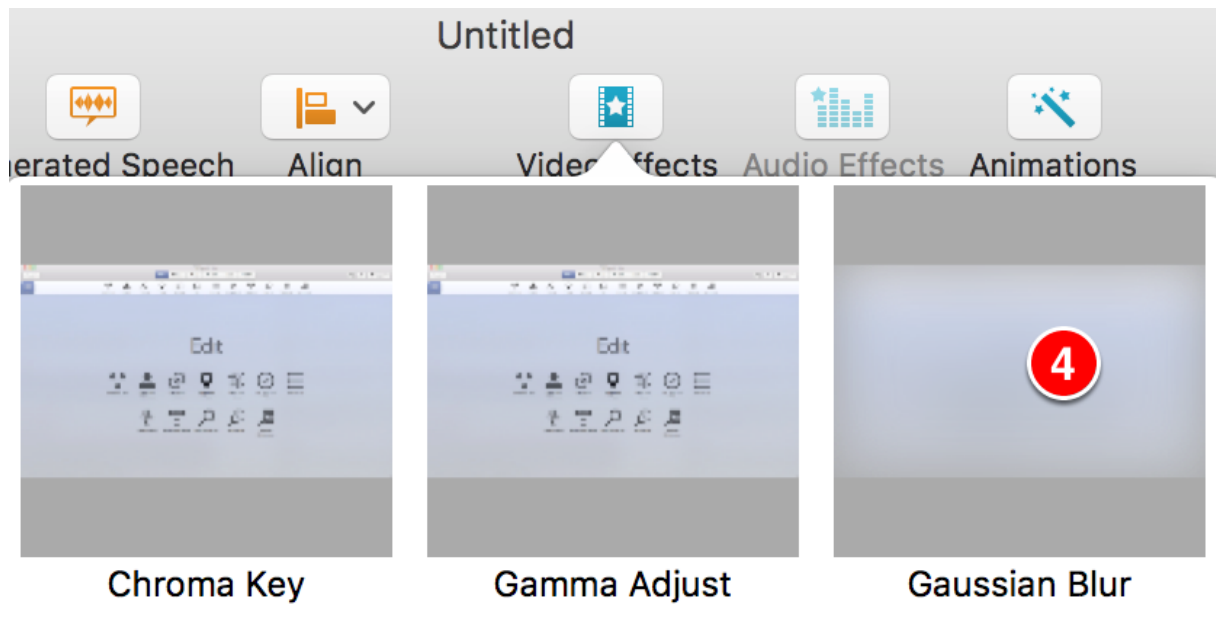
Video effects can be accessed via the "Video Effects" button in the toolbar. Click on this button and select an effect. If you hover the mouse over an effect in the selection pane, an animation preview will show the animated effect. The effects are applied to the complete segment. If the clip is not subdivided into sections and has not yet been cut, the effect is applied to the complete clip. The button is only enabled, if a video track is selected. If you have activated the animation mode the effects will be inserted at the position of the playhead.

6.9.1. Tutorial

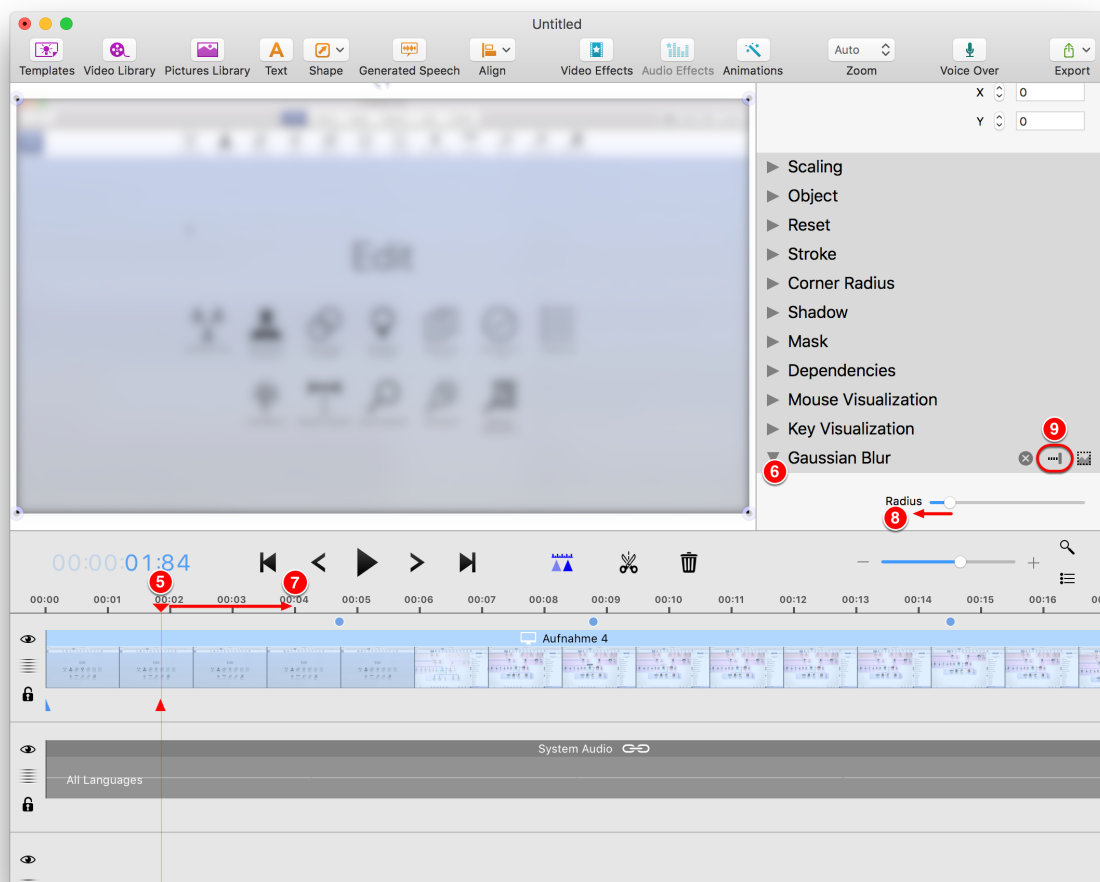
The attributes of effects can be animated just like any other animatable object. The following steps should clarify this workflow.



1. We want to add a simple blur effect animation at the beginning of the video clip. Move the playhead to this position
2. Click on the preview pane to select the video clip or select the video clip in the timeline.
3. Click on the animation icon to activate the animation mode.



4. Click "Video Effects" and select "Gaussian Blur". If you now rewind and play the video, you will see that the effect is added the complete clip. However, there is no animation yet, this is because we did not yet animate any effect attributes.

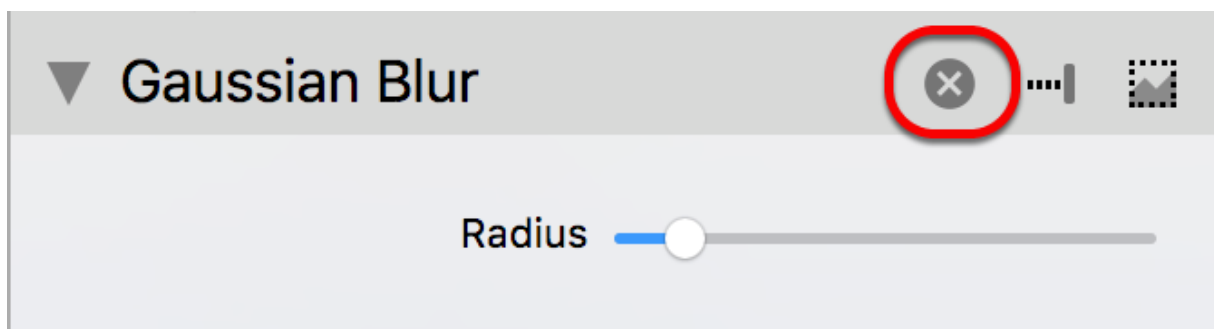


5. Move the playhead back to the beginning of the clip and expand the attributes animation timeline below the video clip.
6. Go to the attributes inspector sidebar at the right side and scroll down to the effect attributes. The attributes section of the effect provide various controls to adjust the effect attributes. Move the "Radius" slider in the Gaussian Blur section to the right to increase it.
7. Move the playhead to 00:03
8. Reduce the radius value to zero. This will set a new keyframe in the Gaussian Blur timeline at this position.
9. Finally set an effect end mark at the same position by clicking on the endmark icon at the Gaussian Blur entry in the right sidebar.



If you now replay the animation, you will see how the blur effect is animated.

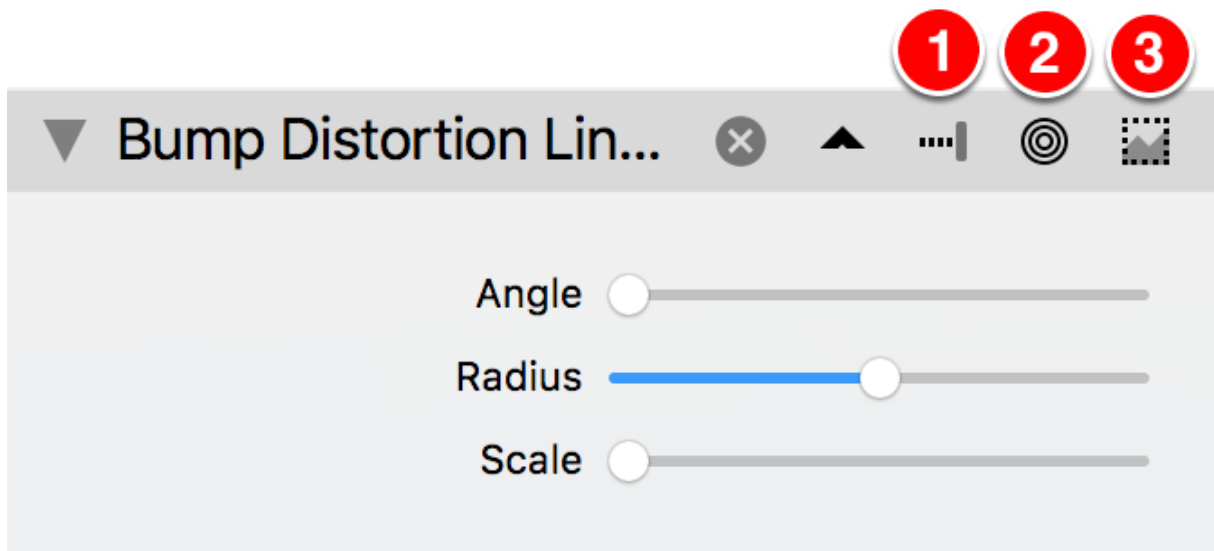
6.9.2. Remove Effects



If you select a segment with an applied effect. All attributes are listed in the right sidebar. You can remove effects by clicking on the cross icon at the entry.

6.9.3. Additional Options for Effects

Depending on the selected effect, additional options are provided in the attributes inspector sidebar at the right side. E.g. the Bump Distortion Linear effect lets you also adjust the following options.

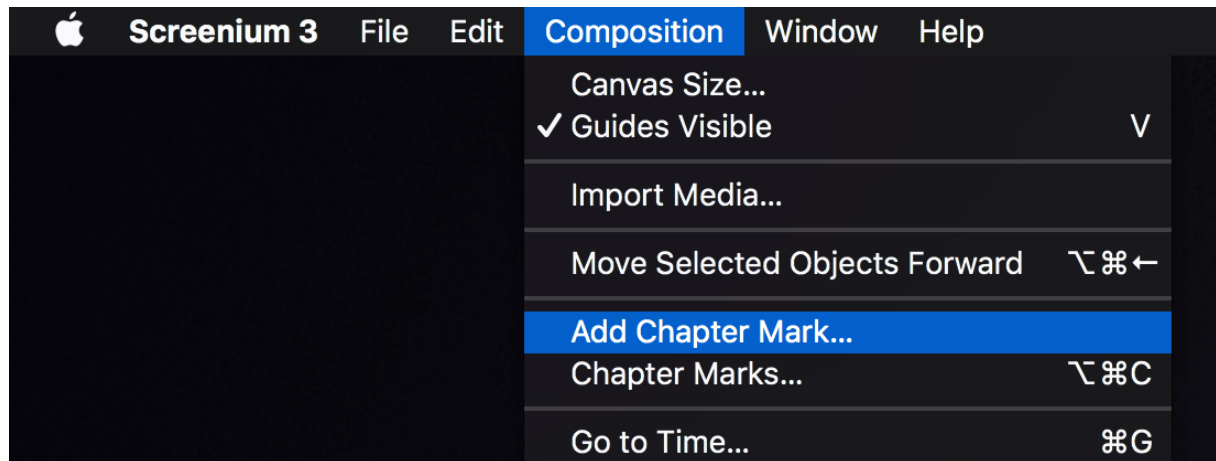


1. Set an end point for the effect at the current position of the playhead.
2. Adjust the position of the effect center. After clicking this button a red dot is displayed in the preview pane. Drag this dot to another position to change the center of the effect. This attribute can also be animated.
3. Define an area (mask) of the image where the effect is applied. After clicking this button you can scale the masked area by dragging the red handles in the preview window. This attribute can also be animated.

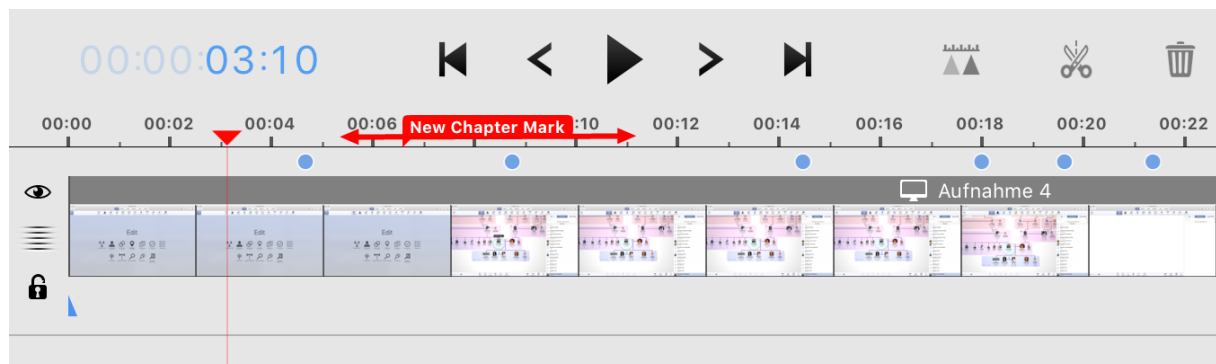
6.10. Chapter Marks

Chapter marks can be added on the timeline to split a video clip into chapters. After export chapter marks are also available in most video players like the QuickTime Player as a means of navigation for viewers only interested in specific topics.

6.10.1. Add Chapter Marks



Double click on the timeline or go to the top menu bar and select "Composition" # "Add Chapter Mark" to add a chapter mark.

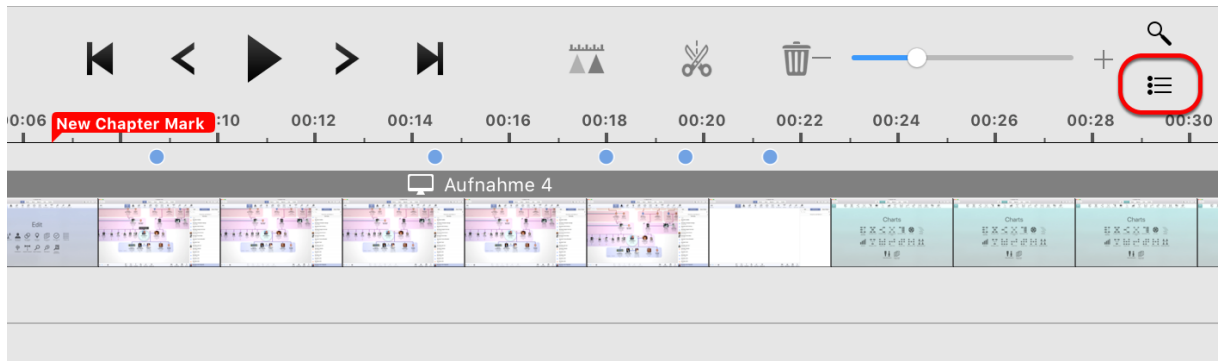


Click and hold a chapter mark to drag it to another position on the timeline.



Double click on a chapter mark to change its title.

Edit Videos



A list of all chapter marks is accessible via the list icon in the video editor controls section.

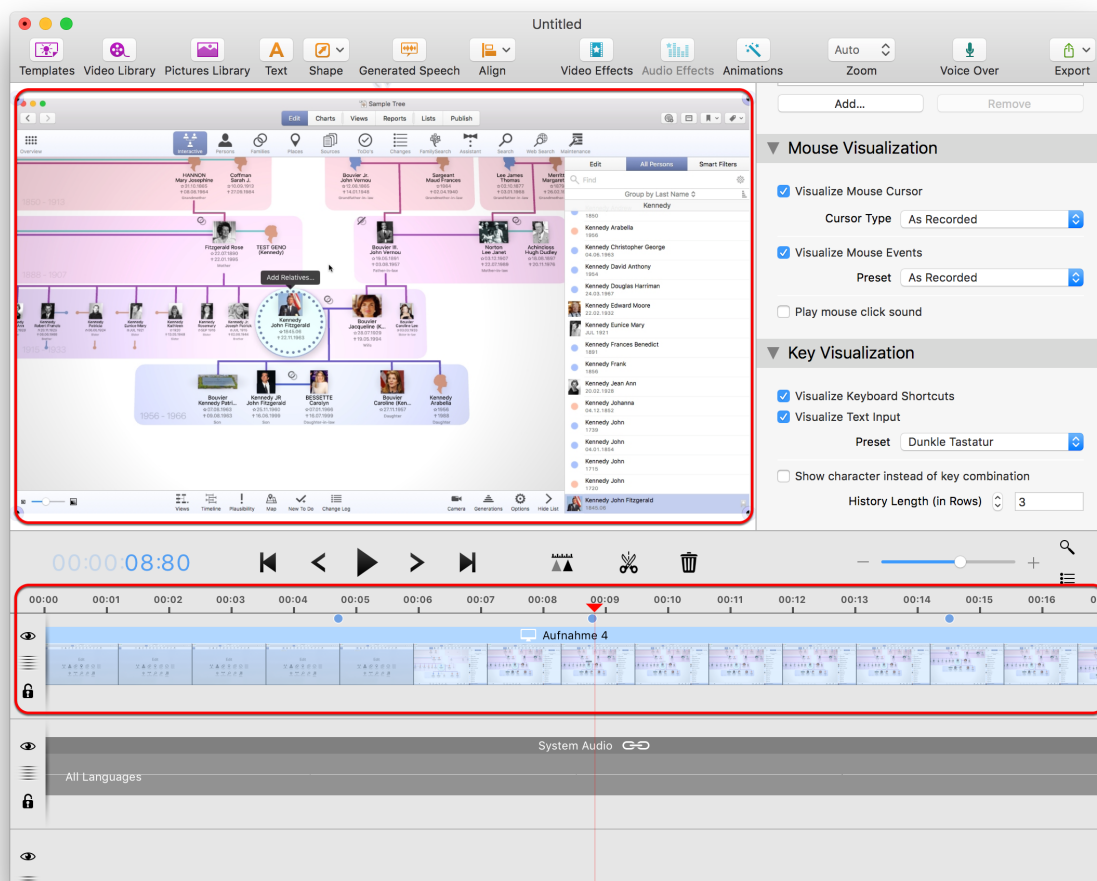


Click "Delete Chapter Mark" to remove the selected chapter mark.

Chapter 7. Edit Mouse Visualization

If the corresponding mouse click visualization option was activated in the mouse configuration during capture, Screenium also captures the mouse activity including the mouse clicks. The mouse activity visualization can also be edited in the video editor thereafter. The mouse visualization can be set in the mouse configuration and in the video editor. For more information about configuring the mouse visualization before capture, please see the chapter [Section 3.5, “Mouse”](#)

7.1. Adjust Mouse Visualization



Click on the object in the preview pane to select the video clip or segment separately.



In order to have an actual effect, the selected video clip or segment must have captured mouse clicks.



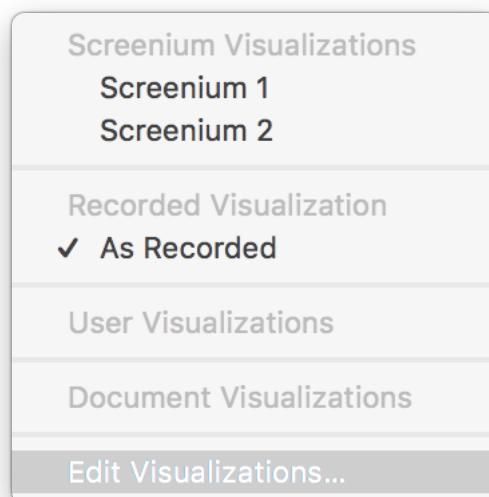
Mouse click actions are indicated by the blue dots above the clip.

The screenshot shows a settings panel titled "Mouse Visualization" with a dropdown arrow on the left. It contains three main sections:

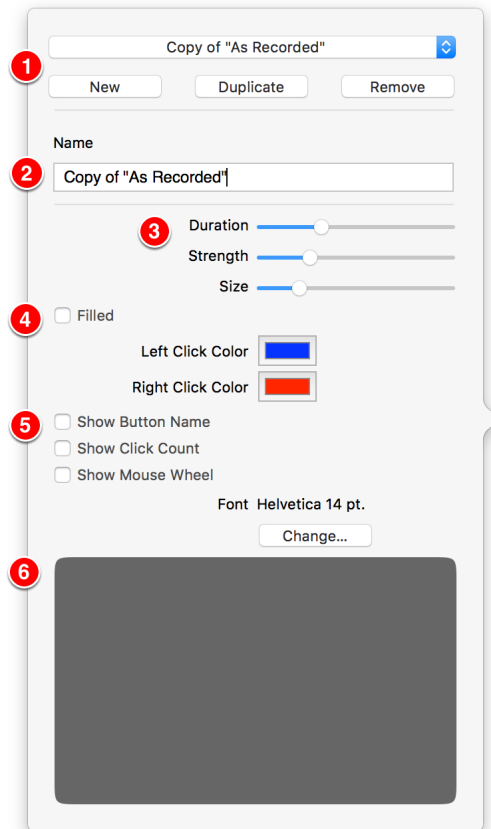
- Visualize Mouse Cursor
 - Cursor Type: As Recorded (dropdown menu)
- Visualize Mouse Events
 - Preset: As Recorded (dropdown menu)
- Play mouse click sound

The mouse visualization options are available in the Attributes Inspector sidebar. You can select a cursor type and preset for the mouse visualization. The setting "As Recorded" refers to the initial mouse configuration settings in the recording menu.

7.2. Custom Visualization



You can also create custom presets for the mouse click visualization. Select "Edit Visualizations" to open the mouse click visualization editor.



1. Select an existing visualization to edit or add a new visualization by clicking the "New" button. The default Screenium presets can not be edited. However, you can click "Duplicate" to get a copy of the visualization with its current settings for further editing.
2. Enter a name how the preset should be listed under "User Visualizations" when you click on the corresponding preset selection field.
3. Adjust the duration, strength and size of the mouse click effect.
4. It is also possible to fill the mouse click visualization by checking the "Filled" checkbox.
Adjust the color of the click visualization for each mouse button.
5. Set further mouse visualization properties as labeled in the menu.
Click "Change" to adjust the font and text properties of button names and the click count number.
6. In the mouse visualization preview pane you can view a life preview of the current settings.

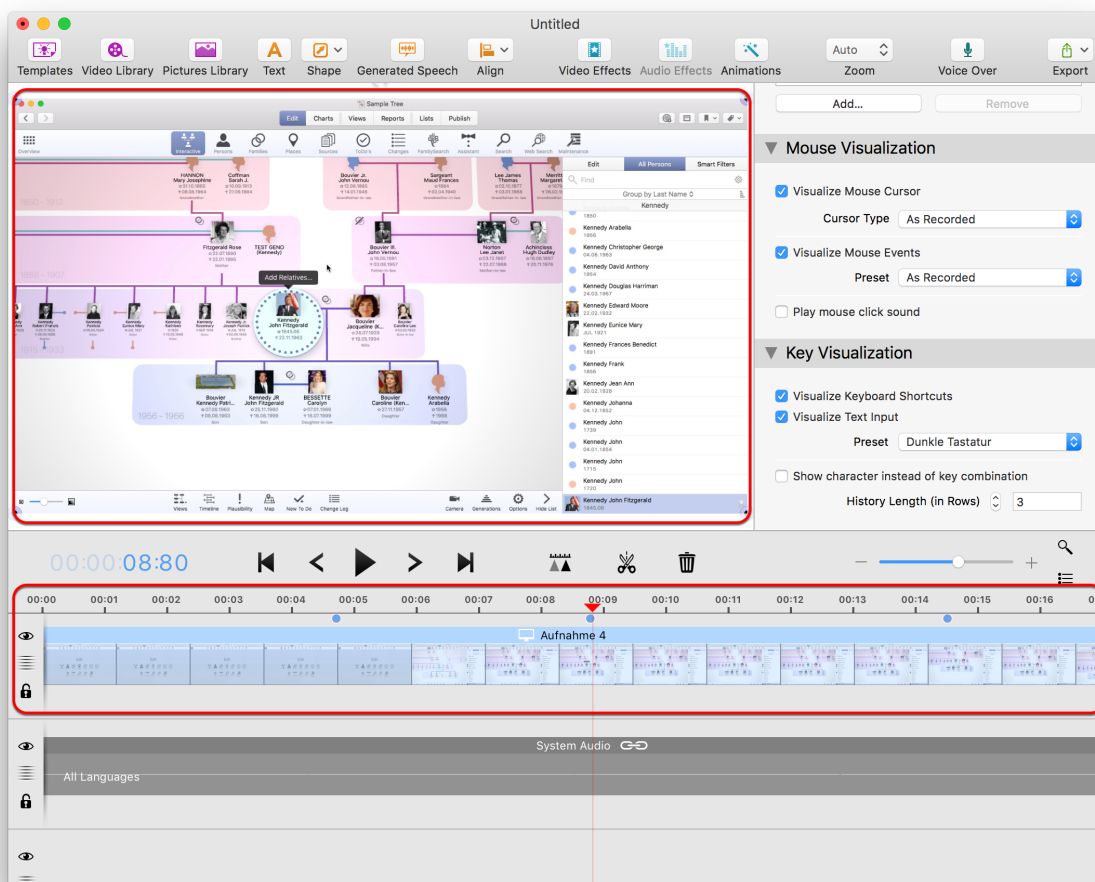
Chapter 8. Key Visualization

The key visualization settings are found in the video editor.

To be able to adjust the settings, you must grant Screenium permission to do so in the system preferences.

Please refer to the [Section 3.6, "Keyboard"](#) chapter for more information about keyboard system preferences.

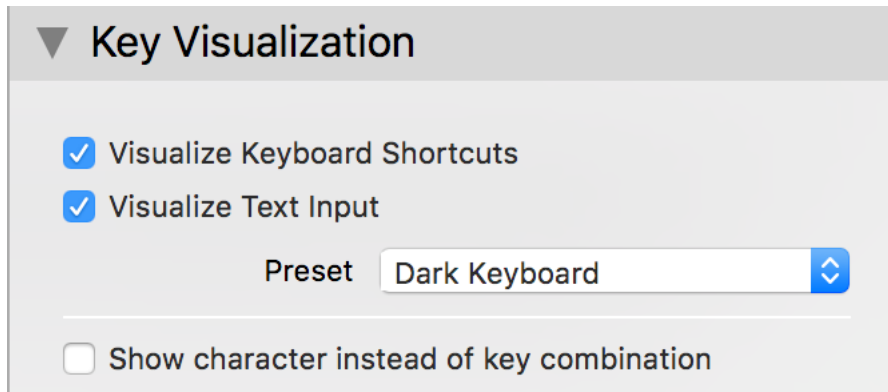
8.1. Making adjustments in the editor



Click on preview or on the video track to select the corresponding item and make relevant adjustments.



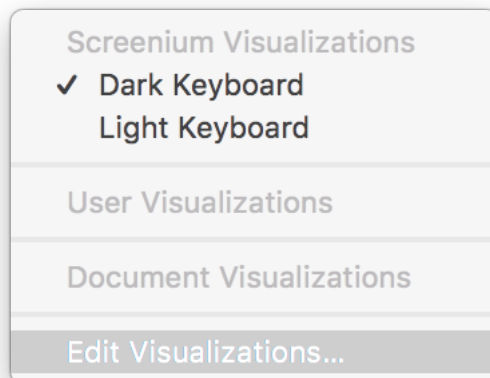
The "Key Visualization" option field will only be available if there were any keystrokes captured during the recording.



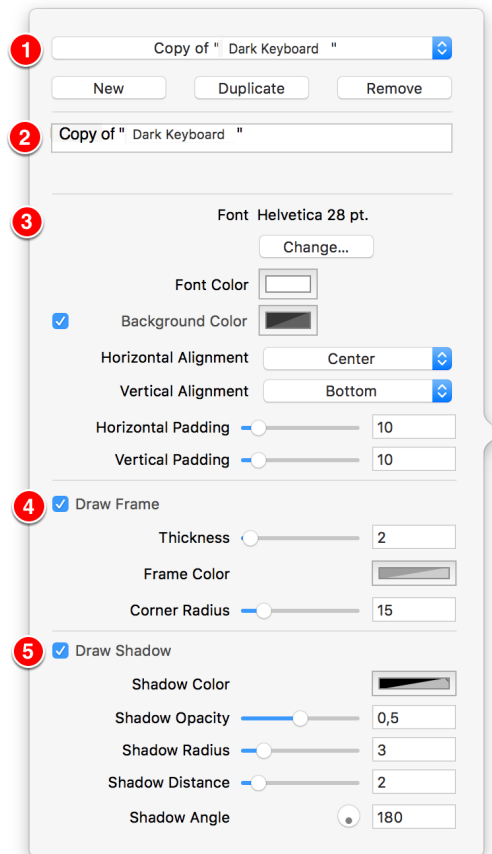
The visualization settings can be accessed via the attribute inspector on the right-hand side.

Regarding key visualization, you can specify if you want to visualize shortcut commands only, the entire keyboard input or both. If you enable the “Show character instead of key combination” setting, Screenium will show the corresponding symbol instead of the key combination.

8.2. Edit visualisations

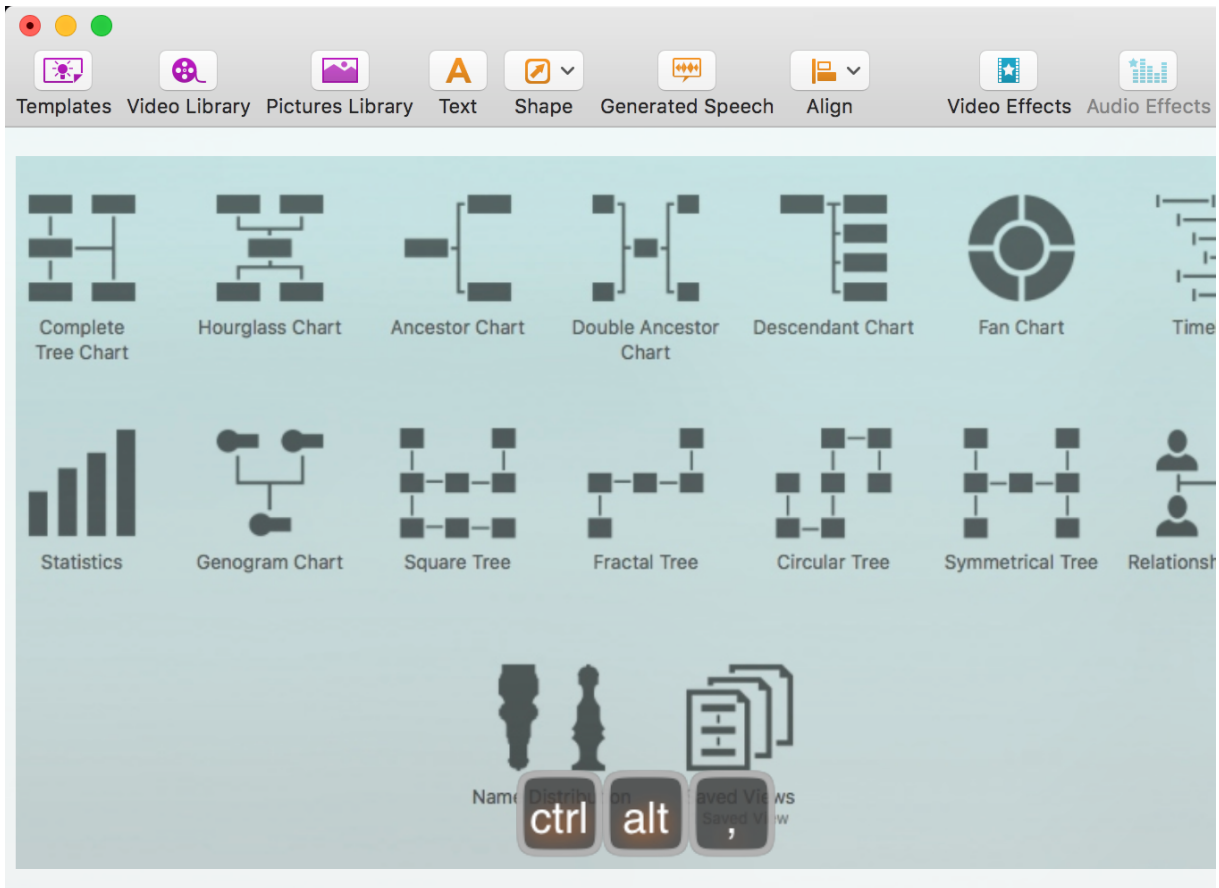


The key visualization feature also lets you define your own custom presets. To do this, click on "Edit visualizations" in the presets.



1. Select the existing visualization or add a new visualization by clicking on "New". The default settings cannot be edited. Click on "Duplicate" to create and edit an identical copy.
2. Enter a name to be shown in the list of "User Visualizations" when you open the default settings menu.
3. Define the font and font size as well as colors and alignments here.
4. Adjust these settings if you want a frame to be drawn around the keyboard actions in the screencast.
5. You can also add a shadow around your keyboard actions.

Key Visualization



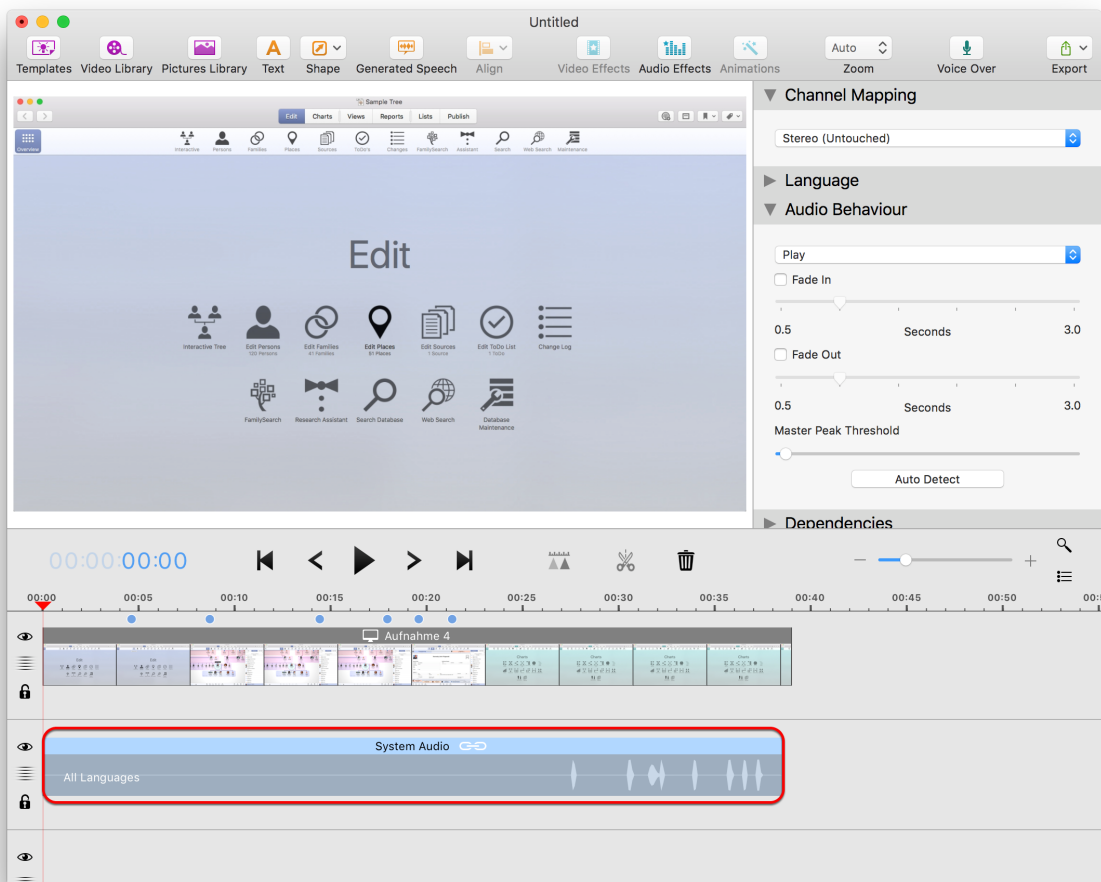
Sample image

Chapter 9. Audio editing

Screenium offers several audio editing options.

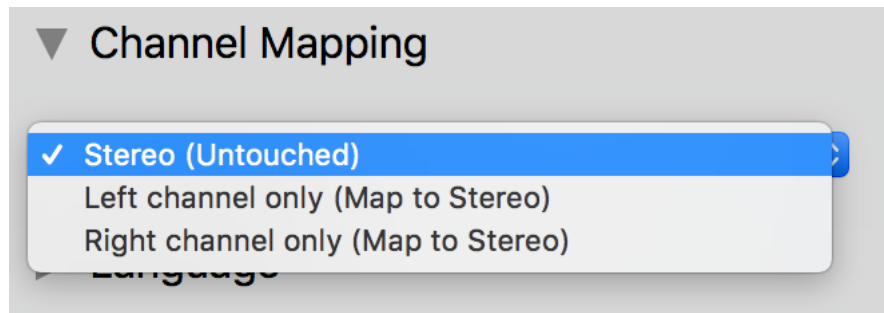
For example, you can add different audio effects, assign languages, generate speech or re-process existing audio.

9.1. General Settings



If you've recorded audio for your screencast, the corresponding audio segment will appear in the Composer. Click on the audio track to display the properties in the right sidebar.

9.1.1. Channel Mapping



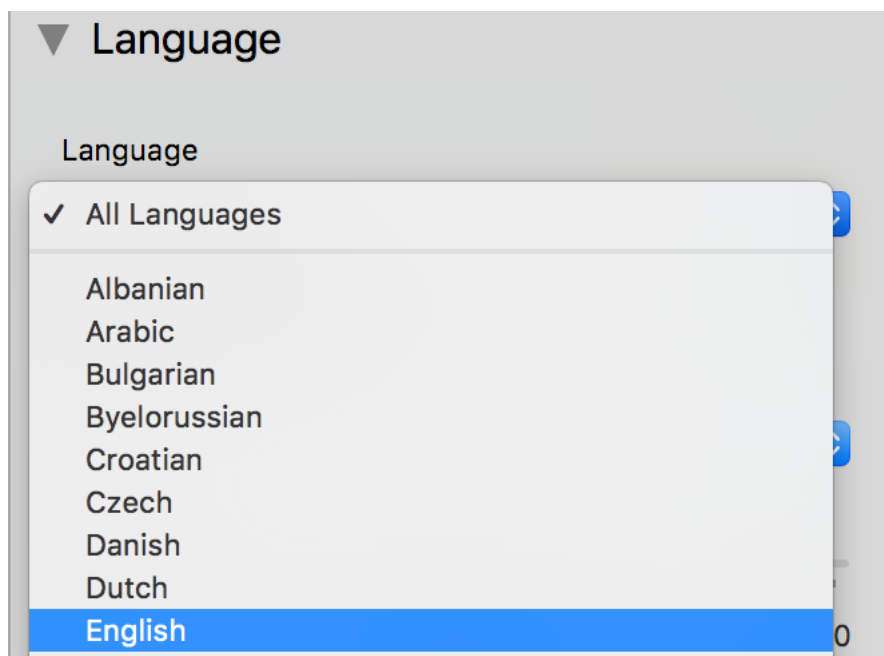
Depending on the microphone used, audio input may be recorded in mono, which rules out the possibility of stereo output.

You can use the channel mapping feature to compensate for this and ensure optimum audio output.

9.1.2. Assign languages for audio objects

You can assign different language versions to audio objects.

If you play back the screencast in QuickTime or another video application which supports this feature, you can select a playback language.

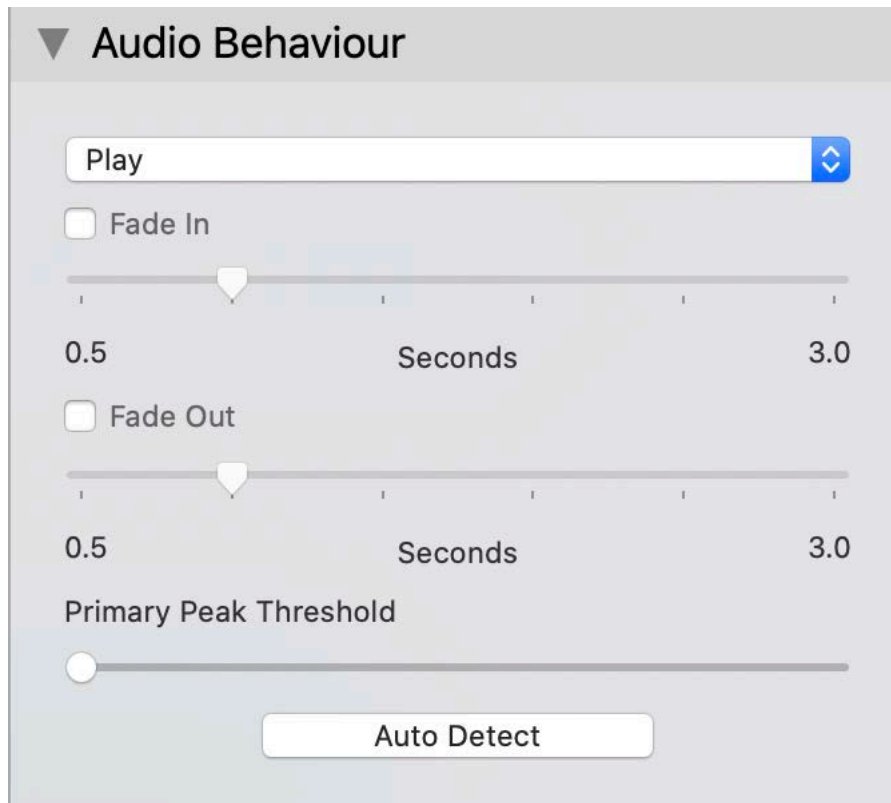


Select an audio segment and select a playback language from the "Language" menu of the attribute inspector. The "All languages" option enables all language versions for the relevant audio track.



If you play back the exported video in QuickTime or another video application which supports this feature, you can switch between available languages.

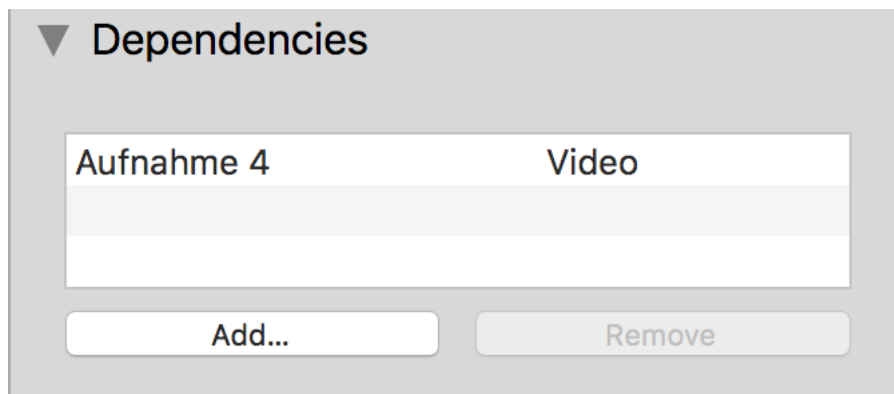
9.1.3. Audio behavior



In this section you can define the behavior of your audio segment. For example, you can define a track as primary or secondary track. This is especially useful if you're working with several different audio tracks.

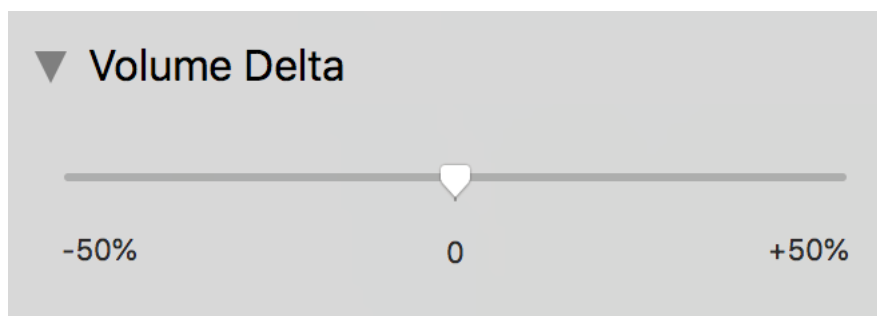
- Activate "Fade in" and/or "Fade out" to create a fade-in/fade-out effect.
- You can define the time lag by adjusting the slide control.
- The primary threshold defines the volume balance. Use the "Auto detect" button to automatically detect the threshold value.

9.1.4. Dependencies



Matching audio and video segments are connected with each other by default. These dependencies between segments can be lifted or assigned to other segments.

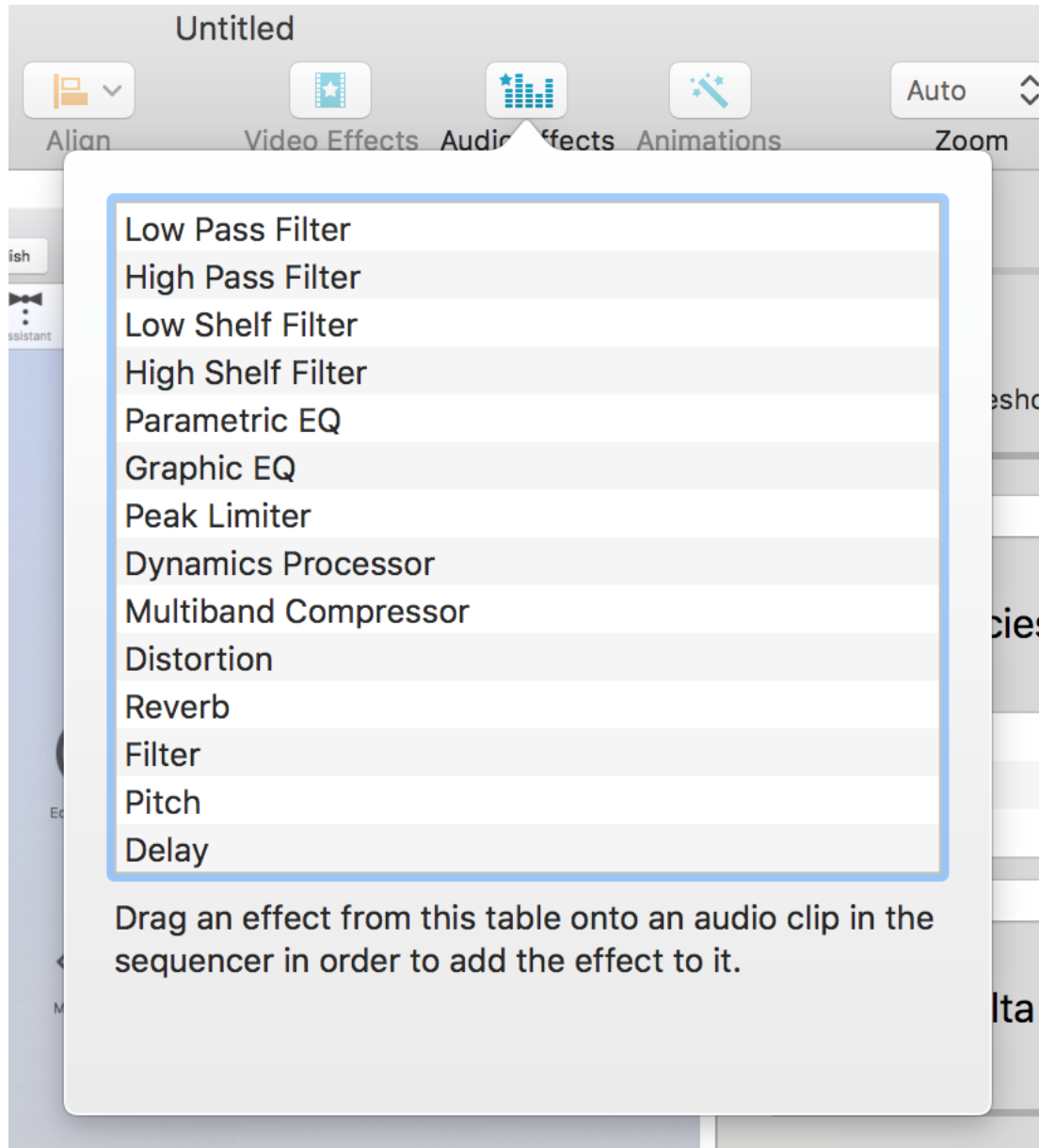
9.1.5. Volume Delta



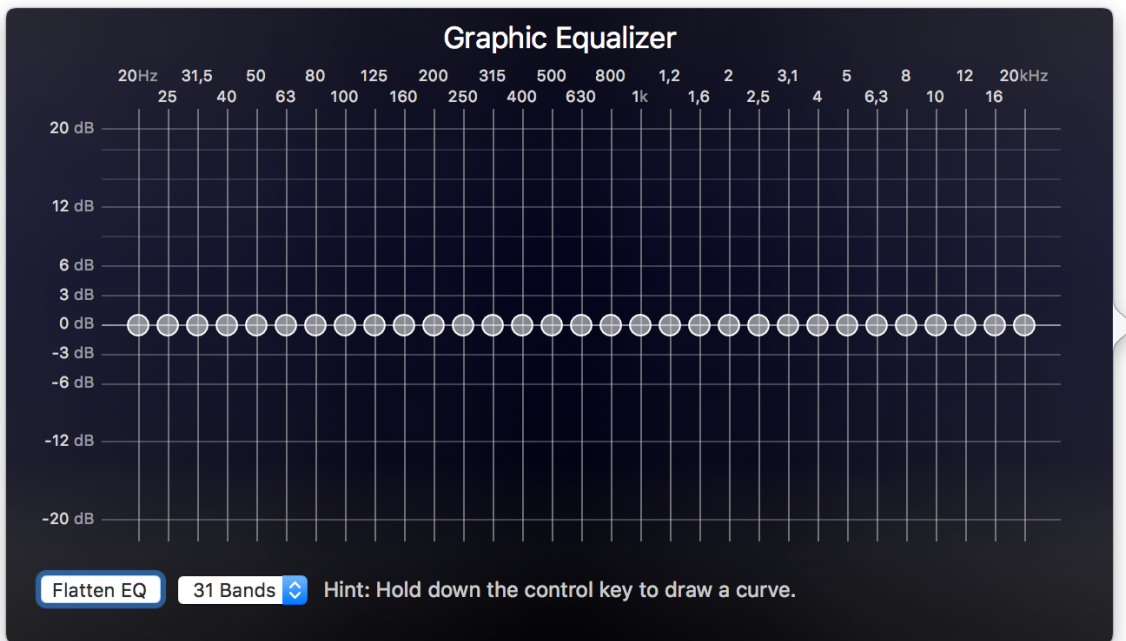
The volume delta feature allows for additional manual volume control.

9.2. Audio Effects

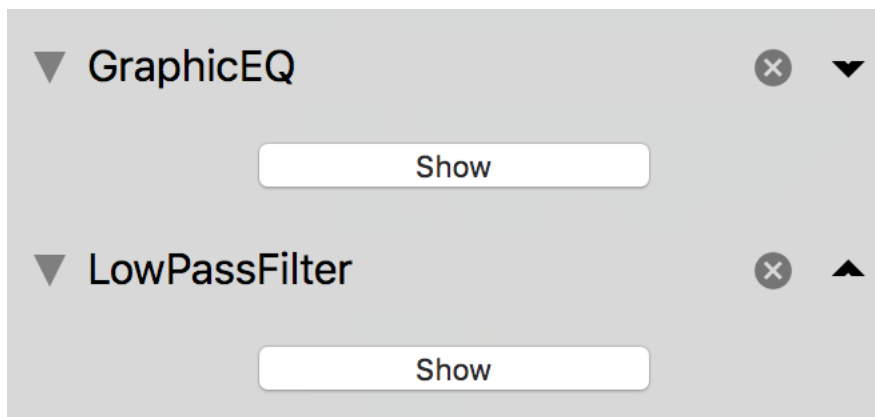
Screenium provides various audio effects that can easily be applied to an audio segment.



- Click "Audio Effects" in the top toolbar.
- Double click on an audio effect to add it to the selected segment or clip.



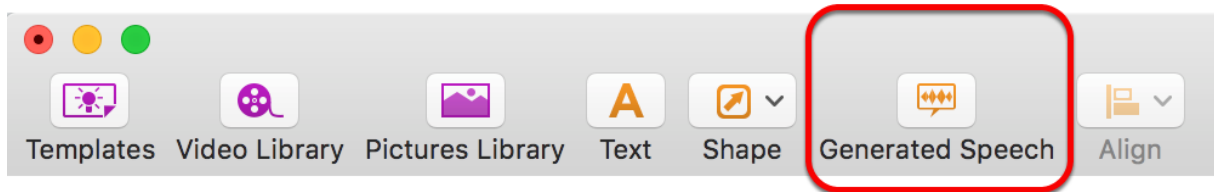
The effect attributes of all applied audio effects are accessible via the attributes inspector at the right side. The available effects vary depending on the selected effect.



Click on the small cross icon to remove an audio effect.

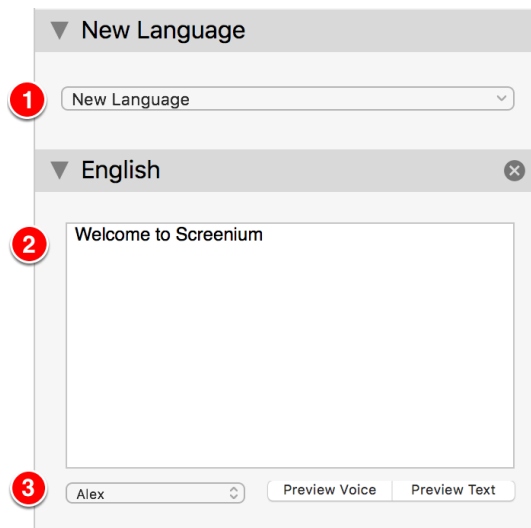
9.3. Generated Speech

The generated speech feature allows you add text to speech output to your video. OS X provides various text to speech voices for many languages. A text to speech clip can contain text in multiple languages. After export you can select the desired language version in the respective video player and playback the matching version accordingly.



Go to the toolbar and click "Generated Speech" to add a generated speech entry at the current position of the timeline.

Select the generated speech audio clip in the composer.

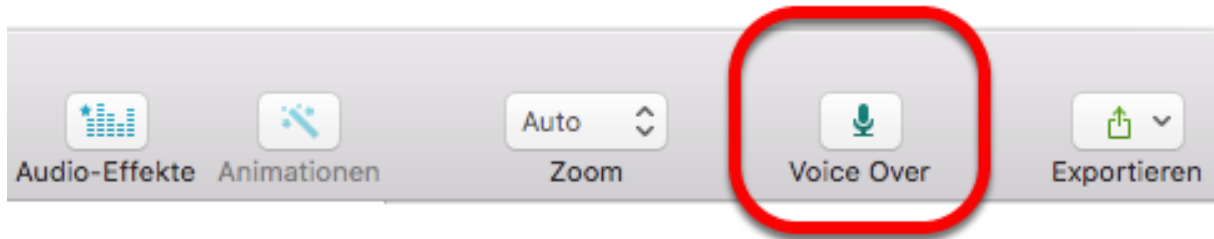


1. Select a new language to be added. This will add a new text field to the list.
2. Enter the content of the text to be read into the text field.
3. Select a voice to read the text.
Preview the voice or the current text in the selected language.

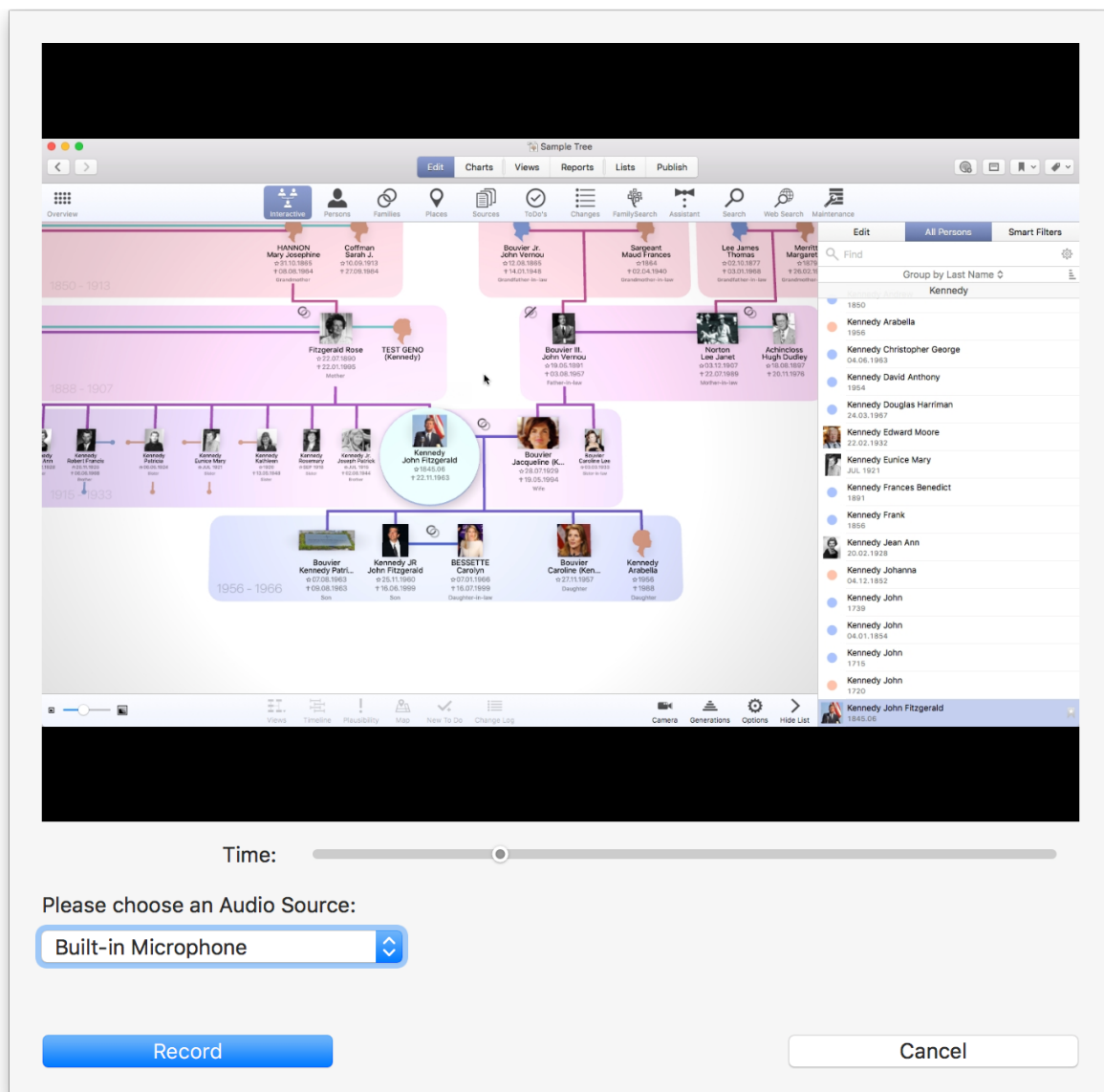
9.4. Voice Over

You can also record voice or system audio in the editor after capturing the screencast.

Audio editing



Click "Voice Over" to capture a new voice over clip



Select an audio source and click record to start the recording.



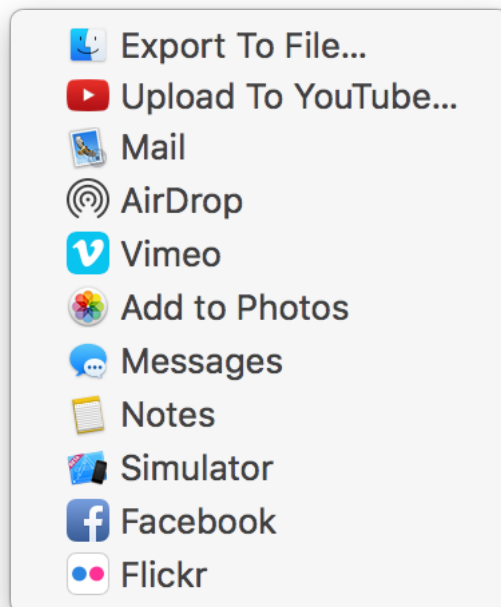
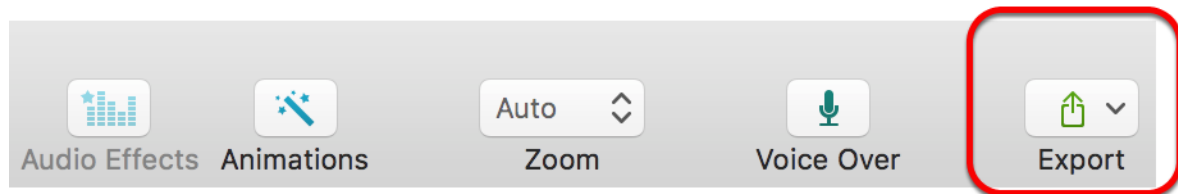
Select the voice over audio clip in the composer and select a language in the attributes inspector. When you playback the

exported video in QuickTime or another video player, you can switch between different languages.

Chapter 10. Export Features

Screenium provides various quality settings for the export to file.

10.1. Export Screencasts to File

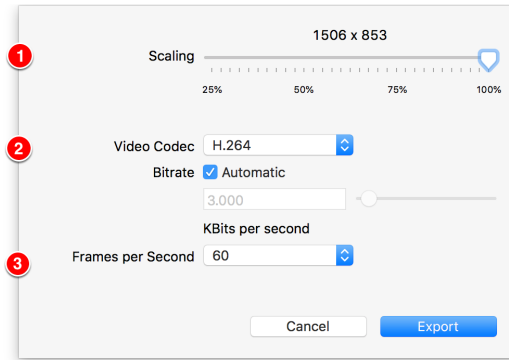


The export options are available via the "Export" button in the toolbar. Select "Export To File" to open the file export dialog.



You can also start the export by clicking on a recording in the "Past Recordings" overview.

Export Features



1. Adjust the scale of the exported video.
2. Select a Video Codec.



H.264 is a compressed codec that is suitable for most purposes. If you want to publish or send your video to others, you would most likely want to leave this option as it is.



HEVC is a compressed codec which allows to export your video in high quality. However, the exported file will not be compatible to every device and export can take a longer time.



ProRes 422 and ProRes 4444 are uncompressed codecs that are made for professional post processing in other softwares. Since ProRes is uncompressed, the file size will become rather large.

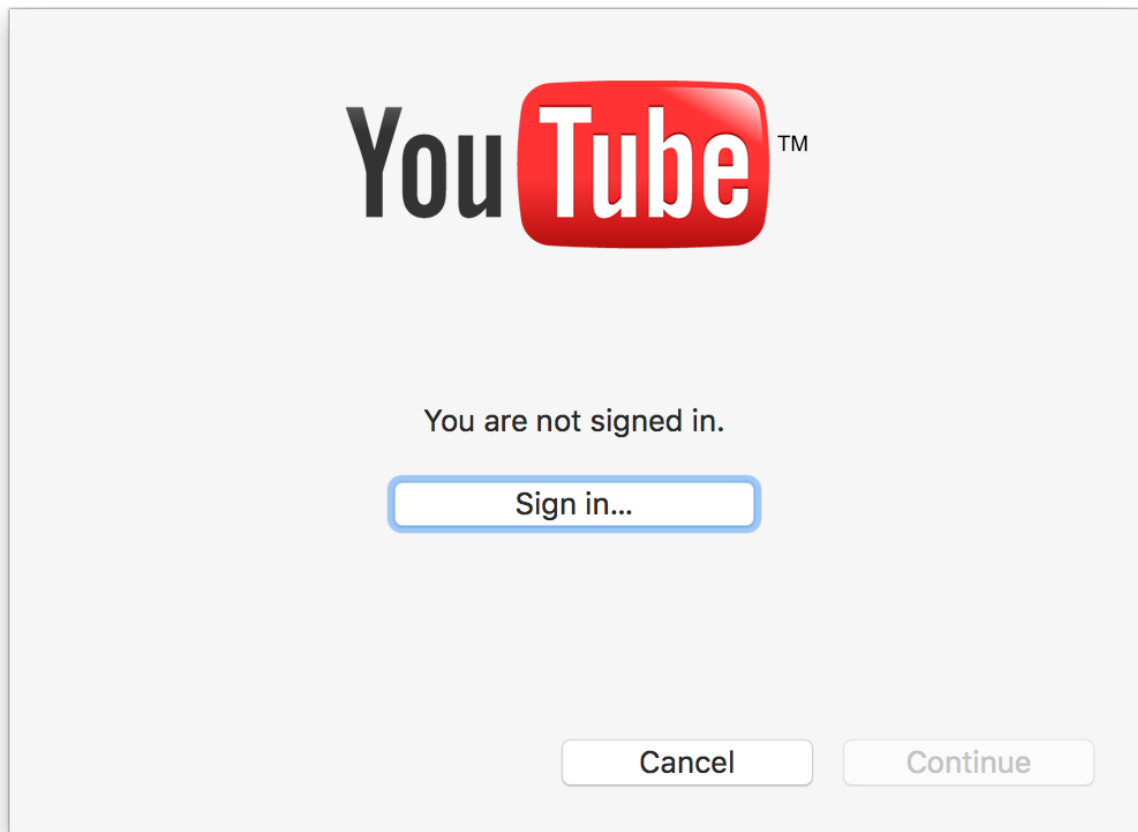
Per default the bitrate is set to "Automatic" which is the recommended setting. If you want more fine grained control, you can also uncheck the "Bitrate" checkbox to enter the bitrate manually or to adjust it via the slider

3. Select the maximum frames per second. A higher framerate results in a better video quality but also requires much more disk space.

10.2. Publish Screencasts Online

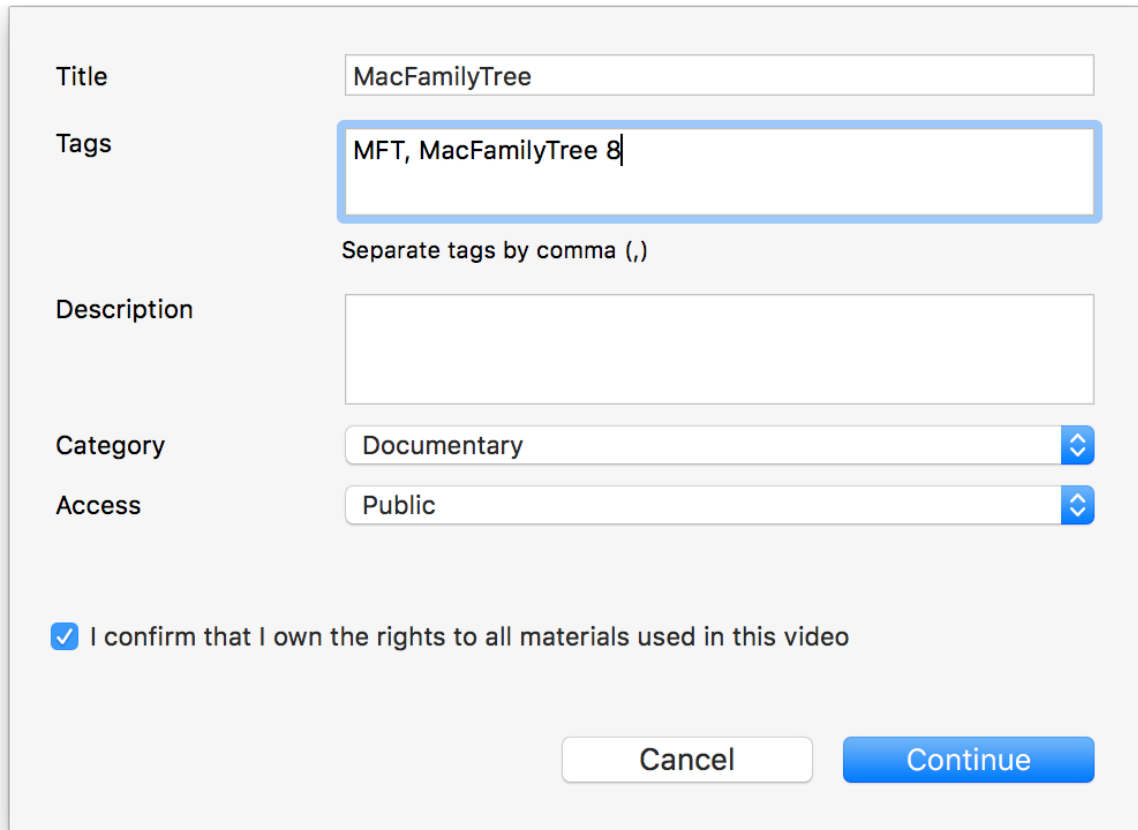
You can directly upload screencasts to YouTube, Vimeo and other video sharing web sites. The videos will automatically be exported with suitable settings.

The export options are all accessible via the "Export" button in the toolbar.



Sign in to the selected video sharing service.

Depending on the selected sharing website there are different options available for the export.



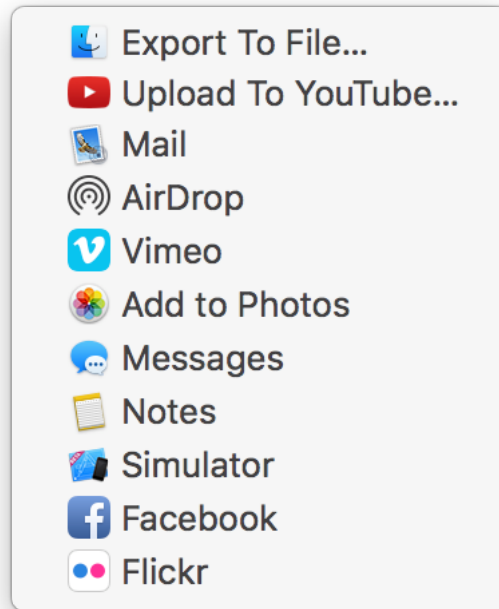
The screenshot shows a dialog box for video export settings. It contains the following fields and options:

- Title:** A text input field containing "MacFamilyTree".
- Tags:** A text input field containing "MFT, MacFamilyTree 8". Below this field is the instruction "Separate tags by comma (,)" and a small blue icon.
- Description:** An empty text input field.
- Category:** A dropdown menu with "Documentary" selected.
- Access:** A dropdown menu with "Public" selected.
- Confirmation:** A checked checkbox with the text "I confirm that I own the rights to all materials used in this video".
- Buttons:** "Cancel" and "Continue" buttons at the bottom right.

Example: YouTube To upload a video to YouTube you must define at least one tag. The "Access" settings let you adjust, if the video should be available to the public directly after upload, or if it is only accessible from your private account. After clicking "Continue", the export will start automatically with optimized settings for YouTube (or the currently selected video sharing web site).

10.3. Export Screencasts to Mail

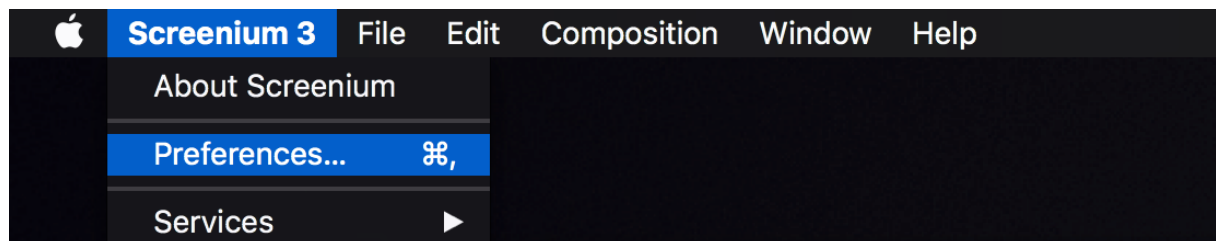
You can also directly send screencasts as an email or Messages attachment. In this case, the screencast will be exported in a small file size with appropriate export settings.



The "Mail" and "Message" export options are also accessible via the export button in the toolbar. When the export is completed, an email or message will open with the exported video attached.

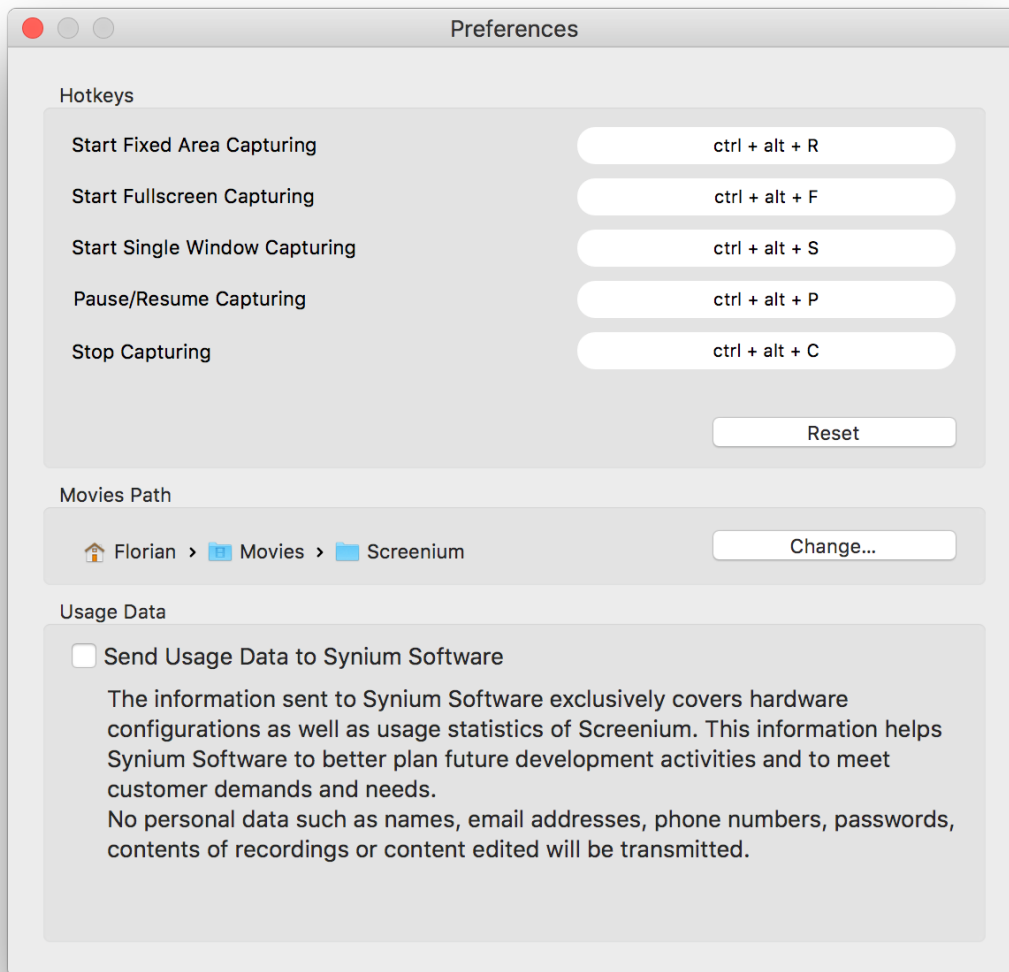
Chapter 11. Preferences

In the Screenium preferences you can adjust the hotkey assignment and the location of the Screenium video library where the captured videos are stored.



Go to the top menu bar and click "Screenium 3" # "Preferences" or press "CMD" + "," to open the preferences pane.

11.1. Assign Hotkeys



Some actions in Screenium can be assigned to hotkey combinations.

- Click on the key combination fields and press the desired combination to change it.
- Click "Reset" to set the hotkeys back to their default values.

11.2. Saving Location of Captured Videos

Per default the captured movies are stored in the media library folder that is located in `~/Movies/Screenium`. Just click on the "Change" button to change the storage location.

By changing the saving location you can also use an external hard drive to save the recorded video data. Screenium initially captures the video content uncompressed

or with only low compression to maintain the best possible recording quality and speed. Screencasts recorded with Screenium can quickly become very large. Please make sure to have enough storage space available, when you plan to record longer screencasts. If you are using a only a small hard drive, we recommend to change the standard path of the video library to a larger external drive.



Please make sure to have enough storage before capturing a video.

If you do want to use an external drive, please keep in mind that the captured video data is sent to the hard drive at a certain speed and rate. The rate the data is written depends on the captured content. (How often does the screen content change, how many elements are moved on the screen) E.g games usually require a lot more space and thus have a higher data rate than tutorials. If you are using an external drive, please make sure that it is connected via USB 3.0 or Thunderbolt.



USB 2.0 might be too slow to keep up with the data throughput which slows down or even blocks the recording.

Some games with many fast moving animations and effects on the screen can probably not be recorded at the maximum framerate to an external device because the connection to the external drive cannot keep up with the data rate.



If you are recording this type of gameplay you can either try to lower the maximum framerate and quality or save it to your internal hard drive. If you are capturing gameplay to your internal hard drive you will most likely want to delete the captured video after you have exported it to another format.



Longer screencasts of games at the maximum framerate and quality can easily reach the 10 Gigabyte mark. Remember that you have the option to limit the maximum framerate in the Recording Configuration.

Chapter 12. Technical Support

Find the latest versions of our manuals here:

<http://www.syniumsoftware.com/de/manuals>

Find the latest news from Synium Software here:

<http://www.syniumsoftware.com/de/news>

In case you're not able to solve a problem by reviewing the manual, please contact us via our support website:

<http://www.syniumsoftware.com/de/contact>

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