

# ***ALLCapture™***



## **User Manual**



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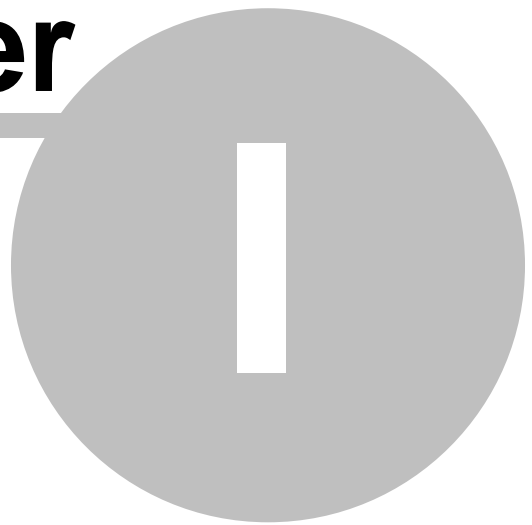
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**ALLCapture**

# **Chapter**

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# 1 Welcome to ALLCapture

## Welcome to ALLCapture™

This efficient and easy-to-use program records your onscreen-activity and creates online demos and movies in a few minutes without the need of programming knowledge.

Create your own demos or movies without any programming knowledge in the following formats:

- Flash demos
- Executable files
- ASF Windows Media Player format
- MPEG Format for DVD, SVCD, VCD and without resolution adaptation.

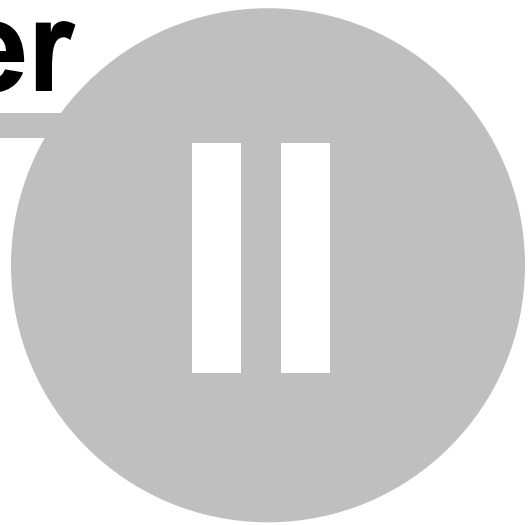
The file sizes of the generated demos and movies are extremely small and can be started very quickly.

Therefore the demos and movies can be sent via e-mail and are easy to integrate into your website.

**ALLCapture**

# **Chapter**

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## 2 Introduction to ALLCapture

### Introduction

This chapter describes the ALLCapture™ installation, system requirements, features list and the different output and export formats.

- [Introduction](#)
- [Installation](#)
- [Feature List](#)
- [Different Formats](#)
- [System Requirements](#)

### 2.1 Introduction

#### Introduction to ALLCapture™

*Record screen activities and create movies for the internet*

##### Summarized in 3 steps:

##### First Step: Recording

With ALLCapture™ you can capture every action on your screen quickly and easily. After clicking on the record button in the record area ALLCapture records until you end the recording process in the utility bar.

##### Second Step: Editing

After recording your application or onscreen activity you can edit the recorded content. Add speech bubbles or notes to your slide in order to explain the different steps. You can also add objects such as an eye-catcher, special effects or images to your project. Even adding sound or narration is no problem.

##### Third Step: Publishing

You can convert the project you created into the format you prefer. ALLCapture™ supports a multitude of formats which are suitable for the internet or for creating DVD's.

Generating demos is very easy and **no programming knowledge is required**.

Most of the formats are independent from the operating system and need only standard Plug-in's which most browsers already contain, such as Adobe's Flash-Plug-In!

##### Reasons for ALLCapture™

ALLCapture™ allows your business to function more effectively, helps your employees become more knowledgeable and enables you to better satisfy your customers.

It also ensures that your on-line support infrastructure will be more flexible and efficient.

In E-Learning, E-Commerce, Training or Sales: Everything comes to a halt without proper information and support. Online customers demand comprehensive advice, participants in training programs need descriptive training material, and sales departments require up-to-date marketing and sales information.

Your solution is ALLCapture™: Animated demos/movies for any topic can be simply and quickly compiled and then made available on the internet. A professional software demonstration can be created in a matter of minutes. By doing so you will be able to market your products much more effectively and at the same time, increase your sales. A unique advantage of ALLCapture™ and [TurboDemo™](#), in comparison to previous discussion and communication channels such as 'Call Centres' or correspondence via e-mail is that costs are substantially lower. Additionally, thanks to ALLCapture™ and [TurboDemo™](#), your employees will not only be trained in a cost effective and flexible manner, but also quickly and efficiently via the Internet or Intranet.



## 2.2 Installation

### ALLCapture™ Installation

To install ALLCapture™ from a **CD-ROM**,

1. Simply insert the CD-ROM into your drive.
2. The Windows Autorun function will start the ALLCapture™ setup program. If the CD does not start automatically, select the Run... option from the taskbar Start Menu and enter:

**D:\CDStart.exe**

(replacing D: with your CD-ROM drive letter)

3. Follow the instructions of the installation wizard.
4. Read the program license conditions carefully.
5. Choose the directory where you wish to install ALLCapture™.

Please follow the instructions of the Setup program displayed on the screen until you receive the message "The installation has completed".

To install ALLCapture™ from a **downloaded file**,

1. Start the installation file.
2. Read the program licence conditions carefully.
3. Choose the directory where you wish to install ALLCapture™.

Please follow the instructions by the Setup program displayed on the screen until you receive the message "The installation has completed".

[Introduction](#) / [System Requirements](#) / [Features](#)

## 2.3 Feature List

### Feature List

1

#### Recording is – easy and quick



- Capture your desktop by simply pressing a button.
- The recording window can be configured to meet the required size
- Full screen and multi-screen recording is supported
- Terminate the recording with only a push of a button
- Mouse cursor can be excluded from recording
- Recording of all overlapping windows and program interactions
- The PowerPoint Plug-In of the Enterprise Version allows automatic PPT recording

2

#### Simple and intuitive to work on



- Uses intelligent Undo/Redo
- Size of the preview window can be determined by the user
- It is possible to make the mouse cursor invisible
- Adding, insertion, deletion and copying of Frames
- Adding Audio, pictures and animated Effects
- Length of the project can be increased for a more thorough explanation
- Preview for editing effects in real-time

- Adjustable audio quality
- The colour quality and frame rate can be configured by the user



### Fast and small Demos

- Excellent compression of Demos through the programs-own compression technology
- Demos start quickly as a result of streaming technology
- Ideal for sending Demos via email
- Ideal for Integrating Demos into Websites



### Special effects

- Animated objects and speech bubbles
- Numerous effects e.g. elastic band effect
- Character size and other text formats can be individually adjusted
- Various frame transitions allowing more attractive Demos
- Rich Text Editor - Pictures can be added .to speech bubbles
- The .display time of objects can be altered by the user
- Spotlight effect - by shading in the irrelevant parts of the video
- Zoom effect in the Enterprise Version



### Audio, Sound

- Recording + editing of Audio
- Importing WAV files
- Compose the complete time line in one go
- Use different sound channels for background music and speech commentary
- Insertion and deletion of Audio
- Audio-Level can be adapted so that it fits the audio in another audio tracks



### Export Options

- **Flash** Demo (**SWF**-Format)
- **ASF**-Format for Windows Media Player
- **MPEG** for **DVD, SVCD, VCD** and without resolution adaptation
- executable Demo (**EXE**-file)
- Codec user defined, suitable for the Video content
- Increase the Play-Rate
- Scale the Play-Resolution e.g. for iPod



### Additional Options

- Add author information to your Flash Demos
- Fast loading, saving and compiling
- Additional tool: PanelStudio to create your own Flash- navigation bars

## 2.4 Different Formats

### Why use different Export Formats?

When considering sending a Demo or movie it must be remembered that they are dependent upon how the end-user views them. This means the end-user may have:

- A different operating system running on his computer than the one you are using (MS Windows, Mac, Linux etc...)

- A different internet browser to yours (either no internet browser, Netscape Navigator, MS-Internet Explorer etc...)
- A long demonstration (1 minute demo, 1 hour movie or even longer)

ALLCapture™ helps you to create Flash, Exe and Windows Media Player files like MPEG and ASF.

Please see below the advantages (+) and disadvantages (-) of these formats:



Adobe Flash

#### **Flash-Demo (\*.SWF)**

- + The average size of a 1 Minute / Tutorial is 300 – 550 KB.
- + Flash Plug-In has a small file size and is quick to download over the internet.
- + Flash Plug-In is a standard browser plug-in.
- + Audio and Sound are better compressed.
- + Platforms (MS Windows 95 and later, Macintosh, Unix, Pocket PC, Linux).
- Flash Demos/Tutorials are limited to 16000 Flash frames.
- An internet browser is required.
- Demo and movie file size could be larger than the .ASF file size.



Executable  
Flash File

#### **Exe-Demo/Tutorial**

- + An internet browser is not required.
- + Platforms (MS Windows 95 or higher).
- Exe-Files can be hard to attach to emails due to firewall restrictions.
- Exe-Files enlarges the demo by 1000 KB.
- Flash demos or movies as Exe-files are limited to 16000 Flash frames.



Windows Media  
Player

#### **ASF Windows Media Player Format**

- + High Compression
- + Small Files
- + Windows Standard format
- + No duration limitation
- + Can be with Sound
- + Streamable
- Windows Media Player 7 required
- Not Operating System independent
- Limited to 256 colors



MPEG Video File  
Format

#### **Export as MPEG Video File Format**

- + Automatic generation of files for DVD, VCD and SVCD creation
- + Adjustable bit rate and quality
- + No special Plug-In required
- + Operating System independent
- File size might be too big for Internet usage

## 2.5 System Requirements

### System Requirements

**ALLCapture™ User Interface** requires at least:

- PC with Microsoft Windows (98 or higher) and 1.2 GHz CPU
- 50 MB of free hard disk space + Space for the projects
- 256 MB RAM (More memory improves performance)
- Windows Media Player 9 or higher for creating **ASF** Videos / Movies

End-user requirements for **Flash Demos/Tutorials**:

- Internet Browser (Microsoft-Internet Explorer, Netscape Navigator, ...)
- Macromedia Flash-Plug-In for viewing the demonstrations
- Demos or movies can be viewed on Microsoft Windows (95 or higher), Macintosh, UNIX, Linux and Pocket PCs

End-user requirements for **EXE Demos/Tutorials**:

- Operating System Microsoft-Windows (95 or higher)

End-user requirements for **ASF Videos/Movies**:

- Windows Media Player from Version 7

End-user requirements for **MPEG Videos/Movies**:

- Capable Player for MPEG Files, like Windows Media Player or Quick Time

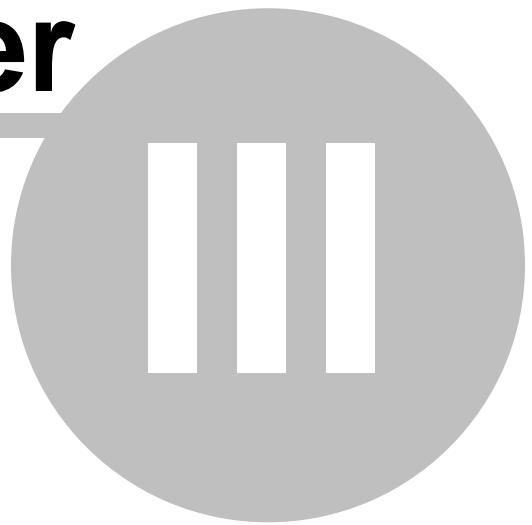
[Introduction](#)

[Installation](#)

**ALLCapture**

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## 3 ALLCapture Controls

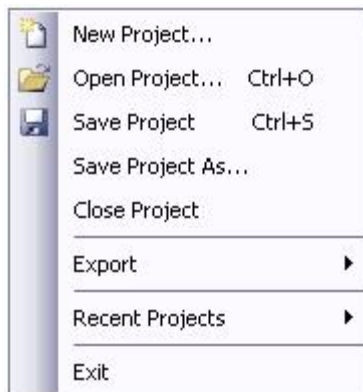
### Menus and Buttons to use

This section describes ALLCapture™ menu items and toolbar icons

- [File Menu](#)
- [Edit Menu](#)
- [View Menu](#)
- [Movie Menu](#)
- [Window Menu](#)
- [Tools Menu](#)
- [Buttons and Toolbar Icons](#)

### 3.1 File Menu

#### File Menu



- The file menu is used to create, open, close and save projects files.
- Over the "Export" option you will get to the Format Selection
- Recent Projects will offer you a list of recent opened projects

[More information to the export formats](#)

### 3.2 Edit Menu

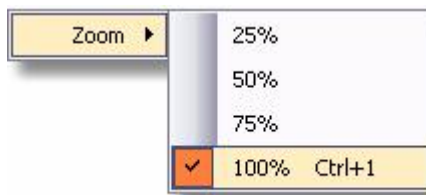
#### Edit Menu



- With Edit you can copy, paste or cut objects, as well as undo or redo actions
- Frames may be copied, not only from within a Project but also from other Projects. To place Highlighted Frames in the Clipboard use either Copy Frames or Cut Frames. **Please Note:** Frames may only be Pasted into Projects when the Resolution in the height and width is the same or higher.
- Deleting objects is done by pressing the DEL key after you selected the object to delete

### 3.3 View Menu

#### View Menu

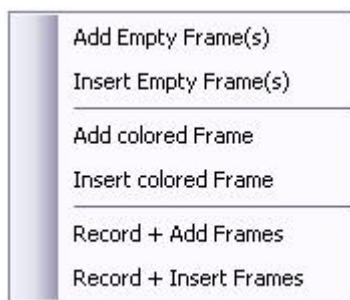


Through the View menu you can adjust the display size of your preview area.

- The scaling of the display size might cause a blurry view of your project. You can get it to appear focused when you activate a function over the [Tools menu](#)

### 3.4 Movie Menu

#### Project Menu



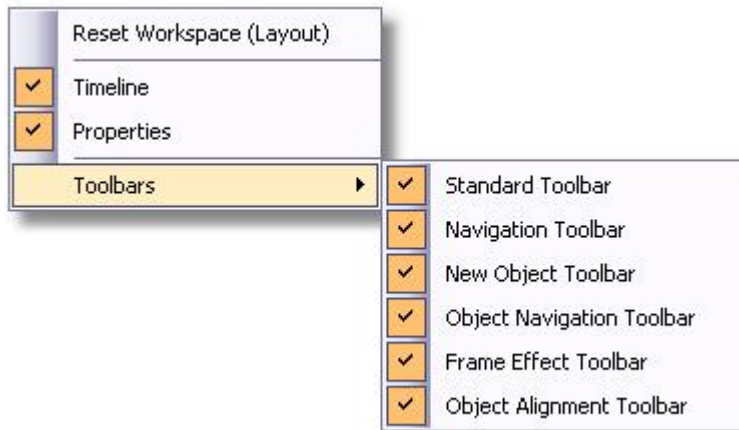
- By using **Add** and **Insert Empty Frames** you can extend the duration of your project. **Adding Empty Frames** just adds the amount of time to the last frame of the project. With the **Insert Empty Frame** option you can insert frames that look the same as the one that you have selected at the moment.
- In order to make a clear boundary between Chapters, it can be useful to interpose a **colored frame**. The color can then be masked in and out as required. A standard color can be defined in menu Tools - Options.
- **Record & Add Frames** starts the capture mode and adds the recorded frames to the end of the project, where **Record & Insert Frames** starts the capture mode and inserts the frames after the actual position of your play head.

### 3.5 Window Menu

#### Window Menu

Over the Window menu you can choose the appearance of the program.

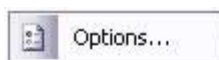
- Check or uncheck the different options to customize the appearance of your ALLCapture workplace!
- The timeline and the toolbars can be placed user defined on the desktop.



Over "**Reset Workspace (Layout)**", the objects will be placed to the original position.

## 3.6 Tools Menu

### Tools Menu



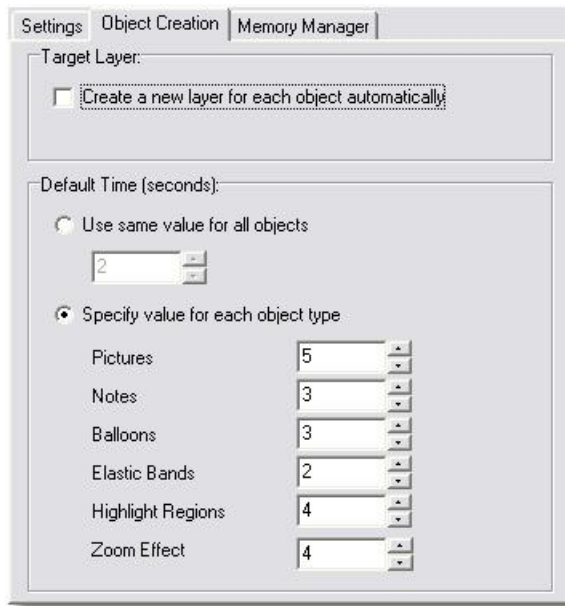
The Tools menu provides options and settings that are valid for all projects that you work on



#### Settings Tab:

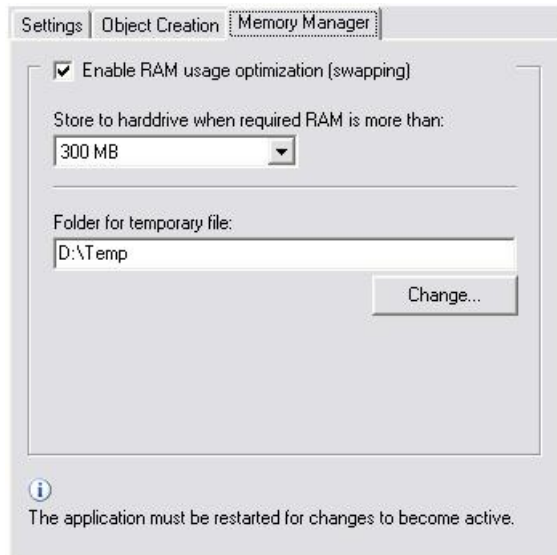
- The "**High-quality frames display**" option provides better quality if you resized the preview area over the Zoom option that you will find over the [View menu](#)
- The color of a frame may be defined with **Default Frame Color**. This option can be found at Movie - Insert /Add Color Frame.





#### Object Creation Tab:

- The **"Target Layer"** option creates a new layer in the time line for each object you add to the project.
- The **"Default Time"** option lets you decide the default display duration of the added objects. You can either decide a default time for all objects or you can adjust the time for each object type individually.



#### Memory Manger Tab:

Choose here if you like use the RAM optimization feature. It allows to adjust the maximum amount of RAM ALLCapture is going to use, before it is stored in a temporary file on the hard disk. It is recommended for performance reasons, to swap to a physically other hard disc drive than the one your operating system is stored, if available.

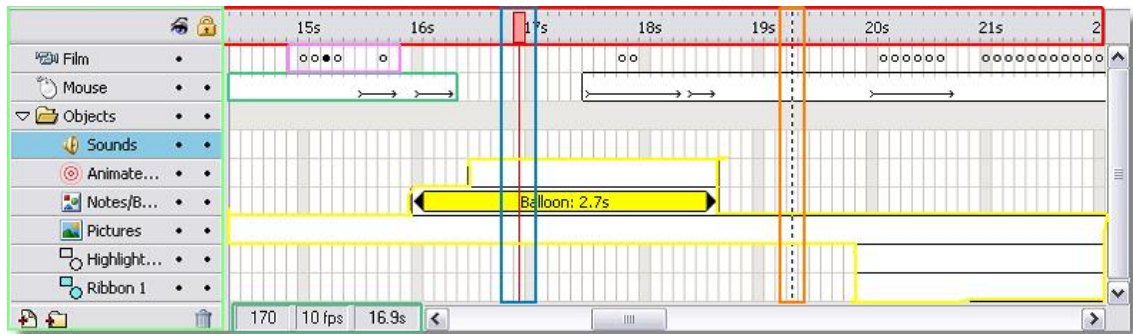
**Changes to this feature will become active after the restart of ALLCapture!**

## 3.7 Time Line

### Time Line

- An instruction demo for the Time Line may be found in the **ALLCapture Help File** -

Please move your mouse cursor over the colored areas to get a detailed description of the functionality



These are indicators for Objects that have been added to the project. You can move them from one layer to another if the layer is made as default for the type of object. By clicking on the object or the indicator, they appear yellow and you can change the display duration in the project. Make sure you add enough time for the viewer to read your instructions.

### 3.8 Icons available in ALLCapture

#### Icons available in ALLCapture

Description from left to right



- Start a new project
- Open an existing project
- Save the current project

- Cut selected object
- Copy selected object
- Paste copied/cut object

- Undo function
- Redo function



- Move Play head to the beginning of the time line
- Move Play head to the previous frame
- Play back time line from Play head position
- Stop Playback at current position
- Move Play head one frame ahead
- Move Play head to the end of the time line



- Inserts an image to the actual position of the Play head
- Inserts a note to the actual frame
- Inserts a speech bubble to the actual frame
- Inserts an elastic band to the actual frame

- 
- Inserts sound to the actual frame
- 

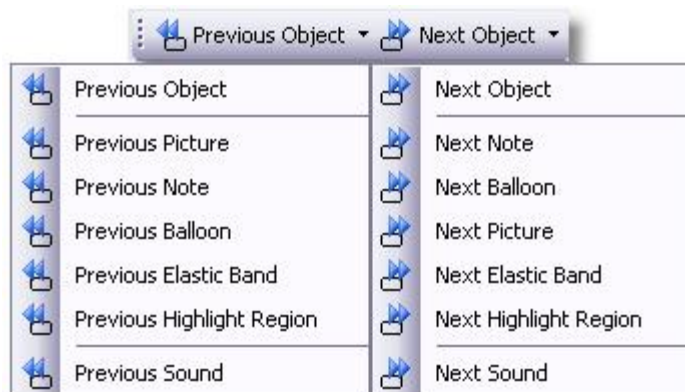
- Inserts a rectangular spotlight area to the actual frame
- Inserts a elliptic spotlight area to the actual frame
- Zoom effect to enlarge screen details.



- Inserts a frame effect to the actual position
- Changes the settings of the selected effect
- Resets the effect settings of effects with multiple adjustments
- Removes the selected frame effect of the time line



- Moves the beginning of the selected object to the marker position
- Moves the end of the selected object to the marker position



- Moves the position of the Play head to the next object or more specifically, to the different object types that area available

**ALLCapture**

# **Chapter**

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**IV**

## 4 Capturing

### 4.1 Capturing Overview

#### Capturing Overview

Capturing or recording the screen is the first step in the ALLCapture™ process. It is important to know that the size that you choose for the recording window will become the final size of your Demo/Tutorial plus the size of the navigation bar if selected. You can do this manually or use a preset size. You can also automatically size your capture area to the size of the application you like to capture or vice versa.

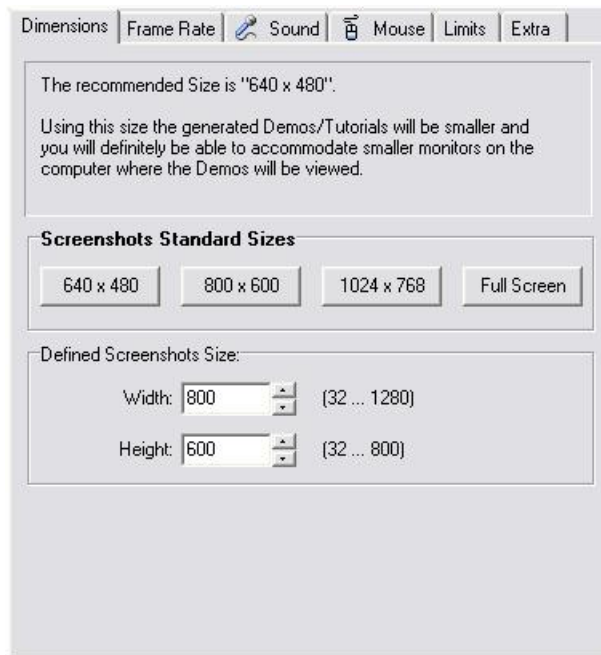
The usage of your memory will increase according to the screen content you record. If you record an application where the appearance of the GUI (Graphical User Interface) does not change much, you will have a low memory usage and a very small project size due to the capture logic ALLCapture uses. If you record a movie or other fast changing surfaces from your screen the memory usage will increase rapidly. ALLCapture will check the content of the recording area with the image of the last recorded frame and will store the difference in the memory, depending of the frame rate you choose, recording a movie would most likely store 15 full size images per second in the memory when you record with 15 frames per second. When recording applications less memory is used.

It is strongly recommended to use the [Memory Manager](#) feature when recording videos!

### 4.2 Recording Options

#### Recording Options

The Recording Options help you to adjust and personalize your recording sessions.



The **Dimensions** tab lets you choose a default size for the recording area. If you do not know how big the recording area will be before you open the application, adjust the red rectangle later on. This is just a quick way of adjusting the size. See also the ["Hot Key"](#) topic!

Please define over the "Frames per second" field how many times per second ALLCapture should capture and analyze the capturing area on your screen.

Defined Capturing Frame Rate:

Frames per second:  
 (1 ... 20) Refresh max. frame rate

Keyframe Rate:

Insert keyframe every:  
 sec.

The **Frame rate** tab lets you adjust the amount of frames that will be captured per second. In this example 15 frames per second are being used. In the brackets to the right of the field you can find the range of frame rates which are compatible with your computer. This range may vary from computer to computer. If you think your computer is good enough to capture in a higher frame rate than ALLCapture recognized at the start of the program, then please make sure that you have installed the latest drivers for your graphic adapter. By clicking on "**Refresh max. frame rate**" button after updating you graphic card driver, ALLCapture will proof again the maximum frame rate.

Adjust the audio quality for the sound you wish to record. Please, make sure that you select the correct audio device from the Windows audio mixer.

Device:

Audio input sources:

☐ Microphone Audio

☒ Speaker Audio (what you hear)

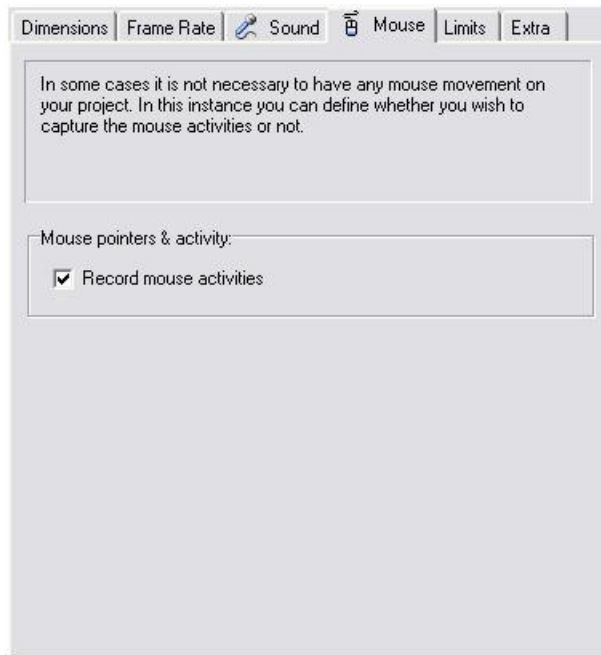
☐ Include microphone audio

☐ Manual Input Selection

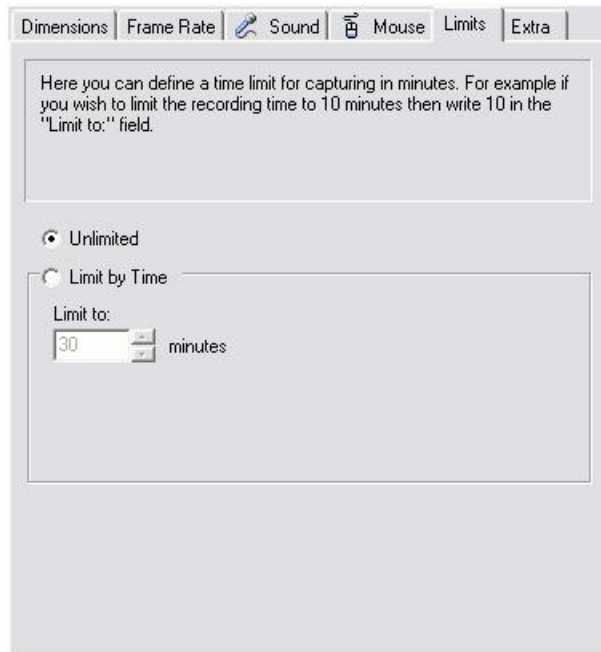
☒ Record sound

Recording attributes:

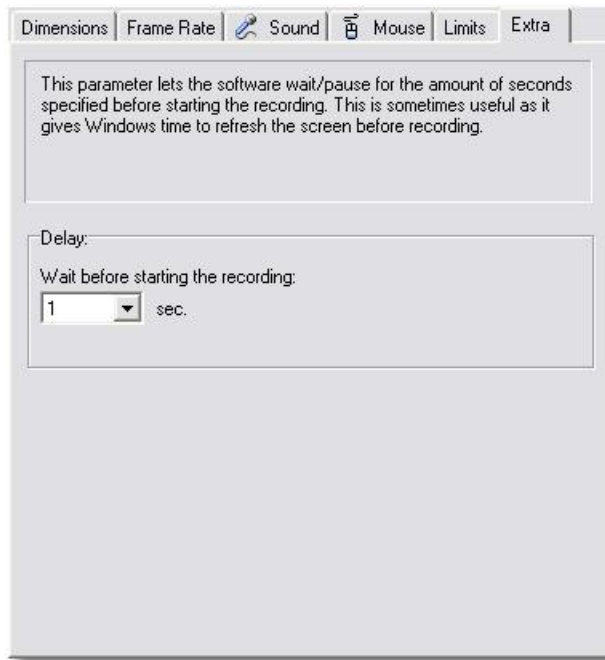
The **Sound** tab allows you to adjust the recording attributes of the sound you wish to record and to select whether or not you would like to record sound. As well as being able to record the sound over the microphone, with ALLCapture you can even record the sound, such as phone conferences, directly over the sound card. Please make sure before you record sound, that you have chosen the correct sound card and the correct audio input device. The device for recording the sound directly from the sound card is often named as "**Stereo Mix**". Some audio drivers do not support this option though!



If you just want to record onscreen activity without mouse movement, uncheck this option!




Here you can set a time limit for your recording session.



Adjust the delay time of the recording process in order to position the mouse correctly and steady its movement.

## 4.3 Capturing Quickstart Guide

### To record a software application

1. Launch the target application you wish to record
2. Launch ALLCapture™
3. Select **New Project** from the **File** menu
4. Select a standard capture size, use your own size or adjust the rectangle with the mouse
5. Click on the title bar at the top on the application you wish to capture and the title bar will become highlighted.
6. Press **CTRL-Shift-P** and the application will appear in the capture area inside the red rectangle.
7. Confirm "Record" within the red rectangle
8. ALLCapture™ will now record the content of the screen in the adjusted frame rate.
9. Click on the  icon in the system tray to end the screenshot session
10. The recorded content will appear in the program for editing or generating an output format

## 4.4 Hot Keys in capture session!

### Hot Keys



#### Control Keys

Application adaptation during recording:



Fit your active application into the red rectangle by pressing **CTRL+SHIFT+P**.



Application adaptation during recording:



Adjust or resize the red rectangle to the size of your active application by pressing **CTRL+SHIFT+R**.

Pause the recording session:



Use this toggle option if you need to pause your recording session

## 4.5 Common Problems

### Common Problems

It can happen that ALLCapture only records a black area instead of a movie or film. This has following cause:

To unburden the processor, film contents are decoded directly from the graphic card. This causes the black recording area during playback in ALLCapture. Windows only makes one surface available and the operating system does not recognize what takes place under this surface, therefore ALLCapture can not recognize it. A user can deactivate the hardware acceleration of the graphic card to capture the contents. With many computers this does not offer an acceptable playback speed. The hardware acceleration can be found under "Start/Settings/Control Panel/Display/Settings/Advanced/Trouble Shooting". Slide the control bar to "No Hardware Acceleration".

More recent answers to Frequently Asked Questions (FAQ) can be found on our [support page](#)!

## 4.6 PowerPoint Plug-In

### PowerPoint Plug-In

The PowerPoint Plug-In contained in the Enterprise Version allows a simple recording of PowerPoint presentations with a few mouse clicks. The Plug-In works with the versions 2000, XP, 2003 and 2007. The method of recording is very simple.

1. Start PowerPoint
2. Load the to be recorded presentation.
3. Choose the desired resolution and if sound is to be recorded.
4. Run the presentation.
5. ALLCapture opens automatically at the end of the presentation.



The representation of the Plug-Ins is the same for all versions of PowerPoint except with PowerPoint 2007 which is not displayed in the toolbar but is to be found in Menu under Add-Ins. Whether the Sound is tapped from the Sound Card or recorded over a microphone during the presentation itself can be defined in the ALLCapture Standard Settings.

**ALLCapture**

# **Chapter**

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**V**

## 5 Editing

### 5.1 Editing Overview

#### Editing

Navigate with the time line to the frame you would like to paste an object onto. You can add animated objects, photos or images, notes, balloons, spotlight effects, frame transitions and sound.

All these features are accessible from the tool bar:

[Description Notes](#): Add text via Text Notes and Balloons.

[Animated Object](#): Used to attract the attention of your end-users.

[Add an image](#): Add your company logo or an image.

[Audio Features](#): Add multiple clips such as sound or narration at the same time.

[Timeline options](#): Select frames, delete frames and set mouse options over your timeline.

[Spotlight Effects](#): Use this type of effect to draw the attention of the viewer to the area you wish

[Zoom Effect](#): Use this type of effect to draw the attention of the viewer to the area you wish

[Frame Transitions](#): Make your demos more attractive with frame effects like fading or clock effect

### 5.2 Adding Notes and Balloons

#### 5.2.1 Notes and Balloons

##### Notes & Balloons

Describe parts of your demo or presentation by using Balloons or Notes.



**Balloons** are very useful in explaining a click or an issue found in a particular area. To add a balloon click on the shown icon.



**Notes** are text objects with a specified background color. Notes are suitable for explaining a whole process or a particular step to the end-user. To insert a note click on the shown icon.

[Define the appearance of your note or balloon](#)

#### 5.2.2 Add Text to your Note or Balloon

##### Add Text to your Note or Balloon

To add or edit text in your note or balloon, simply double click on the specific object. There is also an option for editing text over the preferences tab in the lower left corner.

The text editor is a **WYSIWYG**-Rich-Text-Editor where you can integrate images into the text.



### 5.2.3 Skins for Notes and Balloons

#### Notes & Balloons

Both Notes and Balloons have interchangeable skins that allow you to change the look and feel of your onscreen notes. They can also be easily resized.

##### To change the skin of a Note or Balloon:

Click on the Note or Balloon in the preview area.

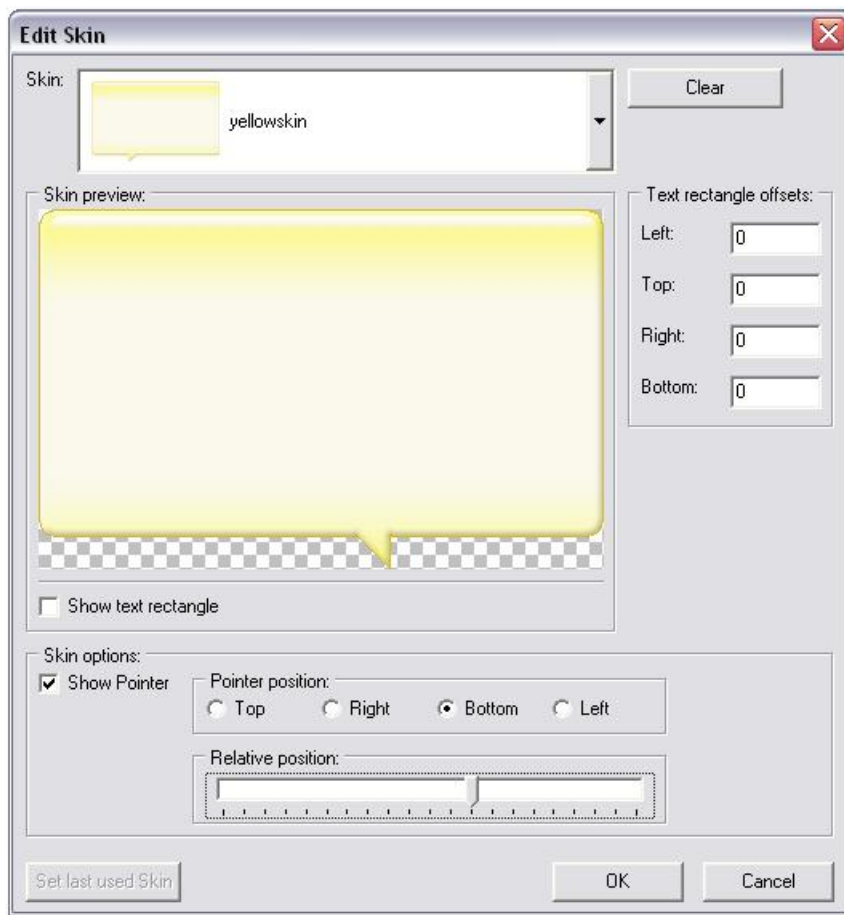
There are two options to get to the Skin selections:

1. Double click on the note or balloon and click on the "Edit Skin" button
2. Select the note or balloon and choose "Edit Skin" over the Balloon Properties tab in the lower left corner

##### To change the skin:

Click on the drop-down menu and scroll through the available skins and select the one which you would like.

Adjust the position of the pointer for the balloons if needed and click on OK.



## 5.3 Animated object

### Elastic Band

An elastic band draws the attention of a user to the position you want. It encloses a text or area by using a frame that can be either circular or rectangular. This form of encircling draws the end-user attention to even the smallest of details. The options for changing the appearance, such as line thickness, shape and color are available over the object properties tab in the lower left corner.



## 5.4 Adding an Image

### Adding an Image

Add your logo or an image to your time line.

To add an image:

1. Choose the frame where you would like to start displaying the image
2. Click on the "insert picture..." icon in the tool bar
3. The "insert picture..." dialog window will be displayed

4. Browse to the location of your image, select it and press on the open button
5. The image will be positioned in the preview area
6. The image can be resized or moved to another position on the slide  
A proportional resizing can be achieved by pressing the SHIFT key while dragging the edges of the image
7. Adjust the display time for the image by dragging the ends of the yellow highlighted ribbon to the location of your desire.  
Alternatively the beginning or the end of the display time can be adjusted over the marker feature. See therefore the [Timeline](#) topic.

Tip: It is possible to define a transparent color for the images over the Properties tab in the lower left corner

## 5.5 Adding Narration or Music

### Adding Narration or Music


Add Sound or Narration to your Project

[Sound Recording option](#)  
[Adding Sound](#)  
[Audio Editor](#)

#### 5.5.1 Sound Recording Options

### Sound Recording Options

It is possible to record sound while your screen content is being captured as well as to record the narration afterwards by watching your project.

Adding sound files to the project is also possible by clicking on the speaker  icon in the tool bar.

A open dialog will follow where you can choose your wave file. It is only possible to import files that are in the uncompressed PCM .wav format with 44100Hz 16Bit Stereo. For better handling you can use a new layer when you add sound to the project.

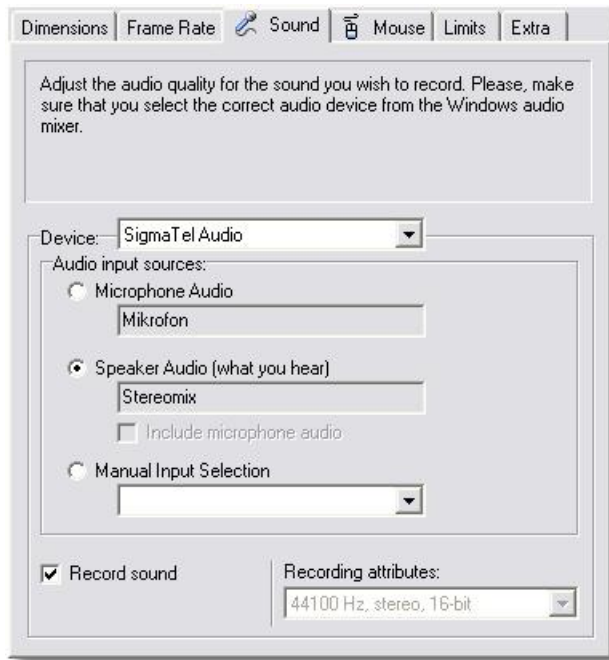
To add narration later on to the project, because you first added system sound to the project, click on the down arrow beside the play symbol and choose.



By choosing the option Play + Record sound (define audio source), you can alter the audio input device to change to the record over the microphone.


As well as being able to record the sound over the microphone, with ALLCapture you can also record the sound, such as phone conferences, directly over the sound card. Please make sure before you record sound, that you have chosen the correct sound card and the correct audio input device. The device for recording the sound directly from the sound card is often named as "**Stereo Mix**"

Some audio drivers do not support this option though!



## 5.5.2 Adding Sound

### Adding Sound

To add sound to a project, click on the  icon to browse for a sound file over the open dialog window.

The program will add the sound file as an object to your time line where you can place it freely between the frames if the sound file is shorter than your recording session. You can edit the content of your sound file by using the [Audio Editor](#). To access the editor, click on the sound file to edit and double click the appropriate object in the preview area. There you can reduce for example the loudness of the sound to have it as background music in your project.

The sound file has to be in the uncompressed PCM .wav format with 44100Hz 16Bit Stereo.

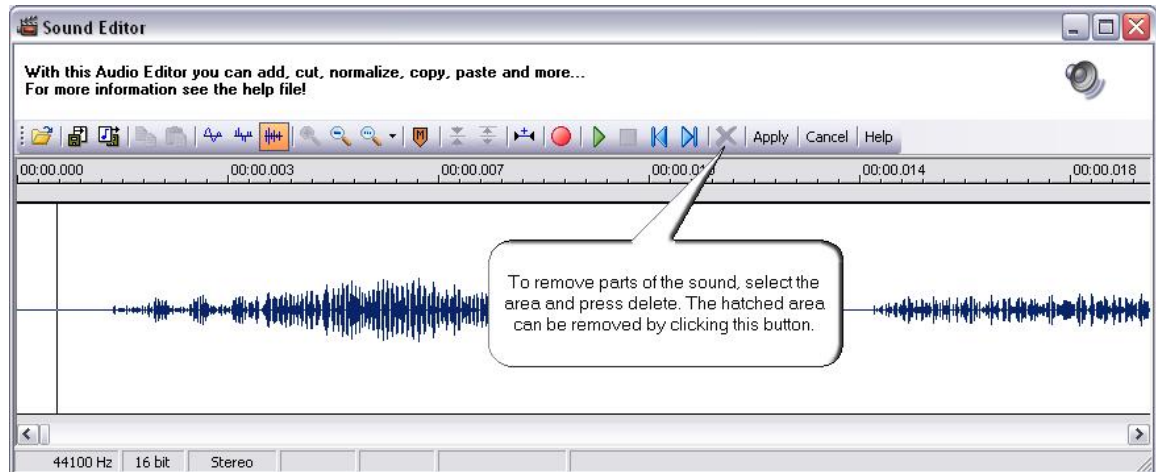
## 5.5.3 Audio Editor

### Audio Editor

**- An instruction demo for the Audio Editor may be found in the ALLCapture Help File -**

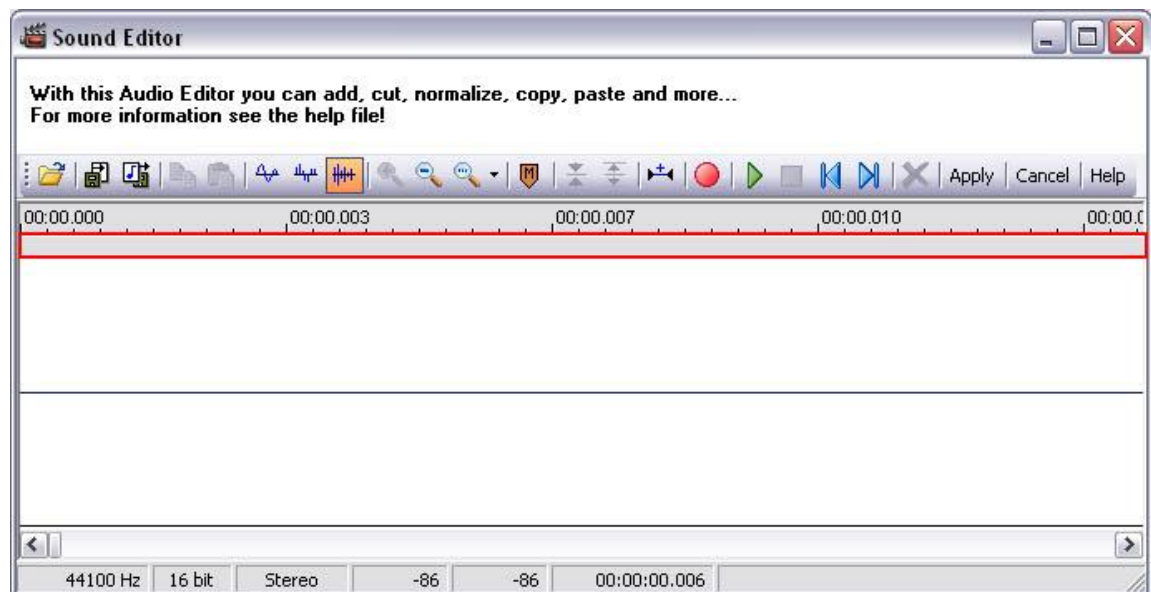
Use the Audio Editor to add silence, adjust volume, add or cut comments, etc.

Please move your mouse over the icons of the Audio Editor to receive more information.



### Sound Highlighting:

To copy, cut, normalize or hush part of the sound recording it must be first highlighted with your mouse. Click in the Editor Window, depressing the left mouse button to highlight the area desired. Then choose the function which you wish to apply to this area. When the complete sound recording is to be highlighted, click in the usual way in the Editor Window and then double click in the area marked red in the picture.

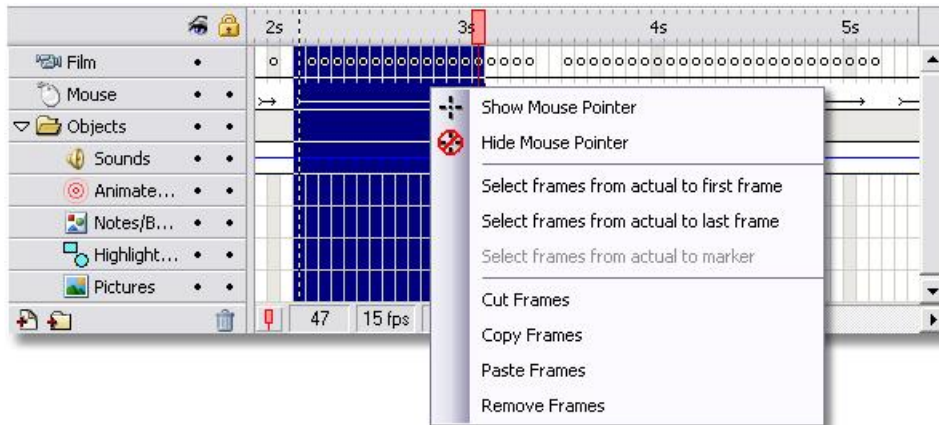


## 5.6 Timeline options

### Timeline options

The timeline options assist in editing the projects in a faster manner.





- For disabling or enabling the mouse cursor on a few frames, just select the frames and right click on the selection to choose the appropriate option.
- Selecting frames in the timeline is done in four different ways:
  - Click and drag in the timeline to select frames
  - Set the marker (double click on a frame) and right click in the timeline to choose one of the three available options, shown in the image on the left.
- Frames may be copied, not only from within a Project but also from other Projects. To place Highlighted Frames in the Clipboard use either **Copy Frames** or **Cut Frames**. Please Note: Frames may only be Pasted into Projects when the Resolution in the length and breadth is the same or higher.
- Removing selected frames over "**Remove Frames**", which is also available in the menu ["Edit"](#).
- Layers of the timeline can be hidden by clicking on the dot below the eye icon, as well as you can lock/unlock the layers for editing.

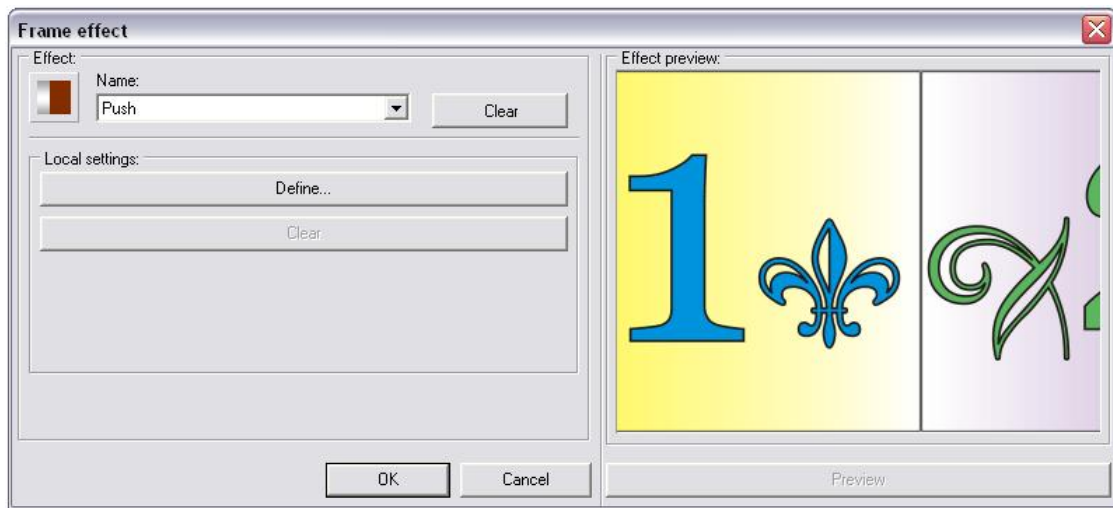
## 5.7 Frame Transitions

### Frame Transitions

In ALLCapture you can make your presentations or demos looking more attractive by adding frame transitions.

There are several effects to choose of:

- |                 |                     |
|-----------------|---------------------|
| • Fading        | • Join              |
| • Random Blocks | • Side movement     |
| • Circle        | • Panorama          |
| • Chess         | • Push Frame        |
| • Clock         | • Enlarging Squares |
| • Cross         | • Rectangle         |
| • 50/50         | • Random Stripes    |
| • Jalousie      |                     |



## 5.8 Spotlight Effect

### Spotlight Effect

The spotlight effect is very helpful if you would like to draw the full attention of your viewer to a specific part of the project. It is like in the cabaret where just the star is shown in the cone of light and the rest is kept in the shadow. In ALLCapture you can have two shapes for the spotlight effect: Round and Rectangular!



- As you see the area around the Spotlight object is greyed out. The object properties, such as border, border color and thickness, can be adjusted as usual over the properties tab in the lower left corner of the program window.
- To change the size of the spotlight area, you can click and drag the green squares around the object.
- By pressing the **SHIFT** key while dragging, you will change the size proportional.

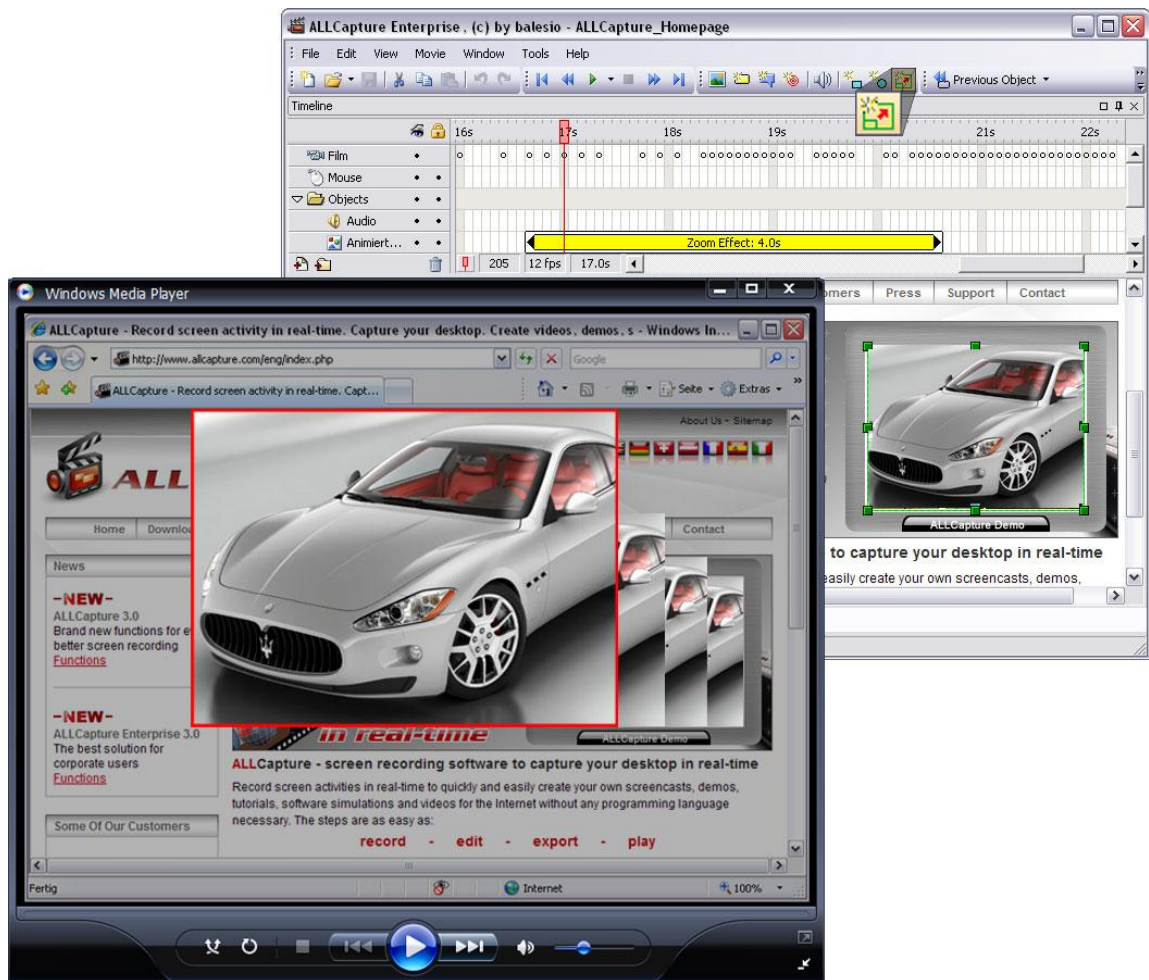
## 5.9 Zoom Effect

### Zoom Function

The zoom is a very practical way to enlarge important details.



One can, for example demonstrate to a viewer the completion of a Log-In. Using the above illustrated tool bar a zoom detail can be placed in the present Playhead position. This detail may then be carried to the desired position along the Preview Display thereby defining the time limit of its appearance. With the Objective adjustment in the lower left corner of the Preview Display the duration of the Zoom-in and out can be defined. In the same way, it's possible in the Real Time Preview to control that the time span and detail are correctly adjusted.



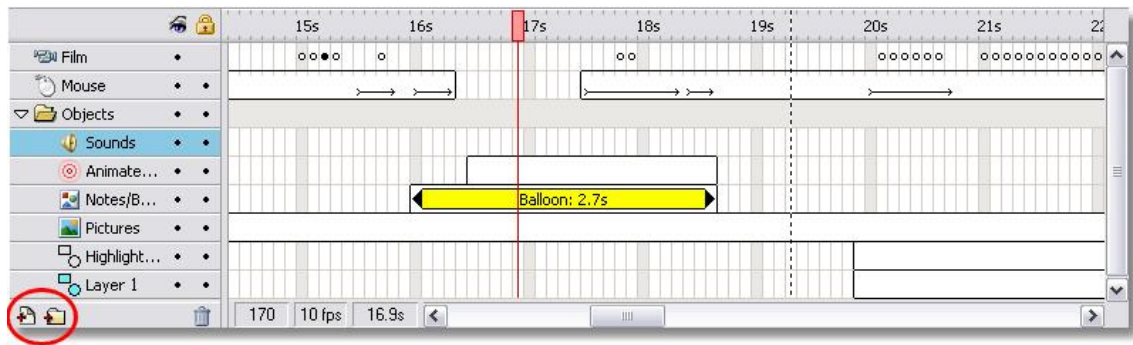
## 5.10 Add Layer

### Add Layer

Adding layers may help you for keeping the overview in a project. There is an option over the tools menu to add a new layer for every object that you add to the project.

We recommend to add a new layer if there are several objects of the same specification at the same time visible in the preview area. In this case it is useful to have an extra layer for each object.

It is also possible to add layer folders to store layers in it. The layers can be placed in the folders by dragging them over the folder.



**ALLCapture**

# **Chapter**

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**VI**

## 6 Publishing

### 6.1 Publishing Overview

#### Publishing or generating a Demo or movie

In ALLCapture you can export to various formats like Flash, Flash-EXE, ASF for Windows Media Player and different MPEG formats.

The Flash and ASF formats are ideal for internet usage and are able to be streamed, which means that the content of the demo, video or presentation will be preloaded to a specific percentage and then the content will be displayed while the rest of the content will be downloaded in the background. The viewer therefore does not have to wait until the content is downloaded fully.

The EXE and MPEG formats are usually distributed over CD's, DVD's or as downloads over the internet. The EXE is for viewing on Windows computers only, while the MPEG format is platform independent if the appropriate player software is installed (usually pre installed by the operating system).

There are different presets available for the MPEG output:

MPEG-1  
MPEG-2  
VCD  
S-VCD  
DVD

Detailed description:

[FLASH / EXE](#)

[ASF-Windows Media Format](#)

[MPEG-Format](#)

### 6.2 Opening an Existing Project

#### Open an existing Demo/Tutorial Project

To open an existing project, select over the menu "**File >> Open Project...**". This activates the Open Project dialog window. Then select the project (\*.tdc) you want to open and click on the open button.

The project will open in the software and you can check if it is the correct one by browsing through the time line.

If you got the right project, you can select the output format over the menu "**File >> Export...**"

### 6.3 Flash / EXE Export

#### Flash / EXE Export

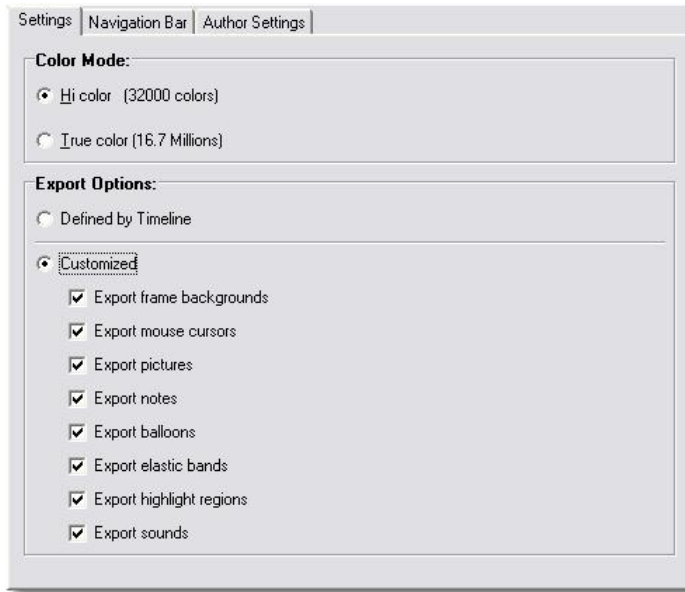
Over the menu "**File >> Export...**" you find among other formats the options "**Export to SWF...**" and "**Export to EXE...**".

These two formats are both based on the flash format and are restricted to 16000 frames. The calculation of the used frames is difficult and is not equal to the frames used in the time line.

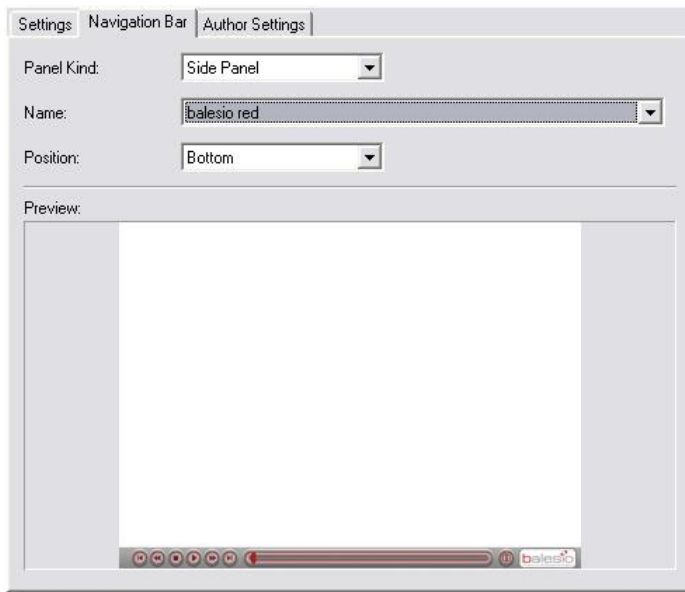
Therefore we can not give guidelines like 5 minutes will use 8000 frames at a frame rate of 10 frames per second. It always depends on the content to capture, frame rate and objects that you include to the project.

After choosing the above options you will be asked for the file name and location you wish to save under!

The next window that opens lets you adjust the options for the flash export:



- The area "**Color Mode**" has two options:
  - **High**: High color mode with 16Bit color
  - **Extra High**: True color with 32Bit color
- **Export Options**:  
 Either export the project as defined in the time line, where you can disable parts of the time line, or you select the different objects in the custom area below.



Choose here the appearance of your demo, movie or presentation. There are various settings possible:

- No navigation at all
- Side Panel
- Kiosk Panel

- Side Panel: The Side Panel can be left, right, top or on the bottom of the demo, movie or presentation, depending on what position is defined in the navigation bar itself. The navigation

bars can be edited or created with the [PanelStudio](#) software.

- **Kiosk Panel:** The Kiosk Panel can be so far only on the top right position of you presentation area. The navigation bars can be edited or created with the [PanelStudio](#) software.

Settings | Navigation Bar | Author Settings

☒ Include Version Information:

Name:  
[Text Field]

Version:  
[Text Field]

Author:  
[Text Field]

Support Team  
[Text Field]

Author's URL:  
[Text Field: http://www.balesio.com]

Author's E-Mail:  
[Text Field: support@allcapture.com]

[Set information as default]

From the Author settings you can define the text that is displayed over the information button of your navigation bar.

The Authors URL and the E-Mail area of the information field is click sensitive and guides the viewer to the website or opens the default e-mail program to send an e-mail!

The "**Set information as default**" button is saving the entries in the fields for next projects.

This should save the author some time. It is recommended to save only those fields that remain the same for the most presentations, like Author, Author's URL and Author's E-Mail.

## 6.4 ASF Export

### ASF Export

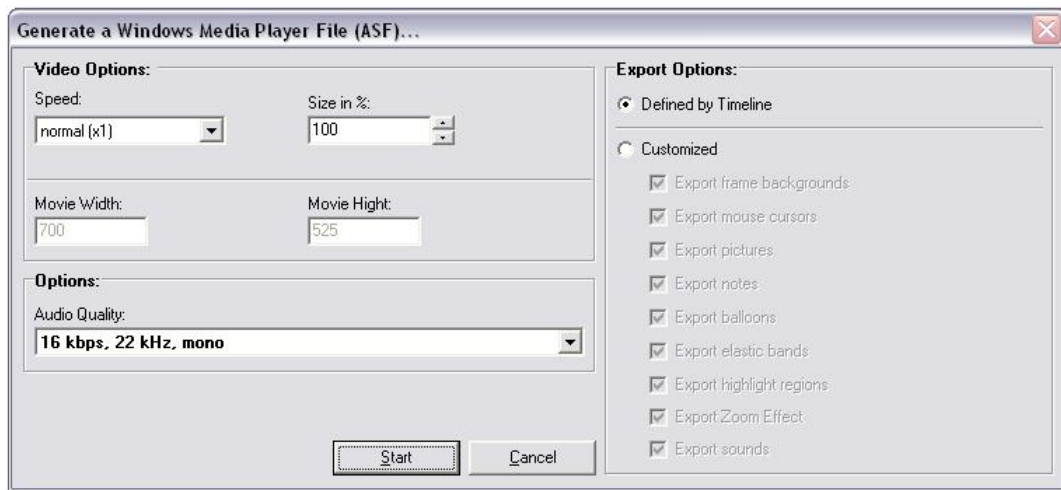
The ASF Windows Media Player export format creates stunning small files that are streamable over your website.

This format is viewable with Windows Media Player version 7 and later. To create ASF files you need at least Windows Media Player 9 installed.

ASF created files have a color depth of 256 colors which is the maximum to create resolution independent files. Unfortunately there is no higher quality available.

To create ASF files you just have to choose the option "**Export to ASF...**" over the menu "**File >> Export...**" and follow the instructions:





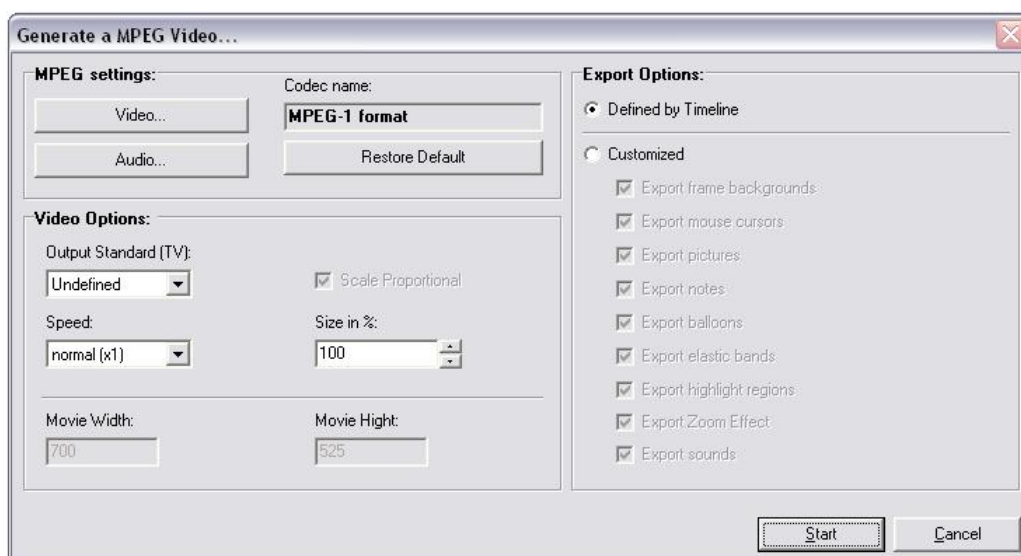
- **Video Options:** With Speed it is possible to increase the play back speed and with Size in % an adjustment of the film resolution possible. In this way it is recordings can be made playable on iPod.
- **Sound options:** Adjust here the sound quality of your ASF files. Higher kbps increases the quality, and also the file size of the ASF file.
- **Export Options:** Either export the project as defined in the time line, where you can disable parts of the time line, or you select the different objects in the custom area below.

## 6.5 MPEG Export

### MPEG Export

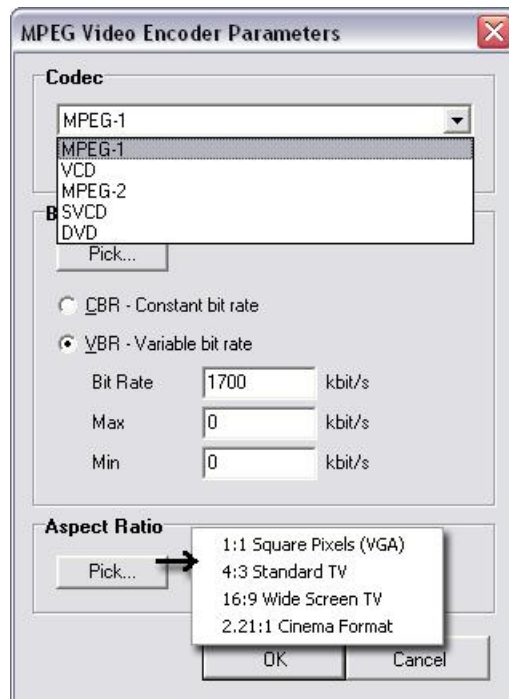
The MPEG Export offers different possibilities to export your time line.

- MPEG 1 Codec: High compression - low quality
- MPEG 2 Codec: Lower compression - good quality
- VCD Format: High compression - low quality (resolution: 352x288)
- SVCD Format: Lower compression - better quality (resolution: 480x576)
- DVD Format: Lower compression - good quality (resolution: 720x576)



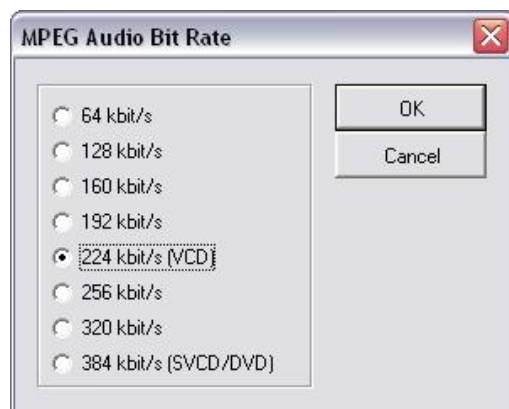
This is the window you will see first:

- **MPEG Settings:** Choose the video and audio option to adjust the quality for your movie!
- **Video Options:** Set the Export Settings. The Standard Setting allows for an adaptation to DVD-PAL specifications. With Speed it is possible to increase the play back speed and with Size in % an adjustment of the film resolution possible. In this way it is recordings can be made playable on iPod.
- **Export Options:** Either export the project as defined in the time line, where you can disable parts of the time line, or you select the different objects in the custom area below.



- **Codec:** Choose here the codec to suite your quality needs
- **Bitrate:** Adjust here the bitrate for the the movie. It is recommended not to change the bitrate, as sometimes older standalone DVD players might not be able to handle the stream and as a result of this the movie can not be displayed. The Pick button brings up a menu to set the standard bitrate for the different formats.
- **Aspect Ratio:** Adjust the pixel size for the different destination usage...

**1:1** for PC usage  
**4:3** for standard TV usage  
**16:9** for Wide Screen TV usage  
**2.21:1** Cinema Format (Aspect Ratio)



- Adjust the audio bitrate for the MPEG movie. The bigger the setting for the kbit/s the bigger the size for the movie.

## 6.6 Publish Demo/Tutorial to a Web Site

**How can I publish a demo/tutorial to a website?**

**There are 3 different ways that you can achieve this depending on the following:**

- You would like to make your demo display in it's own popup window without internet browser

navigation buttons

- You would like the demo to display as a normal internet page
- You would like to integrate your demo with your current website design

### Displaying The Demo In A Popup Window Using JavaScript

This technique requires the following files after you have exported your project from ALLCapture:

- For an SWF export: demoName.htm, demoName.swf, tdemo.js.
- For a Java export: demoName.htm, tdemo.js, demoName.bin, skinw.jar, llp3.jar.

1. Copy the required files to your web server and ensure that they are all in the same directory as the web page you are creating/editing.

2. Copy and paste the following html code into your web page between the <head></head> tags:

```
<script language="JavaScript" src="tdemo.js"></script>
```

3. When you exported your project, a file called View\_demoName.htm was also created. Open this file in your default web browser.

4. Under the section titled "Host your Demos on your own server or on a CD-ROM", look for "Step 2".

5. You will see at the end of "Step 2" code similar to:

```
<a href="javascript:openDemo('demoName',123,321);">ALLCapture Tutorial</a>
```

6. Copy and paste that html code into your web page between the <body></body> tags.

This will create a link on your created/edited page called "ALLCapture Tutorial", that when clicked will open your demo in a pop up window.

### Displaying The Demo As A Normal Internet Page

This technique requires the following files after you have exported your project from ALLCapture:

- For an SWF export: demoName.htm, demoName.swf.
- For a Java export: demoName.htm, demoName.bin, skinw.jar, llp3.jar.

1. Copy the required files to your web server and ensure that they are both in the same directory.

You can now access your demo directly by typing in your web address followed by demoName.htm (i.e www.yourdomain.com/demoName.htm).

### Integrating Your Demo With Your Current Website Design

This technique requires the following files after you have exported your project from ALLCapture:

- For an SWF export: demoName.htm, demoName.swf.
- For a Java export: demoName.htm, demoName.bin, skinw.jar, llp3.jar.

1. Copy the required files to your web server and ensure that it is in the same directory as the web page you are creating/editing.

2. Edit demoName.htm in your default web authoring application (or Windows Notepad) so that you can view the hmtl code/source of the document.

3. Copy and paste everything between and including the <object></object> tags into your created/edited web page.

This coding will embed your demo for you directly into your web page and into your current design.

As html coding can be quite complicated to someone new to web design, you can find more information about how to use the <object> and <embed> tags at [www.w3schools.com](http://www.w3schools.com).

**ALLCapture**

# **Chapter**

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**VII**

## 7 Ordering and Support

### 7.1 Ordering Information

#### Ordering Information

Please visit our [home page](http://www.balesio.com/eng/contact.htm) to view the latest offers. To contact us visit <http://www.balesio.com/eng/contact.htm> or send us an email to [sales@balesio.com](mailto:sales@balesio.com). If you are interested in purchasing a site license for your company, then please send us an email to [sales@turbodemo.com](mailto:sales@turbodemo.com) with the quantity of desired workstations and we will send you a quote.

Educational prices for schools, universities and colleges are available. Please ask for a quote.

### 7.2 Technical Support

#### Technical Support

To confirm that you have the most recent version of ALLCapture™ please view the ALLCapture™ home page at <http://www.allcapture.com> in the section **Support**. The best way to report problems is to send an email to [support@allcapture.com](mailto:support@allcapture.com).

When reporting problems, please include the following information:

1. Is the problem reproducible? If so, how?
2. What Windows Version are you running (Windows 98, Windows XP, etc.)?
3. Which version of ALLCapture™ are you running (see "About ALLCapture™" in the Help menu)? Please include the entire "version" line in your problem report.
4. If a dialog box with an error message was displayed, please include the full text of the dialog box, including the text in the title bar.

**ALLCapture**

# **Chapter**

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## **8 Contact us**

### **8.1 About us**

#### **About Us**

balesio GmbH is an innovative software company and market leader in the development of intelligent application software for the internet. We develop and distribute E-Learning Software, Presentation Optimizing Software and Internet-Filtering Software Solutions.

balesio GmbH is represented by distributors in more than 20 countries. Our products are sold in over 100 countries worldwide. To contact us please visit our home page at

<http://www.balesio.com/Eng/Contact.htm> or send us an email to [info@balesio.com](mailto:info@balesio.com)

### **8.2 Sales**

#### **Sales**

The following information is for the English language version of ALLCapture™. There are also English, German, Spanish, Italian and French language versions of ALLCapture™ available. If you are looking for a version in one of these languages, please ask one of our sales representatives to forward your order, feedback or questions to our partner responsible for your area.

To reach us toll free (for most countries), please visit our web site at

<http://www.balesio.com/Eng/contact.htm> or send us an email to [sales@balesio.com](mailto:sales@balesio.com).

### **8.3 ALLCapture - Web Site**

If you have access to the internet, then please visit us by clicking [here](#).

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