



ScreenFlow 9.0 Tutorial

Installing ScreenFlow

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

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

These topics are covered:

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

Be sure to review the platform requirements before installing ScreenFlow.

System Requirements

- Intel-based Mac2 with 64-bit processor - Core i3+ recommended

Note: Intel GMA chips are unable to support Motion Blur and some Callout features. ScreenFlow does not support "Hackintosh" systems

- Operating Systems
 - macOS Catalina 10.15
 - macOS Mojave 10.14
 - macOS High Sierra 10.13
- Minimum 2 GB RAM
- 20 GB hard drive
- Apple macOS approved graphics card required

Note: ScreenFlow requires a GPU officially supported by Apple. ScreenFlow does not support NVIDIA "Web Drivers". eGPU (external thunderbolt GPU) workflows are not yet supported by ScreenFlow

- Cameras using the DV and/or HDV codec are not supported. [Click here to learn more.](#)
- Online Help browser requirements: Safari

Note: Cameras using an HDV codec are not supported.

Installing ScreenFlow via Telestream Web Store

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

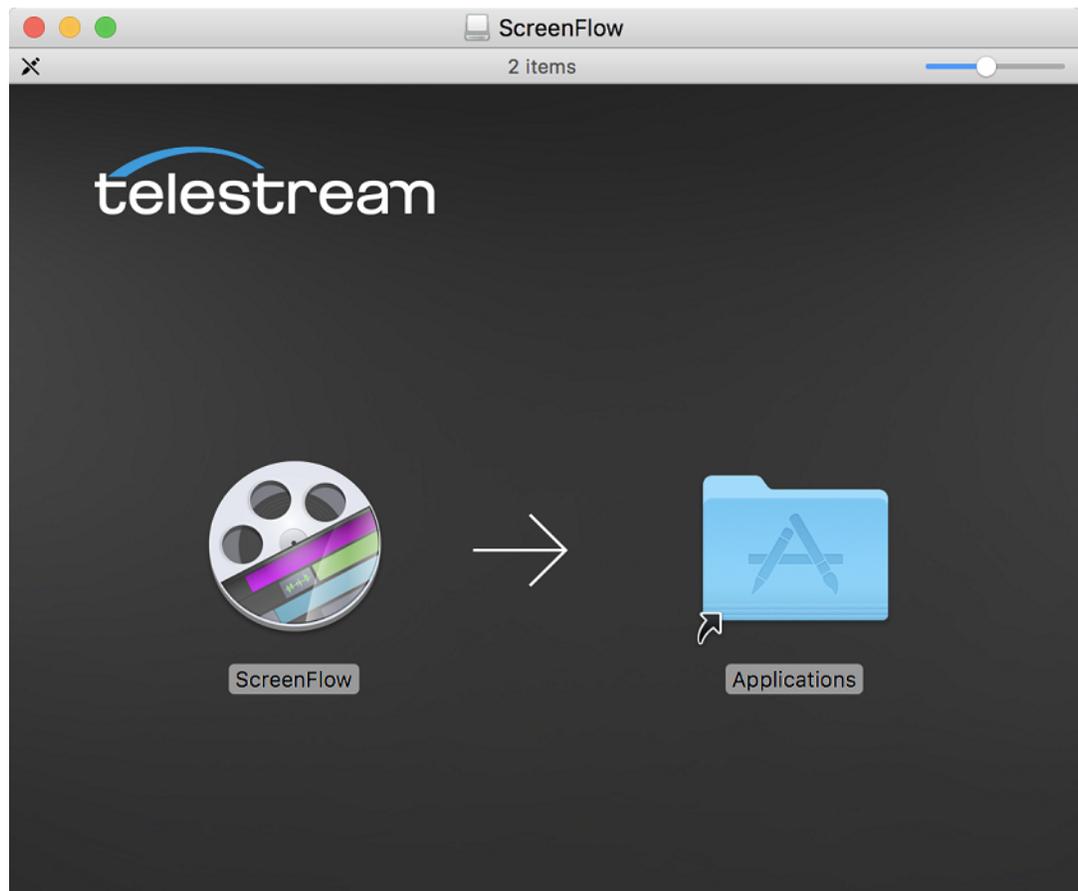
ScreenFlow is available from [Telestream](#) as a disk image (dmg) file, as well as from the Mac Apps Store. This topic is for users who have downloaded ScreenFlow from the Telestream Web site.

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

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

When the installer runs, it displays the window depicted below, in [Figure 1](#).

Figure 1. Installing ScreenFlow



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

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

Unlocking ScreenFlow via Telestream Web Store

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

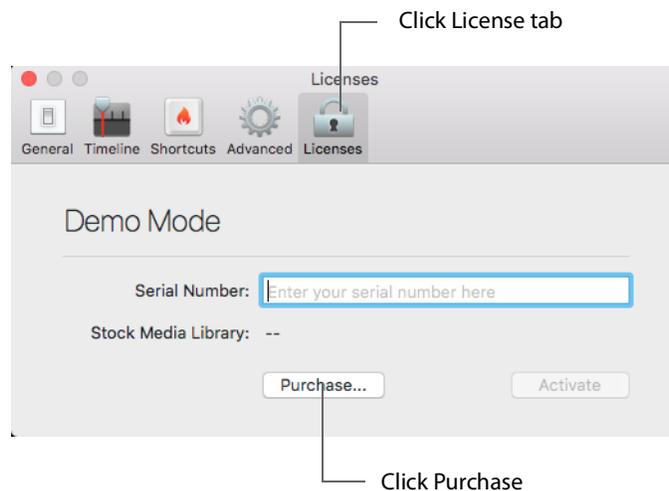
Note: This topic does not apply to users who purchased from the Mac App Store. The App Store has its own installation and licensing procedure.

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

To purchase a ScreenFlow license, follow these steps:

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

Figure 2. Preferences Licenses Pane



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

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

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

Activating Your Telestream Web Store License

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

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

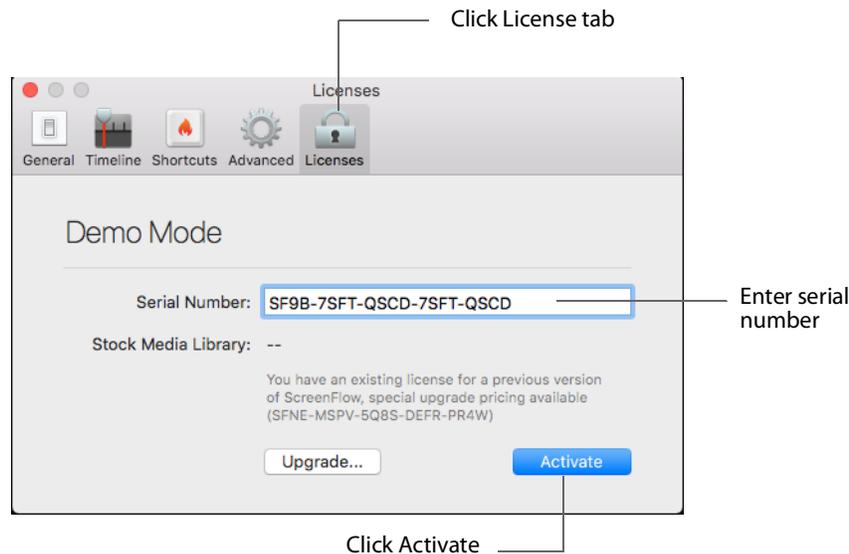
The easiest way to register the license key and activate ScreenFlow is to click on the link provided in your email receipt. If the link doesn't work, register ScreenFlow as follows:

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

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

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

Figure 3. Enter Your Serial Number To Unlock ScreenFlow



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

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

Installing Telestream Audio

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

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

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

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

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

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

Upgrading Telestream Audio

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

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

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

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

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

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

Uninstalling Telestream Audio

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

Deactivating Your ScreenFlow License

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

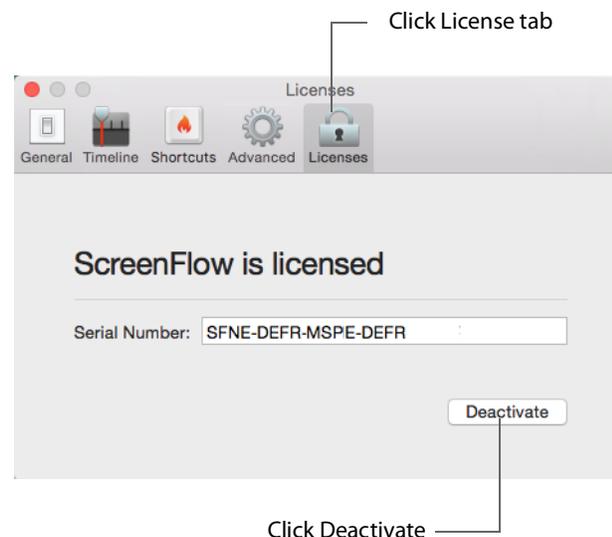
Note: This topic does not apply to users who purchased from the Mac App Store. The App Store has its own installation and licensing procedure.

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

To deactivate your ScreenFlow license, follow these steps:

1. Start ScreenFlow.
2. Select *ScreenFlow > Preferences* and click the Licenses tab, as shown in [Figure 4](#).

Figure 4. Preferences Licenses Pane



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

Removing ScreenFlow from Your Computer

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

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

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

Removing ScreenFlow Files Upgraded from Version 2.0

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

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

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

Removing ScreenFlow Files Upgraded from Version 3.0

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

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

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

Removing ScreenFlow Files from Version 4.0

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

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

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

Removing ScreenFlow Files from Version 5.0

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

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

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

Removing ScreenFlow Files from Version 6.0

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

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

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

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

Removing ScreenFlow Files from Version 7.0

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

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

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

Getting Started

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

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

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

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

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

Tour 1: Recording With ScreenFlow

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

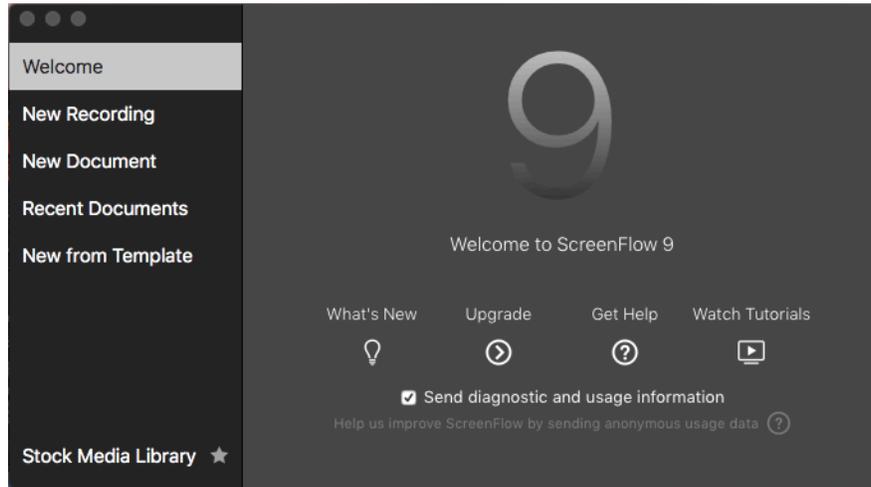
We recommend that you record a few sample screencasts to familiarize yourself with ScreenFlow and its options, before creating a screencast for publication.

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

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

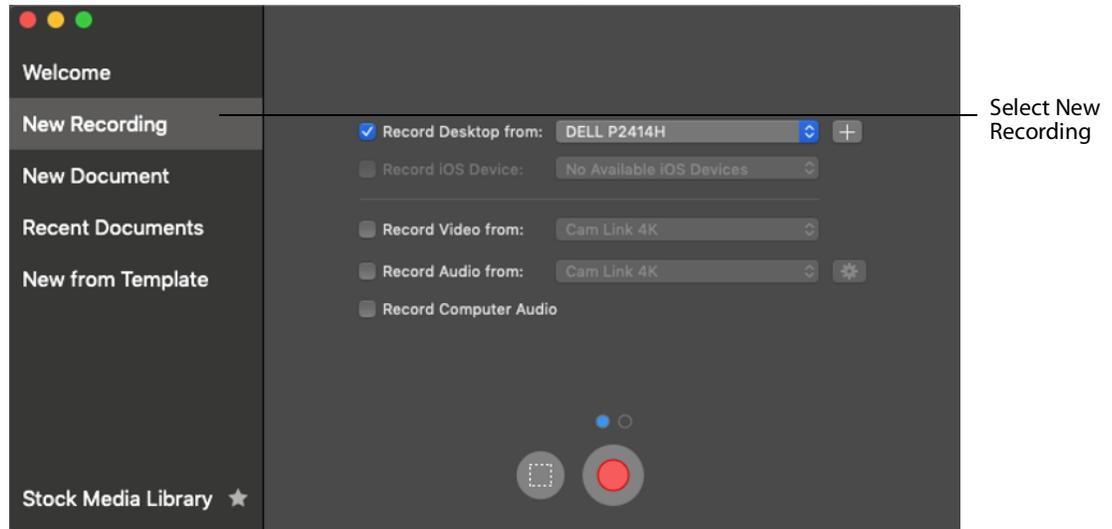
When you launch ScreenFlow, it displays a Welcome window.

Figure 5. ScreenFlow Welcome Window



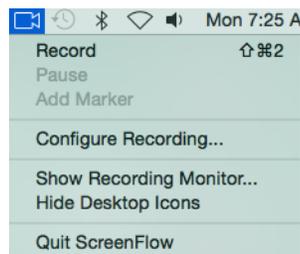
When you're ready to start recording, select *New Recording* to display the Configure Recording window.

Figure 6. Configure Recording Window



Configuring Your Recording

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



Record Desktop from Check this option to record your computer monitor. This source records by default. If you have multiple displays connected, you can record on any or all of them.

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

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

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

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

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

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

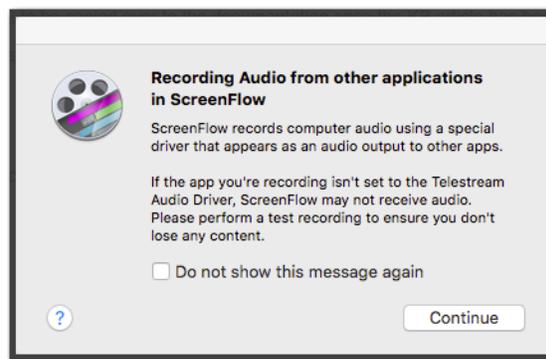
ScreenFlow records microphone audio at a sample rate of 48KHz.

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

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

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

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



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

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

Beginning Your Recording

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

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

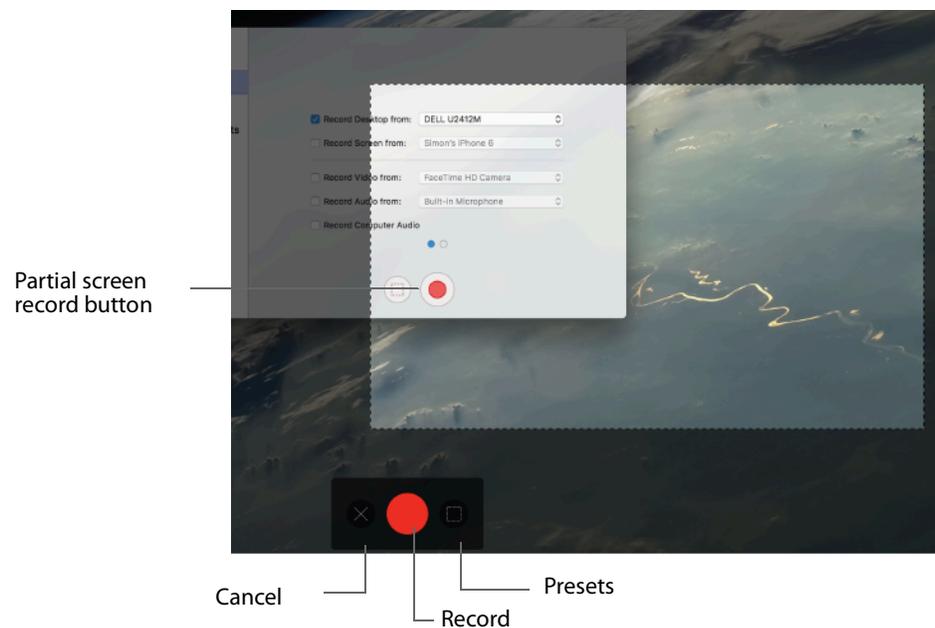
When you stop recording, ScreenFlow opens your recording in the ScreenFlow editing window with all of your recorded sources placed on the timeline.

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

Partial Screen Capture

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

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

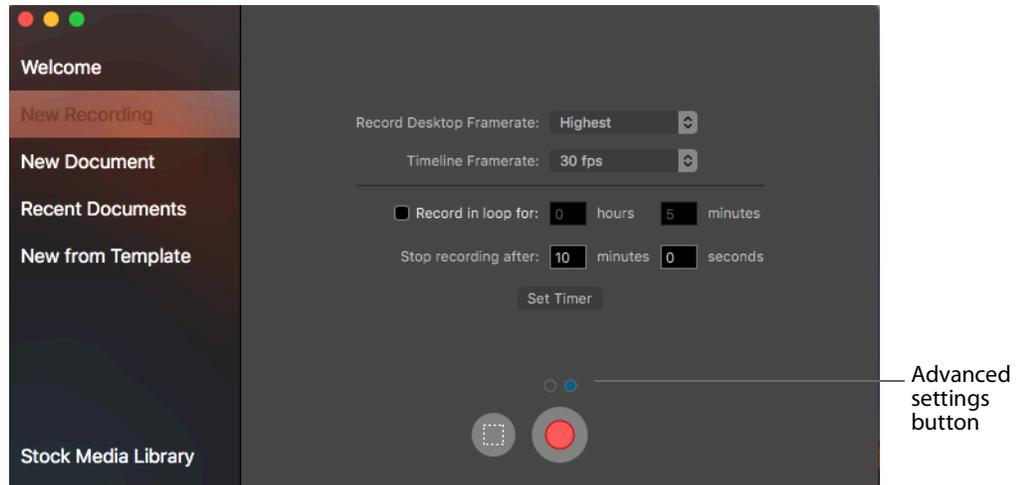


There is a control strip at the bottom of the focused screen where you can cancel out of this mode, start the recording, or use presets to constrain the region you are capturing. (See [Partial Screen Capture](#) for more detail).

Advanced Settings

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

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



Tour 2: Editing Your Screencast

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

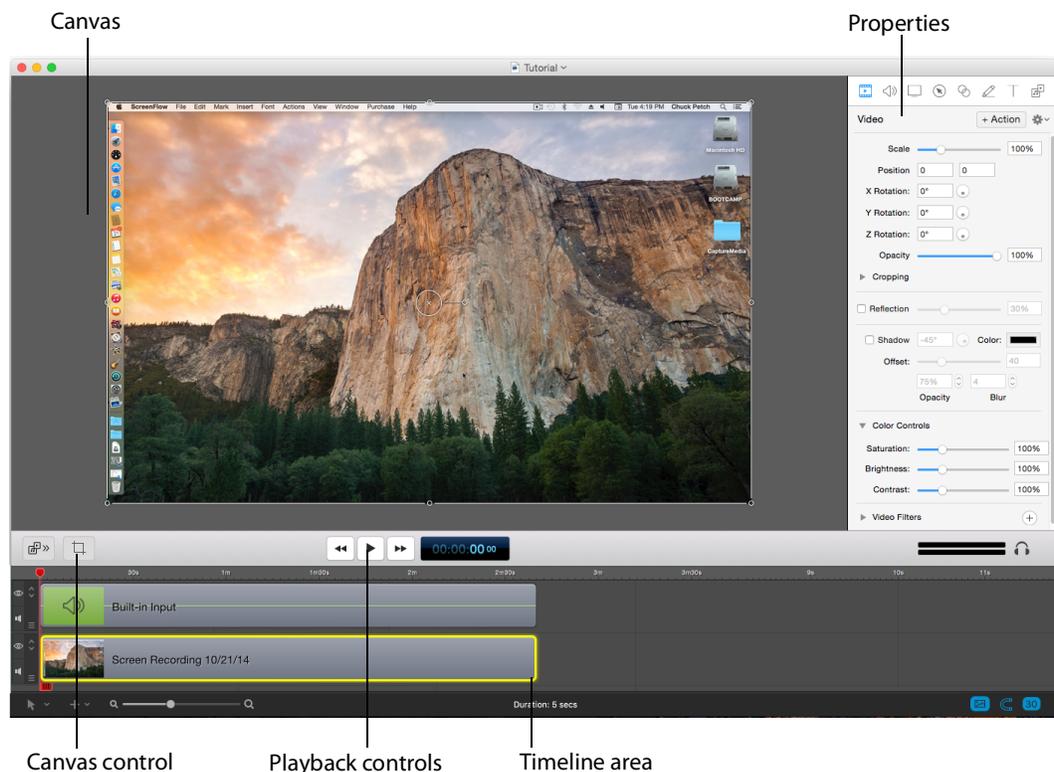
For a comprehensive description of editing features, see [Editing ScreenFlow Projects](#).

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

The Editing Window

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

Figure 7. Editing Window



Canvas Controls

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

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

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

Timeline Area

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

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

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

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

Properties

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

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



Canvas Cropping

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

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



Canvas cropping button

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

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

Figure 8. Canvas Controls



Image Cropping

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

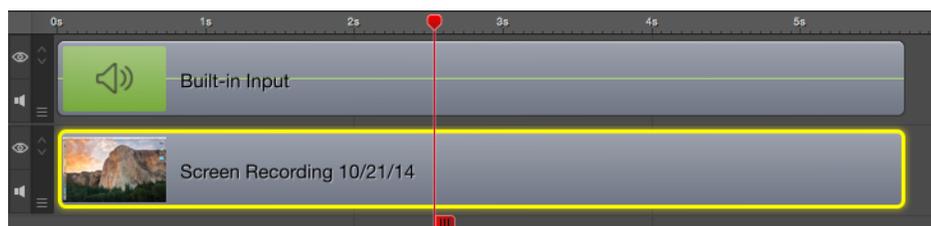
Actions

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



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

Figure 9. Video Properties Action



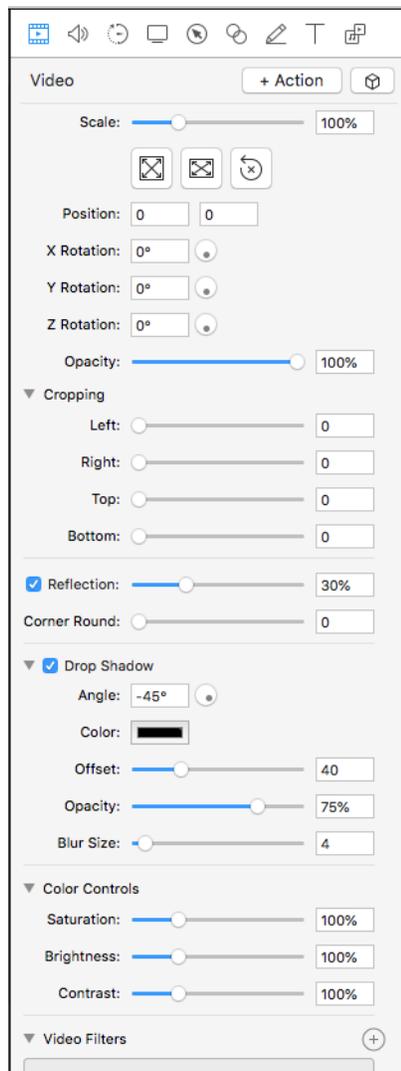
Place the scrubber before or after the action to make changes to the property relative to the action. When the scrubber is placed before the action, this sets the properties of the clip before the action. When the scrubber is placed after the action, this sets the properties of the clip after the action.

Video Properties

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

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

Figure 10. Video Properties



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

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

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

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

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

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

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

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

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

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

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

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

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

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

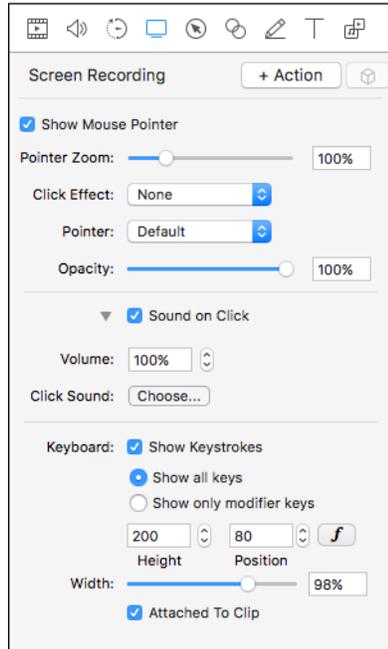
Video Filters Click the plus icon to add filters to the selected clip.

Screen Recording Properties

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

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

Figure 11. Screen Recording Properties



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

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

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

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

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

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

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

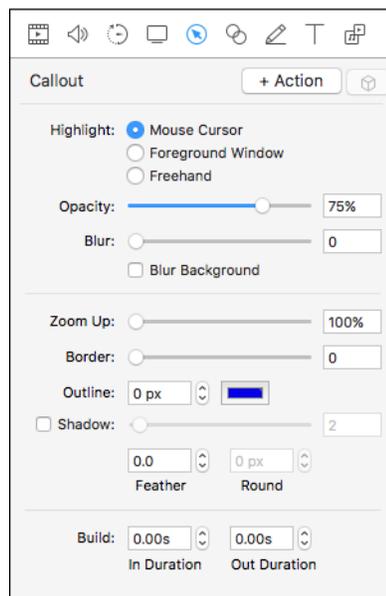
Attached To Clip. When checked, the keystroke bar will be attached to the screen recording clip, and will be affected by any changes made to the recording. This includes scaling, cropping, and any changes made to the canvas crop. When unchecked, the keystroke bar will only be affected by changes to canvas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

Callout Properties

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

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

Figure 12. Callout Properties



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

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

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

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

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

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

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

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

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

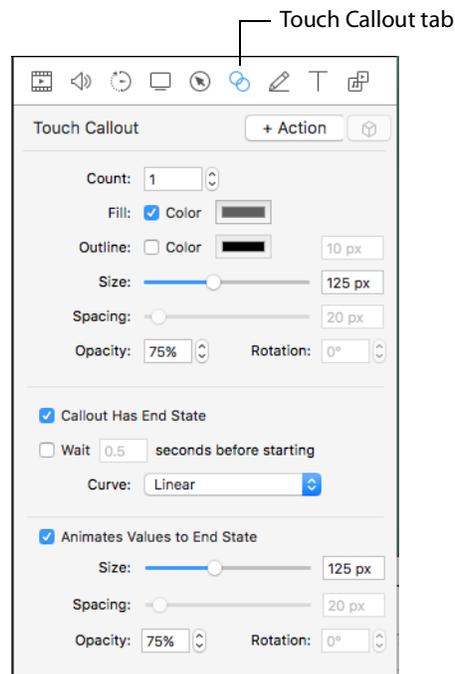
Round. Applies to foreground window callouts only. Specify the round-off value (in pixels) of the callout edge to create a more gentle appearance (range: 0-59).

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

Touch Callout Properties

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

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



Count Select the number of Touch Callouts.

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

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

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

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

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

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

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

Media Library

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

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

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

Tour 3: Publishing Your Screencast

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

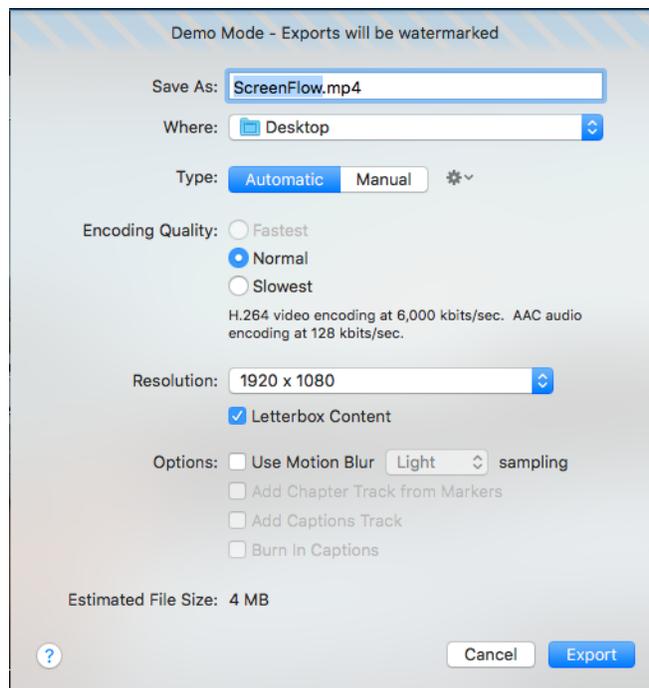
There are two ways to publish your screencasts—by exporting them to a standard video file format or publishing them directly to an Internet video service, like Vimeo or YouTube.

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

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

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

Figure 13. Export Settings Window



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

Where Choose a location to export your video.

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

Encoding Quality Select: Fastest, Normal, or Slowest.

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

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

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

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

Publishing

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