



# Screencast User's Guide

Product Version 1.0

August 30, 2016



## Screencast







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# 1 Introduction

This is the guide for Screencast version 1.0.

This section contains information on the following topics:

- [About the Document](#)
- [Customer Feedback and Suggestions](#)
- [Customer Support Requests](#)

---

## 1.1 About the Document

This manual covers the information needed in order to configure and operate Screencast version 1.0.

This section contains information on the following topics:

- [Document Structure](#)
- [Related Documents](#)
- [Conventions](#)

### Document Structure

This guide introduces and explains the different aspects of Screencast.

This section gives an introduction to this document.

Section 2 lists details about the Screencast application: main features, known limitations, and the steps in a basic workflow.

Section 3 describes software and hardware requirements and recommendations.

Section 4 provides guidance on how to install, start, configure, test, upgrade, and remove Screencast.

Section 5 describes how to work with Screencast; step-by-step instructions for various procedures, and also user interface descriptions of the Tool panel, System tray menu, and Screencast settings window.

### Related Documents

For complementary information, see the following documents:

- [Screencast Release Notes](#)
- [Sequencer Ingest Guide](#)
- [Viz Engine Administrator's Guide](#)

- Viz Multiplay User's Guide

## Conventions

The following typographic conventions are used in this document:

- Italic is used for non-hyperlink external references, such as related documents, books, or Internet pages. Italic is also used to emphasize words.
  - The color blue is used for hyperlinked external references, and also internal references to sections or document elements (such as tables or figures) in the current document.
  - Bold refers to GUI components.
1. Numbered paragraphs are used to indicate tasks that must be carried out.

---

## 1.2 Customer Feedback and Suggestions

We encourage suggestions and feedback about our products and documentation.

To give feedback and, or suggestions, please identify your local Vizrt customer support team at [www.vizrt.com](http://www.vizrt.com).

1. Click on Contact (top of page).
2. The Vizrt office which is nearest to your location will be shown, or select from the list of Vizrt offices.
3. Click on the Contact button for the office you want.
4. Complete the required details in the window that opens.

-----  
Note: If this message is for Customer Support, and there is a Support Contract in place, then click on the 'For support requests, please visit our support portal' link in the message window.  
-----

A Vizrt representative will contact you as soon as possible.

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## 1.3 Customer Support Requests

Support Requests are supported by Vizrt if customers have a valid Service Agreement in operation. Customers who do not have a Service Agreement and would like to set up a Service Agreement should contact their regional sales representative (see [Customer Feedback and Suggestions](#)).

When submitting a Support Request, relevant and correct information should be given to Vizrt Support, to make sure that Vizrt Support can give the quickest and best solution to your Support Request.

This section contains information on the following topics:

- [Before Submitting a Support Request](#)



- [Submitting a Support Request](#)

### 1.3.1 Before Submitting a Support Request

Before a Support Request is submitted make sure that you:

Read:

- The relevant User Guide or Guides
- The release notes

and Check:

- That the system is configured correctly
- That you have the specified hardware, tested and recommended versions

Always refer to your Vizrt Service Level Agreement document.

### 1.3.2 Submitting a Support Request

When completing a Support Request, add as much information as possible.

Content of a Support Request

The report should contain information about these topics:

- **Problem description:** Include a good description of what the problem is and how to reproduce it. Specify your workflow. Remember to use simple English.
- **Screen shots and illustrations:** Use these to simplify the message. These are extremely useful for Vizrt Support.
- **Software configuration:** Add exact versions of software (-build) used. This is also extremely important information.
- **System locale:** Specify the Region and Language settings of the system.
- **System log files:** Send the system log files.
- **Crash log files:** Send the error report and crash log files from the crash (e.g. Viz Trio program folder <viz install directory>).

Note: Check: If the operating system is Windows 7 and up, dump files can be stored at: <userdir>\AppData\Local\VirtualStore\<viz install directory> (check user rights).

- **System Config file:** Send the system config file(s) (e.g. initialization files, Viz Engine config file, and default.xml for the Media Sequencer).
- **Hardware configuration:** Add exact versions of hardware used, especially for Viz Engine.

Optional:

- **System setup:** Describe differences in the installation, if any, from the recommended setup.

- System Network: Add a description of how the network, bandwidth, routers, and switches are configured.

Always refer to your Vizrt Service Level Agreement document.

To submit the Support Request:

1. On the [www.vizrt.com](http://www.vizrt.com) page, click on Support.
2. Click on Report a case.
3. Click on LOG IN to login to the Customer and Partner portal.
4. At the top of the Case Management page, click on Report a Case.
5. In the online form complete the required minimum information (shown by a red asterisk) and click SAVE.
6. In the saved Support Case that opens, complete the various text boxes and upload any required documents, files, etc. (see [Content of a Support Request](#)).

To track the status of open support tickets, login to the Customer and Partner portal. Add information or communicate about the cases directly with the support team.



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## 2 About Screencast

Screencast is a screen grab tool, designed to fit the Vizrt workflow and sending static screenshots or live-stream content from the desktop to air with minimum effort.

The original idea behind the Screencast component, was for broadcasters to produce relevant content of breaking news before having video footage available. When massive disasters or crises occur, the viewers expect live coverage on TV. While waiting for video footage and the news reporters getting to the location of the happening, where they can perform interviews and provide other relevant content, the TV channels must cover the happening with whatever they have at hand. Various web resources, like online newspapers and such, may have started to cover the incident solidly before video is available. Vizrt's Screencast component can live-stream the web content, and broadcast it, just like that – enhancing the experience for the viewer, while waiting for more.

This section contains information on the following topics:

- [Main Features](#)
- [Known Limitations](#)
- [Basic Workflow](#)

---

### 2.1 Main Features

With Screencast, it is possible to:

- Show a screen selection as part of a Viz Engine scene ([Video Workflow](#))
- Smoothly fade in and out animations
- Perform transitions between differently sized selections
- Show live video of a paused image
- Take and distribute screen shots

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### 2.2 Known Limitations

- It is not possible to grab a selection on multiple screens. Having a multiple screen-setup is thus not recommended, but if used, note that the selection can only be fetched from the monitor defined as the primary screen.

For further details, see the [Screencast Release Notes](#).

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### 2.3 Basic Workflow

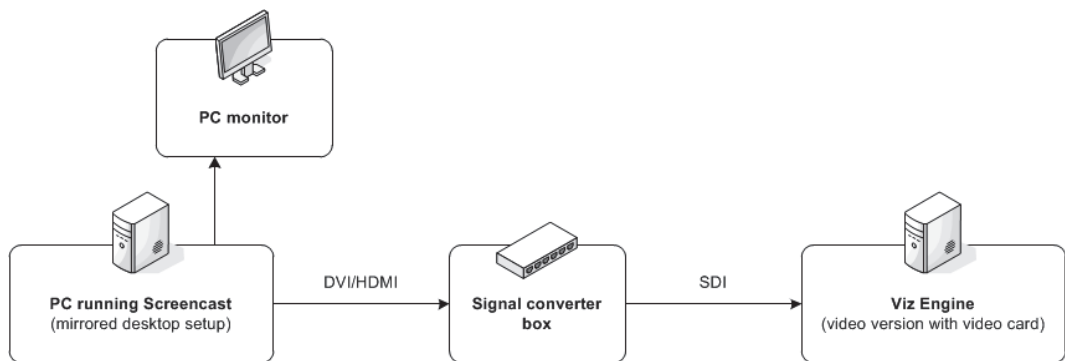
The typical Screencast workflow depends on whether you want to work with video, or still screenshots.

This section contains information on the following topics:

- [Video Workflow](#)
- [Still Image Workflow](#)
- [Typical Steps](#)

### Video Workflow

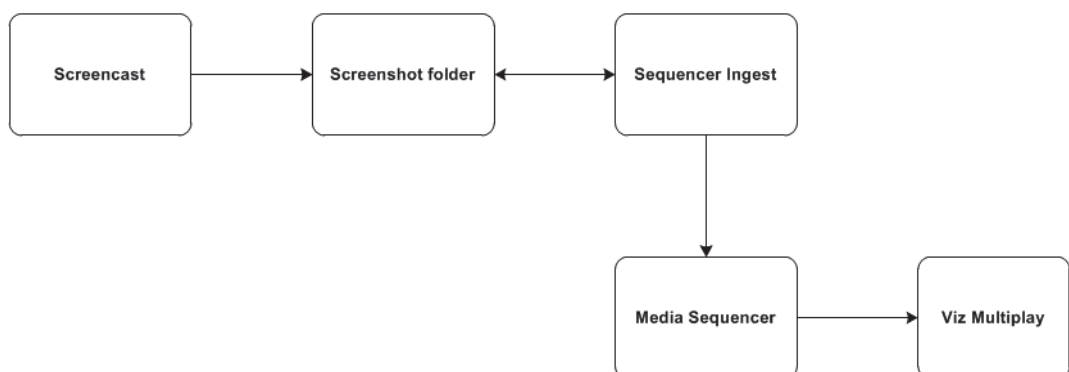
When working with video, the Screencast machine talks directly to the Viz Engine, through a signal converter box with DVI/HDMI cabling in, and SDI out. For details, see the following diagram.



In such a setup, no extra software or hardware is needed, which makes this a really simple way of showing what is on the computer screen right now, to the millions of TV-viewers at home.

### Still Image Workflow

A still image workflow requires a bit more components and configuration steps.



With Screencast, a still image screenshot is taken, and sent as a combined PNG/XML file to a defined folder. The Sequencer Ingest service monitors this folder, and whenever images are added or removed, the files are re-formatted and pasted to a show on the Media Sequencer. Client applications, such as Viz Multiplay, can then access the content and make it available on air.

## Typical Steps

To get started working with Screencast, follow the procedures listed below:

1. [To install Screencast](#)
2. [To start Screencast](#)
3. [To configure Screencast](#)
4. [To configure additional software and hardware – video setup](#)
5. [To set Screencast in active mode](#)
6. [To perform a screen grab selection](#)
7. If working with a live-stream video setup; [To start a live-stream of a screen grab](#), or
8. If working with a still image setup; [To save a screenshot](#)

## See Also

- [Getting Started](#)
- [Common Procedures](#)
- [Sequencer Ingest User's Guide](#)
- [Viz Multiplay User's Guide](#)



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## 3 Requirements and Recommendations

This section contains information on the following topics:

- [Software Requirements](#)
- [Hardware Requirements](#)

### Software Requirements

- Vizrt software:
  - Optional: Sequencer Ingest 1.0
  - Viz Engine 3.7, or later
- Operating system:
  - Windows 7, or later
- Microsoft .NET framework:
  - Microsoft .NET 4.5.1, or later

### Hardware Requirements

- Video setup:

Tip: For more details, see [To configure additional software and hardware – video setup](#).

- PC that runs Screencast

Note: The graphics card must support native HD (1920x1080 pixels) resolution at a screen refresh rate of either 25Hz , 50Hz (PAL) or 60Hz (NTSC) frames per second. Also, the graphics card must support so-called mirrored desktop solutions with duplicate screens.

- Converter box, in order to get the video signal from the Screencast source machine to the Viz Engine
- DVI or HDMI cable from the Screencast machine to the converter box
- SDI cable from the converter box to the Viz Engine
- Viz Engine video version (with Matrox card)

Tip: Read more about the various Viz Engine/Viz Artist Platforms in the Viz Engine Administrator's Guide.

- Still image setup:
  - PC that runs Screencast
  - If running on a separate machine than where Screencast is installed; PC that runs Media Sequencer and Sequencer Ingest

For further details, see the Screencast Release Notes.





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## 4 Installation and Configuration

This section contains information on the following topics:

- [Installation](#)
- [Configuration](#)
- [Removal](#)
- [Screencast Scene](#)

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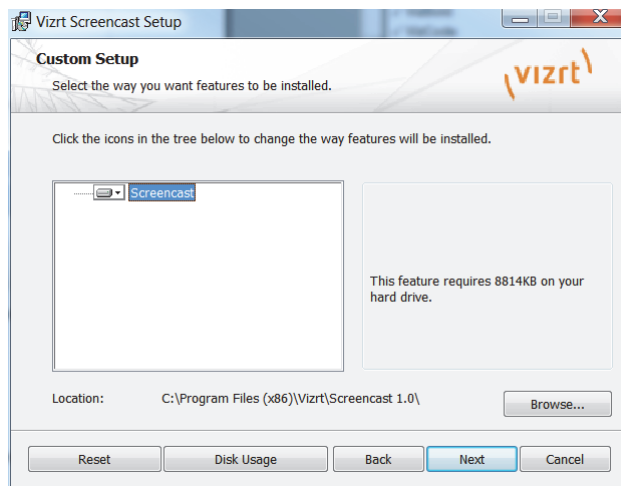
### 4.1 Installation

This section contains information on the following topics:

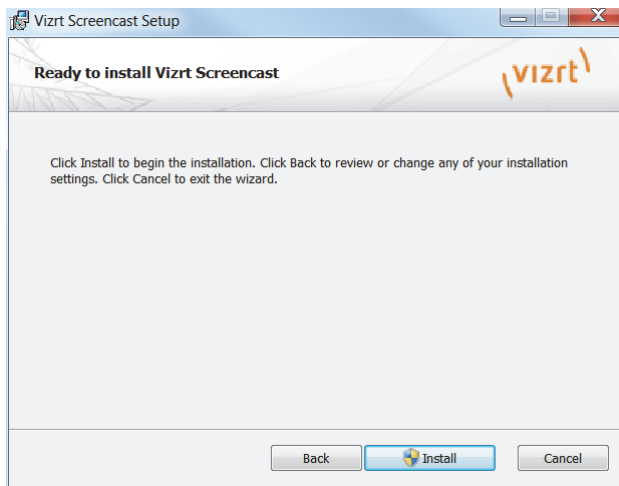
- [To install Screencast](#)

To install Screencast

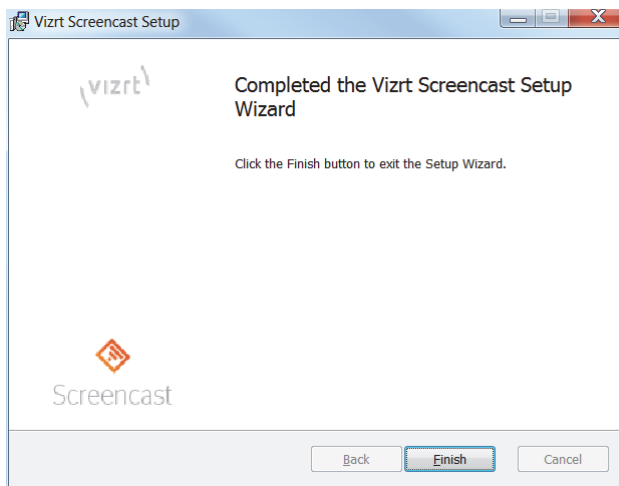
1. Double-click the Screencast installer file (\*.msi) to start the Screencast Setup Wizard.
2. In the Welcome panel, click Next.



3. In the Custom Setup panel, click Next.
  - Optional: Select a different installation location.



4. In the Ready to install panel, click Install.



5. In the Completed Setup panel, click Finish.

See Also

- [Configuration](#)

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## 4.2 Configuration

This section contains information on the following topics:

- [To configure Screencast](#)
- [To configure additional software and hardware – video setup](#)
- [To configure additional software and hardware – still image setup](#)

To configure Screencast

Perform the steps in the following procedures:

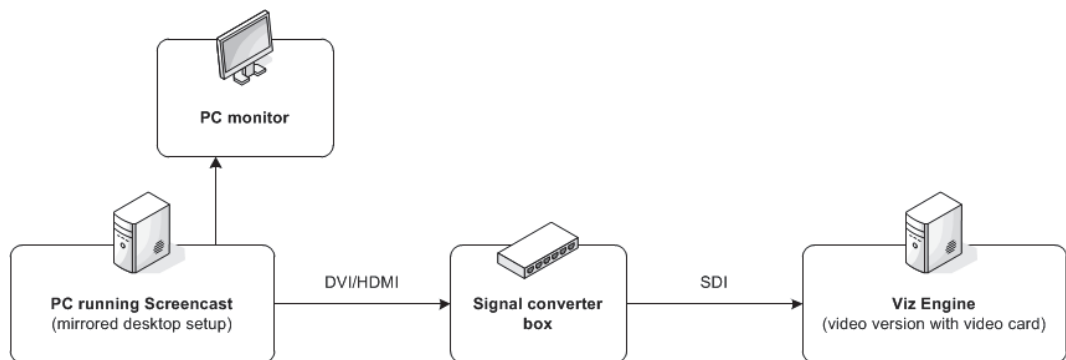
1. [To start Screencast](#)

2. [To define the Viz Engine connection](#)
3. In a video setup, [To define the Screencast scene](#)
4. In a video setup, for a smooth playout, set the Screen refresh rate to either 25Hz interlaced, 50Hz (PAL) or 60Hz (NTSC) frames per second.
5. In a still image setup, [To define the screenshot destination folder](#)
6. [To define the aspect ratio](#)
7. Optional: [To define the fullscreen area](#)
8. Optional: [To modify a keyboard shortcut](#)

#### See Also

- [To configure additional software and hardware – video setup](#)
- [To configure additional software and hardware – still image setup](#)

#### To configure additional software and hardware – video setup



1. Set up a DVI/HDMI cable connection from the machine running Screencast to the signal converter box.

---

Note: The converter box uses DVI/HDMI in (from the Screencast machine), and SDI out (to the Viz Engine). AJA and Blackmagic Design converter boxes have been tested to work with the Screencast setup. The Screencast machine have two relevant output cables; one that goes to the PC monitor, and another that goes to the signal converter box.

---

2. Make sure that the desktop on the Screencast machine is duplicated on both displays, in a so-called mirrored desktop setup.
3. Set up an SDI cable connection from the signal converter box to the Viz Engine.

Note: The Viz Engine must be a so-called video version, containing a Matrox card. For more details, see the section about Viz Engine/Viz Artist Platforms in the Viz Engine Administrator's Guide

Tip: For a more stable playout, it is recommended to set the HD Interlaced setting to Frame (not Field) in the Viz Configuration user interface's Render Options section.

4. Import the [Screencast Scene](#), so that it is available in the Graphic Hub used by the Viz Engine.
5. Double-check that Screencast points to the correct Viz Engine Hostname and Scene path in the [Screencast Settings' General](#) panel.

Tip: For more details, see [To define the Viz Engine connection](#) and [To define the Screencast scene](#).

6. On the playout machine, in the Viz Configuration file's Render Options section, set the usefbo setting to 1.

Note: In order for the Pause functionality to work in Screencast, it is required to change this setting. This setting is only available on recent versions of Viz Engine; 3.7, or later. The Viz Engine configuration file (not to be confused with the Viz Configuration user interface) is found in the <viz data folder>. The Viz Configuration file uses the machine hostname to uniquely identify which machine Viz Artist/Engine it is installed on, for example, Viz-<hostname>-0-0.cfg.

To configure additional software and hardware – still image setup

- For details on how to configure Sequencer Ingest, see the [Sequencer Ingest User's Guide](#).

See Also

- [Hardware Requirements](#)
- [Sequencer Ingest User's Guide](#)
- [Viz Engine Administrator's Guide](#)

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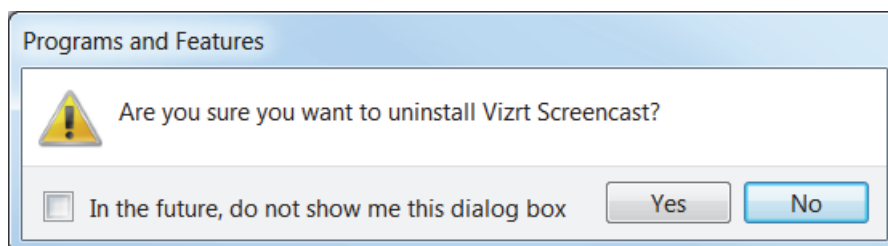
## 4.3 Removal

This section contains information on the following topics:

- [To remove Screencast](#)

To remove Screencast

1. Open Programs and Features (Start > Control Panel > Programs > Programs and Features).
2. Select Vizrt Screencast.
3. Click Uninstall.



4. In the appearing confirmation dialog box, click Yes.

---

## 4.4 Screencast Scene

A special Screencast scene is bundled together with the Screencast software, as a VIA (Viz 3 archive) file.

This scene follows various [Scene Design](#) conventions, and such a scene must be available when working with Screencast in a live video setup.

This section contains information on the following topics:

- [Location](#)
- [Scene Design](#)

### Location

When installing Screencast, the archive is placed at the root level of the installation directory.

.....  
**Example:** C:\Program Files (x86)\Vizrt\Screencast 1.0\Screencast.via  
.....

### Scene Design

The Screencast scene is designed according to various conventions.

Control plugins in the scene make it possible to modify the coordinates that make up the screen selection. These are referred to as left x, left y, right x, and right y.

Also, a video control object is added to the scene.

### See Also

- [To configure additional software and hardware – video setup](#)
- [To define the Screencast scene](#)



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## 5 Working with Screencast

This section contains information on the following topics:

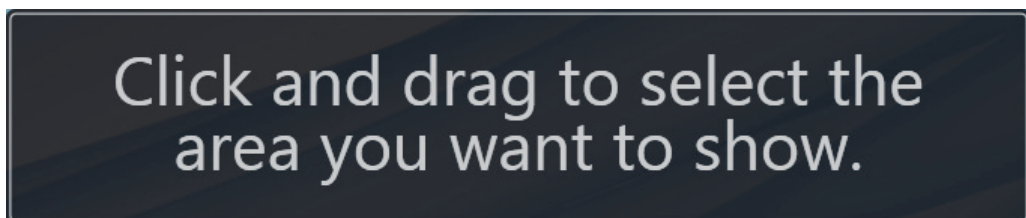
- [Getting Started](#)
- [Common Procedures](#)
- [Tool Panel](#)
- [System Tray](#)
- [Screencast Settings](#)

---

### 5.1 Getting Started

The first time Screencast is initialized after installation, the [Screencast Settings](#) window opens. In this window it is possible to define various settings, such as [To define the Viz Engine connection](#) related to the live-streaming of screen content, or [To define the screenshot destination folder](#) for static screenshots.

The following times Screencast is initialized (unless Screencast is set to automatically start in standby mode, see [To set Screencast in standby mode](#)), the message below appears on the screen, with a notification stating that the software is ready [To perform a screen grab selection](#).



By pressing and dragging the pointer, a screen grab will be performed, according to the [Screencast Settings](#) (such as aspect ratio) that have been defined. It is also possible to perform a screen grab of a pre-defined area, see [To perform a fullscreen selection](#).

It is possible to grab just a static screenshot, or alternatively to live-stream a whole sequence.

If a successful screen grab has been performed, the selection can be sent to air, see [To start a live-stream of a screen grab](#) and [To save a screenshot](#).

To minimize Screencast to the system tray, see [To set Screencast in standby mode](#).

See Also

- [Basic Workflow](#)
- [Common Procedures](#)



---

## 5.2 Common Procedures

This section contains procedures related to the following topics:

- [Installation and Configuration](#)
- [Startup and Shutdown](#)
- [Modes](#)
- [Screen Selections](#)
- [Live-streaming](#)
- [Screenshots](#)
- [Tool Panel](#)
- [System Tray](#)
- [General](#)
- [Interface](#)
- [Shortcuts](#)
- [Aspect Ratio](#)

### 5.2.1 Installation and Configuration

For details on how to install, configure, and remove Screencast, see the related sections:

- [To install Screencast](#)
- [To configure Screencast](#)
- [To remove Screencast](#)

### 5.2.2 Startup and Shutdown

This section contains information on the following topics:

- [To start Screencast](#)
- [To shut down Screencast](#)

To start Screencast

- Click Start > All Programs > Vizrt > Screencast <version> > Screencast.

See Also

- [To install Screencast](#)

To shut down Screencast

- Click Exit in the [System Tray](#) menu.

### 5.2.3 Modes

This section contains information on the following topics:

- [To set Screencast in standby mode](#)
- [To set Screencast in active mode](#)

To set Screencast in standby mode

- Click Standby in the [Tool Panel](#), or
- Press the Standby shortcut defined in the [Shortcuts](#) panel of the [Screencast Settings](#) window (ESC by default).

This will minimize the program to the [System Tray](#).

---

Tip: It is possible to automatically set Screencast in standby mode each time the program initializes, by selecting the Start Minimized option in the [System Tray](#) menu or the [Interface](#) panel of the [Screencast Settings](#) window.

---

To set Screencast in active mode

- Click Select in the [Tool Panel](#), or
- Click Select in the [System Tray](#) menu, or
- Press the Select keyboard shortcut defined in the [Shortcuts](#) panel of the [Screencast Settings](#) window (F4 by default).

### 5.2.4 Screen Selections

This section contains information on the following topics:

- [To perform a screen grab selection](#)
- [To perform a fullscreen selection](#)

To perform a screen grab selection

1. Make sure that Screencast is ready to perform a screen grab, see [To set Screencast in active mode](#).
2. Drag the pointer, so that the preferred area of the screen is selected.

The selected aspect ratio defines the form of the screen grab. For more details, see [To define the aspect ratio](#).

---

Note: It is not possible to grab a selection on multiple screens. Having a multiple screen-setup is thus not recommended, but if used, note that the selection can only be fetched from the monitor defined as the primary screen.

---

#### See Also

- [To start a live-stream of a screen grab](#)
- [To perform a fullscreen selection](#)

#### To perform a fullscreen selection

1. Make sure that Screencast is ready to perform a screen grab, see [To set Screencast in active mode](#).
2. Press the Take Fullscreen keyboard shortcut defined in the [Shortcuts](#) panel of the [Screencast Settings](#) window (F11 by default).

---

Tip: This shortcut also works when Screencast is minimized to the system tray, see [To set Screencast in standby mode](#).

---

Unlike the regular Select command ([To perform a screen grab selection](#)), which only makes the screenshot or video stream ready to go on air, the Take Fullscreen both selects and takes the content, which makes this a super quick and easy way of getting what is currently on the screen on air.

#### See Also

- [To perform a screen grab selection](#)
- [To define the fullscreen area](#)

### 5.2.5 Live-streaming

This section contains information on the following topics:

- [To start a live-stream of a screen grab](#)
- [To pause a live-stream](#)
- [To end a live-stream](#)

#### To start a live-stream of a screen grab

1. Make sure that a screen area has been selected, see [To perform a screen grab selection](#).
2. Click Take in the [Tool Panel](#), or
3. Press the Take keyboard shortcut defined in the [Shortcuts](#) panel of the [Screencast Settings](#) window (F5 by default).

Note: Note that the Take option is only available if a Viz Engine connection has been successfully configured, see [To define the Viz Engine connection](#).

Note: When a video is being played out, the borders of the selection will be highlighted with red and yellow to indicate that the screen content is now live.

#### See Also

- [To pause a live-stream](#)

- [To end a live-stream](#)

To pause a live-stream

1. Make sure that a current live-stream is on-air, see [To start a live-stream of a screen grab](#).
2. Click Pause in the [Tool Panel](#), or
3. Press the Pause keyboard shortcut defined in the [Shortcuts](#) panel of the [Screencast Settings](#) window (F6 by default).

---

Note: Note that the Pause option is only available if a Viz Engine connection has been successfully configured, see [To define the Viz Engine connection](#).

---

To end a live-stream

1. Make sure that a current live-stream is on-air, see [To start a live-stream of a screen grab](#).
2. Click Out in the [Tool Panel](#), or
3. Press the Out keyboard shortcut defined in the [Shortcuts](#) panel of the [Screencast Settings](#) window (F7 by default).

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Note: Note that the Out option is only available if a Viz Engine connection has been successfully configured, see [To define the Viz Engine connection](#).

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## 5.2.6 Screenshots

This section contains information on the following topics:

- [To save a screenshot](#)

To save a screenshot

1. Select a part of the screen, see [To perform a screen grab selection](#).
2. In the [Tool Panel](#), click the Screenshot button.

---

Note: This button is only available if a screenshot destination folder has been successfully configured, see [To define the screenshot destination folder](#).

---

A yellow light will flash on the screen, if the screenshot is successfully saved. The screenshot will be saved to the defined destination folder, which is monitored by the Sequencer Ingest. This service will make sure that any screenshots that are dumped in this folder, will be added to the relevant playlists/shows, for example in Viz Multiplay. The screenshots are created as a combination of a PNG file containing the actual image, and an XML file with metadata.

---

Tip: By enabling the Auto Copy Screenshot to Clipboard box in the [General](#) panel of the [Screencast Settings](#) window, the PNG file can also be copied to the Windows Clipboard whenever saving a screenshot.

---

See Also

- [Sequencer Ingest User's Guide](#)
- [Viz Multiplay User's Guide](#)

## 5.2.7 Tool Panel

This section contains information on the following topics:

- [To show or hide the Tool panel](#)
- [To re-position the Tool panel](#)

See Also

- [Tool Panel settings](#)

To show or hide the Tool panel

- Disable/enable the Hide Tool Panel option in the [System Tray](#) menu, or
- Disable/enable the Hide Tool Panel option in the [Interface](#) panel of the [Screencast Settings](#) window.

To re-position the Tool panel

1. Click the icon at the lower left of the [Tool Panel](#).
2. Drag the [Tool Panel](#) to its new position.

---

Note: If the magnet icon at the left side of the [Tool Panel](#) is enabled, the panel is docked to the screen grab area. Clicking the icon at the lower left un-docks the panel.

---

## 5.2.8 System Tray

This section contains information on the following topics:

- [To show the system tray menu](#)
- [To show the Screencast Settings window](#)
- [To pin Screencast to the Windows taskbar](#)

See Also

- [System Tray settings](#)

To show the system tray menu

- Right-click the Screencast icon in the [System Tray](#).

To show the Screencast Settings window

- Click Settings in the [System Tray](#) menu.

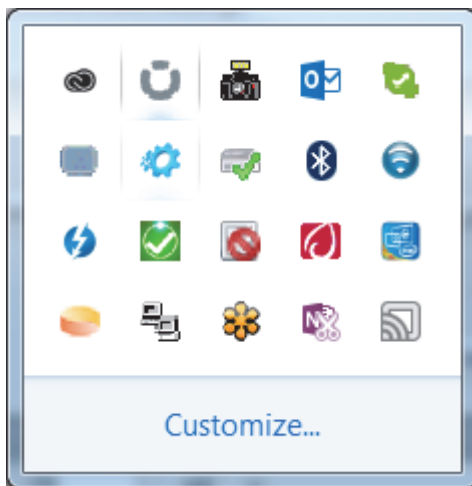
---

Note: The [Screencast Settings](#) window will open automatically whenever the Viz Engine Hostname and Screenshot Destination Folder settings in the [General](#) panel are missing, which includes the first time Screencast is initialized after installation.

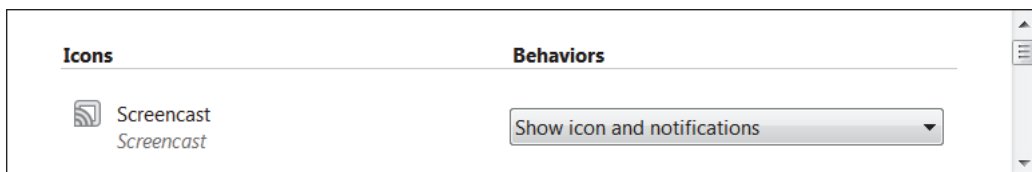
---

To pin Screencast to the Windows taskbar

1. In the system tray, click the Show hidden icons (upward arrow) button.



2. In the panel that appears, click the Customize link.
3. In the Notification Area Icons window that opens, scroll to find the Screencast entry in the list.



4. Set the Screencast Behavior to Show icon and notifications.
5. Click OK.



The Screencast icon will then be visible on the Windows taskbar.

## 5.2.9 General

This section contains information on the following topics:

- [To define the Viz Engine connection](#)
- [To define the Screencast scene](#)
- [To define the screenshot destination folder](#)

See Also

- [General settings](#)

To define the Viz Engine connection

1. In the [General](#) tab of the [Screencast Settings](#) window, enter the Viz Engine Hostname.
2. Define the Viz Engine Port number.
3. Click the Save button.

To define the Screencast scene

1. In the [General](#) tab of the [Screencast Settings](#) window, enter the path to where the relevant Screencast control Scene is located.

Note: The scene path is case sensitive.

2. Click the Save button.

To define the screenshot destination folder

- Type the preferred path in the Screenshot Destination Folder box in the [General](#) tab of the [Screencast Settings](#) window, or
- Click the ... button to open a dialog where it is possible to browse for the screenshot destination folder.

---

Note: Make sure that the defined Screenshot Destination Folder corresponds to the Ingest Folder in the Sequencer Ingest's settings. Also, the screenshots are created as a combination of a PNG file containing the actual image, and an XML file with metadata, which is parsed by the Sequencer Ingest. For more details, see the [Sequencer Ingest User's Guide](#).

---

See Also

- [To save a screenshot](#)

## 5.2.10 Interface

This section contains information on the following topics:

- [To define the fullscreen area](#)

See Also

- [Interface settings](#)

To define the fullscreen area

1. Click the Select Fullscreen Area button in the [Interface](#) tab of the [Screencast Settings](#) window.
2. Drag the pointer to define the area that will be used to take fullscreen.

---

Note: The selected area is not necessarily the actual full screen. Also, it is not possible to perform a fullscreen selection on multiple screens. Having a multiple screen-setup is not recommended, but if used, note that the selection can only be fetched from the monitor defined as the primary screen.

---

3. Click the Set button.
4. Optional: In the [Interface](#) tab of the [Screencast Settings](#) window, adjust the fullscreen selection by tuning the variables in the four boxes.

---

Tip: The variables refer to the number of pixels from the screen border at the top, bottom, left, and right.

---

5. Click the Save button.

A fullscreen selection can then be made by clicking the keyboard shortcut defined in the [Shortcuts](#) panel of the [Screencast Settings](#) window.

See Also

- [To perform a fullscreen selection](#)

### 5.2.11 Shortcuts

This section contains information on the following topics:

- [To modify a keyboard shortcut](#)

See Also

- [Shortcuts](#) settings

To modify a keyboard shortcut

1. Navigate to the [Shortcuts](#) panel of the [Screencast Settings](#) window.
2. Enter new keyboard shortcuts for one or more of the available commands.

---

Note: It is possible to have multiple commands with identical keyboard shortcut combinations. Make sure that the list consists of shortcuts that have unique entries. Also note that each shortcut can only have a maximum of one non-system keys (CTRL+ALT+X is ok, A+B is not).

---

3. Click the Save button.



## 5.2.12 Aspect Ratio

This section contains information on the following topics:

- [To define the aspect ratio](#)

See Also

- [Aspect Ratios](#) settings

To define the aspect ratio

1. Click the aspect ratio drop-down list in the [Tool Panel](#).
2. Select the preferred aspect ratio.

---

Note: The available aspect ratio options in this list corresponds to the selections made in the [Aspect Ratios](#) tab of the [Screencast Settings](#) window.

---

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## 5.3 Tool Panel

The [Tool Panel](#) is by default attached to the screen grab area.

It is possible to un-dock the [Tool Panel](#), and move it around, see [To re-position the Tool panel](#).

As long as the [Tool Panel](#) is attached to the screen grab area, it will always be positioned outside the boundaries of the screen grab output. Un-docking the [Tool Panel](#) however, may result in the panel being shown on air.

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Note: The pointer will appear in the screen grab output, if hovered over the active screen grab area.

---

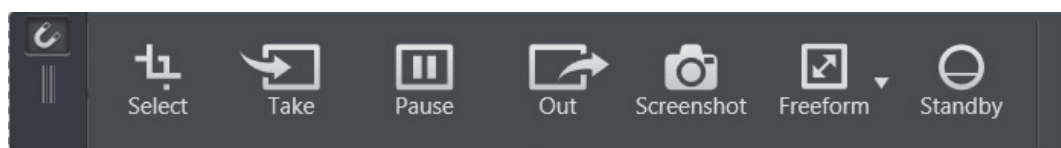
This section contains information on the following topics:

- [Tool Panel Options](#)

See Also

- [Tool Panel](#) procedures

Tool Panel Options



- Attach – If the magnet icon is enabled, the [Tool Panel](#) is docked to the screen grab area. Clicking the icon at the lower left un-docks the panel, so that it can

be dragged around in the graphical user interface. For more details, see [To re-position the Tool panel](#).

- **Select** – Makes it possible to perform a screen grab selection, based on the aspect ratio format that has been selected. For more details, see [To perform a screen grab selection](#).
- **Take** – Starts to send a live-stream of the selected screen area to the defined Viz Engine, animating it in. For more details, see [To start a live-stream of a screen grab](#).
- **Pause** – Makes sure that the Viz Engine freezes the current frame of the live-stream. This option is used for example when browsing for a new web page while being on-air, or waiting for a commercial to finish. For more details, see [To pause a live-stream](#).

Note: In order for the Pause option to work, it is required to use a recent version of Viz Engine; 3.7, or later.

- **Out** – Makes sure that the Viz Engine freezes the current frame of the live-stream, and animates it out. For more details, see [To end a live-stream](#).
- **Screenshot** – Saves the currently selected screen area as a static illustration in the defined screenshot folder. For more details, see [To save a screenshot](#).
- **Aspect Ratio** – Defines which aspect ratio should be used when performing the screen grab selection, for example freeform, 4:3, 16:9, and so on. The available aspect ratio options in this list corresponds to the selections made in the [Aspect Ratios](#) tab of the [Screencast Settings](#) window. For more details, see [To define the aspect ratio](#).
- **Standby** – Minimizes the program to the [System Tray](#). For more details, see [To set Screencast in standby mode](#).

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Note: The Take, Pause and Out options are only available if a Viz Engine connection has been successfully configured, see [To define the Viz Engine connection](#).

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## 5.4 System Tray

Whenever initialized, the Screencast icon is available in the list of programs in the system tray.

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Tip: For details on how to pin the Screencast icon to the Windows taskbar (without having to browse for Screencast in the list of programs in the system tray each time using it), see [To pin Screencast to the Windows taskbar](#).

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For details on how to open the Screencast [System Tray](#) menu, see [To show the system tray menu](#).

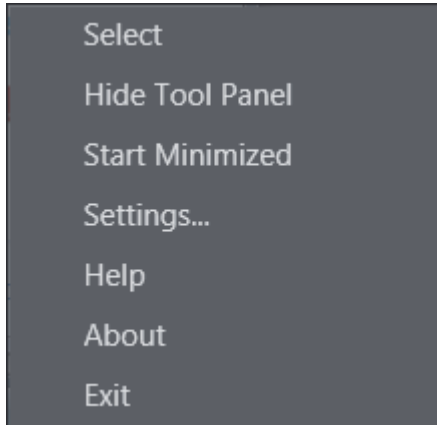
This section contains information on the following topics:

- [System Tray Options](#)

## See Also

- [System Tray](#) procedures

## System Tray Options



- **Select** – Sets Screencast in active mode, which makes it possible to perform a screen grab selection. For more details, see [To set Screencast in active mode](#).
- **Hide Tool Panel** – If enabled, the [Tool Panel](#) is hidden from the graphical user interface. For more details, see [To show or hide the Tool panel](#).

---

Tip: This option can also be defined in the [Interface](#) panel of the [Screencast Settings](#) window.

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- **Start Minimized** – If enabled, Screencast is minimized to the system tray upon program initialization. For more details, see [To set Screencast in standby mode](#).

---

Tip: This option can also be defined in the [Interface](#) panel of the [Screencast Settings](#) window.

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- **Settings** – Opens the [Screencast Settings](#) window. For more details, see [To show the Screencast Settings window](#).
- **Help** – Opens a WebHelp version of the Screencast documentation in the default web browser.
- **About** – Opens a window that describes various information about this software, for example version numbering, third party component credits, and so on.
- **Exit** – Shuts down the Screencast application. For more details, see [To shut down Screencast](#).

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## 5.5 Screencast Settings

In the [Screencast Settings](#) window, it is possible to define various settings, such as Viz Engine related options, shortcuts, aspect ratio formats, and so on.

For details on how to open this window, see [To show the Screencast Settings window](#).

This section contains information on the following topics:

- [Global](#)
- [General](#)
- [Interface](#)
- [Shortcuts](#)
- [Aspect Ratios](#)

### 5.5.1 Global

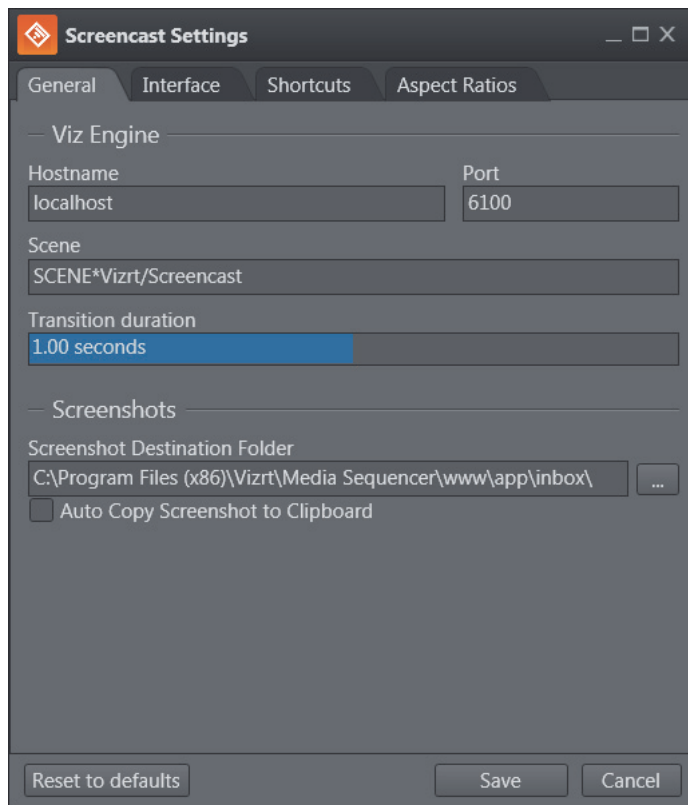
At the bottom of the [Screencast Settings](#) window are a few buttons that are global for all the panels.



- **Reset to defaults** – Resets all settings, not just the ones modified in this session, to their default behavior.
- **Save** – Applies all changes, and closes the [Screencast Settings](#) window.
- **Cancel** – Discards all changes, and closes the [Screencast Settings](#) window.

### 5.5.2 General

Clicking the [General](#) tab shows various Viz Engine and screenshots settings.



The following settings are related to the Viz Engine configuration:

- **Hostname** – Defines the Viz Engine hostname. For more details, see [To define the Viz Engine connection](#).
- **Port** – Defines the Viz Engine port number. For more details, see [To define the Viz Engine connection](#).
- **Scene** – Defines the full path to the relevant Screencast control scene, which is bundled together with the software. For more details, see [To define the Screencast scene](#).
- **Transition Duration** – Defines the duration of the transition to use when switching between various selections. The duration can be dragged from 0 to 2 seconds.

The following settings are related to the screenshots configuration, where images are uploaded to a shared folder and monitored by the Sequencer Ingest:

- **Screenshot Destination Folder** – Screenshots will be saved in the defined folder. For more details, see [To define the screenshot destination folder](#).
- **Auto Copy Screenshot to Clipboard** – If enabled, the image data and file path are automatically added to the Windows Clipboard, and then through standard functionality, the screenshot can be pasted to the desired destination.

---

Note: Only the PNG (image) file, not the XML file containing metadata, is put on the Windows Clipboard.

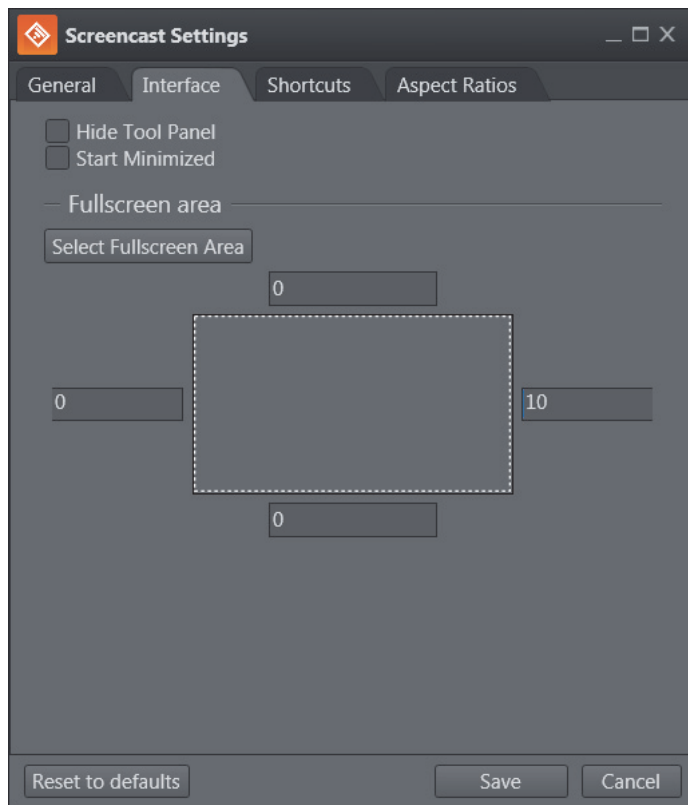
---

See Also

- [General](#) procedures

### 5.5.3 Interface

Clicking the [Interface](#) tab shows various interface related settings.



- **Hide Tool Panel** – If enabled, the [Tool Panel](#) is hidden from the graphical user interface. For more details, see [To show or hide the Tool panel](#).
- **Start Minimized** – If enabled, Screencast is minimized to the system tray upon program initialization. For more details, see [To set Screencast in standby mode](#).

---

Tip: These two options can also be defined in the [System Tray](#) menu.

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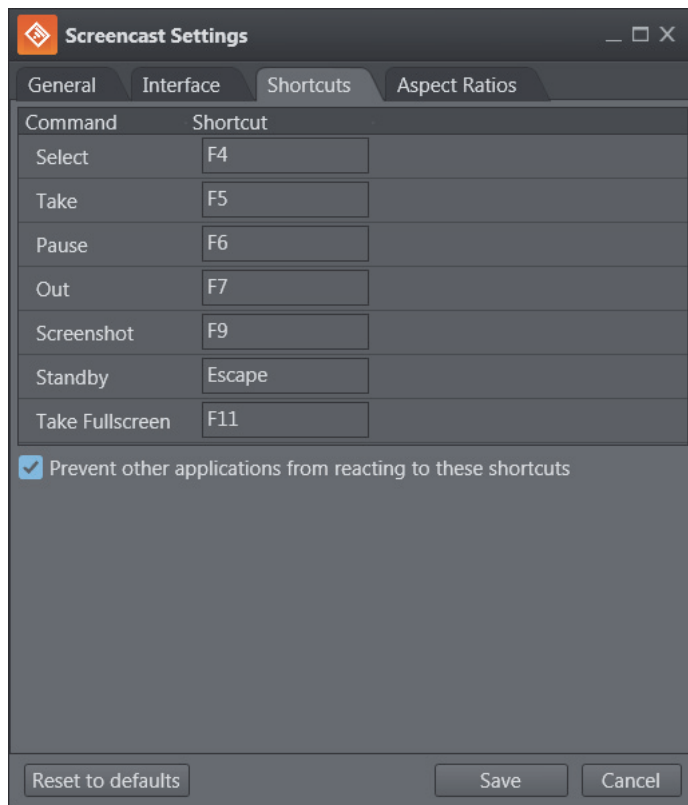
- **Select Fullscreen Area** – Makes it possible to define the screen area that should be selected when performing a take fullscreen-operation. For more details, see [To define the fullscreen area](#).

See Also

- [Interface](#) procedures

### 5.5.4 Shortcuts

Clicking the [Shortcuts](#) tab shows various Screencast keyboard shortcuts.



The various keyboard shortcuts are pre-configured, but can be modified.

- Select – The defined shortcut will activate Screencast, so that it is possible to perform a screen grab selection. For more details, see [To set Screencast in active mode](#).
  - Default value: F4
- Take – Starts to send a live-stream of the selected screen area to the defined Viz Engine, animating it in. For more details, see [To start a live-stream of a screen grab](#).
  - Default value: F5
- Pause – Makes sure that the Viz Engine freezes the current frame of the live-stream. This option is used for example when browsing for a new web page while being on-air, or waiting for a commercial to finish. For more details, see [To pause a live-stream](#).
  - Default value: F6
- Out – Makes sure that the Viz Engine freezes the current frame of the live-stream, and animates it out. For more details, see [To end a live-stream](#).
  - Default value: F7
- Screenshot – Saves the currently selected screen area as a static illustration in the defined screenshot folder. For more details, see [To save a screenshot](#).
  - Default value: F9
- Standby – The defined shortcut will minimize the program to the [System Tray](#). For more details, see [To set Screencast in standby mode](#).
  - Default value: ESC

- Take Fullscreen – The defined shortcut will perform a screen grab based on the take fullscreen configuration. For more details, see [To define the fullscreen area](#).
  - Default value: F11
- Prevent other applications from reacting to these shortcuts – When Screencast is in active mode, no other applications will react to these defined keyboard shortcuts, and hence no uncontrollable behavior will appear while live-streaming content to air.

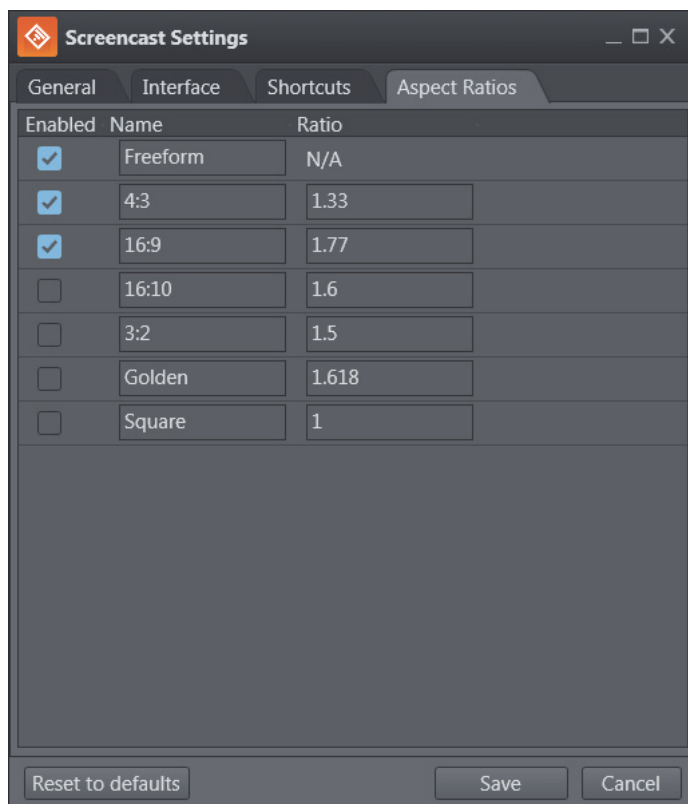
Note: It is possible to have multiple commands with identical keyboard shortcut combinations. Make sure that the list consists of shortcuts that have unique entries.

See Also

- [To modify a keyboard shortcut](#)

### 5.5.5 Aspect Ratios

Clicking the [Aspect Ratios](#) tab shows various screen grab format options.



The aspect ratio types that are enabled in this panel, becomes available in the Aspect Ratio list in the [Tool Panel](#).

Freeform, 4:3, and 16:9 are selected by default.



The Ratio column shows decimal notations of the aspect ratios. If typing various known aspect ratios, such as 4:3, the input is automatically adjusted to the corresponding decimal notation.

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Example: Typing 4:3 in the Ratio column, and then pressing the TAB key, auto-adjusts the aspect ratio to 1.3333.

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#### See Also

- [Aspect Ratio](#) procedures

