

FlashBack 5

User Guide



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Introducing FlashBack

FlashBack is a screen recorder - it makes movies of what you see on your PC screen.

Easy Recording

With only a few clicks of the mouse FlashBack can record everything that happens on your Windows desktop.

It can also record PC sounds or a commentary if you have a microphone connected.

If you have a webcam connected to your PC, FlashBack can record from that as well, to give you 'picture in picture' movies.

For more details see [FlashBack basics](#)

Powerful Editing Features (Pro and Plus editions only)

FlashBack comes with a powerful editor application that you can use to add annotations and sound to your movies.

For more details see [About editing movies](#)

Easy Sharing

FlashBack makes it easy to share your movies with FlashBack Connect and YouTube.

For more details see [Sharing Movies](#)

Publish to Popular Formats

Movies can be exported to Flash, QuickTime (H264), Windows Media Video (WMV), MPEG4, AVI, GIF, MS Powerpoint or standalone EXE format, so that they can be viewed by virtually anyone with a PC or Internet Browser.

For more details see [About Exporting Movies](#).

System Requirements

Software Requirements and Restrictions

FlashBack runs on Windows XP and newer. 32 and 64 bit versions supported.

The capture driver (not required for recording, but may give better performance on older PCs) is certified for 32 and 64 bit versions of XP and Vista. It has been tested but not certified on Windows 2000, 2003, 7 and 8.

Windows 2000

Users need to apply a hotfix to Windows before FlashBack will run. Go to <http://support.microsoft.com/kb/816542> and click 'View and Request Hotfix Downloads' near the top of the page to request the hotfix from Microsoft.

Known Issue with Windows 8

When recording Windows 8, on a touch device, touches are not recorded and highlighted in the movie like mouse clicks.

Terminal Sessions

FlashBack can record in a terminal session, but Capture Driver record mode cannot be used.

Export to Windows Media Video (WMV)

Windows Media Player 9 or newer needs to be installed in order to export to WMV format.

Export to QuickTime

QuickTime 7 or newer needs to be installed in order to export to QuickTime format.

Export to MS Powerpoint

MS Office 2000 or newer (including PowerPoint) must be installed in order to export to PowerPoint format.

Hardware Requirements

Processor speed: 500Mhz minimum, 1Ghz recommended

Memory: 256Mb RAM minimum, 512Mb RAM recommended but when opening FBR files of 1Gb or more we recommend a minimum of 2Gb RAM

Display: Super VGA (800x600) or higher resolution

Graphics card: 8Mb video memory required, 64Mb and above recommended

Licensing

You can find the end user licence agreement (EULA) for FlashBack in the *Licence.rtf* file in the folder FlashBack was installed into.

You can use movies created by FlashBack for all purposes personal or commercial, with no royalties payable to Blueberry Software.

Support

Contacting Support

First, see if your question is answered by these pages in the Help file:

- [Troubleshooting FAQ](#)
- [Troubleshooting Sound Recording](#)
- [Sound Synchronisation Problems](#)
- [Troubleshooting Video Recording](#)

To contact Blueberry support:

1. In the Player or Recorder menus go to Help -> Support -> Support for FlashBack
2. Use the contact details shown.

Troubleshooting FAQ

**When I start recording I see a message about switching to a basic color scheme
or
I cannot record Windows 7/Vista 'Aero' mode**

You are using "Capture driver" record mode which is not compatible with 'Aero' graphics in Windows Vista or 7.

Open FlashBack Recorder and go to Tools -> Options -> Record Mode. Select GDI or MPEG record mode.

My system runs extremely slowly when recording.

Try changing the record mode or reducing the frame rate, on the Record Mode tab in the Recorder Options window or the Record Mode step of the record wizard.

In particular, you may see problems if you use MPEG mode on a non-multi core CPU (e.g. Intel Pentium 4, Celeron, Atom) or to record a large desktop (larger than 280x1024).

I'm trying to record a DVD or video clip, but it fails or the results are poor.

Take a look at the page [Troubleshooting video recording](#).

What affects the file size of my final movie file?

The file size of your FBR movie file is determined more by the content of your movie, rather than its duration in time. A long movie showing only a static desktop is likely to be much smaller in size than a short movie containing numerous graphics and photos. Material which will boost movie size considerably includes photos, custom Windows wallpaper, website images, animations, scrolling windows and Windows graphics effects.

In FlashBack you can switch off graphical wallpaper and Windows graphics effects automatically while recording. These options can be found in the Recorder Options dialog, Graphics tab.

A soundtrack will also raise the final size of your movie. To reduce the size added by a soundtrack you should enable the "MP3 Compression" in the sound recording options (Recorder Options --> Sound tab) and import MP3 rather than WAV files when adding sounds in the Player application.

File sizes vary considerably when exporting to another (non-FBR) format. Flash format is often smaller than AVI, although the codec selected when exporting to AVI is a major factor in determining the file size.

I cannot hear any sound when replaying my movie.

The first thing is to test whether sound is working in general on your computer. Try playing a sound file - if you can't hear the music file play, then your system probably hasn't got sound correctly configured.

If you are using your PC microphone to try and record sound, a good test is to run the Plus Windows' Sound Recorder program to try and record and replay a test. If you cannot hear the test, it is likely that your PC is not correctly configured to use the microphone as a sound recording source. You may need to change the sound source or increase its volume. Do this via the Edit ' Audio Properties menu item in the Windows Sound Recorder. Select the correct sound device for sound recording and ensure that its volume is adjusted ok by recording and playing back a voice recording.

By default you can find the Windows' Sound Recorder program under Start menu --> Programs --> Accessories --> Entertainment.

If you know that sound is correctly installed on your computer, please go to FlashBack Recorder --> Options --> Sound tab and check that the "enable sound recording" option is switched on (if switched off no sound will be captured when recording a movie).

Take a look at the help topic [Recording Sound](#) - this will give instructions on how to record from a microphone or PC speaker sounds.

My licence key is not accepted by the program.

Please note that trial keys are case sensitive and include spaces.
For more help with licence key related problems, see [Problems with licence keys?](#)

My FBR movie file will not open in the Player.

If the file is corrupted there is no automatic way of recovering the file and the best option is to restore from your most recent backup.

I've exported my movie to an AVI file. This plays fine on my PC but not in other computers.

When you export to AVI, FlashBack prompts you to select a codec from a list of all the codecs installed on your machine. The selected codec needs to be installed on the playing computer in order to view your AVI movie.

You should either advise the viewer to either use a movie player like VCL (www.videolan.org) that has built-in understanding of many codecs or install the relevant codec. Or you export using another codec or to a different format.

When I export to any format, I get a 'created by' image in the top right corner. Will this appear when I buy a licence?

No - the 'created by' image only appears in exports made by an unlicensed copy of FlashBack.

I've exported my movie to Flash but the SWF file appears distorted or low quality.

When exporting to Flash format FlashBack creates both a HTML and a SWF file, both of which are required to view your movie. You should open the HTML file in order to see your movie at the correct size and quality.

I record with sound, but when I play back the movie, the sound and video become more and more out of sync.

This problem can occur with certain sound hardware. Go to the *Advanced* tab of the Recorder *Options* window, and check the *Use extra sound synchronisation* box.

Reporting Problems

FlashBack enables you to report problems in its execution back to Blueberry. It will automatically create a log of recent runs, gather information about your PC configuration and make it easy to add screenshots to the report.

How to report a problem to Blueberry:

- 1. Reproduce the problem**

Restart FlashBack (Player or Recorder) and reproduce the problem.

- 2. Start the report**

Go to 'Report Problem to Blueberry'.

This is in the Help -> Support menu in Player, and the Support menu in Recorder.

- 3. Send the report**

Fill in the description (and the email address if you want us to get back to you) and click Send.

You can attach screenshots or files to the report by clicking the Change Attachments button on the Fault Report window.

Checking for Updates to FlashBack

FlashBack can check to see if a newer version of the application is available. If it finds a newer version than the one you are running, it will give you the option of downloading and installing it.

The checking and download requires an Internet connection - if none is active and your Internet settings use dial-up connections, you will be prompted to dial your default connection.

How to check for updates to FlashBack:

1. Select *Check for updates* on the Player *Help* menu or the Recorder main menu.

2. Follow the instructions on the Automatic update wizard to check for a newer version, and if there is one, download and install it.

Automatic check for updates

FlashBack can also check for updates in the background, while you are working. If it finds one, it will ask you whether you want to download and install it now.

How to turn on or off automatic update checking in Player or Recorder:

1. Select the *Tools -> Options* menu item.
2. Go to the *Updates and Privacy* tab
3. Check or uncheck the *Automatically check for updates* setting.

Buying FlashBack

Buying a Licence

To continue to use all the features of FlashBack Pro or Plus editions beyond the 30 day evaluation period, you must upgrade your trial key or purchase a full licence key.

Note: FlashBack Express can be used free forever.

How to upgrade from trial to fully licensed

You can do this in one of two places:

1. When starting FlashBack
You'll see a window showing how many days you have left in your trial. Click the 'Buy Licence' button.
2. When FlashBack is running
Go to Help -> Buying FlashBack -> Buy FlashBack

Either of these options will take you to the online store where you can upgrade your trial licence to a full one.

When the upgrade is completed, you won't need to enter a new licence key into FlashBack. Just restart the application to use the new licence.

How to buy a full licence

Go to www.flashbackrecorder.com and select the option Purchase -> Online Store.

When buying a new licence, you'll need to enter it into FlashBack to use it - see the section on entering a licence into FlashBack.

How to enter a licence into FlashBack

On starting FlashBack you will see a window showing how many days remain in the trial. Click 'Enter full licence key', and copy - paste the key into the small window that appears next. You can perform this from Recorder or Player.

Questions or Problems with licence keys

I downloaded the trial, but my licence key did not arrive

When you enter your email address on the download page, it is essential you provide a valid address - we will send the trial licence key to it. Please note that despite our best efforts to prevent it, our mails may be caught by spam filters. Be sure to check your spam folder.

If you still can't find the licence key email, contact us at support@bbsoftware.co.uk and we'll help.

I've lost the email containing my licence. Can I see it online?

Yes. If you purchased FlashBack directly from Blueberry (not from a reseller), you can view your licences online. Login at <http://www.flashbackrecorder.com/help> then select the 'Your Profile' link, then "Licences".

Does the licence allow me to use movies I produce with FlashBack for commercial purposes?

Yes. You own all the movies you create with FlashBack and can use them for any purpose. No royalties or any other fee is payable to Blueberry Software for these movies.

I'm having problems entering the key into FlashBack

To enter the licence key in FlashBack, start either the Player or Recorder program and select the 'Manage Licences' item from the Help menu. Then click the 'Add Licence' button. Enter the Licence Key as it appears in the email from Blueberry, or on our web site, and click OK.

Other help with key related problems

If you are still having difficulty receiving or entering your licence key, please email keys@bbsoftware.co.uk or contact your reseller with details of the problem.

Resellers

We have registered resellers in countries across the globe.

If you prefer to use a reseller rather than buying from Blueberry direct, go to our [online resellers list](#)

Getting Started

FlashBack Basics

There are two separate applications in FlashBack: the Recorder and the Player.

The Recorder

- **Records your desktop**
It records what happens on your Windows desktop and saves this as a FlashBack movie file.
To learn more, see [Recording movies](#).
- **Records Sound**
It also records sound - either the PC sounds, or a commentary if you have a microphone connected. If you're running Windows Vista, you can record a commentary and PC sounds at the same time.
To learn more, see [Recording sound](#).
- **Records Webcam video**
If you have a webcam connected, FlashBack can record from that as well, to show it picture-in-picture in the final movie.
To learn more, see [Recording webcam video](#).

The Player

- **Plays back movies**
It lets you play back, edit and add things to FlashBack movies, and save them as movie files that can be played by all PC users.
To learn more, see [Playing back movies](#).
- **Annotates movies with text and images (Pro and Plus editions)**
You can add textboxes, images, highlights or buttons to movies.
To learn more, see [Adding text boxes](#), [Adding images](#), [Adding highlights](#) and [Adding buttons](#)
- **Edits movies (Pro edition only)**
You can edit video frames and audio side-by-side to remove mistakes with the editing functions.
To learn more, see [About editing movies](#)

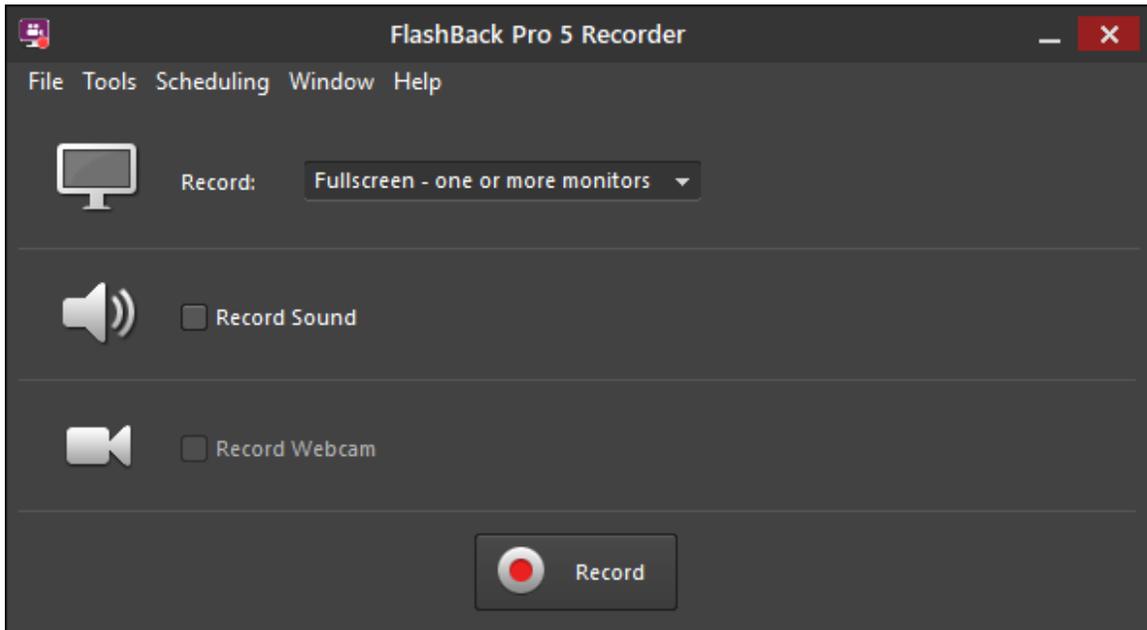
- **Adds effects (Pro and Plus editions)**
You can add 'zoom and pan' effects and crop regions to have the movie focus in on an area of the screen.
See [About Zoom-Pan effects](#) and [About Cropping](#)
- **Shares movies**
You can share the movie using FlashBack Connect, YouTube or other services.
See [Sharing movies](#)
- **Exports to other file formats**
Export to all the major video formats. See [About exporting movies](#).

To get started

1. You can record a movie using FlashBack Recorder. See [Recording Movies](#)
2. Once you have recorded a movie you can view and edit it using FlashBack Player.
See [Playing back movies](#)
3. When you want to share the movie, use the Share or Export functions in FlashBack Player. See [Sharing movies](#) and [About exporting movies](#).

Recording movies

With only a few clicks of the mouse FlashBack can start to record everything that happens on your Windows desktop.



Select whether you want to record the full screen or just a region or window. Choose a sound source and webcam and click the  button, and FlashBack records your desktop.

When you're finished, click the  button and the recording opens in FlashBack Player to edit, annotate, share and save in a standard video format.

To view the movie:

For help on viewing your movie see [Playing back movies](#)

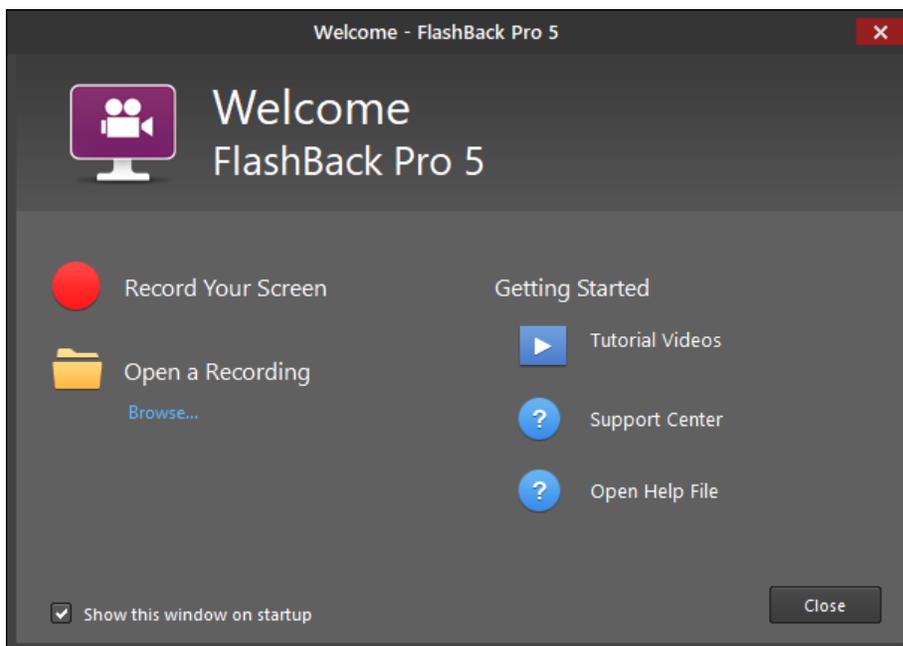
For help on some of the more advanced features of FlashBack Recorder see [About Recorder features](#)

Playing back movies

Open FlashBack Player from the shortcuts on your desktop or Windows Start menu and play back movies by using the Open item on the File menu or the  button on the toolbar.

From The Welcome Window

Starting either Recorder or Player shows the Welcome window:



Click one of the file names under 'Open a recording' to play a recording.

Playing a movie from Recorder:

- On the File menu of the Recorder main window, use the Open or Open Recent items to open a recording.
- When Recorder is minimized to a tray icon or floating controls, show the main menu (by clicking the icon or clicking the  button on the floating controls). Use the Play item or the recently recorded movies list at the top of the menu.

Sharing and Exporting movies

Sharing

To easily share your movies via the Internet, use the 'Share' button on the FlashBack Player toolbar:



There are 2 main ways of sharing a movie:

1. FlashBack Connect

FlashBackconnect.com is a new video sharing service, easily accessed from FlashBack.

- Preserves interactivity (e.g. 'click to continue' boxes) in movies.
- Team friendly
- Extensive customisation of movie pages
- Playlists
- FlashBack will upload movies in the background while you work, and resume uploading if interrupted by closing FlashBack Player or restarting Windows.

See more at <http://flashbackconnect.com>

FlashBack Connect is in a Beta phase right now while we knock the bugs out and add features. We look forward to your feedback - let us know at support@flashbackconnect.com.

While FlashBack Connect is in Beta, it is open only to FlashBack Pro and Plus v5 licence owners, who get a free licence.

See [Sharing Movies with FlashBack Connect](#)

2. YouTube

YouTube is free, but does not preserve interactive features in movies. You will need a YouTube account before you can share to it from FlashBack.

See [Sharing Movies with YouTube](#)

FlashBack also supports upload to FTP servers, local file servers, the online learning management system coggnoc.com and the video hosting services blip.tv and viddler.com.

Exporting Movies

FlashBack can export your movie to the most commonly used video formats, and also save it as a standalone EXE.

See [About exporting movies](#) for more help.

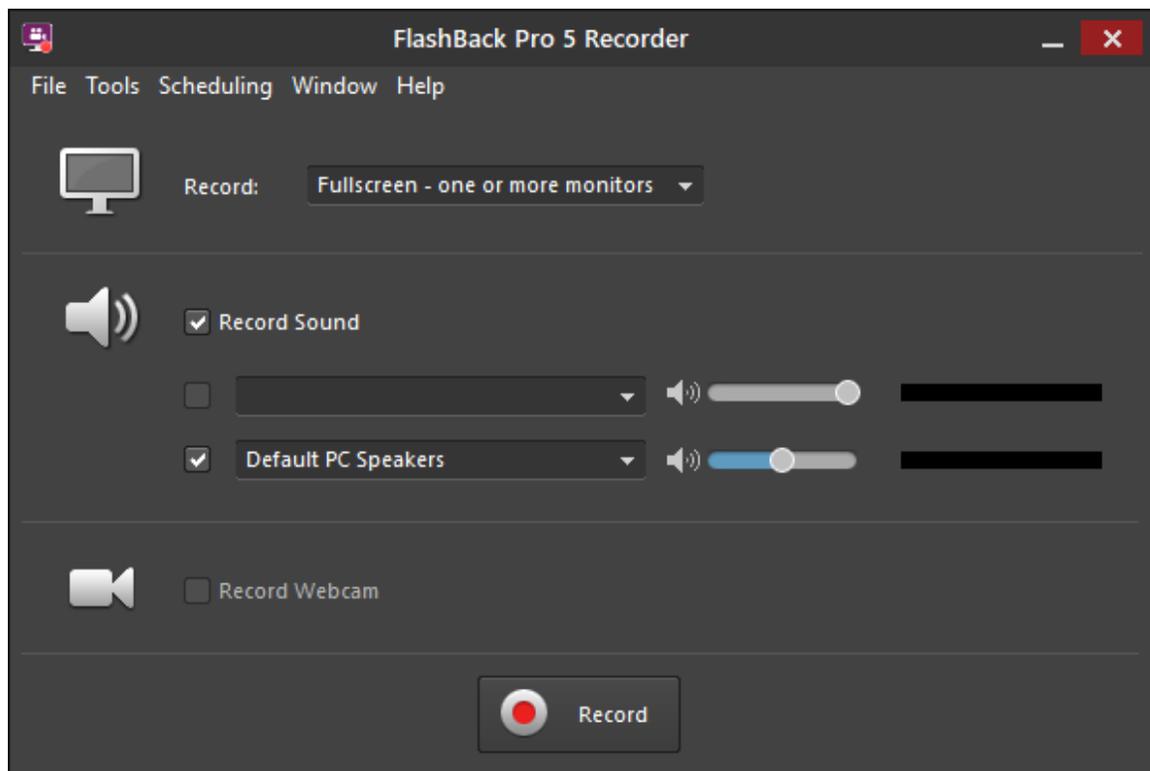
Using FlashBack

The Recorder

Recorder Windows

The Recorder Main Window

The Recorder main window allows you to easily change the main recording options and start recording.



The Record setting allows you to select what to record.

- Full screen (or screens if you have more than one monitor)
- A Window
- A Region

Turn on the 'Record Sound' setting to record sound. You'll need to select a source, usually either PC Speakers or the Microphone, and you can set the recording levels. See [Recording Sound](#) for more Help.

Turn on the 'Record Webcam' setting to record from attached webcams. See [Recording Webcam Video](#).

The Recorder Main Menu

When Recorder is minimized to the icon tray you can show the main menu, by clicking the tray icon or the 'down arrow' button at the right of the floating toolbar.

The menu items from top to bottom:

- **Show FlashBack Recorder:** un-minimizes the Recorder to show its main window
- **Record:** Starts recording immediately, using the current settings.
- **Pause:** (only enabled while recording) Pauses recording.
- **Stop:** (only enabled while recording) Stops recording.
- **Add Marker:** (only enabled while recording) Allows the user to add a marker while recording. Recording is paused and a window is displayed where you can enter a marker name.
- **Restart Recording:** Starts recording again. Everything recorded up to that point is discarded.
- **Help:** Shows the help file you are currently viewing.
- **Minimize to tray:** displays the Recorder as an icon in the system tray when minimized.
- **Minimize to floating controls:** displays Recorder as a floating toolbar when minimized.
- **About:** Displays the *About* box. This shows the program version number, licence key and enables registration and purchasing.
- **Exit:** Closes the Recorder application.

The movie file sub-menu

Each item in the recently recorded movie list has a sub-menu:

The menu items from top to bottom:

- **Open:** Opens the movie in FlashBack Player and automatically plays the selected movie file.
- **Attach to new bug report:** This option is only visible if you have installed BB BugReporter. Selecting this option starts up the Bug Reporter application, creates a new bug report and attaches the selected movie file.

- **Play Flash:** Select this option to play the Flash movie that was previously exported from this movie file. If there has been no Flash export from the selected movie, this option will not be displayed.
- **Export To Flash:** Select this option to export to a Flash movie file. For more help see [Exporting to Flash](#).
- **Export to AVI:** Select this option to export to an AVI movie. For more help see [Exporting to AVI](#).
- **Export to WMV:** Select this option to export to a WMV movie. For more help see [Exporting to WMV](#).
- **Export to Standalone EXE:** Select this option to export to standalone EXE format. For more help see [Exporting to EXE](#).
- **Export to Powerpoint:** Selecting this option to export to a Powerpoint file. For more help see [Exporting to MS Powerpoint](#).
- **Send by email:** Opens a new message in your default email client and attaches the movie in the selected format. There are 3 formats to choose from: native FlashBack FBR file, Macromedia Flash and AVI.
- **Re-record:** Starts to record a new movie with the same name as the selected movie file. The selected movie file is overwritten and replaced with the new recording.
- **Remove from menu:** Choose this option to remove the selected movie file from the recently recorded movies list.
- **Save As :** Choose this option to save the movie to another file name.
- **Delete:** Choose this option to delete the selected movie file and remove it from the recently recorded movies list.
- **Explore:** Choose this option to open the folder containing the selected movie file in Windows Explorer.
- **Copy file path to clipboard:** copies the full path and name of the movie file as text into the clipboard.

The Recorder Options window

Use this window to adjust recording settings, such as display options, sound, webcam and other more advanced options.

These settings will be used the next time you select Quick Record or Record. The Record Wizard will take these settings as its defaults.

More settings are available on the Recorder Options window than in the Record Wizard.

To show the Recorder Options window:

1. On the [Recorder main window](#) select *Options* from the *Tools* menu

The recorder options window has these tabs:

- **Sound:** Use this tab to select when sound will be recorded, and the format and compression that will be used.
- **Webcam:** select whether to record video from an attached webcam, and the device and format used. For more help see [Recording Webcam Video](#).
- **Record mode:** Use this tab to change your recording mode or the number of frames captured per second. For more help see [Recording modes and Performance](#).
- **Display:** Use this to set the Windows display settings during recording and how FlashBack windows appear during recording and in the final movie. For more help see: [Windows display options](#).
- **Keystrokes:** options relating to capturing of keystrokes are set on this tab. For more help see: capturing keystrokes.
- **Hotkey:** Select this to define a hotkey that can be used to make the recording controls pop-up window appear during recording. For more help see: [Defining and using hotkeys](#).
- **Scheduling:** use these settings to have FlashBack record at a set time or when a certain application runs and closes. For more help see [Scheduled Recording](#).
- **Updates / Privacy:** FlashBack can connect to Blueberry servers to check for updates and send anonymous usage statistics. You can turn these features on and off from this tab.
- **File Size:** Use this tab to select options to limit the size of the movie file produced. For more help see: [Limiting the movie file size](#).
- **Record-time notes:** You can add notes while recording by moving the mouse to one of the screen edges and typing. See [Making notes while recording](#).
- **Misc:** this tab contain settings relating to startup options and the various delays that FlashBack inserts between certain operations at the start of recording. For more help see: [Customising delays](#).
- **Advanced:** this tab contains advanced settings relating mainly to performance

Customising delays

There are two customisable delays that can be set on the FlashBack Recorder options window.

1. The delay between clicking a button or menu item on FlashBack recorder to record and the actual start of recording.
2. If you have selected to change the screen display mode during recording, FlashBack can insert a delay between this change and the start of recording.

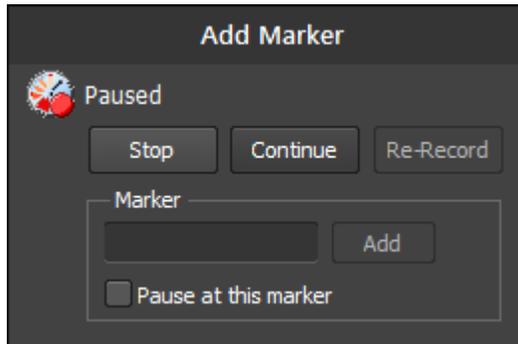
During both of these delays, a small ‘initialising’ window is shown.

To change the customisable delays:

1. Open the [Recorder Options window](#) and then select the Misc. tab.
2. To set delay 1. above, change the value in the *Delay before recording* field.
3. To set delay 2. above, change the value in the *Delay after changing screen mode* field.

Adding a Marker while recording

While recording is in progress, you can add a marker by using a popup window.

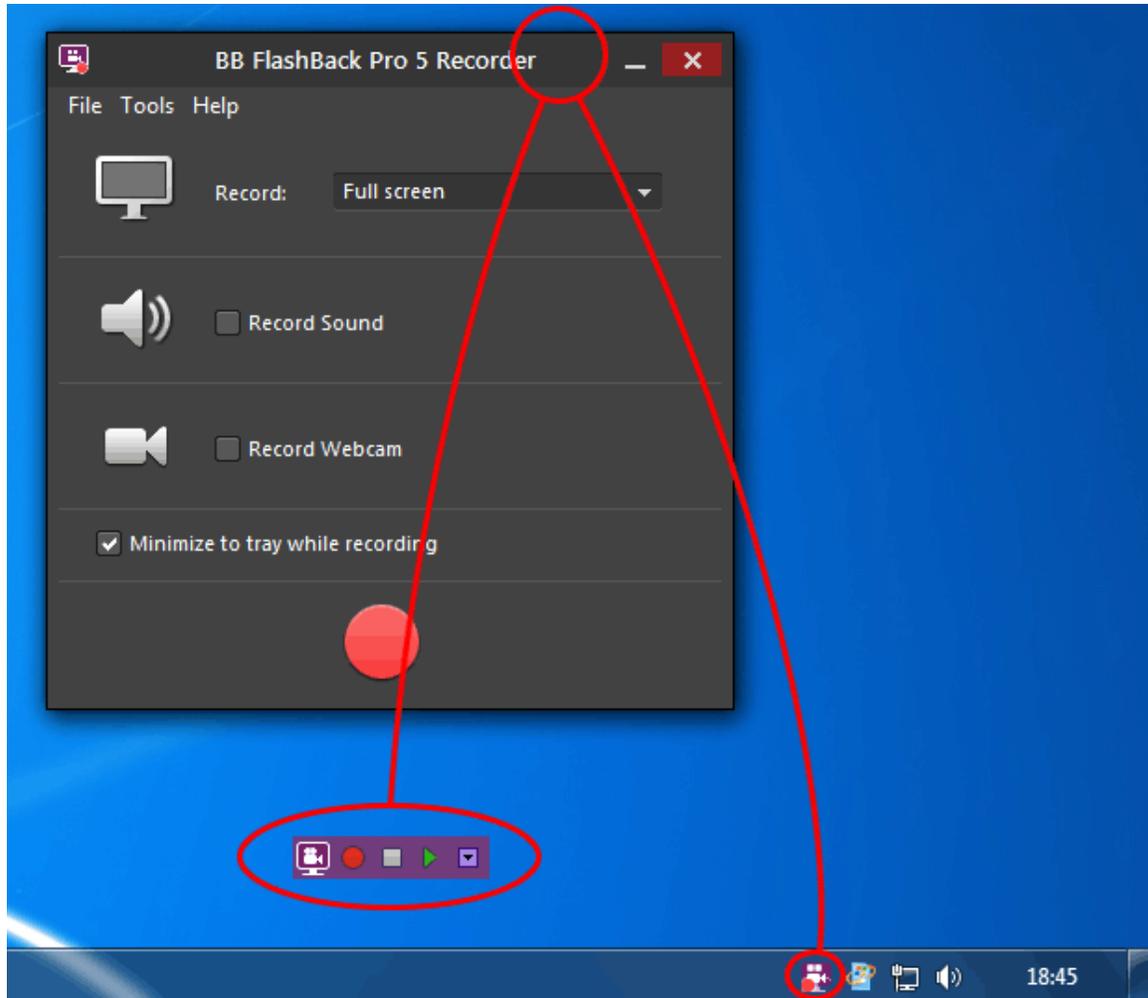


To make the pop-up window appear during recording:

1. Pause recording by selecting Pause from the Recorder main menu or using a hotkey (if defined - see [Defining and using hotkeys](#)).
2. Select 'Add Marker' from the Recorder main menu. Enter a name into the Marker field and click Add to add the marker at that point in the recording. Then continue recording by clicking the Continue button.

Using Recorder when it is minimized

FlashBack Recorder can be minimized to the icon tray or to floating controls:



- **In the icon tray**
Recorder appears as an icon in the system tray. Access its functions by clicking it and selecting from its popup menu.
- **Floating above the desktop**
Recorder appears as a set of controls floating above the desktop. You can start to record, or play a movie, by clicking its Record and Play buttons. You can access the same menu as seen in Tray icon mode by clicking the 'down arrow' button.
The toolbar can be positioned anywhere on the Windows desktop. Position it by clicking on the FlashBack logo on its left end and dragging.

Change how Recorder minimizes by selecting an option from the Tools menu.

Recorder Features

About Recorder features

Recording sound

FlashBack can record a spoken commentary, via a microphone connected to your PC.

See [Recording Sound](#).

Recording Webcam Video

If you have a webcam attached to your PC, FlashBack will record video from that at the same time as you record the desktop, and play it back 'picture in picture' style.

See [Recording Webcam Video](#).

Recording windows, regions or full screen

FlashBack can do all three.

See [Recording windows and regions](#).

Recording multi-monitor systems

FlashBack can record from multiple monitors simultaneously into one movie.

See [Recording multi-monitor systems](#).

Setting Windows display options while recording

To reduce the width and height of your movies, FlashBack can set a lower screen resolution during recording.

Windows graphic effects such as animating or fade-in menus can result in larger file sizes and slower playback on lower powered PC. These effects can be switched off during recording.

See [Windows display options](#).

Continuous recording, and limiting the movie file size

FlashBack can record continuously and limit the size of the movie file produced.

See [Limiting the movie file size](#)

Recording modes

FlashBack has three different methods of recording screen changes. The best one to use will depend on your version of Windows and your PC hardware.

See [Recording modes and Performance](#)

Setting hotkeys

FlashBack can respond to a hotkey during recording to display a pop-up controls window.

See [Defining and using hotkeys](#).

Recording windows and regions

FlashBack can record either the entire Windows desktop or only a single window or rectangular region. You choose whether to record the entire desktop or a region on the Recorder main window.

How to record a single window:

1. Select *Window* in the Record setting on the [Recorder main window](#).
2. When prompted, click the window you want to record - a red frame will appear around it. Then click Record.

The recording will be restricted to the area of the selected window.

Note: if you move the selected window the recorded area will not move with it, unless you turn on the 'Track window position while recording' setting on the Advanced tab of the Options window.

If you resize the selected window during recording, the size of the movie does not change from its initial dimensions.

How to record a region:

1. Select *Region* in the Record setting on the [Recorder main window](#).
2. When prompted, size and position the red frame, then click Record.

The recording will be restricted to the area inside the purple frame.

Note: the size and position of the recorder frame window cannot be changed during recording.

Recording multi monitor systems

If you are running FlashBack on a multi-monitor system, it allows you to record from multiple monitors into one movie.

Note: 'capture driver' record mode can only record from the primary monitor.

- If you select to record 'One or more monitors' in the Record setting on the main window, before recording starts you'll be prompted to select the monitors to be recorded.
- If you select to record a window or region, it can span multiple monitors. Areas that fall outside of all monitors will be blacked out in the recording.

Recording Webcam Video

If you have a webcam attached to your PC, FlashBack lets you record video from it while recording the screen. You can include the webcam video in your movies and exports.

For more help on viewing webcam video and including it in your exports, see [Viewing webcam video](#).

How to record video from a Webcam:

1. On the main Recorder window, turn on the 'Record WebCam' setting.
or
On the [Recorder Options window](#), select the WebCam tab and turn on the 'Capture video from webcam' setting.
2. Select the device you want to capture video from.
3. Click the Settings button to change the size of the webcam video and set the brightness, contrast etc.

Note: You will not see the webcam video on your screen while recording - you will see it later when playing back the movie in FlashBack Player.

Record modes

Set the record mode on the Record Mode tab of the [Recorder Options window](#). FlashBack has 3 recording modes.

- **GDI** - this is a general purpose mode that works well on a variety of PCs and situations, on all versions of Windows.
- **MPEG** - this mode is best at recording moving video. However, lower powered PCs will struggle to record large desktops at a high frame rate with this mode.
- **Capture driver** - this gives high performance when recording 'normal' Windows applications that don't contain animation or moving graphics. On older PCs in particular it may give better performance than other modes. It cannot record Vista/7 Aero mode.

'Auto' Mode

FlashBack also has an 'auto' mode that tries to pick the best mode for your PC and situation. If it detects a media player application running, it will select mpeg mode if your PC is capable of running it at a good frame rate. If no media player is detected, or your PC isn't powerful enough to run mpeg mode, it selects GDI mode. If your PC isn't powerful enough to use GDI mode, capture driver mode is selected.

For Vista and Windows 7 users

GDI and MPEG modes can record Vista / 7 'Aero' graphics mode. Capture Driver mode will force Windows into 'basic' graphics mode during recording, but may give better performance and smoother movies than GDI mode when recording Windows 'basic' graphics.

Setting the frames per second

When using GDI or MPEG modes you can adjust the frames recorded per second. A higher frames per second (FPS) value means the final movie should be smoother, but may affect the performance of your PC while recording. A lower FPS value means that your PC will perform better during recording, but movements in the final movie will be less smooth.

FlashBack will try to set a sensible default FPS value, but the ideal rate depends greatly on what you are trying to record, so you may achieve better results by experimentation.

Troubleshooting poor performance

See [Troubleshooting video recording](#) for more help.

Recording Sound

While recording Windows desktop activity, FlashBack can also record sound via a microphone attached to your PC. This soundtrack is saved into the movie file.

How to turn on sound recording:

- You can check the 'Record sound' box on the [Recorder main window](#), or on the Sound tab of the [Recorder Options window](#).

The recorder main window gives you access to the main settings, while the Sound tab of the Recorder Options window enables access to more advanced settings.

FlashBack can record up to two different audio sources at the same time. They will be added to separate tracks in the movie, so they can be edited separately (in Pro edition).

By default FlashBack will record the default microphone and PC speakers sources. You can deselect either of these or select other sources by using the controls on the main Recorder window.

Adjust the recording levels using the blue sliders.

Use the red-green recording level indicators to check that FlashBack is reading the audio sources ok - you should see the levels change as you talk into the microphone, or play back music.

Note: when changing the level of the "PC speakers" source, this changes the Windows sound playback volume.

Windows XP users: recording the PC Speakers and Microphone simultaneously is only possible if your sound card enables it, and many do not. You should:

Consult any documentation that came with the card

Look at settings in the driver software that installs with the card - this is usually in the Windows Control Panel, or your desktop icon tray (bottom right of the desktop by default).

Try selecting the 'Stereo Mix' source which may be listed as an 'Other source' on the Options window or the main window.

Sound Formats

You can select sound formats on the Options window but not the main window. Selecting different sound formats will vary the quality of the recording and the amount of space it occupies in the movie file.

You can select:

1. Sample rate
The higher, the rate the better the sound quality but the more file space the sound track occupies.
2. Stereo / Mono.
Stereo will give better sound quality than mono, but also produce larger movie files.
3. MP3 compression
This option should always be selected unless you are experiencing problems or crashes during recording or export. Deselecting this option may greatly increase the movie file size.

FlashBack uses a redistribution of the LAME MP3 codec: www.mp3dev.org .

Troubleshooting Sound Recording

We've tried to make it as easy as possible for you to record sound, either from an attached microphone or the sounds made by the PC.

However, due to the widely varying audio capabilities of different PCs and sound cards, some users may experience problems.

[Problems recording the microphone](#)

[Problems recording PC sounds](#)

[Problems with audio-video synchronisation](#)

Problems recording the Microphone

If you are having problems trying to record sound from a microphone:

1. Make sure you have a suitable microphone connected to the correct input of your PC sound card.

2. On the FlashBack sound settings window (go to Tools > Options > Sound tab), select the 'microphone' radio button.
3. On the same window, set the 'Level' slider up as far as it will go. Now speak into the microphone. The green and red 'Level' indicator on the right side of the window should move.

If the level indicator moves, it shows FlashBack Recorder is detecting the sound. If it does not move, no sound is being detected from your microphone sound channel and you should follow the steps below to check that the microphone is operating correctly.

4. Again on the same window, select the *PC sounds* option and click the *Select sounds to mix* button. Make sure that the 'microphone' source is enabled and its volume slider positioned at the right. Test again by speaking into the microphone and seeing if the Level indicator moves with the sound volume.
5. Try and record the microphone using the Windows Sound Recorder.
 1. Open the recorder from the Windows Start button -> Programs -> Accessories -> Entertainment -> Sound Recorder.
 2. Select the *Audio Properties* item on the *Edit* menu.
 3. Click the *Volume* button for the *Sound Recording* device.
 4. Ensure that the 'microphone' source is selected on the Recording Controls window.
 5. Back in the Sound Recorder, click the *Record* button and speak into the microphone.
 6. Click *Stop* and the << button, then replay. If you do not hear your recording, your PC and Windows are not set correctly to allow recording from the microphone. If you do hear your recording, now try and record with FlashBack, using the microphone as the sound source.
6. Check that you are able to use the microphone in other applications like Skype and MSN Messenger. If it works in these, it should work in FlashBack.

If you can use the microphone properly in other Windows applications and still can't record sound from the microphone in FlashBack, click the *TroubleShooting* button on the *Recorder Options* window *Sound* tab (FlashBack Recorder > Options > Sound tab). This will let you send an email to Blueberry Technical Support team. Please give as much information about the problem as possible, and indicate whether you have gone through the hints above.

Problems recording PC Sounds

We've tried to make it as easy as possible for you to record sound, either from an attached microphone or the sounds made by the PC. However, due to the widely varying audio capabilities of different PCs and sound cards, some users may experience problems.

Dell PC Owners: If you are having trouble recording PC sounds, this is probably because it has been deliberately disabled on your PC. This is to prevent copyright violation and is performed by a number of manufacturers, in particular Dell. The solution will probably be technical in nature, involving editing the registry and/or installing new drivers, and may be specific to your particular PC model. We recommend searching for "*dell --your pc model-- cannot record sound*" and seeing if a solution exists.

If you are having trouble recording the PC sounds:

- 1. Make sure 'PC Speakers' is the selected sound source**
On the main Recorder window, make sure the "Speakers" source is one of the selected sources. The checkbox to the left of the source selector needs to be turned 'on' to record the source. The coloured 'level' indicator on the right should move when sounds are played back through the PC speakers or headphones.
- 2. Try 'other sources'**
In some PCs, particularly on Windows XP, you may need to select a "stereo mix" or "Wave" source to record the PC sounds. :
- 3. Update the drivers for your sound card**
Updating or reinstalling sound card drivers can enable PC sounds recording.
- 4. Search the internet**
Sometimes you'll need a fix specific to your PC. Use a search engine to search for your make and model of laptop or (if you have a desktop PC) sound card, and "cannot record pc speakers".
- 5. Some PCs require you to select the Stereo Mix source using a program that is installed with the sound drivers - FlashBack cannot do it. You will find the sound utility program in the Windows Control Panel, and it should have a name like "SoundMax" or "SigmaTel Audio"**
- 6. Still cannot record PC Sounds?**
Some PCs and laptops cannot record PC sounds by design - it is deliberately disabled to prevent copyright violation.

You may be able to enable it by making changes to the registry or installing a different version of the sound card drivers. However, it is impossible to record PC sounds on some PCs.

This page describes how to download alternative drivers that fix the problem on Dell Latitude and Inspiron laptops:

<http://www.ekhoury.com/2006/08/25/sigmatel-stereo-mix-support-for-dells/>

This page describes a fix for Inspiron laptops, but it involves editing the registry. Be warned: you could disable your sound card or worse if you make a mistake when editing the registry.

<http://forum.notebookreview.com/showthread.php?t=156400>

Alternatively, search for your PC model and "cannot record pc speakers" - the solution may be out there.

Problems with Audio-Video synchronization

Some PCs may encounter problems with audio-video synchronization. These problems are usually due to high CPU usage during recording.

You may find that reducing the frame rate of the recording, or switching from MPEG to GDI record mode reduces CPU usage and removes any audio sync issues highly dependant on the particular sound hardware in your PC.

Capturing Keystrokes

FlashBack can capture keystrokes during recording and display them in the Player application during playback. This can show the viewer actions performed by the user at record-time (such as pressing of function keys) which would not be obviously apparent by just viewing the movie.

Because this feature could inadvertently display the characters used in a password, by default FlashBack can blank out these password characters with asterisks.

Note: FlashBack cannot 'asterisk-out' passwords entered into password fields in web pages or in Remote Desktop sessions. The characters are saved into the keystroke log and can be seen in the KeyLog viewer in FlashBack Player.

How to switch on keystroke recording:

1. In the [Recorder Options window](#), go to the *Keystrokes* tab
2. Check or uncheck the *Capture Keystrokes* box accordingly.

Use the *Replace Password Characters* checkbox to hide or show password characters when keystrokes are captured.

For help on viewing keystrokes during playback, see [Viewing key presses](#).

Limiting the movie file size

FlashBack can limit the size of the movie file created. By default no limit is set, but you may wish to enable this option so that FlashBack can record continuously without gradually filling up all available disk space.

There are 4 modes to select from:

1. Unlimited

FlashBack records normally with no limit on the size of the FBR file it will create.

2. Limit by time

Select this option to have FlashBack create movie files that only contain a set number of minutes. For example: you select this option and set the maximum minutes recorded to 5, and then record for 10 minutes. The final movie file will contain the most recent 5 minutes of recording.

To set the number of minutes that FlashBack will record in a single movie file:

1. Open the [Recorder Options window](#) and then select the *File Size* tab.
2. Select the *Limit by time* radio button.
3. Enter a value into the *Limit To* entry field. This is the number of minutes that FlashBack will record into a single movie file.

3. Limit by size

Select this option to have FlashBack create movie files that never exceed a certain size. For example: you select this option and set the maximum movie file size to 5Mb. The final movie created will be approximately 5Mb in size or smaller (if you did not record long enough to reach the limit).

To set the maximum size of a movie file:

- Open the [Recorder Options window](#) and then select the *File Size* tab.
- Select the *Limit by size* radio button.
- Enter a value into the *Limit To* entry field. This is the maximum size of a single movie file.

4. Break the recording into fixed size files

Set this option to have FlashBack record into fixed size files. For example, if you set a size of 100Mb and create 230Mb of recording, FlashBack will create three files, two sized 100Mb (or slightly larger) and one 30Mb, named as myrecording1.fbr, myrecording2.fbr, myrecording3.fbr.

Defining and using hotkeys

FlashBack Recorder will let you define a hotkey combination. This has two uses:

1. During recording, pressing the hotkey will cause the [Recording pop-up window](#) to appear. From this window you can stop, pause or restart the recording.
2. While FlashBack Recorder is running in the system tray but not recording, pressing the hotkey will cause the [Recorder Options window](#) to appear.

To define a hotkey:

1. Open the [Recorder Options window](#) and then select the Hotkeys tab.
2. Put the cursor in the *Hotkey* field and press the key combination that you want to assign to the hotkey. The *Hotkey* field will display the combination.
3. Click *OK*. FlashBack Recorder will now respond to that hotkey.

Troubleshooting video recording

We've worked hard to ensure that FlashBack can record your screen at a good frame rate. However, because of the widely varying capabilities of different PCs and video cards it is possible that some users will be unable to make high quality recordings of certain applications.

If you see poor quality / jerky motion when recording moving video

- Ensure you are using MPEG mode, not GDI or capture driver mode.
- Record just the movie player window, not the entire desktop.
- Experiment with the FPS setting on the Record Mode step of the wizard. You may actually get a smoother recording by decreasing the FPS because this reduces CPU load.
- On Windows Vista and 7, using a 'Basic' mode instead of 'Aero' can improve performance.

Recording media/movie player type applications results in a black rectangle in the recording where the video should be

This is due to the movie player program using 'overlays' - a hardware video acceleration feature that cannot be recorded.

You will need to force the program to not use overlays by either using a setting in FlashBack or changing a setting in the movie player itself.

- **On Windows XP:** On the Record Mode step of the Record wizard, click the More Settings button. On the More Settings window, turn on the 'Disable hardware acceleration' feature. Before recording starts, FlashBack will prompt you to click a button and disable hardware acceleration.

Note: to record some media player applications, you will need to start them after hardware acceleration is disabled, so that they don't try to use overlays. And to record some movie players (e.g. KM Player) you will need to change their settings manually so that they do not use overlays, because they do not detect that use of overlays is disabled.

- **On Windows Vista or 7:** to record the movie player you will need to find a setting in that application that disables its use of hardware acceleration or overlays. The name of the setting will vary from application to application.

Capture driver mode is disabled after installation

Sometimes the driver requires Windows to be rebooted before it is available for selection. If Capture Driver mode is disabled on the Record Mode step or Options window, this may be the reason.

If you see a message about ASUS software when installing FlashBack and running the Recorder, FlashBack has detected software that is incompatible with the driver, and not installed it. [See this FAQ entry.](#)

How to email Blueberry technical support:

If you are experiencing difficulties with recording modes and performance, you can email our technical support team for help.

1. Open the Recorder *Options* window and select the *Record modes* tab.
2. Click the *Troubleshooting* button and select *Send email to support*.

3. In the wizard, describe your problem as fully as you can. If you want a response to your report, include your email address.
4. The wizard will send an email directly to our technical support team. Details of your PC specification are attached, but this does NOT contain any personal information - just a description of your PC hardware.

Scheduled Recording

FlashBack can start and stop recording at scheduled times. It can also start and stop recording when a specified application starts and closes.

To start and stop recording at set times:

1. Select the 'Scheduled / Unattended Recording' item in the 'Scheduling' menu.
2. Turn on the 'Use scheduling for the next recording' setting.
3. Set the start time in the 'Start At Time' setting and the stop time in the 'Stop at time' setting.
4. Exit the Options window and start Recording as normal. After clicking the Record button you will see a message informing you that the next recording is scheduled. The Recorder main window will remain open or minimize as usual, and recording start at the set time.

After making a scheduled recording, the setting is turned off, so the next recording is made as normal, without scheduling.

To start and stop recording when an application starts and closes:

1. Select the 'Scheduled / Unattended Recording' item in the 'Scheduling' menu.
2. Turn on the 'Use scheduling for the next recording' setting.
3. Turn on the 'If specific application appears' setting. This means FlashBack will look for the specified application to appear and when it does, start recording. If the application does not appear before the specified start time, FlashBack starts to record at that time anyway.

You can specify the application to watch for either by giving some text that will appear in its title bar, or its executable name (e.g. iexplore.exe for Internet Explorer).

4. If you turn on the 'Record only this application' setting, the recording has the dimensions of the entire desktop, but everything except the application being recorded is blacked out.

Record-time Notes

FlashBack allows you to type notes while recording, and display these Notes in textboxes in the final movie.

How to turn on Record-time Notes:

1. In the Recorder Options window, go to the Record-time Notes tab and turn on the 'Enable Notes' setting.
2. The Notes settings:
 - You display the Note window by moving the cursor a side of the screen. Set which side activates Notes with the 'Show Notes window when mouse moved to' setting.
 - Recording can automatically pause while the Note window is displayed, so its not shown in the movie. Set this with the 'Pause recording when Notes window appears' setting.
 - You can save the Note either by moving the mouse cursor out of the Note window or by clicking a 'Save' button on the window. Set this with the 'Auto-save note when cursor leaves the window' setting.
 - Textboxes can be automatically created from your Notes when the recording is opened in FlashBack Player. Set this with the 'Auto-generate textboxes when the recording is opened' setting.

Viewing Notes in FlashBack Player

If you turned on the 'Auto-generate textboxes' setting, you will see your notes as textboxes in the movie. These are normal textboxes, so they can be edited and moved as usual.

If 'Auto-generate textboxes' was set off, you can view Notes in a pane to the Left of the movie. If left side pane has been hidden, you can display it again by going to View -> Extras Pane -> KeyLog in the Player menus.

Windows display options

FlashBack can change Windows display settings while recording. Changing the settings may improve performance while recording and produce smaller files.

Improving Performance and Decreasing File Size

There are a number of graphic 'effects' that Windows uses to improve the appearance of its user interface. Having these effects switched on can affect the performance of your PC while recording a movie or playing it back. They will also result in a larger movie file. FlashBack includes options to switch off these effects while recording. They are set back to their former settings when recording stops.

These effects include:

- The drop shadow under the mouse cursor.
- Menu and tool tip 'transition' effects, like fade-in and expanding menus.
- Gradient shading in window title bars.
- Smooth scrolling in combo and list boxes.
- The 'slide-open' effect in combo boxes.

There are also two other Windows settings that FlashBack can temporarily change while recording to improve performance:

- Desktop background bitmaps - FlashBack can set the desktop background to a single colour.
- Display of window contents while moving and resizing - FlashBack can set Windows to only display the window border while moving and resizing.

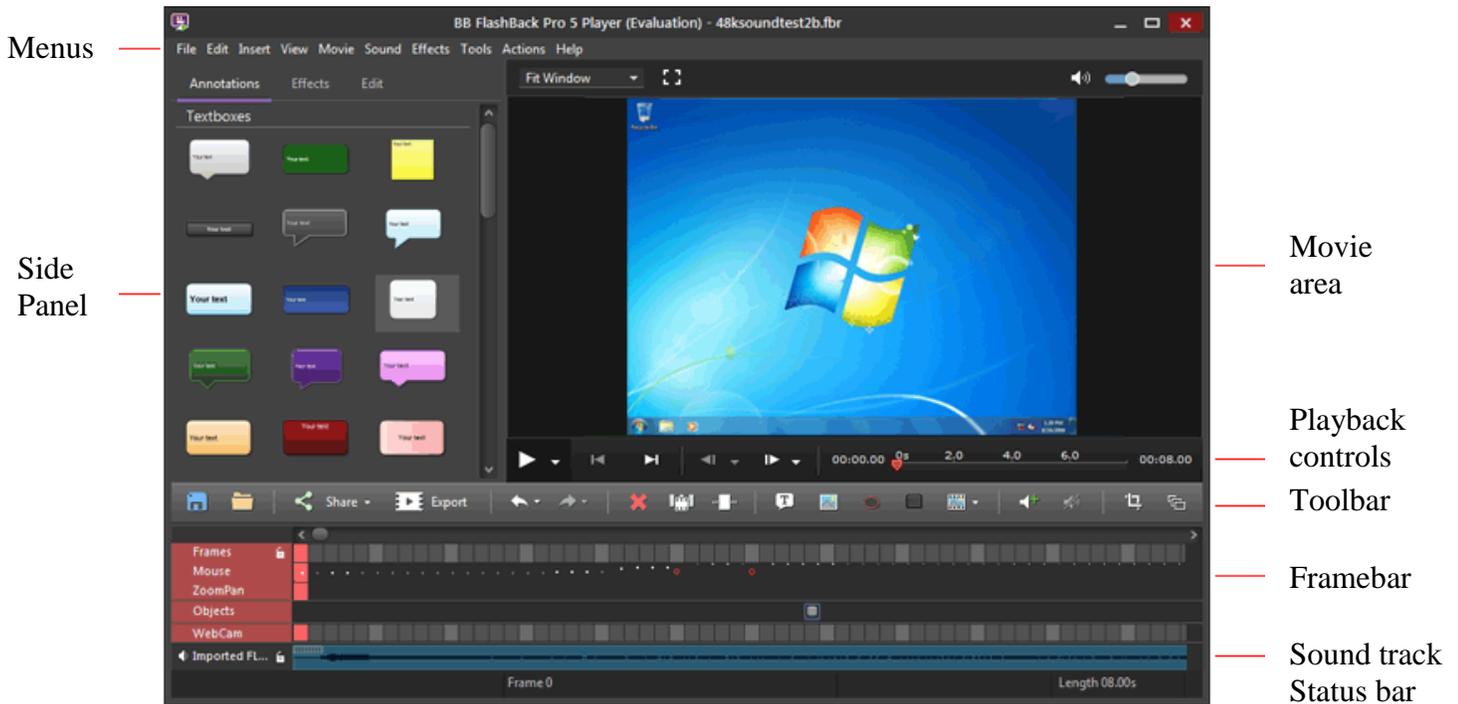
To turn off Windows graphic 'effects' during recording:

1. On the Recorder main window, select Options from the Tools menu and go to the Display tab.
or
If Recorder is minimized to a tray icon or floating controls, show the main menu (click the tray icon, or click the  button on the floating controls), select Options and go to the Display tab.
2. Check the *Switch off Windows graphic 'Effects'* checkbox. FlashBack will turn off graphic 'effects' when recording.
3. To set the background bitmap to a single colour or only show window borders when resizing, check the relevant boxes.

The Player

The Player window

Use this window to play back and edit your movies.



The different parts of the main FlashBack Player window:

Menus

The functions on each menu are described in this help file. See the topics inside *The Player Main Menu*.

Side Panel

This panel has a number of tabs:

- Annotations - holds textboxes, images and other objects you can drag into your movie. You can also add your own textboxes etc into this tab.

- Effects - commonly used effects functions, like adding Zoompan and Cropping regions.
- Edit - commonly used editing functions.
- The Gallery also displays Notes and Key press information.

You can control which tabs are displayed and the visibility of the Side Panel via the View -> Side Panel menu.

Movie area

The Movie area displays the movie as it is played.

Toolbar

Provides quick access to some of the most commonly used functions.

Framebar and objects

The Framebar shows each frame of the movie as a selectable rectangle. The selected frame is drawn in red. Selecting a frame causes it to display in the Movie area. Objects like textboxes and images that you've added to the movie are shown under the Framebar.

Sound Tracks

If your movie contains sound, each sound track is shown as a bar under the Framebar. There may be a number of sound tracks.

Status bar

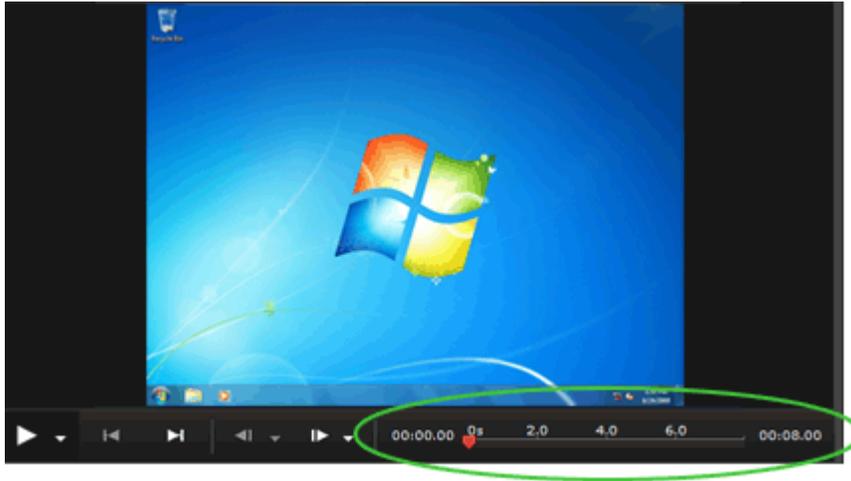
This is divided into four sections.

The right-hand section shows the total length of the movie. The second-from-right section shows the value of any keys pressed during the recording of the selected frame. The other two sections display messages to inform a user of the status of FlashBack when it is engaged in operations that may occupy a noticeable length of time.

The Timeline and Frame bar

The Timeline

The timeline is located under the movie, to the right:

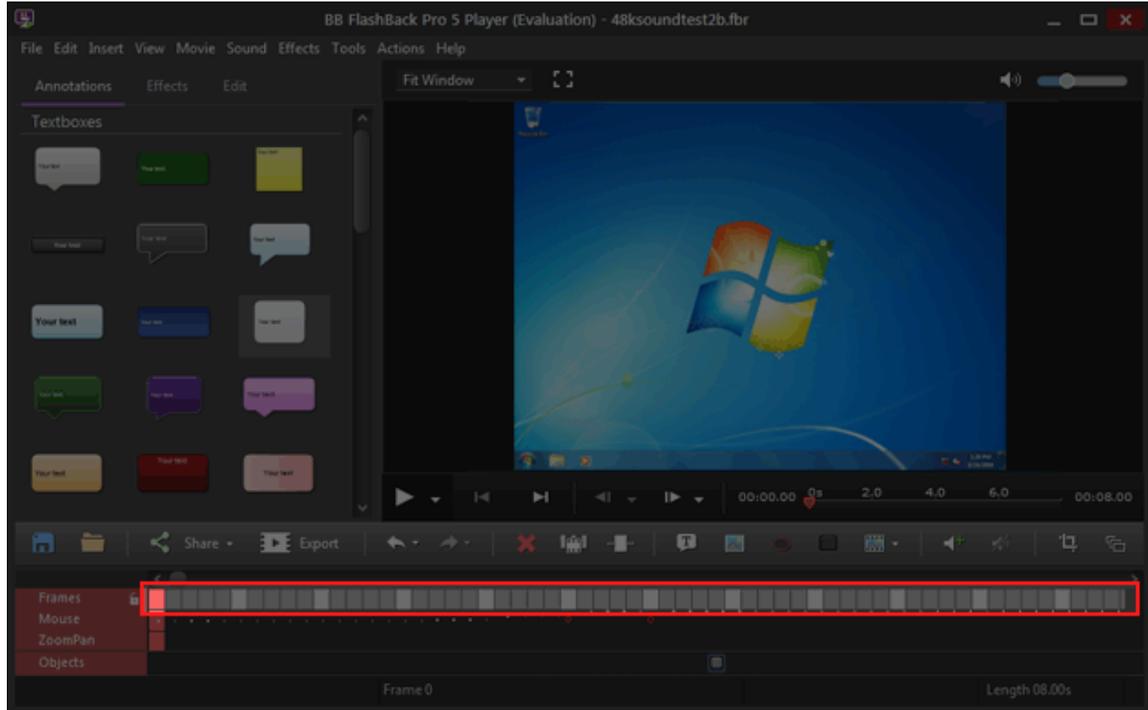


The Timeline shows the entire length of the movie, from the first frame on the far left to the final one. You can jump to any point in the movie by clicking on the Timeline. To help you navigate around, position your mouse over the Timeline to display a thumbnail image of the movie at that point.

It is marked in either seconds or frame numbers. The timeline units can be changed with the help of the Timeline Units option under the [View](#) main menu.

To 'scrub' with the timeline, hold down the ctrl key while dragging the mouse along the timeline.

The Frame bar



The Frame bar contains a graphical display of each individual frame in the movie, starting with the first frame at the left through to the final frame at the far right. Each frame is shown as a selectable rectangle. Either a single frame or a continuous range can be selected and then modified by an edit operation.

You can regard the framebar as showing a magnified portion of the timeline. Because each frame lasts only a short period of time the Frame bar will typically only show a small portion of your movie.

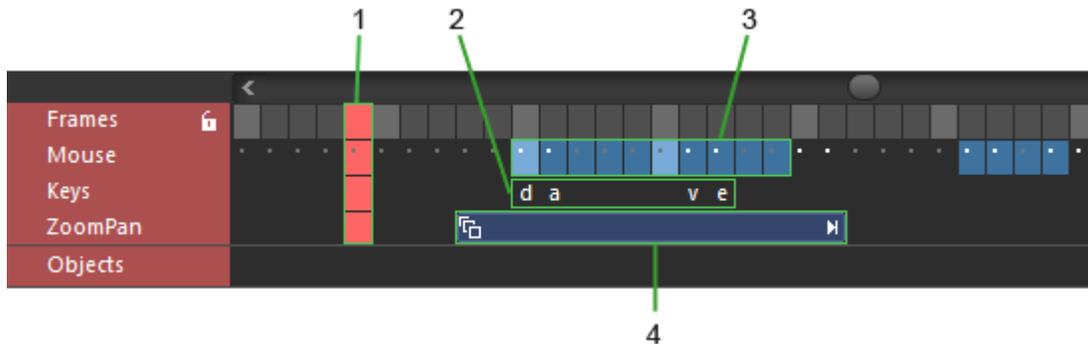
Clicking on the Timeline selects a point in time and the frame at that point. The Frame bar will automatically scroll to show the selected frame, which is displayed in red.

For more help on selecting frames using the Frame bar see [Selecting frames](#).

For more help with frames see [About frames](#).

More about the frame bar

Here is part of the Frame bar.



1. The current frame
2. Key presses
3. Frames in which the cursor is hidden
4. A ZoomPan object

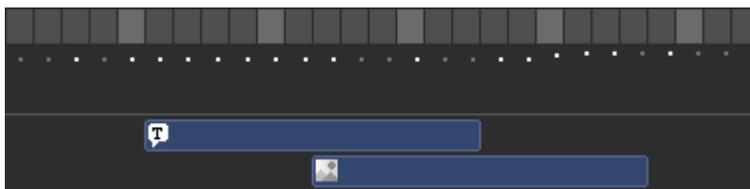
The frame bar is drawn in a number of strips, to show Zoom-Pan effects, mouse clicks and keys pressed in a particular frame.

How to show or hide the Frame bar and Timeline:

1. On the Player menu bar select *View*.
2. Check or uncheck the menu items for *Timeline* and *Frame bar* to show or hide those items.

Viewing Objects

When you add an object like a textbox or image to the movie (Plus and Pro editions only), it is represented by a bar in the 'Objects' section.



In the above, a textbox appears, then an image.

The duration of the object is represented by the length of the bar. Double click the bar to open the Properties window for that object. Click and drag the bar to change the point in the movie where it appears.

Click and drag the end of the bar to change its duration.

Viewing Zoom-Pan effects

The example image above shows a Zoom-Pan effect. A Zoom-Pan effect looks like this in the framebar:



The effect starts in the frame marked with a  and ends in the frame marked with a .

See [About Zoom-Pan effects](#) to learn more about this feature. Zoom-Pan effects can be added by Pro edition only.

Viewing mouse activity

The middle slice of the frame bar shows mouse activity.

If the frames in this bar are coloured blue, this means that the mouse cursor is hidden in these frames. For more on hiding the mouse, see [Hiding the mouse cursor](#).

The position of the dot is an indicator of where the mouse pointer is in the frame. The colour of the dot indicates whether it was moved or clicked:

- Gray** The mouse was not moved.
- Black** The mouse was moved.
- Red** The mouse was clicked.

Viewing key presses

See the help topic [Viewing key presses](#) for more information on this feature.

Webcam / Picture-in-Picture Video

FlashBack can show picture-in-picture video within the main screen recording.

You can record an attached webcam while recording the screen, and this webcam video will appear picture-in-picture when you open the recording in FlashBack Player. Or, you can import an FLV, AVI or WMV video file to be used as picture-in-picture video.

For more help on recording webcam video, see [Recording webcam video](#).

How to import a video file as picture-in-picture video

1. Select the frame where you want the video to start.
2. Go to Insert -> WebCam / Picture-in-Picture Video in the menus.
3. Select a video file. It will be imported as picture-in-picture video at the current frame.

Note: not all AVI files can be imported successfully.

WebCam Video Display Modes

You can display webcam video in the movie in one of two ways:

- **In its own window**
In this mode, the webcam video is shown in a window with its own title bar. This window can be moved anywhere on the desktop, independent of the main FlashBack Player window.
When in this mode, the webcam video will not be included in exports.
- **Embedded in the movie**
In this mode, the webcam video is shown in a frame inside the movie. It cannot be moved outside of the movie. The frame colour and thickness can be set via the webcam video properties window.
When in this mode, the webcam video will be included in exports.

Or you can hide the webcam video completely. Use the 'Show webcam video' item on the *View* menu to show and hide the webcam video window.

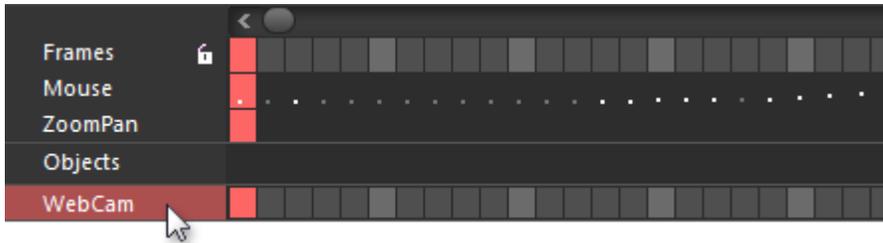
How to set the mode of the webcam video:

1. Double click the webcam video window to show its Properties window.
2. Select a mode on the Properties window.

Editing Webcam Video

Webcam video is shown in a separate bar in FlashBack's framebar display. This enables you to include or exclude Webcam video in selections and therefore have edit operations act on it or not, as preferred.

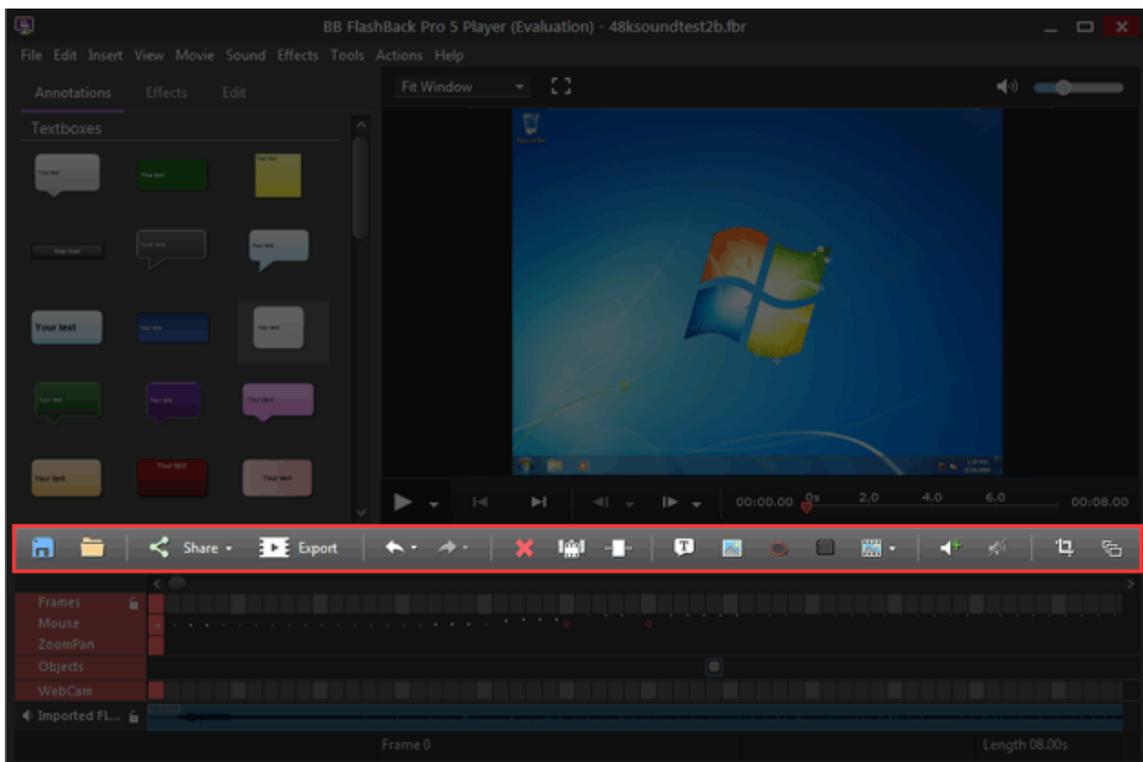
Toggle the selection of webcam video by clicking its header on the right:



See [Editing Frames](#) for more information about frame editing (Pro edition only).

The Central Toolbar

The central toolbar lies under the movie and above the framebar, giving access to frequently used functions.



Functions

	Saves the movie
	Opens a movie
	Shares the movie using FlashBack Connect, YouTube or other services. See Sharing Movies and Sharing Movies with FlashBack Connect
	Exports the movie in a common video format, like AVI or MP4. See About Exporting Movies
	Undo the previous editing operation
	Redo an edit operation
	Delete the selected frames or object
	Insert frames into the movie
	Crop the movie down to the selected frames
	Add a Textbox
	Add an Image
	Add a Highlight object
	Add a Button
	Add a sound file See Sound Editing Basics
	Mute the selected sound See Sound Editing Basics
	Crop the movie to a region See About Cropping
	Add a ZoomPan effect See About ZoomPan effects
	Add a transition See About Transitions

The Classic Toolbar

The File Toolbar

The File toolbar provides one-click access to some commonly used functions.

How to show or hide the File toolbar:

1. On the Player menu bar select the *View* menu and the *Toolbars* item.
2. Check or uncheck the *File toolbar* item to show or hide the File toolbar.

The buttons:



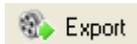
Opens a movie file.



Saves the current movie.



Uploads the movie to the selected host service or FTP server.



Exports the movie as one of the supported file formats:

- Flash
- Window media video (WMV) (if Windows Media Player v9, or newer, is installed)
- QuickTime (if QuickTime v7 or newer is installed)
- AVI
- Standalone EXE
- MS PowerPoint (if Office 2000, or newer, including PowerPoint is installed)

For more help on exporting, see the [Exporting Movies](#) section in this help file.

The Edit toolbar

The Edit toolbar provides one-click access to some commonly used functions.

How to show or hide the Edit toolbar:

1. On the Player menu bar select the *View* menu and the *Toolbars* item.
2. Check or uncheck the *Edit toolbar* item to show or hide the Edit toolbar.

The buttons:

-  Undo the previous editing function
-  Redo the previously undone editing function
-  Insert new frames before the selected frame.
-  Delete the selected frame.
-  Crops the movie down to the selected frames, deleting all others.

For more help with frame related functions see [About frames](#), [Inserting and deleting frames](#), [Merging frames](#), [Cropping frames](#) and Splitting frames.

The Effects toolbar

The Effects toolbar provides one-click access to some of the effects functions.

How to show or hide the Effects toolbar:

1. On the Player menu bar select the *View* menu and the *Toolbars* item.
2. Check or uncheck the Effects item to show or hide the Effects toolbar.

The buttons:

-  Edit the cursor highlight or mouse click highlights
-  Add or edit a ZoomPan effect
-  Delete the selected ZoomPan effect
-  Make FlashBack show only the portion of the movie within the cropping rectangle.
-  Add Start or End Titles to the movie.
-  Add a Transition
- Apply Effects Toggles whether the movie is displayed with effects applied or with effects in 'editable' mode.

The View toolbar

The View toolbar provides one-click access to some of the view functions.

How to show or hide the View toolbar:

1. On the Player menu bar select the *View* menu and the *Toolbars* item.
2. Check or uncheck the *View* item to show or hide the View toolbar.

The buttons:



Displays logfiles generated by external programs - only available for movie files recorded by [FlashBack TestAssistant](#).



Displays configuration information for the PC that recorded the movie - only available for movie files recorded by [FlashBack TestAssistant](#).

View: Select the scaling applied to the movie. Have it fit to the size of the window.



Toggle this option to have the movie area occupy the entire Windows desktop, with the toolbar positioned above it. All other parts of the Player interface are hidden.

The Sound toolbar

The Sound toolbar provides one-click access to some sound functions.

How to show or hide the Sound toolbar:

1. On the Player menu bar select the *View* menu and the *Toolbars* item.
2. Check or uncheck the *Sound* item to show or hide the Sound toolbar.

The buttons:



Add a new sound track.



Add a sound file to the selected frame.
See [Adding and Recording Sound into a Movie](#).

-  Record
 Record sound into the movie.
 See [Adding and Recording Sound into a Movie](#).
-  Mute the selected sound.
-  Increase the volume of the selected sound
-  Decrease the volume of the selected sound
-  Split the clip into 2 clips at the selected point.
 See [Merging and splitting clips and tracks](#).
-  Split the clip into 3, making the current selection into a new clip.
 See [Merging and splitting clips and tracks](#).
-  Merge selected clips into one.
 See [Merging and splitting clips and tracks](#).
-  Merge selected tracks.
 See [Merging and splitting clips and tracks](#).
-  Copy selected sound.
 See [Sound editing operations](#).
-  Cut selected sound.
 See [Sound editing operations](#).
-  Paste sound.
 See [Sound editing operations](#).
-  Adjusts the sound volume during playback.
-  Mutes the sound during playback.
-  Fades the clip in or out.
 See [Fading Sounds In or Out](#)

The Objects Toolbar

The Objects toolbar provides one-click access to some commonly used functions.

How to show or hide the objects toolbar:

1. On the Player menu bar select the *View* menu and the *Toolbars* item.
2. Check or uncheck the *Objects toolbar* item to show or hide the toolbar.



Shows the properties dialog for the currently selected object.



Deletes the currently selected object.



Inserts a marker at the current frame.
For more help with Markers see [Using markers in movies.](#)



Inserts a text box into the current frame.
For more help with text box related functions see [Text boxes.](#)



Inserts an image into the current frame.
For more help with images see [Adding images.](#)



Inserts a button into the current frame.
For more help with buttons see [Adding Buttons.](#)



Inserts a highlight into the current frame.
For more help see [Adding Highlights.](#)



Inserts an arrow into the current frame
For more help see [Adding Arrows.](#)



Inserts a blur into the current frame
For more help see [Adding a Blur Effect.](#)

The Player Main Menu

The File menu

Items on the File menu:

Record New Movie	Shows the Record Wizard to record a new movie.
Open	Opens a movie file.
Close	Closes the current movie file.
Save	Saves changes to the current movie file.
Save As	Saves the current movie file to a different name.
Save selected frames as movie	Saves the selected frames as a new FlashBack movie file.
Export	Exports the movie as one of the supported file formats. See About Exporting Movies
Batch Export Utility	Opens the batch export tool, which enables exporting of a number of FlashBack movie files to AVI or Flash formats. For more help see Batch Exporting .
Screenshot	Saves or share the currently displayed frame as a screenshot.
Share	Shares the movie on the internet or copies it to an FTP or file server. See Sharing Movies
Manage Sharing Profiles	Enables creation and editing of upload 'profiles'. A profile contains a server type and location, and your login details. See Creating upload profiles for more help.
View your movies on flashbackconnect.com	If you've already shared movies using Flashback Connect, this menu item will open a page that lists your movies.

Share with FlashBack Connect Uploads the movie to FlashBack Connect and gets you a shareable URL.

FlashBack Connect Uploads View progress on current uploads to FlashBack Connect and see a history of uploads.
See [Sharing Movies with FlashBack Connect](#)

Properties This displays information on the current movie: screen size, file size, duration and frame rate.

Recently opened movies

Exit Closes the FlashBack Player application.

The Edit menu

Items on the Edit menu:

Undo Undoes the previous edit operation, rolling back to the state before that edit.

Redo Redoes a previously undone edit operation.

Select frames Enables selection of frames between two frame numbers.

Select all frames Selects all frames in the movie.

Select inactive frames Selects 'inactive' frames adjacent to the current frame. Inactive frames are frames with no mouse, keyboard or screen activity.

Delete Frames Deletes one or more frames.
For more help see [Inserting and deleting frames](#).

Crop Frames Cuts the movie down to the currently selected frames, deleting all unselected frames.

Insert Frames Inserts a new frame after the currently selected one.

For more help see [Inserting and deleting frames](#).

Merge Frames	Merges a number of frames into one. For more help see Merging frames .
Bring to front	Moves the currently selected textbox or image in front of all other objects in that frame.
Bring forwards	Moves the currently selected textbox or image 'up' in the ordering of objects layered on top of the movie.
Send to back	Moves the currently selected textbox or image behind all other objects in that frame.
Send backwards	Moves the currently selected textbox or image 'down' in the ordering of objects layered on top of the movie.
Copy Object	Copies a selected object (textbox, image, highlight or button) to the FlashBack clipboard. Select an object by clicking it in the movie area.
Paste Object	Pastes any previously Copied object into the current frame.
Object Properties	Edits properties of the currently selected textbox or image.
Delete Object	Deletes the currently selected textbox or image.
Delete WebCam Video	Removes the WebCam video stream from the movie.
Edit ZoomPan	Shows the ZoomPan properties dialog on which you can edit the transition speed. Enabled if a zoompan object is created in the selected frame.
Delete ZoomPan	Deletes the zoompan. Enabled if a zoompan object is created in the selected frame.

Pause Graphic

Check this item to have a pause graphic displayed whenever the movie reaches a pause point, at a textbox or image.

The sub-items allow you to specify the graphic used and where it is positioned.

- **Set Pause Graphics.** Allows you to select a graphic file that will be displayed whenever the movie is paused during playback.
- **Set Default Pause Graphics.** Sets the pause graphic back to the default supplied with FlashBack.
- **Set Pause Graphics Position.** Allows you to set the position that the pause graphic will appear in.

Markers

- **Current Markers list:** This is a list of all of the markers in the movie. Selecting a marker from this list will jump straight to that frame.
- **Delete:** Shows a sub-menu containing the names of each of the markers in the current movie.
To delete a marker, select it from this sub-menu.

The Insert menu

Text

Adds a text box, which will appear at the currently selected frame.

For more help on Text boxes see [About Text boxes](#) .

Marker

Adds a marker to the current frame.

For more help on markers see [Using Markers in Movies](#)

Image

Adds an image to the current frame.

For more help on images see [Adding Images](#).

Arrow

Inserts an arrow into the current frame

For more help see [Adding Arrows](#)

Button	Adds a button to the current frame. For more help on buttons see Adding Buttons
Highlight	Adds a highlight to the current frame. For more help see Adding Highlights .
Sound	Adds a sound file as a new track, starting at the current frame. For more help, see Sound Editing Basics .
Watermark	Adds a watermark image to the movie. For more help see Adding a Watermark
Pause	Adds a pause to the current frame. For more help see Pauses .
WebCam / Picture-in-picture video	Allows you to import an FLV, AVI or WMV movie file as a picture-in-picture or WebCam video.
Video File	Inserts a video file into the movie, starting at the current frame. For more help see Inserting Video Files
Blur	Inserts a blur effect into the movie. For more help see Adding a Blur Effect
Mouse Clicks	Inserts a mouse click event at the selected frame.

The View menu

Side Panel	Shows and hides the tabs in the side panel.
Frame bar	Shows or hides the Frame bar
Timeline	<ul style="list-style-type: none"> • Show Timeline • Unit: select seconds or frames • Thumbnails: sets the size of the thumbnail image that appears when the mouse is over the timeline or frame bar.
Status bar	Shows or hides the Status bar
Classic Toolbar	The classic toolbar shows a toolbar in a similar style to FlashBack versions 1-4 with many small buttons.
Keystrokes Display	Selects between 2 modes of displaying the keystrokes:

- Mode**
- **Raw:** shows every keystroke in the frame it occurred.
 - **Sentence:** groups keystrokes together as words
- Movie Size**
- The sub-items on this menu item control the displayed size of the movie:
- **25%-100%:** By default a movie will be displayed at 100% - the original size. It can be shown at a smaller size by selecting an option of less than 100%.
 - **Other:** This option shows a dialog box where you can enter any percentage size for the movie to be displayed at.
 - **Fit Movie to Window:** Select this option to increase or decrease the size of the movie to fit into the FlashBack Player window as it is currently sized.
 - **Fit Window to Movie:** Select this option to increase or decrease the size of the FlashBack Player window so that it fits to the current size of the movie.
- Full Screen**
- Selecting this option to have the movie area occupy the entire Windows desktop, with the toolbar positioned above it. All other parts of the Player interface are hidden.
- Full Screen View**
- Sets which parts of the user interface will be visible in Fullscreen mode.
- By default only the timeline is visible. By checking items in this submenu, you can make the framebar and toolbars visible.

- Auto-scroll** There are 3 options in the Auto Scroll submenu:
- **None:** Select this to turn Auto-scrolling off. If the movie is larger than the movie area, you may need to scroll manually to see everything of interest.
 - **Mouse in center:** Select this to have BBFlashBack scroll the movie area to keep the mouse in the center.
 - **Mouse near center:** Select this to have FlashBack scroll the movie area to keep the mouse near the center.
- View PC information** Movie files recorded by [FlashBack TestAssistant](#) include information about the PC that recorded the movie. Select this menu item to see that information.
- View external log files** Displays logfiles generated by external programs - only available for movie files recorded by [FlashBack TestAssistant](#).
- View Movie in Separate Window** If you have multiple monitors, select this option to have the movie shown fullscreen in a non-primary monitor, and the toolbar, framebar, timeline and other controls on the primary monitor.
- Switch WebCam Mode** WebCam can either be shown in a separate window or embedded in the movie. Use this menu item to switch between the two modes.
See [Viewing and Editing WebCam Video](#).
- Show WebCam Video** Use this item to toggle WebCam video visibility.

The Movie menu

The items on this menu are:

- Play** Starts playback or continues when paused.
- Playback Speed** Sets playback speed to x4, x2, normal, 1/2 or 1/4 speed.

Forward	Moves to the next frame.
Back	Moves to the previous frame.
First Frame	Moves to the first frame in the movie
Last Frame	Moves to the last frame in the movie
Prev Marker	Moves to the previous frame containing a marker.
Next Marker	Moves to the next frame containing a marker.
Prev Mouse Click	Moves to the previous frame containing a mouse click event.
Next Mouse Click	Moves to the next frame containing a mouse click event.
Loop playback of selection	Check this option to have the selected frames play continuously in a loop.
Pause on	<p>There are 4 sub-items on this menu item:</p> <ul style="list-style-type: none"> • Pause on Mouse Clicks: Check this option to have the movie pause playback on every frame that contains a mouse click. • Pause on Markers: Check this option to have the movie pause playback on every frame that contains a marker. • Pause on Text boxes: check this option to have the movie pause playback on every frame that contains the appearance of a Text box. For more help on Text boxes see About Text boxes. • Ignore Pauses in Movie: check this option to ignore any pauses that may already have been inserted into the movie.
	For more information on adding pauses to movies see Inserting a pause in the movie.
Goto Frame	Enables you to jump straight to a particular frame or point in time in the movie.
Search for Text	Use this option to jump to the frame where some specific text is drawn in the movie. It can be used to search for the text drawn in window title bars, so

you could use it to find the frame where an application appears.

The Sound menu

Add New Sound Track	Add a new sound track.
Add Sound	Add a sound file to the selected frame. See Adding and Recording Sound into a Movie .
Record Sound	Record sound into the movie. See Adding and Recording Sound into a Movie .
Mute Sound	Mute the selected sound.
Increase Sound Volume	Increase the volume of the selected sound
Decrease Sound Volume	Decrease the volume of the selected sound
Volume Level Processing	Two functions to equalize volume in a movie: <ul style="list-style-type: none">• Make multiple clips have the same loudness (normalization)• Even out the volume in a clip (Compression) See Volume Level Processing for more help.
Remove Noise	Removes background noise from the audio. See Removing Noise .
Fade Clip In/Out	Fades the volume of the selected clip in and/or out. See Fading Sounds In or Out .
Split Sound Clip	Split the clip into 2 or 3 clips at the selected point. See Merging and splitting clips and tracks .
Merge Sound Clips	Merge selected clips into one. See Merging and splitting clips and tracks .
Merge Sound Tracks	Merge selected tracks. See Merging and splitting clips and tracks .
Copy Sound	Copy selected sound. See Sound editing operations .
Cut Sound	Cut selected sound.

- Paste Sound** See [Sound editing operations](#).
Paste sound.
See [Sound editing operations](#).
- Sound Options** Sets the default playback device and how MP3 sounds are edited and exported.
See [The Sound Options Window](#).

The Effects menu

- Apply Effects** ZoomPan and Cropping effects can either be unapplied, so you can edit them, or applied, so you can see how they change the appearance of the movie.
- Add ZoomPan** Adds a ZoomPan effect to the current frame.
- Add Transition** Adds a Transition to the current frame. It will create a transition from the previous frame to the current one.
- Add Magnifier** Adds a magnifier effect.
- Cropping & Autoscroll**
 - Add Cropping & Autoscroll Region
Toggles the crop/autoscroll region
 - The next 3 menu items set how the auto scrolling of the crop region works:
 - No Autoscroll
 - Keep Mouse in Center
 - Keep Mouse Visible
 - Make Cropping Permanent
 - Cropping / Autoscroll Region Properties

See [About Cropping](#) for more help.
- Highlight Cursor** Set the mouse cursor highlight properties - the size,

colour and opacity of the circle that surrounds it, and whether clicks are highlighted with circles.

Display Invisible Keystrokes

Automatically creates textboxes showing 'invisible' keystrokes like function keys.
See [Displaying Invisible Keystrokes](#) for more help.

Start/End Titles

Adds 'titles' - text and/or image on a solid background at the start or end of the movie.
See [Start and End Titles](#) for more help

The Tools menu

Items on the Tools menu:

Player Options

Sets the sound playback device, whether FlashBack automatically checks for updates and other options.
For more help, see [The Player Options window](#).

Recording Options

Shows the Recorder options window.
For more help see [The Recorder Options window](#).

Password Protect Movie

Password protects the movie, so it can only be played or edited by entered the required password.
See [Password Protecting Movies](#)

Localization

- **Displayed Language**
If the movie contains multiple languages, this menu sets the currently displayed language.
- **Export Text to RTF**
Exports text from textboxes and button objects in the movie to an RTF file for localization.
- **Import Text from RTF**
Imports translated text from an RTF file.
- **Manage Languages**
Set or delete languages in the FBR file.

See [Localizing FlashBack Movies](#) for more help

Convert EXE export to FlashBack Movie Takes an EXE exported from FlashBack and extracts and saves the FBR file it was originally exported from - EXE exports contain the FBR file.

Convert Video file to FlashBack movie Opens an AVI movie and converts it to a FlashBack (.FBR) movie file.
For more help see [Converting AVI files to FlashBack movies](#).

Save Webcam to Flash Video (FLV) If the movie contains webcam video, this function will save it as an FLV video file.

The Actions menu

Mouse Cursor submenu:

- | | |
|---------------------------------------|--|
| Bring cursor to front | Puts the mouse cursor in front of other in-movie objects such as textboxes and images. |
| Send cursor to back | Put the mouse cursor behind other in-movie objects. |
| Hide cursor in selected frames | Hides the cursor during movie playback for those selected frames. |
| Show cursor in selected | Shows the cursor in the selected frames if it |

frames	has previously been hidden.
Re-record mouse cursor	<p>Enables you to re-record mouse movements.</p> <ul style="list-style-type: none"> • In selected frames • For the whole movie <p>For more help on this function see Re-recording the mouse cursor.</p>
Smooth Cursor Movements	<p>Corrects mouse movements for a selection of frames so that it move smoothly from its position in the first frame to its position in the final frame of the selection.</p> <p>For more help see Smoothing mouse movements.</p>
Reset mouse action images	<p>Uses the default or your own custom animations in place of mouse action animations saved in the movie.</p> <p>See Mouse action animations for more help.</p>
Hide / Show WebCam in selected frames	<p>Sets webcam visibility in selected frames.</p>

Movie Speed submenu:

Speed up selected frames	Use this option to speed up playback of part of the movie by a selectable factor.
Slow down selected frames	Use this option to slow down playback of part of the movie by a selectable factor.

Select Inactivity submenu:

Define Inactivity	Allows you to define an 'inactive' section as the absence of annotation, mouse movements and/or key presses.
Select Next Inactive Section	Selects the next inactive section from the current frame.

- Select Previous Inactive Section** Selects the previous inactive section from the current frame.
- Delete all Inactive Sections** Deletes all inactive sections from the movie.

The Help menu

The items on the Help menu:

- FlashBack Help** Displays this help file.
- Support** FlashBack includes functions to allow you to report problems with the application to Blueberry Software.
- **Enable/Disable logging auto-run** - switches on internal logging for FlashBack.
 - **Report Problem to Blueberry** - displays a wizard which directs you through the process of sending a problem report to Blueberry.
- For more help see [Reporting Problems](#).
- Buying FlashBack Pro** Not displayed once purchased.
Has 2 subitems:
- Buying a licence - displays help on buying a licence
 - Buy FlashBack Pro - opens a page on the Blueberry website where you can buy a licence online.
- Manage Licences** Displays a window where you can add or remove licences. You should use this only when directed by FlashBack support staff.

Check for update	Checks for a newer version of FlashBack. If one is found, you will be given the option to download and install it.
About	Displays the About box, which displays the FlashBack version numbers, shows email and web links for support and allows you to enter a licence key.

Viewing key presses

Viewing key presses

FlashBack offers two ways of viewing keys pressed during recording of the movie: the KeyLog tab and the KeyBar.

The Key Log Tab

This shows a display of all keys pressed while the movie was being recorded. You can search for a specific word and jump to the frame in which it is typed. For more details, see [The Key Logging window](#).

The KeyBar

This is a section of the Framebar which shows key presses in each frame. For more help see [The KeyBar](#).

Note: keystrokes are not captured when recording with Windows NT4.

The key logging window

This shows a display of all keys pressed while the movie was being recorded. You can search for a specific word and jump to the frame in which it is typed.

How to display the Key Logging window:

From the Player, select the *KeyLog* item from the *View* menu.

The Key Logging window can either float above the movie area, or be 'docked' to the side of the movie area. Use the 'Dock' and 'Undock' buttons to select the configuration you prefer.

Viewing modes

There are two ways that the window can show key press data: "Raw", which shows all key presses in a sequence and "Sentence" which groups together presses into words and lines, and is more easily readable.

Sentence mode attempts to simplify the display by showing you the results of edits and corrections. For example, if a user mistyped "Treasure" as:

```
Treasure
```

And then corrected the word by hitting backspace three times and retyping "ure", you would see in the Key logging window, in Sentence mode:

```
Treasure
```

FlashBack has combined the key presses together. However, it can only do this for simple cases, where the backspace, arrow and delete keys are used. Additionally, each key press or sentence can be displayed with a "timestamp" - the time, relative to the start of the movie, that the item was typed.

How to search for a word typed within the movie:

1. On the Key Logging window, type the word or part of a word into the *Search for* field.
2. Click the *Search* button. FlashBack will look through all the key presses in the movie for that word and jump to the frame where the first letter of that word was typed.

The Auto-locate feature

If the *Auto-locate* box is checked, as your cursor moves through the Key Logging window, FlashBack will always jump to the frame in which the letter at the cursor was pressed.

Exporting key press data

Press the *Export* button to have FlashBack can export the key press data, in either raw or sentence format, to XML.

The KeyBar

The KeyBar is a section of the Framebar that shows the keys pressed in any frame.

Viewing modes

There are two ways that the KeyBar can show key press data: "Raw", which shows all key presses in a sequence and "Sentence" which groups together presses into words and lines, and is more easily readable.

Here is an example of the same word ("test") typed during the movie and viewed in Raw then Sentence mode.

In Raw mode it looks like this:



You can see the frame in which each of the letters was pressed.

In sentence mode, the key presses are grouped together into a word, and the KeyBar shaded in blue to show the duration of the word:



So Raw mode gives a more 'detailed' view of the key presses, but Sentence mode is easier to understand.

To change key view modes:

- Go to the *Keystrokes Display Mode* item in the *View* menu.

More on sentence mode

Sentence mode attempts to simplify the display by showing you the results of edits and corrections. For example, if a user mistyped "Treasure" as:

```
Treasure
```

And then corrected the word by hitting backspace three times and retyping "ure", you would see in the Key logging window, in Sentence mode:

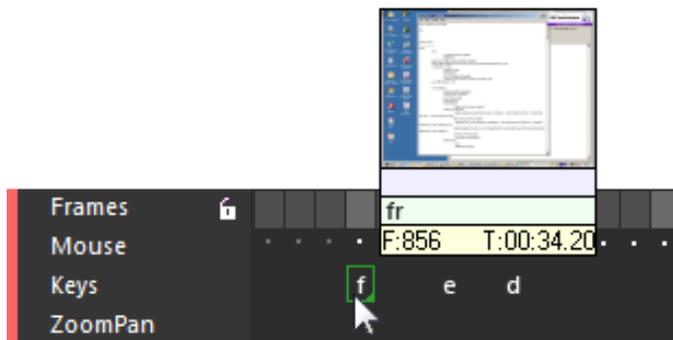
```
Treasure
```

FlashBack has combined the key presses together. However, it can only do this for simple cases, where the backspace, arrow and delete keys are used.

More on Raw mode

Where there is more than one key pressed in a single frame, Raw mode draws the frame with a small green indicator. To see all the key presses in the frame, put the mouse over the frame to show its thumbnail image. The keys are listed under the image.

In the example below, the 'f' and 'r' keys were pressed in the same frame. I put the mouse over the frame to see the thumbnail:



Virtual keys

In both Raw and Sentence views, virtual keys such as arrow keys, modifier keys (e.g. Ctrl or Alt) and function keys are shown in blue. In the example above, the small blue triangle shows when the space key was pressed.

Here is a list of virtual keys and how FlashBack represents them in the KeyBar:

␣	Space
⇧←	Left tab
⇧→	Right tab
↵	Return
⇧⇩	Left shift
⇧⇨	Right shift
←	Left arrow
→	Right arrow
↑	Up arrow
↓	Down arrow
⊞	Windows key
Del	Delete
Ins	Insert
Esc	Escape
BkSp	Backspace
Ctrl	Ctrl
Alt	Alt
CpLk	Caps lock
NmLk	Num lock
ScrLk	Scroll lock
PgUp	Page up
PgDown	Page down
Home	Home
End	End
Pause	Pause
Brk	Break

Other Player features

The Player Options window

The Player Options window holds some extra settings used by FlashBack Player. To display the Options window, Select the *Player Options* item from the *Tools* menu.

General options:

- Use the *Return to start of movie* checkbox to have the Player return to the start frame of the movie on reaching the end. If this option is not selected, the Player displays the final frame when the movie ends.
- Use the *Auto play* check boxes to have the Player automatically start to play a movie when it is opened from the Open menu or by double clicking its icon in Windows.
- Check the "Reset all reminder messages" setting to make visible the various messages shown by FlashBack that you have previously hidden by checking the "Do not show again" option.

Update options

- Select the *Automatically check* option to have FlashBack check for newer versions of itself every day. If this option is not selected, you will need to check for updates manually. See [Checking for updates to FlashBack](#) for more details.
- Select the *Help us improve FlashBack by...* option to have FlashBack send back usage data when it checks for updates.

Note: this information is sent completely anonymously. It's a huge help to us at Blueberry to know if FlashBack is crashing, which features are being used and whether there have been installation problems. This data will may well influence future development.

Sound options:

- Select the sound device to be used for sound playback in the Player.
- Set the 'common' MP3 compression level used for sound files are added to the movie via the *Insert sound* menu item or toolbar button.

Advanced options:

- **Rendering:** this sets how FlashBack draws the movie. By default it is set to "Software IPP". If you experience high CPU usage when playing back movies, try changing this to "DirectX". DirectX mode uses less CPU on playback but has caused textboxes and scaling effects to not be drawn correctly on a few PCs. Use "GDI" mode if you've experienced problems with IPP and DirectX modes.
- Use the *Memory usage* options to change the amount of memory used by FlashBack. If it uses more memory, it is faster at seeking to random frames in the movie when the timeline is clicked during playback.

Converting AVI files to FlashBack movies

FlashBack allows you to convert an AVI video file to a FlashBack format movie (.FBR file). You can open the converted file in the Player, to add text, sound, edit frames etc. as normal.

Note: the compression used in FlashBack movie files is optimised for recording normal Windows applications, not moving video. If you convert an AVI of a TV show, for example, the resulting FlashBack movie file will probably be much larger than the original AVI.

Note: this function is only tested and supported for AVI files encoded using these codecs: Full frames (uncompressed), Huffiyuv, DivX 3 & 5, MS Video 1, Techsmith Screen Capture.

To convert an AVI file to a FlashBack movie file:

1. In Player, select *Convert AVI file to FlashBack movie* from the *Tools* menu.
2. Set the *AVI filename* field to the AVI file that you want to edit in FlashBack.
3. Set the *FlashBack filename* field to the name of the FlashBack file you want to create.
4. Check the *Open movie after conversion* checkbox if you want to open the converted movie for editing straight after the conversion has completed

Command-line options

The player can be invoked from the command line as follows:

FlashBack Player.exe [/option] <movie name>

Here *option* is facultative, and *movie name* is necessary. If no option is provided, the movie is simply played. You can specify one of the following options:

- */e* — open for edit.
- */f* — export to SWF.
- */v* — export to AVI.
- */?* or */help* — display a list of available options.

Sharing Movies

Sharing Movies with FlashBack Connect

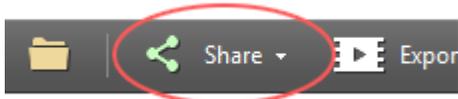
Sharing Movies with FlashBack Connect

Currently, FlashBack Connect is in Beta Test mode. If you purchase a FlashBack Pro or Plus licence, you will get a free Beta account with FlashBack Connect.

If you are in a free trial of FlashBack and want to try FlashBack Connect, contact us at support@bbsoftware.co.uk and ask about a Beta account.

How to Share a Movie with FlashBack Connect

Click the Share button in the central toolbar:



or the *Share* item in the File menu, and select 'FlashBack Connect' as the sharing service.

You'll need to enter a name and description for the movie, and set its sharing to 'Shared' which means it can be viewed by anyone with the URL, or 'Private', which means it can only be viewed by yourself.

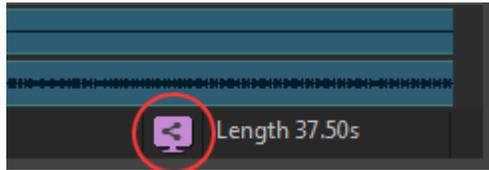
After setting these options you'll see the 'FlashBack Connect Uploads' window, which shows upload progress and when upload is complete, the URL of the movie.

Uploads to FlashBack Connect

Uploading a large movie to FlashBack Connect could take some time. These features make the process easier:

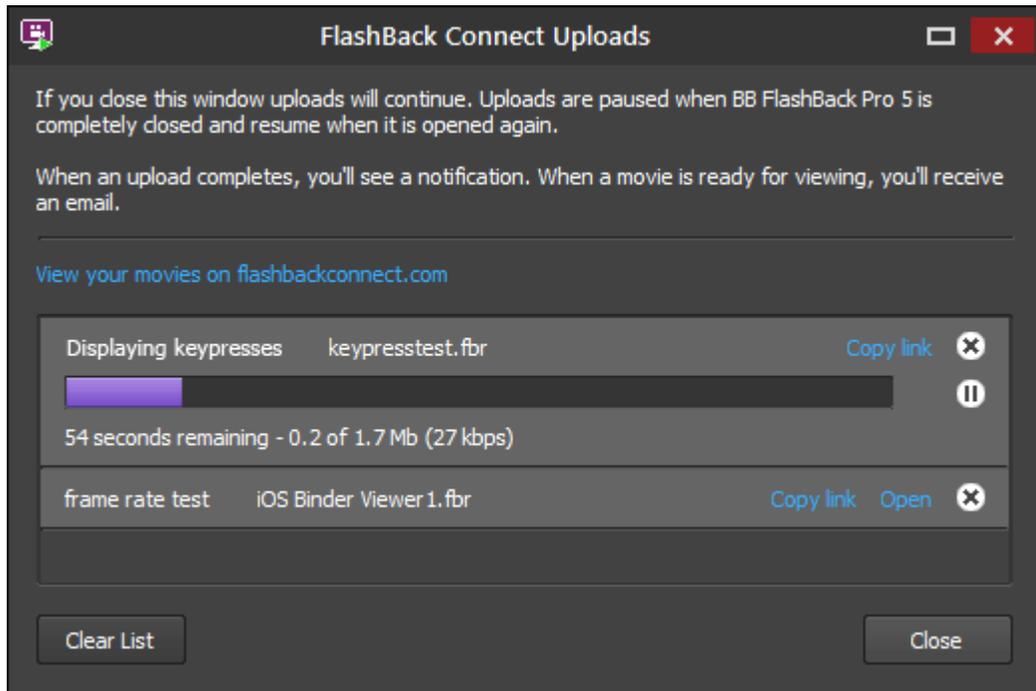
- Uploads run in the background. You can use FlashBack Player as normal and the uploads will continue while you work.

- Uploads will suspend when FlashBack Player is closed and automatically resume when it is run again.
- When an upload completes, a notification will be displayed near the FlashBack Connect icon in the Status bar at the bottom of the FlashBack Player window:



Managing Uploads

The 'FlashBack Connect Uploads' window shows previous and in-progress uploads:



You can:

- Pause and resume uploads.
- Get the URL for uploads even if they are still in-progress.
- Clear an upload from the list by clicking its 'x' button.

Show the window by either clicking the FlashBack Connect icon in the Player window status bar, or going to "FlashBack Connect Uploads" in the File menu.

Managing Movies at flashbackconnect.com

You can view and manage your uploaded movies at <https://www.flashbackconnect.com/>

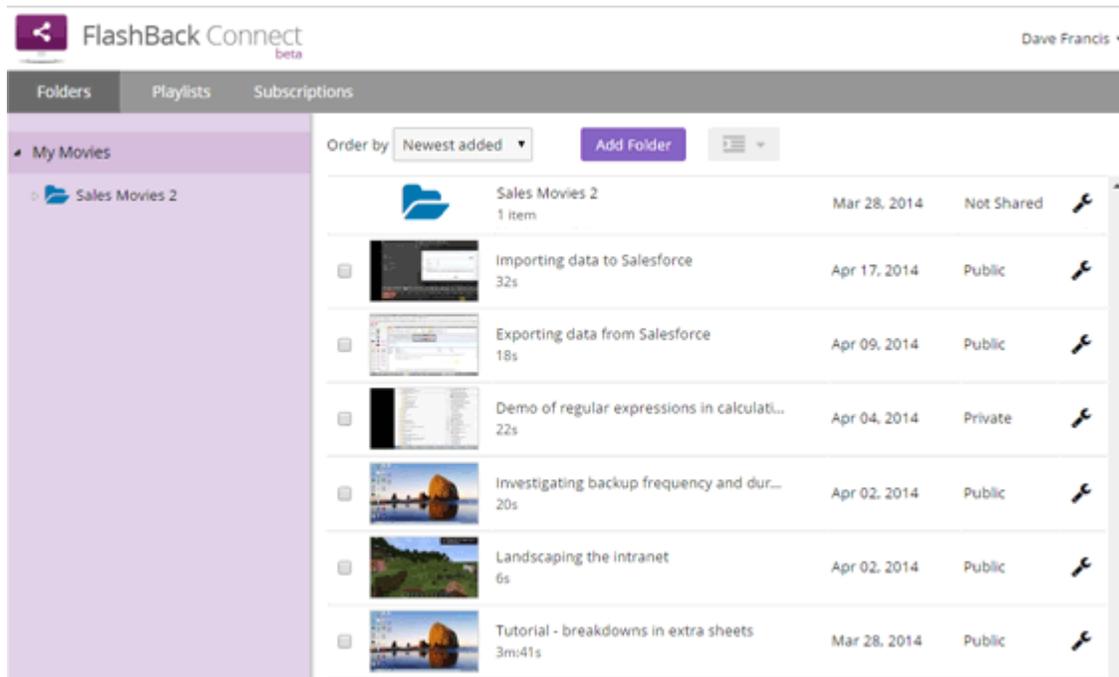
Log in to flashbackconnect.com using your Blueberry Account username and password.

- For normal individual licences, this is the email address and password you registered with when buying the licence.
- If you have a team licence purchased by someone else you will have created a Blueberry Account when you first shared a movie using FlashBack Connect.

The Movies Page

This is the page you'll see after logging into FlashBack Connect. It has two tabs: Folder and Playlists.

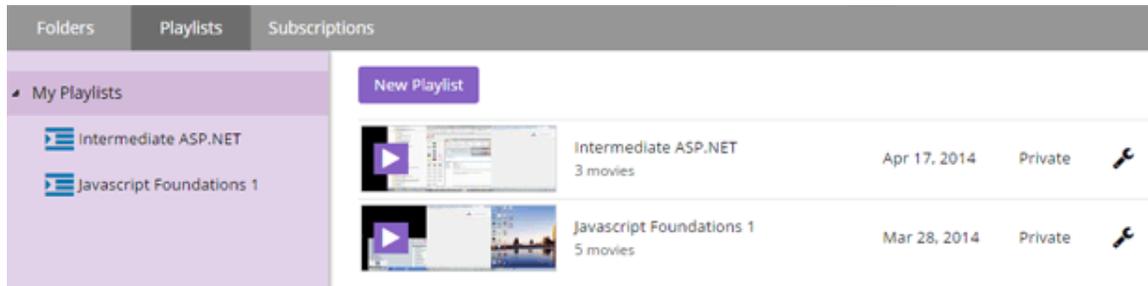
The Folders tab lists the movies you've uploaded.



From here you can:

- Change the movie name and sharing
- Create folders and move or copy movies between them
- Create playlists and add movies to them

The Playlists tab shows your playlists:



From here you can:

- Create playlists
- Play them
- Add and remove movies from them, and change their order

Sharing

Movies are either private, public or you can share them by subscription only.

- Public - anyone can view the movie using its URL.
- Private - you need to login to FlashBack Connect with your Blueberry Account to view the movie.
- Subscriber only - other users need to subscribe to the movie or playlist to view it. FlashBack Connect tracks how much of the movie they've watched and displays this information in a dashboard display. See the section below for more.

To change the Sharing setting and get the movie URL, click on the Options icon for the movie  and select 'Sharing'.

Playlists

Create Playlists to group movies together and have them play in sequence automatically. You might make a playlists of all the movie in a tutorial course.

How to create a playlist:

1. On the Movies page, select one or more movies by checking their boxes.
2. Click the Playlists button  and click 'Create new'. The selected movies will be added to the new playlist.

How to edit a playlist:

1. Click the 'Playlists' tab on the Movies page and select the playlist in the list on the left to show all the movies in the playlist.
2. Change the order of movies by dragging and dropping them.
3. Remove a movie from the playlist by clicking its options icon  and selecting 'Remove from playlist '. To remove a number of movies in one operation, select them by checking their boxes and click the 'Remove Selected' button at the top of the movie list.

Embedding a movie in a webpage

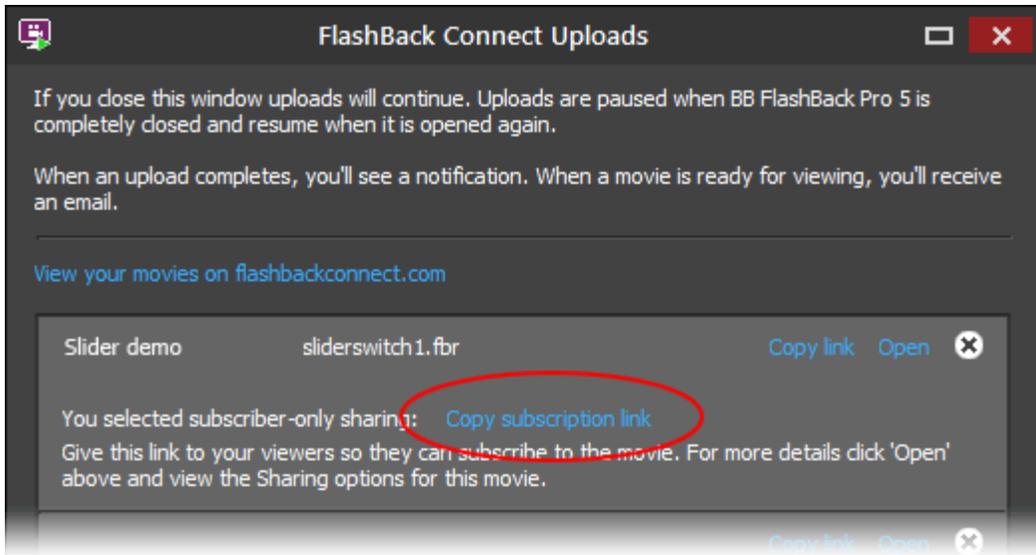
You can embed a FlashBack Connect movie in your own webpage. Click the Options icon  for a movie, select 'Sharing' and get the HTML embed code from there. You will need to add this code to your webpage to display the movie, including its playback controls. You can also get the embed code from the movie's page.

FlashBack Connect enables you to select the size of the embedded video. For all video sizes, the playback controls give the option of viewing the video in full screen mode at high quality.

Subscriptions

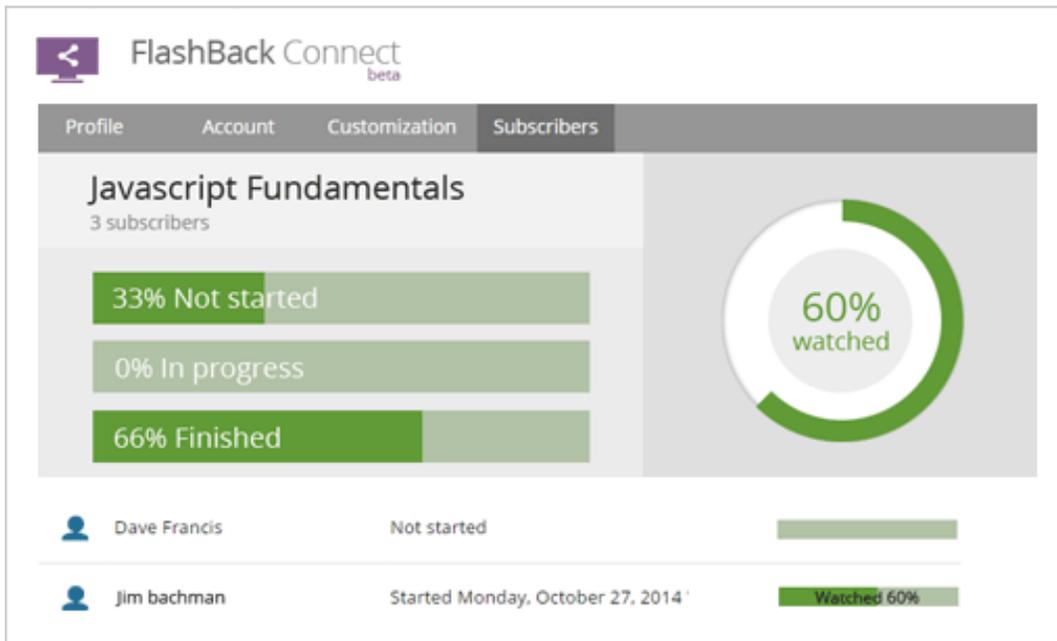
Set the Sharing type for a movie to "Subscriber only" when you want to be able to track who has watched it, and how much they've played.

When a movie has its Sharing set to "Subscriber only", FlashBack gives you a subscription link when the upload is finished:



You can also get the link by logging into flashbackconnect.com and going to the Sharing settings for the movie.

When a user clicks that link they see a page where they can login to FlashBack Connect, or quickly create an account. Once logged in their progress in watching the movie is tracked. You can view who has watched the movie by going to your Settings page and selecting the "Subscribers" tab.



FlashBack Connect - Things you should know

[Read about FlashBack Connect here.](#)

The below is a quick summary. [The full terms and conditions for FlashBack Connect are here.](#)

Beta

For now, FlashBack Connect is in 'beta' mode. This means we are still fixing bugs and working out any teething problems before a full release. We'll do our best to maintain a stable, reliable service, but will not be held liable for any losses you may suffer due to data loss or incorrect operation of the service. Use at your discretion.

Charging

While in Beta mode, we will not charge for FlashBack Connect. When its ready for a full release, we will contact account holders to give them the option of subscribing and maintaining their account, or deleting their account. We will not charge them for FlashBack Connect without their approval.

We've no information yet on the types of plans we will offer or how much we will charge for them.

Quotas

FlashBack Connect accounts have storage and download bandwidth quotas. The storage quota is the total amount of data that can be stored on our servers by your account. The download bandwidth quota is the amount of data in a calendar month that can be downloaded as a result of playback of movies in your account.

If you exceed the storage quota, you will not be permitted to upload more movies until you delete some and bring your storage use back under the quota.

If you exceed the download bandwidth quota, your movies will not play back for the remainder of the calendar month - contact us at support@FlashBackconnect.com to discuss increasing your quota.

Privacy

We will not distribute movies stored in the FlashBack Connect service to third parties.

Content Restrictions

We will not permit movies that infringe copyright, contain pornography, depict illegal acts or extreme violence, etc - [see the full Terms and Conditions of the service here](#).

Sharing Movies with YouTube

FlashBack can easily upload your movies to YouTube. You will need to have a YouTube account to do this.

How to share a movie on YouTube:

1. Click the Share button on the toolbar:  And select the YouTube option.
2. If you've not uploaded to YouTube before, FlashBack will open a web page in your default browser. In this page you'll need to grant permission to FlashBack to access your YouTube account. It needs this permission to upload movies to the account.

Once you've done that, the webpage will display a code that you need to copy to the clipboard and paste into FlashBack.

When you've completed this process, FlashBack will be free to upload movies to your account, and you will not need to perform the procedure again.

3. Enter some information about your movie
 - The title and description you enter here will be seen by users that view your movie on the web site.
 - 'Tags' are used to help searching. Give your movie tags relevant to its content.
 - Some sites allow you to make the movie 'private', which means it will only be visible to users you specify.
4. Select a display resolution. If your movie is large enough, you will see the "1080p" and "720p" high definition options. If you don't see these, its because your movie dimensions are too small.
5. That's it. FlashBack will upload the movie and display its URL when complete.

Note: movies displayed on YouTube can't have interactive elements like 'click to continue' textboxes and buttons. If you want users to see those, you should consider using

[FlashBack Connect](#), or export to Flash (SWF) and upload the exported files to your webserver. See [Displaying a Flash export on a webpage](#) for more help.

Uploading to FTP and FileCopy

In addition to uploading to YouTube, FlashBack also enables you to upload movies to FTP servers and to a location on your PC or LAN.

Uploading to an FTP server

On the Upload button in the Player taskbar, select Upload to FTP.

The options on the FTP server details window:

- **Server address**
e.g. "ftp.mycompany.com"
- **Login name and Password**
Your authentication details for the FTP server.
- **Home folder**
This is the folder on the FTP server that the file will be uploaded to, relative to the default folder for your account.
- **Download URL Base**
Some FTP servers will have a public download address for a file that is different from the server name and folder name you upload to. In order to have FlashBack show a correct download address to the user when the upload completes, you can use the 'Download URL Base' setting.

The Download URL Base is the root of the public download address of the file. Say your FTP server has a public download folder set up so that the download address of your file is ftp://myserver.com/public/<filename>. You would enter "ftp://myserver.com/public/" as the Download URL Base. When upload completes, FlashBack will add the name of the uploaded file and present the download address as "ftp://myserver.com/public/myfilename.file"

Uploading using the 'FileCopy' profile

The FileCopy profile enables you to copy the FBR movie file, or an export from the file, to a location on your local network.

When using the FileCopy upload profile, you need only specify the folder to copy files to. This can be a UNC name or it can contain a drive letter.

Creating upload profiles

FlashBack comes with 6 upload profiles by default: YouTube, Blip.tv, Viddler, FileCopy and FTP. An upload profile describes to FlashBack how it should upload movies to a server - the authentication needed (if any), the file format required, the address of the server and how the server wants files to be delivered to it.

You can create your own upload profiles, so you (or other users) can quickly upload movies to webservers, FTP servers or local file servers.

FlashBack can have an unlimited number of profiles, so you can create profiles for a number of different FTP and local file servers.

You decide what information is editable by the user on upload. You can fix login details, video formats and server addresses, or allow them to be changed when uploading.

How to create an upload profile

1. In FlashBack Player, select the Manage Upload Profiles item in the File menu. The item is also in the dropdown menu from the Upload button on the toolbar.
2. On the Manage Upload Profiles window, click the Add button.
3. **Set the server type and profile name**
You need to tell FlashBack what type of server it is uploading to, so it can authenticate and transfer the file successfully.
The profile name is displayed in the File->Upload menu, the dropdown menu for the Upload button and on the Upload button.
4. **Select available video formats**
FlashBack can upload the movie in one of a number of video file formats. On this window, you can select which formats are available to be selected when uploading. Some server types may require files only of a certain format - you cannot upload FBR files to youTube for example, only WMV, QuickTime, FLV or AVI.

If only one video format is selected, the user sees no choice when uploading - the format is selected automatically. If more than one format is selected, the user has to choose the format to upload.

If the "Allow user to change video format settings" box is checked, the user sees a window on which they can change video and audio quality settings when uploading.

If "Allow user to change video format settings" is unchecked, and only one format

is selected, the user sees no choices relating to video file formats when uploading - they give their login details, movie information and FlashBack immediately starts the upload.

5. **Enter Login and/or Server Details**

Depending on the type of server, you may need to enter server addresses and/or login details. You may select not to enter login details at that time and leave the user to enter their account details when uploading.

You can select to have these details editable by the user when uploading.

Sharing screenshots

Currently, FlashBack Connect is in Beta Test mode. If you purchase a FlashBack Pro or Plus licence, you will get a free Beta account with FlashBack Connect.

If you are in a free trial of FlashBack and want to try FlashBack Connect, contact us at support@bbsoftware.co.uk and ask about a Beta account.

You can upload screenshots to FlashBack Connect, and from there you can download them, share them and get embed code that enables you to add them to a website.

How to upload a screenshot to FlashBack Connect:

1. Click the screenshot button on the central toolbar 
or
Select the 'Share Screenshot on FlashBack Connect' item on the File menu.

The screenshot will upload to FlashBack Connect

2. Give the screenshot a name, and copy the link.

You can manage screenshots as you would movies by logging into <http://flashbackconnect.com> with your Blueberry Account username and password (probably the email address and password you registered with when buying the licence).

Exporting Movies

About exporting movies

If you want to send your movie to non-FlashBack users, you'll need to export it. Here are the file formats FlashBack can export to:

All editions of FlashBack can export to these formats:

- **Flash**
This format is one of the easiest to embed in a web page and includes full playback controls. A very high percentage of PC and Mac users should be able to view movies in this format, but Flash is generally not compatible with mobile devices.
Flash and EXE formats are the only formats that support interactive elements like 'click to continue' textboxes and buttons.

To learn more, see [Exporting to Flash](#)

- **AVI**
A very popular file format for displaying movies. However, exporting to AVI can be complicated for less technical users, because you need to pick a *codec* to encode the movie. The image quality and filesize is very dependant on the codec used. If a PC doesn't have the codec you used to encode it, it may not be able to play back the AVI file, and the codecs you can guarantee are installed on all Windows PCs may not give good results.

To learn more, see [Exporting to AVI](#)

FlashBack Plus edition can also export to:

- **MPEG4**
This format can also achieve low filesize with good quality, and can be embedded in webpages by using the <video> tag. By default, Windows Media Player can not play back MPEG4 format video files, so this format may not be a good choice if you will distribute the video to Windows PCs. However, the format is supported by Apple Mac OS X and mobile devices.

To learn more see [Exporting to MPEG4](#)

- **QuickTime (H264)**
QuickTime uses advanced compression to achieve a good balance of quality and file size. QuickTime movies can be embedded in web pages and streamed to viewers. They will play back in all Mac's but only PCs that have QuickTime or

iTunes installed.

You need QuickTime 7 or later installed to export to QuickTime format.

To learn more, see [Exporting to QuickTime \(H264\)](#)

- **Windows Media Video (WMV)**

As with QuickTime, you can achieve good quality and file size with this format. WMV files should play back on virtually all PCs, but generally not on Macs or mobile devices.

You need Windows Media Player 9 or newer to export to WMV format.

To learn more, see [Exporting to Windows Media Video.](#)

- **GIF**

This format is an animated image file, and is very easy to embed into webpages. However, it is only suitable for smaller animations, with a low frame rate and short duration. When embedded in a webpage, it can be played back by all devices and browsers.

To learn more, see [Exporting to GIF](#)

FlashBack Pro edition can also export to:

- **Standalone EXE**

FlashBack can export your movie as an executable file (EXE file) that plays the movie when opened. It has configurable playback controls, 'lossless' quality images and can achieve very small file size. The EXE file will only play back on Windows PCs.

EXE and Flash formats are the only formats that support interactive elements like 'click to continue' textboxes and buttons.

To learn more, see [Exporting to Standalone EXE.](#)

- **MS Powerpoint (PPT)**

FlashBack can save you movie as a Powerpoint file, with the movie embedded in the first slide.

You need MS Office 2000 or newer, including Powerpoint, to export to this format.

To learn more, see [Exporting to MS Powerpoint.](#)

I want to send it to other FlashBack, FlashBack Express or BB TestAssistant users

Just send them the FlashBack Movie file (FBR file) created by FlashBack - they will be able to play it, and the FlashBack file is often smaller than other formats.

I want to display the movie on a webpage

Flash, MPEG4, QuickTime and WMV formats can all be embedded on webpages. See [Displaying a Flash export on a webpage](#) for more help with Flash.

I want to include the movie on a CD/DVD

Try exporting to Flash, MPEG4, QuickTime, WMV and EXE formats. The format that gives best image quality at lowest file size may depend on the content of your movie. EXE format often gives smallest file sizes if 'normal' Windows applications are recorded. If your movie contains moving video or lots of photographic images, Flash, MPEG4, QuickTime and WMV formats may produce smaller exports.

Comparison of Export formats

A quick comparison of formats:

	AVI	WMV	QuickTime	EXE	MPEG 4	GIF	Flash-SWF	Flash-FLV
Quality	Depends on codec (read more)	High	High	Lossless	High	Low	Lossless or JPG	High
Filesize	Depends on codec (read more)	Good	Good	Depends on recording*	Good	Can be very large	Depends on recording*	Good
Can contain interactive elements				✓			✓	✓
Embed in Webpage		✓	✓		✓	✓	✓	✓
Compatible on a wide range of PCs	Depends on codec (read more)	✓	Requires QuickTime or 3rd party software to be installed	✓	Requires QuickTime or 3rd party software to be installed	✓ (when embedded in a webpage)	✓	✓
Compatible with Macs	Depends on codec (read more)	Not playable by Macs without 3rd party software	✓		✓	✓ (when embedded in a webpage)	✓	✓
In FlashBack editions:	All	Pro and Plus	Pro and Plus	Pro only	Pro and Plus	Pro and Plus	All	All

* The filesize of EXE and Flash-SWF exports may be significantly higher than AVI, WMV, QuickTime or Flash-FLV if the movie contains movement or animation.

Exporting to Flash

Exporting to Flash format

Flash is a file format commonly used to display movies and animations.

Because Flash movies can easily be viewed on most modern Internet browsers, it is a good format to use when distributing movies to PC or Macintosh users that do not have the FlashBack installed.

Flash exports can contain interactive elements like 'click to continue' textboxes and buttons.

They can be embedded into web pages, and contain playback controls.

How to export a movie to Flash format:

On the Player main menu, select the *Export to Flash* item on the *File* menu.

Or, on the *File* toolbar, click the *Export* button and select the Flash format. For more help see [Flash export options](#).

FLV and SWF formats

FlashBack can export the movie as either SWF or Flash Video (FLV) formats. Each have their advantages and disadvantages.

See [Selecting between Flash Video \(FLV\) and Plus Flash \(SWF\)](#) for details.

Files generated by Flash exports

Depending on the options selected, FlashBack generates a different bunch of files to create your Flash export. It can generate a single SWF file, multiple SWF files or an SWF and FLV file.

See [Files generated by Flash exports](#) for more help.

Quality and file size of Flash exports

There are a number of settings you can use to balance file size vs quality.

See [Adjusting the quality and file size of Flash exports](#) for more help.

Custom Flash playback controls

If you have Flash authoring skills, you can create your own playback controls and have FlashBack use them during export, so they are included in the exported movie.

See [Customising Flash playback controls](#) for more help.

Restricting third-party use of Flash exports

FlashBack allows you to restrict how your Flash exports are linked to or embedded by 3rd party websites.

See [Restricting third-party use of Flash exports](#) for more help.

Flash export options

General Tab

- **Export Frames** - use these controls to export either the entire movie or just a set of frames. If you selected a set of frames before exporting, this set will be shown in the 'Selected frames' controls.
- **Frame rate** - a higher frame rate means smoother movement in the movie, but usually increases file size.
- **Scaling** - use the controls to reduce the dimensions of the Flash movie.

Playback Tab

- **Starting playback** - you can decide whether the movie should start to download and play automatically, when the webpage it is embedded in is opened, or whether it should wait until it is clicked.

- **At movie end** - set whether playback should loop continuously back to the start when it reaches the end.
- **Preview Image** - An image of the first frame of the movie can be displayed before the movie is downloaded.

Optionally, this preview image can be in a separate SWF file named "<moviename>_preview.swf", to make it easier for you to customise the preview image - this is set on the SWF File Generation tab.

- **Pausing playback** - the movie can be set to pause and restart when it is clicked, and also show a 'paused' overlay on the movie while it is paused.
- **Preload** - Flash movies exported by FlashBack and put on webpages will 'stream' to the end-user. This means that the movie can start playback in their web browser before it has completely downloaded to the user's PC. Playback starts when enough has been downloaded to allow the movie to play to the end without stopping to wait for more to be streamed down.

Setting a value for Preload overrides this default behavior. It starts playback when a preset % of the movie has been downloaded.

Video Quality Tab

Select Flash Video (FLV) or Plus Flash (SWF). See [Selecting between Flash Video \(FLV\) and Plus Flash \(SWF\)](#) for more help.

Depending on whether you select FLV or SWF, there will be different controls to help you adjust the file size and quality of the export. See [Reducing the size of Flash exports](#) for more help.

Audio Tab

See [Sound export options](#) for more help.

Playback Controls Tab

To improve the viewing experience for your audience, FlashBack can add playback controls to exported Flash movies. This allows the viewer to pause, rewind, adjust the volume and navigate to different areas of the movie with a media player-type interface.

You can select one of the pre-defined playback control bars that come with FlashBack, and decide which controls to include on the toolbar.

If you have SWF authoring software and a good knowledge of Flash, you may want to see [Customising the Flash playback controls](#), for information on how to use your own playback controls.

HTML Templates Tab

When exporting to Flash, FlashBack creates an HTML file that you should open to view the Flash movie. It has the same name as the Flash (SWF) file.

If you want to change the default HTML generated, FlashBack lets you create HTML templates to enable this.

See [How Flash exports use HTML](#) files for more help.

SWF File Generation Tab

When exporting as an SWF file, you can either have the movie and playback controls in the same SWF, or separate SWFs.

Having them in the same SWF means the movie is easier to embed in documents such as a PDF file. Having them in separate files means you can have 'download on demand' type functionality where you embed the movie in a webpage, but the movie only downloads when it is clicked.

See [Files generated by Flash exports](#) for more help.

More Tab

- **Show or Hide the mouse cursor**
- **Colour format** - for some movies, reducing the number of colours can result in a file size reduction.
- **Preload** - you can set how much of the Flash movie should be downloaded before playback starts automatically. The default is to have the movie only start when it calculates that playback will be able to proceed to the end if the current download rate is maintained.

Security Tab

FlashBack can set Flash exports to expire at a certain date or require a password for viewing. These options only work for exports to a single SWF file.

There are also options to prevent the exported Flash movie from being embedded in third party webpages. See [Restricting third-party use of Flash exports](#).

Selecting between Flash Video (FLV) and Standard Flash (SWF)

There are two basic types of Flash export: Flash Video (FLV) and Standard Flash (SWF). The best one to select will depend on the movie you are exporting.

How to select Flash Video (FLV) or Standard Flash (SWF)

Select the *Video Quality* tab on the Flash Export Options window, then select the export type.

Advantages of FLV:

- Handles moving video better.
FLV should create a smaller file than SWF if your movie contains moving video. Also, moving objects will not leave 'trails' behind them, which can be the case with SWF movies.
- Has no restriction on length.
SWF has a limit on the number of frames it can contain in one movie. FlashBack will automatically reduce the frame rate when exporting to SWF if your movie would exceed this limit, but FLV may be a better choice for longer movies.

Advantages of SWF:

- Can be easier to embed in webpages, PDF files and other documents
When FlashBack exports in FLV format, it creates two separate files that contain the movie and the playback controls: <movienam>_toolbar.swf and <movienam>.flv (where <movienam> is the name of the .FBR file open in FlashBack).

If you need to embed the movie in a PDF file, an MS Office document, or embed it into a webpage using an HTML editor like DreamWeaver, you need the movie to be all in a single file. FlashBack can create a single SWF file that contains the movie and playback controls.

See [Files generated by Flash exports](#) for details.

Restrictions on the dimensions of FLV Movies

The height and width of FLV movies will always be a multiple of 16. It is a characteristic of the FLV format that it performs best when movies are sized in this way.

This means that if FLV is selected, the Flash movie you export may have padding on the left and right, and either the top or bottom (depending on where you choose to have the playback controls positioned) to make the width and height multiples of 16.

You can select the colour of this padding to match the webpage the movie will be embedded in.

Adjusting the quality and file size of Flash exports

FlashBack includes a number of options to let you adjust the file size and quality of your final Flash export.

The video quality options you can access depend on whether you select Flash Video (FLV) or Plus Flash (SWF) on the Video Quality tab of the Flash Export options dialog.

See [Selecting between Flash Video \(FLV\) and Plus Flash \(SWF\)](#) for more help.

Video Quality Settings for Flash Video (FLV)

- **FLV Type**
H263 should give smaller files, particularly if your movie has moving video. 'ScreenVideo' encoding has been developed specifically for screen recordings. It will export larger FLV files than H263, but very high quality.
- **Quality**
Higher quality values mean better image quality, but larger file sizes.
- **Bitrate**
Higher bitrate means higher quality but larger file sizes. The encoder will try to attain the quality you set at the bitrate specified, but if the quality is higher than can be achieved at the specified bitrate, it will increase the bitrate to reach the quality. I.e. quality takes priority over bitrate.
- **KeyFrames**
More keyframes usually mean better quality, but larger file sizes.

Video Quality Settings for Plus Flash (SWF)

- **Compression**
Select JPEG or Lossless compression.
 - JPEG should give smaller file sizes, particularly if the movie contains photo type images. However, moving objects can leave 'trails' or artefacts behind them due to the nature of JPEG compression.
 - Lossless gives lossless quality images and no 'trails' behind moving objects, but larger file sizes.
- **Quality**
A higher quality setting means better image quality, but larger file sizes.
- **Optimise Compression**
This is an option on JPEG compression. When selected, this analyses all images in the movie and applies high quality, lossless, compression to images in the movie that compress well with this technique. Turning this option off may reduce filesize a little for movies that have lots of photo-type images.

Frame Rate

Higher frame rates usually mean smoother movement, but also larger SWF and FLV files. Change the frame rate on the *General* tab of the Flash export options window.

Audio Settings

If your movie contains audio, changing audio settings may result in large changes in the exported file size.

Go to the *Audio* tab of the Flash Export Options window to set audio options.

- **Format**
If you select a custom format: higher Khz values mean better quality, 16 bit is higher quality than 8 bit. Higher quality means larger files, as usual. Stereo produces larger files than mono.
- **MP3 Compression**
By default FlashBack uses MP3 compression to reduce the file size, but there are a number of quality settings you can select. As usual, the higher the quality, the larger the file.

Colour Depth

For some files, typically those that contain few or no photo type images, the size of the file can be reduced by limiting the number of colours in the exported movie.

How to change the colour depth of the exported movie:

1. Go to the 'More' tab in the Flash export options window.
2. Select a colour depth from the 'Colour depth' drop down list, export the movie and see whether this results in a reduced file size.

Customising the Flash playback controls

FlashBack is installed with 3 different styles of playback controls. If you want a different look or added functionality and have Flash authoring skills, you can specify an SWF to use in place of the supplied templates on the Playback Controls tab of the Flash Export options window.

FlashBack is installed with .FLA source files, .AS ActionScript files and .FLP project files for the 3 included playback control templates, in an "SWFControlBars" folder in the application install folder. These files should be modified to produce the customisations you need.

For each of the three templates, there are 3 FLA and SWF files.
e.g. for the 'metallic' template:

- DefaultControlBar.fla / .swf - multiple SWF export (toolbar and movie in separate SWF files), or FLV export. Uses ActionScript 2.
- DefaultControlBarSingle.fla / .swf - single SWF export (playback controls and movie in the same SWF file), ActionScript 2
- DefaultControlBar3.fla / .swf - FLV export, when the movie contains interactive objects like 'click to continue' textboxes. Uses ActionScript3.

How Flash exports use HTML files

When FlashBack exports to Flash it generates an HTML file that embeds and displays the Flash movie. This HTML file demonstrates how to embed the movie in a webpage. This HTML file has the same name as the SWF file.

Changing the default HTML

The default HTML file is very simple - it just shows the movie against a white background. You may want to add more to this page, displaying a company logo or description of the movie, for example. You can just edit the HTML file created by the export, but if you want to export the changed HTML many times, it may be easier to make a new *Template*.

How to add a new HTML template:

1. Go to the 'HTML Template' tab on the Flash export options dialog.
2. Select the 'New' button and give the new template a name.
3. Click the 'Edit' button to enable the HTML to be edited, or click the 'Select' button to select an HTML file you have already prepared.
4. The HTML can be edited in the dialog. In the exported HTML, the `<SWFOBJECT>` tag will be replaced by code that displays the Flash movie.
5. Click 'Save' when the HTML has been changed to your satisfaction.

You can select the new template via the 'Template name' combo box at the top of the 'HTML Template' tab and this HTML will be used in the export.

See also [Displaying a Flash export on a webpage](#).

Files generated by Flash exports

FlashBack generates different files depending on whether you selected SWF or FLV format, and, for SWF format, whether you want to enable download-on-demand or embedding in PDF and other documents.

If you want to embed the movie in a PDF file, MS Office document or are having trouble embedding it in a webpage using DreamWeaver or similar HTML editors, you need to export the movie as a single SWF file - see details below.

An HTML file that embeds the movie is always generated, regardless of the format selected and other settings.

FLV Format

Generated files:

- <moviename>.html - demonstrating how to embed and display the movie in a webpage.
- <moviename>.flv - the movie
- <moviename>_toolbar.swf - the playback controls. This is the file that needs to be embedded in a webpage or other document to display the movie. It loads the FLV file.

SWF Format

There are two options.

1. A single SWF that contains the playback controls and the movie.

This means you can embed the movie in PDFs and MS Office docs, and can make embedding it in a webpage easier, if you use an HTML editor like DreamWeaver.

2. Multiple SWFs, where the playback controls and movie are in separate SWF files.

The advantage of this approach is that the movie can download on-demand - it sits in the webpage/document showing a preview image and a 'play' icon and only downloads the full movie when clicked. Otherwise, if you choose to have a single SWF, the entire movie downloads when the webpage is loaded.

You can select to export single or multiple SWF files on the SWF File Generation tab in the Flash Export Options window.

Files generated when 'Single SWF' is selected:

- <moviename>.html - demonstrating how to embed and display the movie in a webpage.
- <moviename>.swf - contains the playback controls and movie.

Files generated when 'Multiple SWFs' is selected:

- <moviename>.html - demonstrating how to embed and display the movie in a webpage.
- <moviename>.swf - the movie
- <moviename>_toolbar.swf - the playback controls. This is the file that needs to be embedded in a webpage or other document to display the movie. It loads the

<moviename>.swf file.

and optionally

- <moviename>_preview.swf - this is generated if you have the 'do not download until clicked' option selected on the Playback tab, and selected to have a preview image, and selected 'use separate swf file' on the SWF File Generation tab. Otherwise the preview image is inside the _toolbar.swf file.

Flash Player Version Compatibility

- If you export as FLV Flash Player v7 and above is required to view the movie.
- If you export as SWF Flash Player v6 and above is required.

Displaying Flash Exports on a webpage

Displaying a Flash export on a webpage

When FlashBack exports to Flash format, it creates a webpage (HTML file) that has the movie embedded in it.

Embedding the movie in your own webpage requires only a couple of steps - you need to copy/upload the exported files up to your webserver and add HTML code to your webpages that refers to the SWF file that displays the movie.

FlashBack generates the HTML code you need for embedding when it does the export.

For example:

I export a movie called mymovie.fbr to Flash, selecting to export as SWF, not FLV. 2 files are generated:

- mymovie.html
- mymovie.swf

Open mymovie.html. Under the movie are instructions on embedding the movie in a webpage. Copy the code in the entry field to the clipboard and paste it into your webpage where you want the movie to appear.

If your webpage and all the exported SWF and FLV files that you uploaded are in the same folder, the code should work ok and display the movie.

If your webpage and the uploaded files are in different folders you will need to change the code so it refers to the files ok. Look through the code you copied to your page. In two places it will refer to a .swf file ("mymovie.swf" or "mymovie_toolbar.swf"). In each of these places you will need to add a folder path so it refers to the correct location of the toolbar swf file.

See also: [Files generated by Flash exports](#)

Having the movie and toolbar files in separate folders

If you export a movie and the toolbar as two separate files, it is possible to save the movie into a folder different from where the toolbar is located. To achieve that, open the *SWF File Generation* tab, find a setting named *Specify path to movie file* and check it. In the *URL of movie file* text field, enter a path to the movie file; it can be either a relative path or a URL.

If you didn't export the movie as above but now want to put it into a separate location, you can use [Flashvars](#). You will need to add the **fileName** parameter into generated HTML code.

Changing the controls text (and other movie settings) via HTML and Flashvars

You can override all text strings in the playback controls by specifying Flashvars in the HTML that embeds the Flash movie. You can also override many of the export settings in this manner.

For more information on how to use Flashvars, see this article:

http://kb2.adobe.com/cps/164/tn_16417.html.

Supported Flashvars

- **str1** (string) - an escaped string with the text of the first item in the "FlashBack Logo" button dropdown. For example: Created%20with%20BB%20FlashBack
- **str2** (string) - an escaped string with the text of the menu item on "FlashBack Logo" button dropdown that opens the FlashBack homepage. For example: Visit%20www.bbFlashBack.com
- **str3** (string) - an escaped string containing text to be shown to the right of the 'Hide toolbar' toggle control. For example: "Hide"
- **str4** (string) - the URL that is opened by the link on the "FlashBack Logo" dropdown

- **str5** (string) - text that appears if the user's Flash player version is not high enough to play the movie. By default, this is Flash "Player v9 or above required. Update your player here:"
- **showToolBar** ('true' or 'false') - sets toolbar visibility
- **topToolBar** ('true' or 'false') - sets toolbar location, bottom for false, top for true
- **showFullScreen** ('true' or 'false') - sets visibility of the full screen button
- **notScaleInFullScreen** ('true' or 'false') - sets whether the movie is scaled in the full screen mode
- **autoHide** ('true' or 'false') - if set to true, the toolbar will automatically hide itself
- **showAutoHide** ('true' or 'false') - sets visibility of the auto hide button
- **showTimer** ('true' or 'false') - sets visibility of the time elapsed / duration display
- **showTimeline** ('true' or 'false') - sets visibility of the timeline
- **showNextButton** ('true' or 'false') - sets visibility of the next frame button. This parameter is ignored in the case of FLV movies
- **showPrevButton** ('true' or 'false') - sets visibility of the previous frame button. This parameter is ignored in the case of FLV movies
- **showFBLogo** ('true' or 'false') - sets visibility of the FlashBack logo button that shows a dropdown menu with a link to the FlashBack website
- **showVolumeBar** ('true' or 'false') - sets visibility of the volume button
- **fileName** (string) - the file name of the movie that must be displayed and controlled by the toolbar SWF. For example: test.swf or test.flv
- **showPausedOverlay** ('true' or 'false') - indicates whether user has chosen to have the Pause symbol shown when the movie is paused
- **pauseByClickingOnMovie** ('true' or 'false') - indicates whether the user has chosen to allow the movie to be paused or played when a user clicks on the movie
- **startingPlaybackMode** (integer) - indicates the playback mode chosen by the user. Values are:
 - 0: Only download and play the movie when the 'Play' overlay button is clicked
 - 1: Automatically download the movie but do not play until it is clicked
 - 2: Automatically download and play the movie
- **preloadPercent** (integer, 0-100) - the percent of the movie that should be loaded before playback starts. The default of zero means that playback should start 'automatically' - when it is calculated, based on the current download rate and duration of the movie, that playback should be able to start and complete without pausing to wait for further downloading.
- **previewFilename** (string) - if this is non-null, it is the name of the 'preview image' SWF that should be loaded and shown before the main movie is downloaded and played.
- **previewMode** (integer) - indicates how a preview image will be used. Values are:

- 0: no preview image
- 1: Load preview image from an external SWF file. The name of the file will be passed in the `previewFileName` parameter.
- **scaleMode** - give this a value of 'noscale' if the movie should not scale when in fullscreen mode.
- **dimPreview** ('true' or 'false') - set to 'true' to have a darker preview image. Default = 'false'.
- **urlParams** ('true' or 'false') - set to 'true' to let the SWF file read information from URL parameters as described below.

Using URL parameters to jump to a frame in the movie (and change other settings)

Instead of specifying Flashvars in HTML, you can pass parameters listed above directly in URLs, for example: *http://mydomain.com/path/movie.html?startingPlaybackMode=0*.

Note: Values of URL parameters override values of Flashvars with the same names, if the latter are present.

In addition, when changing settings in this way, you can use the **startFrame** parameter. This parameter defines a specific frame from which playback should start. The feature is supported by all playback modes. So, to start a movie from the 70th frame, you would use an URL similar to this one:

http://mydomain.com/path/movie.html?startingPlaybackMode=0&startFrame=70.

Restricting third-party use of Flash exports

If you put your Flash movies into webpages hosted on the internet, it is possible for third parties to seamlessly embed your Flash movies in their webpages without your consent.

You may want to prevent this, so the Secure Domains and Secure Code settings can be used to restrict how the exported Flash file can be played back from third party domains, webpages and other Flash files. The controls are found on the More tab in the Flash Export Options dialog.

The SecureDomains List

The Secure Domains list determines which domains (in addition to the same domain as the SWF file itself) can host a Flash movie that embeds your exported movie. It does not affect how HTML files can display the movie.

If the secure domains list is empty, then your export can only be loaded and played by SWFs in the same domain.

The SecureCode

The Secure Code further restricts how your Flash exports can be replayed by third party SWF and HTML files, by requiring a parameter to be passed to the movie object before playback.

For example, If you export a movie with the Secure Code set to "123", you will need to do one of two things to enable playback:

- When playing the movie from another SWF file, you need actionscript of the form:
exportedmovie.VerifySecurityCode("123")
exportedmovie.play()

- When embedding the movie in HTML, you should pass the secure code as a parameter called "specialcode" like this:
<object ...>
<param name="FLASHVARS" value="specialcode=123">
...
</object>

or

```
<embed flashvars="specialcode=123" ... />
```

Flash Player Security Warnings

When you open a Flash export on your local hard drive to review it, and use a function in the movie that opens a webpage (like a Button with an Open URL action, or the menu items under the FlashBack logo button in the playback controls) you may see an "Adobe Flash Player Security" warning message.

Flash regards an SWF that is on a local hard drive, trying to access a remote webpage, as a security risk and shows this message.

When the SWF is on a web server, there will be no security warning. So this problem only exists when the Flash export is being previewed from your local hard drive.

To workaroud the warning you can add the folder that the SWF is being run from to a list of 'trusted' folders. Do this by right clicking the embedded Flash Player, selecting 'Global Settings' and then selecting to change Global Security Settings. Add the folder to the 'Always trust files in these locations' list.

Exporting to AVI

Exporting to AVI format

The AVI file format is commonly used to display movies and animation. However, files exported to AVI format will often be larger than the same movie exported to Flash, QuickTime, EXE or WMV format.

Codecs

When exporting a movie to AVI format, you will need to select a codec - the software used to compress and play back the AVI file.

The codec used to export the AVI file has a large impact on its file size and image quality. Because choosing the best codec can require some technical knowledge as well as some testing, exporting to a Flash, QuickTime, WMV or EXE file may be a simpler option.

For more information on codecs and recommendations on how to select one, see [About AVI Codecs](#).

The time taken to export and the eventual file size is largely dependent on four things:

1. The length and complexity of the movie.
2. The codec used.
3. The sound format and compression used (if the movie contains sound).
4. The frame rate of the movie - the higher the frame rate, the smoother the movie but the larger the exported file.

How to export a movie to AVI format:

1. On the Player main menu, select *File* and *Export to AVI*.
or
On the *File* toolbar, click the *Export* button and select AVI format.
2. Select a codec to use for the compression. See [About AVI Codecs](#) for more information.

3. If required, change the dimensions of the movie that you want to export. The movie will be shrunk or expanded to this size to create an AVI movie file with this width and height.
4. Select the frame rate for the export file. The higher the frame rate, the smoother the playback but the larger the exported file. FlashBack gives you the option of selecting full frame rate, which gives the smoothest playback and the largest exported file, or 1/2 and 1/4 frame rate which reduce the frame rate to give a smaller, but less smooth, AVI file.
5. If required, set the *Scaling* values to reduce the movie dimensions.
6. If required, change the sound export options. See [Sound export options](#) for details.
7. Click *Export*.
8. Provide a file name for the new AVI movie file and click *Save* to save the movie to that name.

About AVI codecs

A *codec* is software that is used to generate and play back the AVI movie file. When exporting a FlashBack movie file to AVI format, you need to select a codec.

The file size and quality of the exported AVI file is very dependant on the codec used to encode it.

If you are getting poor results from your AVI exports, this is probably due to the codec you are using.

The complication of selecting a codec often means that other formats like [Flash](#), [Windows Media Video](#) (Pro and Plus editions only) and [QuickTime](#) (Pro and Plus editions only) are a better choice for sharing movies.

Finding a good codec

The codecs that are installed with Windows are not the best for getting a good balance of file size and image quality. A free codec that gives much better results is XVID. You can download from here <http://www.xvid.org/Downloads.15.0.html> and install it on your PC and select it when exporting a FlashBack movie. You should also get good results from the DivX codec (www.divx.com)

However, you should be aware that PCs may need the codec installed to play back your export in Windows Media Player.

Windows default codecs

Windows comes with a small number of codecs installed by default: Intel, Full frames, Cinepak and Microsoft Video 1. If you choose one of these you can be fairly sure that the AVI will play back correctly on most Windows PCs.

Intel YUV and Full frames will produce high quality but very large files.

Of Microsoft Video 1 and Cinepak, Video 1 tends to give higher but much larger files than Cinepak.

Exporting to QuickTime

This topic applies to the Pro and Plus editions only

Exporting to QuickTime (H264)

FlashBack can export your movies to Apple QuickTime format. This format is playable on all Apple Macs and PCs that have the QuickTime player installed (this is many PCs, but those in corporate environments are more likely not to have the QuickTime player installed).

The H264 encoding used in QuickTime exports makes it particularly well suited for streaming over the internet, but if you are delivering movies via another media on intend them to be completely downloaded before playing, QuickTime is still capable of excellent results.

Note: exporting to QuickTime requires that you have QuickTime 7 or newer installed.

Technical Note: QuickTime files exported by FlashBack use H264 video encoding and the MP4 container format.

How to export to QuickTime format:

1. On the Player main menu, select the *Export to QuickTime* item on the *File* menu.
Or
Click the *Export* button on the *File* toolbar and select QuickTime format.

2. Set the export options. See below for more details.
3. Give the export file a name and click *Save* to create the export file.

Setting QuickTime Video Quality and File Size

There are a number of settings you can use to adjust the video quality. Better video quality generally means larger file size.

- **Frame Rate**
A higher frame rate means smoother motion but larger file sizes.
Set the Frame Rate on the *Frame Rate* tab of the QuickTime Export Options window.
- **Key Frame Rate**
More key frames usually mean better quality, but also mean larger file sizes.
Set the Key Frame Rate on the *Frame Rate* tab of the QuickTime Export Options window.
- **Quality**
Set a higher value for higher quality video with less 'artefacts', and larger file sizes.
Set the Quality on the *Video Quality* tab of the QuickTime Export Options window.
- **Single / Multi Pass**
Using multi pass encoding will give higher quality results, but will take longer.
Select single or multi pass encoding on the Video Quality tab of the QuickTime Export Options window.
- **Data Rate**
A higher data rate (or bitrate) generally means better quality but larger files. The data rate needs to take into account how the movie will be viewed - if the movie will be streamed over the internet, the data rate should be lower than if it will be played from a CD or hard drive.

Finding the best data rate for your movie will take some experimentation, so you may want to leave it on the 'automatic' setting and leave the system to pick a rate based on the dimensions of the movie and the quality setting.

Set the Data Rate on the *Video Quality* tab of the QuickTime Export Options window.

This topic applies to the Pro and Plus editions only

Displaying a QuickTime movie in a web page

QuickTime movies can be embedded and displayed in web pages. You will need to copy the exported movie file to a web server and edit the HTML in the web page to reference that file.

A quick tutorial:

http://www.oreillynet.com/pub/a/javascript/excerpt/learnwebdesign_chap22/

Full details on the parameters accepted by the QuickTime movie player object, and things you should know about displaying movies correctly in Internet Explorer.

<http://www.apple.com/quicktime/tutorials/embed.html>

Exporting to Windows Media Video (WMV)

FlashBack can export to the Windows Media Video (WMV) format. This format can produce high quality, highly compressed video files that play back on the large majority of Windows PCs. WMV files can only be played on Macs that have installed third party video player software.

How to export to WMV format:

1. On the Player main menu, select the *Export to WMV* item on the *File* menu.
Or
Click the *Export* button on the *File* toolbar and select WMV format.
2. Set the export options. See below for more details.
3. Give the WMV file a name and click *Save* to create the export file.

WMV Export Options

General Tab

- **Export Frames.** If you've selected a range of frames, FlashBack defaults to exporting just those frames. Otherwise it exports to exporting the entire movie.

- **Scaling.** Select a value less than 100% to reduce the movie dimensions.

Video Tab

- **Frame rate.** The higher the frame rate the smoother the movie will look. However, a higher frame rate means that the movie file size will be larger.

Video Quality Tab

- **Codec.** You should normally select "Windows Media Video 9". The "V8" and "V7" codecs give better compatibility with older PCs, but the vast majority of PCs can play back the version 9 codec now. See [WMV compatibility with older PCs](#) for details, if you encounter problems with playback on PCs with older versions of Windows Media Player.

The Windows Media Video 9 Screen codec was developed by Microsoft specifically for the purpose of encoding screen capture movies and will usually give the smallest file size. However, the quality will be lower than that seen with Windows Media Video 9.

- **Quality.** This is a number from 0-100 which determines the quality of the final video output. A higher value means higher quality but increased file size.
- **Passes.** Selecting two passes will generally result in higher quality but takes longer to export.
- **Variable bit rate.** You may want to uncheck this box and encode at constant bit rate if you are exporting WMV files intended to be streamed over the internet or are targeting older PCs and devices. Usually a variable bit rate will result in higher quality.
- **Bitrate.** The bitrate determines the quality of the movie: the higher the bitrate the better the quality. It can be useful in controlling the export of files intended to be streamed over the internet.

Note: If your export has 'choppy' playback, or you see the video 'sticking' and not playing smoothly, and you are exporting with variable bitrate unchecked (i.e. using constant bitrate), try increasing the bitrate, decreasing the quality, or both.

Audio Tab

- **Codec.** As for the video options, Windows Media Audio series 9 codecs should give the best results. The older codecs are provided in case you encounter problems when playing back the movie on PCs with older versions of Windows Media Player. See [WMV compatibility with older PCs](#) for more details.
- **Format.** The sound 'format' is a combination of the sampling rate and whether it is in mono or stereo. The higher the sampling rate the better the quality but the

- larger the exported movie file. Selecting mono instead of stereo will decrease the movie size but only include one channel of sound instead of two.
- **Passes.** As with the video settings, 2 passes generally results in better quality but takes longer to export.
 - **Variable bit rate.** As for the video settings: using variable bit rate will result in higher quality for most purposes, but is less compatible with older media players than constant bit rate encoding.
 - **Bitrate/Quality.** A higher value results in better quality but a larger exported movie file.

More Tab

- **Add 'created by unregistered copy' message.** Select this option to add a bitmap to the top right corner of the movie that states that the movie was exported by an unregistered copy of FlashBack.

Exporting to MPEG4

This topic applies to the Pro and Plus editions only

MPEG4 format is particularly useful for delivering video exports to mobile devices, including those produced by Apple. Exports in this format need no further conversion to be played back by iPad, iPhone or video capable iPods.

Playback of MPEG4 format is supported on Windows 7 and newer. Versions of Windows earlier than that may not support it without installing 3rd party software.

Optimizing the Export for an Apple Device

FlashBack allows you to optimize the dimensions of the export for an Apple device (iPad, iPhone, iPod). You can select a category of device in the 'Optimize for device' setting on the MPEG4 export options window, and dimensions will be set accordingly.

If you export larger or smaller than the recommended dimensions, the video file will still play back ok on the Apple device but it will be scaled to the display size. There is usually nothing to be gained by exporting larger than the display size, but the file size will be larger. Exporting at dimensions much smaller than the display size can result in reduced quality. Using the 'Optimize for device' setting means that you will not be creating unnecessarily large or reduced quality export files.

How to export a movie to MPEG4 format:

1. On the Player main menu, select the *Export to MPEG4* item on the *File* menu.
Or
Click the *Export* button on the central toolbar and select MPEG4 format.
2. On the dialog that appears, set options for video and audio quality.
3. Click OK to save the movie to an .mp4 file

Exporting to GIF

This topic applies to the Pro and Plus editions only

FlashBack can export to GIF format. A GIF file is very easy to embed in a webpage but is intended to only show short, small animations at a low frame rate.

It is difficult to give definite limits on frame rate, dimensions etc - they can vary from browser to browser - but you should be careful to avoid poor performance and large file sizes when exporting to GIF format.

How to Export to GIF format

1. On the Player main menu, select the *Export to GIF* item on the *File* menu.
Or
Click the *Export* button on the central toolbar and select GIF format.
2. On the dialog that appears, set options for video and audio quality.
3. **Note:** to set the GIF to loop playback, use the "Loop playback" setting on the General tab.
4. Click OK to save the movie to a .GIF file

Exporting to standalone EXE

This topic applies to the Pro edition only

FlashBack can export your movie to an executable file that runs under most versions of Microsoft Windows. To view it, all a user need do is run the file from Windows Explorer, and the movie will open and play automatically.

The user has access to playback controls similar to those in FlashBack player and Flash exports, to allow them to jump to any point in the movie, pause and restart playback.

How to export a movie to standalone EXE:

1. On the Player main menu, select the *Export to Standalone exe* item on the *File* menu.
Or
Click the *Export* button on the central toolbar and select Standalone EXE format.
2. On the dialog that appears, set options for:
 - The initial size of the movie player.
 - The toolbar visibility. The toolbar is the set of controls that lets the user stop, pause, continue playback and jump to any point in the movie. You may want to hide this. However, the user can still see the toolbar by right clicking on the movie and selecting 'Show Toolbar'.
 - The movie menu visibility. Similar to the toolbar, the movie menu lets the user control playback of the movie.
 - Cache settings. See the 'cache settings' section below.
 - The autoscroll function. The autoscroll function ensures that the mouse cursor is always visible, even if the movie is played back in a window smaller than the movie size.
3. Ok the options and then provide a file name for the movie to be exported to.

The saved EXE can be zipped and sent to users that do not have an installation of FlashBack.

Converting exported EXE to an FBR file

Because EXE exports actually contain the FBR file they are exported from, the FBR can be extracted from the EXE. Use the 'Extract FBR from exported EXE' function in the Tools menu in FlashBack Player.

Cache Settings

When a user runs the exported EXE and tries to jump to any point in the movie, there is often a small delay while the movie player 'winds forward' to that point and draws the frame. This delay can be reduced by changing the cache setting.

Increase the cache size to enable the movie player to jump to random points in the movie more quickly. The drawback to increasing the cache size is that a larger cache uses more memory on the user's PC. Only increase the cache size from the default of 'minimum' if you believe that users are likely to move around the movie by clicking on the 'timeline' frequently and the movie is quite large (more than 10 minutes).

Select a cache size option in the 'cache' tab of the EXE export dialog.

Exporting to MS Powerpoint

This topic applies to the Pro edition only

FlashBack can export your movie to MS Powerpoint format. The generated PPT file will automatically play back the movie when opened.

Note: You will only be able to export to Powerpoint format if you have Office 2000 (or newer) including Powerpoint installed on your PC.

How to export to Powerpoint format:

1. On the Player main menu, select the *Export to Powerpoint* item on the *File* menu.
Or
On the central toolbar, click the *Export* button then select Powerpoint format.
2. If required, change the export options from the default settings. These are the same as the settings used in Flash export, so for more help see [Flash export options](#).
3. Click Export.
4. Provide a file name for the PPT file and click *Save* to save the movie to that name.

Sound export options

If the movie you are exporting contains sound, this will also be included in the exported movie file.

These audio export options determine the size of the exported file and its sound quality:

- **Format.** The sound 'format' is a combination of the sampling rate and whether it is in mono or stereo. The higher the sampling rate the better the quality but the larger the exported movie file. Selecting mono instead of stereo will decrease the movie size but only include one channel of sound instead of two.
- **MP3 Compression.** This option greatly decreases the size of movies exported with sound. It should only be unchecked if you are experiencing problems with FlashBack while exporting movies. The MP3 option is not available in WMV exports.

Note: FlashBack uses a redistribution of the open-source LAME MP3 codec: www.mp3dev.org.

Batch Exporting

FlashBack includes a batch export tool that enables you to export a number of files in one operation.

To run it, select *Batch Export Utility* from the File menu in FlashBack Player

The batch export tool can also be used to convert FlashBack (FBR) movies from old formats to the newest format via the *Convert to new FBR format* function. This process would normally be performed when the movie was opened in FlashBack Player.

How to export movies using the batch export tool

1. Add the FBR movies you want to export to the *Movies to Export* list. Do this by clicking the *Add* button and selecting the files you require. You can remove files from the export list by selecting them and clicking the *Remove* button.
2. Select a destination folder. The exported files will be created in here.
3. Select the export format required.

4. Set the export options as you normally would in FlashBack. The options you choose will be applied to all the files being exported.
5. Click 'Export' and the process will start. You can cancel the file currently being exported by clicking the *Cancel Current* button, or cancel the entire process by clicking *Cancel All*. The *Status* list at the bottom of the export tool window shows whether each file was successfully exported.

Editing Movies

Working with Frames

This topic applies to the Pro edition only

About frames

Just like a conventional movie you might watch at the theatre or on TV, a FlashBack movie is a series of still frames played in a sequence.

FlashBack's frame editing functions let you fine-tune the movie by removing sections, adding blank frames to create pauses or tidying up how big changes appear in the movie.

How the framebar and timeline work

The framebar and timeline controls allow you to select single or multiple frames, so an edit function can operate on them. To learn more see [The Timeline and Frame bar](#) and [Selecting Frames](#).

Deleting frames

Use the Delete frames function to remove mistakes or anything unwanted. See [Inserting and deleting frames](#).

Creating a pause by inserting frames

Use the Insert Frames function to create pauses and slow down the action. See [Inserting and deleting frames](#).

Enhancing the appearance by merging frames

The Merge frames function merges all the changes in a series of frames into one. This can be useful in tidying up sections where Windows was slow to display applications or draw the contents of a window. See [Merging Frames](#).

Selecting frames

The various edit operations operate on either a single frame or a continuous range of frames. For example, *Add text* will add a text box to a single frame and *merge frames* combines a range of frames into one.

At any time there is one current frame. This is marked in red on the Frame bar and its image is shown in the movie area below.

How to select a single frame:

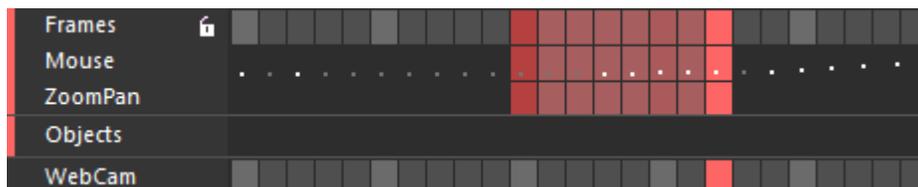
Selecting single frames is simple – just click with the left mouse button on the Framebar or Timeline to display a frame in the movie area and highlight it in red on the Frame bar.

How to select a range of frames:

There are 2 ways of selecting a range of frames:

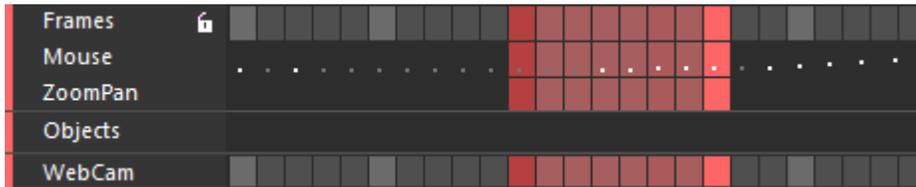
1. Hold down the Shift key while clicking the start and end points of the range. You can click either the framebar or the timeline to define the range in this way.
2. Click the start or end frame in the range and while holding the mouse button down, drag the cursor across the framebar or timeline to define the range

FlashBack shows the selected frames in red.



You can include selections in the framebar and soundtracks, so an edit operation acts on the same range across multiple sound tracks and the movie frames.

If your movie includes webcam video, you can also include or exclude that from the selection by clicking the webcam header.



See [More about selecting sound and frames](#).

How to move the start or end of a range:

Keeping the Shift key pressed down, click on a frame in the Frame bar again. If the frame you clicked is nearer the start of the range than the end, FlashBack will now make the range start at that frame. Conversely, if the frame you clicked is nearer to the end of the range, FlashBack will now make the range end at that frame.

By keeping the Shift key pressed down and clicking on the Frame bar, you can change the start and end frames of the range.

How to quickly view the start and end frames of a range:

By holding down the Ctrl key and pressing the left and right arrow keys, the current frame will switch between the start and end of the range. As usual, the current frame is highlighted in red on the frame bar and shown in the movie area.

This can be useful when merging a range of frames for example, to make sure that the range starts and ends at exactly the right points.

How to select inactive frames:

If there are a sequence of frames that contain no interesting activity, and you need to delete, you can use the Select inactive frames function.

Select a frame in the inactive sequence, then select the *Select inactive frames* menu item from the *Edit* menu. This will select all frames with no keyboard, mouse or screen activity that are adjacent to the current frame.

Inserting and deleting frames

Deleting Frames

To delete frames from a movie:

1. Select either a single frame or a range of frames. For more help on selecting frames see: [Selecting frames](#).
2. On the Player main menu, select *Edit* and then *Delete Frame(s)*.

Or

On the central toolbar click the *Delete* button:



Note: the Delete function also deletes any selected sound. For more on selecting sound and frames together see [More About Selecting Sound and Frames](#).

Inserting Frames and Pauses

The insert frame function creates one or more duplicates of the currently selected frame. The effect of this is to create a pause in the movie, which could be used (for example) to ensure that specific events are synchronised with the appearance and disappearance of text boxes.

To insert a frame into a movie

1. Select a single frame.
2. On the Player main menu, select *Edit* and then *Insert Frame(s)*.

Or

On the central toolbar click the *Insert Frames* button:



3. In the Insert Frame(s) window input the number of new frames to insert or the length of the pause in 1/1000ths of a second and click 'Ok'. The duplicate frames will be inserted after the selected frame.

Note: if you insert a pause at a point where a sound is playing, you will be given a choice of either inserting silence into the sound (to keep it in sync with later events in the movie) or leaving the sound unchanged. You indicate this with the 'Insert silence into sound track' checkbox.

Merging Frames

The merge frames function can be useful in tidying up the appearance of a movie.

An example of how to use the Merge frames function:

An application is recorded starting up, which comprises many separate, complex windows. In the movie, the individual windows do not seem to appear at the same moment, but are visibly drawn separately, across a number of frames.

To improve the appearance of the movie and have all the windows appear together in just one frame, you could merge the range of frames that starts just before the first of the windows appears and ends just after the last one is fully drawn. Merging means that all of these frames get combined into one, and the windows all appear together.

Merging does not affect the overall length of the movie. All of the merged frames appear identically in the resulting movie.

How to merge a range of frames:

1. Select a range of frames. For more help on selecting frames see [Selecting frames](#).
2. On the Player main menu, select *Edit* and then *Merge Frames*.

Cropping frames

FlashBack includes a function to remove all but the selected frames from the movie.

How to crop the movie down to only the selected frames:

1. Select the range of frames that you want the movie to consist of.
2. On the Player main menu, select *Cropping frames* from the *Edit* menu.
or

On the *Edit* toolbar, select the  button.

Frame rates

The frame rate of a movie can be set using the *Properties* dialog. This frame rate is used in normal playback and is used as the default when exporting movies.

How to set the frame rate of a movie:

1. In Player, select the *Properties* item from the *File* menu.
2. On the Frame Rate tab set the frame rate value appropriately. The default is 25 frames per second. There may be occasions when you wish to reduce this value to improve playback on lower spec PCs.

Removing Inactive Sections

FlashBack allows you to select or delete sections of the movie where there is nothing of interest happening.

Defining Inactivity

First you need to define what is regarded as an 'inactive' section. Go to *Actions* -> *Select Inactivity* -> *Define Inactivity*. On this window you can define 'inactivity' as the absence of annotations, mouse movement or key presses, and how long the absence needs to last before it is regarded as 'inactivity'.

Selecting Inactivity

Use the *Select Next Inactive Section* and *Select Previous Inactive Section* menu items in the *Actions* -> *Select Inactivity* menu (or use the shortcut keys: Ctrl-N and Ctrl-P) to select the next or previous inactive sections from the current frame.

Deleting Inactivity

Use the *Delete all Inactive Sections* menu item on the *Actions* -> *Select Inactivity* menu to delete all inactive sections from the movie.

Annotating Movies

This topic applies to the Pro and Plus editions only

Adding Text boxes

FlashBack Player can add text boxes to a movie during editing, so that you can add comments on a particular event.

How to add a text box:

1. Select the frame where you want to add a text box.
2. On the Player main menu, select *Text* from the *Insert* menu.

or

On the central toolbar, click the *Insert Text* button:



3. On the [Text box properties](#) window type the words you want to appear, select the style of the text, the box it appears in, and the length of time you want the text box to appear in the movie.

How to edit the properties of a text box:

There are a number of ways to show the Text Box properties window for a particular text box.

- Double-click the text box itself, in the movie area.
- or**
- Click the text box in the movie area. A blue line will appear around the box to indicate it is selected. Then select *Text box properties* from the *Edit* menu.
- or**
- Double-click on the blue bar in the Frame bar that represents the start and end of the textbox

Once the Text Box properties window is visible, the text content and style can be altered.

For more help on this window see [The Text box properties window](#).

Changing text box duration

Text boxes only appear in the movie for a set length of time – the duration that was set in step 3 above on the *Text box properties* window.

In the Frame bar you will see a bar indicating the start and end of the textbox. You can change the duration by dragging the end of the bar.

How to move a text box:

With the mouse over the text box in the FlashBack Player movie area, hold down the left mouse button. The Cursor will turn into a  shape and, keeping the left mouse button held down, you can drag the text box around the movie area to a new position.

Alternatively, the *Position* tab of the Text Box properties window allows you to enter the co-ordinates of the top left corner of the box.

How to resize a text box:

This is done in the same manner as resizing a normal window. In the FlashBack Player movie area, move the mouse cursor over a corner or side of the text box – the cursor will change shape to indicate that you can drag that side or corner to resize the box.

Alternatively, the *Position* tab of the Text Box properties window allows you to enter the width and height of the text box in pixels.

How to delete a text box:

1. Select the text box by clicking it.
2. On the Player main menu, select *Edit* and then *Delete text*.

or

On the *Edit* toolbar, click the *Delete object* button:



Pausing the movie at a text box

Movie playback can be automatically paused when a text box appears, giving the viewer time to read the contents of a text box before allowing the movie to continue. To enable this feature for a particular text box, bring up the text box properties window and check the checkbox titled 'Pause the movie at this text box...'.

The Text Box properties window

The text box properties window is used to change the text shown in a text box, the style in which it is drawn, the style of the enclosing box and whether the movie will pause at that box during playback.

There are 5 tabs on this window:

- **Properties.** Enter the text to appear in the text box in the *Text* entry field. The font used and style of the box can be set using the controls on this tab. See Text box styles below for more information on styles.

The length of time that the box will appear during the movie is entered in the *Text Duration* entry field.

If you want movie playback to pause when this text box appears, check the *Pause movie at this text box...* checkbox.

- **Appearance** - settings that determine the colour, border, drop shadow and opacity of the textbox.
- **Styles.** Allows you to save the current look of the textbox as a 'style' that you can apply to other textboxes.
- **Position.** This tab contains controls for the exact positioning of the text box. The pixel position of the top left corner, and the width and height of the box can be entered.
- **Transitions.** Have the textbox fade in and out by setting the duration of its transitions.

Text box styles

When you have a combination of text box properties - the colour, text size, font etc. - that you like and want to use again, you can save these properties as a style. Then you can apply this style to any other text box in any of your movies, to get the same appearance.

How to save a style:

1. Get the text box properties as you want them.
2. On the *Properties* tab of the Text box properties window, click the *Save current style* button.
3. Enter a style name and click OK.

FlashBack creates a style with the name you entered. The style name will now appear in the *Select text box style* drop down list whenever you edit a text box, in any of your movies.

To apply this style to a text box, just select the style name from the *Select text box style* drop down list.

The size and position of a text box is not saved in the style.

Adding Images

FlashBack can display images in the movie area.

How to add an image file to a movie:

1. On the Frame bar, select the frame where you want to add an image.
2. On the Player main menu, select *Image* from the *Insert* menu.

or

On the central toolbar, click the *Insert image* button:



3. Click on the 'Load Image' button to select an image file. Valid formats are: .jpg .png .bmp .gif .emf .wmf or .ico files.

How to edit an image:

There are a number of ways to show the Image properties dialog for a particular image.

- Double-click the image in the movie area.

or

- Click the image in the movie area. A blue line will appear around it to indicate it is selected. Then select *Image Properties* from the *Edit* menu.
or
- Double-click the blue bar on the Framebar that represents the image.

The Image properties window allows you to change:

- **Size and Position.** The image can be sized as required, to stretch or shrink the original image.
- **Opacity.** Sets the opacity of the entire image.
- **Transparent colour.** You can select to have one colour in the image as transparent: i.e. that colour will not be drawn, and the movie area below will be visible through that pixels of the image that contain the colour. The 24 bit PNG and 32 bit (ARGB) BMP image formats can include alpha channel (transparency) information, so you can select to use that instead of setting a transparent colour.
- **Duration of display.** The image can either be displayed for a set period of time or the movie can pause when it is displayed.
- **Transitions.** Have the image fade in and out by setting the duration of its transitions.

How to move an image:

With the mouse over the image box in the movie area, hold down the left mouse button. The Cursor will turn into a  shape and you can drag the text box around the movie area to a new position.

Alternatively, the position can be set via the Image properties dialog.

How to change how long the image is displayed for:

You can either:

- Change the duration in the Image properties window
or

- In the Framebar, click and drag the ends of the blue bar that represents the image

How to delete an image:

1. Select the Image by clicking it on the movie area.
2. On the Player main menu, select *Edit* and then *Delete Image*.
or
On the Framebar, right click the blue bar that represents the image and select 'Delete Text'

Adding Highlights

FlashBack Player can add highlights to a movie during editing, to draw attention to an area of the movie.

How to add a highlight:

1. Select the frame where you want to add a highlight box.
2. On the Player main menu, select Highlight from the Insert menu.
or
On the central toolbar, click the Highlight button 
3. In the Insert Highlight window, three tabs allow the highlight to be customized.
 - **General** tab - type the Name of the highlight; select the Shape of the highlighted area, its Fill Colour and Outline Colour.

You can also choose the thickness of the highlight in pixels, its opacity and duration up to a maximum of 1 second. The duration can also be set to pause the movie until the mouse button is clicked.

- **Position** tab – the Position tab allows you to enter the co-ordinates of the top left corner of the highlight.
- **Transitions** tab – have the highlight fade in and out by setting the duration of its transitions.

In the Framebar you will see a blue bar representing the highlight.

How to edit the properties of a highlight:

There are a number of ways to show the highlight properties window for a particular highlight.

- Double-click the highlighted area itself.
or
- Right click the highlight in the movie area and select Properties.

Highlights can also be layered in front of or behind other elements on the screen by right clicking over a highlight and selecting the 'bring forwards' and 'send backwards' type options from the menu.

How to move a highlight:

The highlight appears by default at the top left of the recorded screen. Click the highlight and hold the mouse button down to drag it anywhere in the movie area.

Alternatively, the Position tab of the Image Insert properties window allows you to enter the co-ordinates of the top left corner of the highlight.

How to resize a highlight:

Put the cursor at the edge of the highlight. It will turn into a resize cursor, and you can click and drag to resize the highlight.

Alternatively click the Position tab in the Image Insert window and entering the width and height of the highlight in pixels.

How to change how long the highlight is displayed for:

You can either:

- Change the duration in the Highlight properties window
or
- In the Framebar, click and drag the ends of the blue bar representing the highlight

How to delete a highlight:

1. Select the highlight by clicking it.
2. On the Player main menu, select Edit and then Delete highlight.
or
Right click the mouse over the highlight and select Delete.

Pausing the movie at a highlight

Movie playback can be automatically paused when a highlight appears, giving the viewer time to view the highlighted area before allowing the movie to continue. To enable this feature for a particular highlight, bring up the Image Insert window and check the checkbox titled 'Pause movie until mouse clicked...'

Adding Buttons

Button objects are interactive objects that allow you to open a web page, jump to any point in the movie, start or stop playback.

How to add a button:

1. Select the frame where you want to add a button.
2. On the Player main menu, select Button from the *Insert* menu.
or

On the central toolbar, click the *Insert Button* button:



3. On the Button properties window:
 - Type the button caption.
 - Select the style of the text and the button background
 - The length of time it should be displayed.
 - The action. Available actions are:
 1. Stop playback
 2. Start playback
 3. Open a URL. Enter address of the webpage, with or without the "http://" prefix. When the button is clicked, the web address will open in the default web browser.

4. Jump to a point in the movie. You can jump to a frame number, marker or an object, such as a textbox, image, highlight, sound or button.
5. Execute Javascript. You can enter javascript that will be executed when the button is clicked. Note that the javascript will not be executed when playing the movie in FlashBack Player. It is only executed by the Flash export of the movie.
There is a 400 character limit for the javascript code, but if you need to execute something more complex than this will allow, you can make calls to functions in the webpage that embeds the Flash export.

How to change how long the button is displayed for:

You can either:

- Change the duration in the Button properties window
or
- In the Framebar, click and drag the ends of the blue bar representing the button.

Adding Arrows

FlashBack can add Arrows to the movie, to help focus attention on a detail.

How to add an Arrow:

1. Select the frame where you want to add an arrow.
2. On the Player main menu, select Arrow from the Insert menu.
or
On the central toolbar, click the Arrow button

Changing the Arrow appearance

To change the properties of an Arrow you can either:

- Double-click the Arrow.
or
Right click the Arrow and select Properties.

In the Arrow properties window, you will see these tabs:

- **Properties**

Settings here enable you to change:

- The shape at the start and end of the arrow
- The width of the tail and head
- Its opacity
- How long it is displayed for

- **Appearance**

Settings here enable you to change:

- The fill type (linear or gradient) and colour
- The border appearance
- The shadow appearance

- **Position**

Settings in this tab enable you to change the position and size of the arrow.

- **Transitions**

Here you set how the arrow fades in and out.

Arrows can be layered in front of or behind other elements on the screen by right clicking over a highlight and selecting the 'bring forwards' and 'send backwards' type options from the menu.

Changing the arrow position and size

To move the arrow, click and drag its center. To change the position of the tail or head, click and drag the tail or head. To make the arrow wider or narrower, change the 'Width' property on the Properties tab of its Properties window.

How to delete an Arrow:

Select the arrow by clicking it.

On the Player main menu, select Edit and then Delete Arrow.

or

Right click the selected arrow and select Delete.

Adding a Watermark

FlashBack allows you to add a watermark image to a movie. This image remains with the position and size you set for the duration of the movie.

Note: The watermark cannot change its size and position during the movie.

How to add a watermark

- In the Insert menu, select Watermark.
- Select an image file

To change the position of a watermark, you can click and drag it to anywhere in the movie area. To change its size, position the cursor over one of its edges or corners, then click and drag.

Adding a Blur Effect

FlashBack can add a blur effect to obscure details in the movie. You might use this to obscure sensitive details in a form.

How to add a Blur effect:

1. Select the frame where you want to add the blur.
2. On the Player main menu, select Blur from the Insert menu.
or
On the central toolbar, click the Blur button

You can adjust the strength of the blur by right clicking it, selecting Properties and changing the 'Blur Radius' setting.

Inserting Video Files

FlashBack can insert a video file into a screen recording.

Note: this may greatly increase the size of the FBR file.

How to insert a video file into a Flash Back movie

1. On the main menu, select Insert then 'Video File'
2. Select a video file.
3. Select how it will be sized to the FlashBack movie
4. Set the 'in' and 'out' transitions ([see this page](#) for more about Transitions)

Note: FlashBack may not be able to insert some video files. In general, if Windows Media Player can play it, FlashBack should be able to add it to your movie.

Adding Pauses

You can pause the movie at any frame by adding a Pause object. A Pause object will pause playback for a set period of time or until the mouse is clicked. Sounds do not play while the movie is paused.

How to add a pause object:

- Select the frame you want to add the pause to.
- In the Insert menu, select Pause.

How to change the settings of a Pause Object

Double click the pause object icon in the framebar to show its settings window.

Pausing while a textbox, image or other object is displayed

In the 'Duration' settings for a textbox, image or other in-movie object, you can set the movie to pause while the object is displayed. This will create a pause object in the same frame as the in-movie object. You can set the duration of this pause either from the 'Duration' settings of the in-movie object it was created by, or by double clicking the pause object icon in the framebar.

Note: Other objects that start in the same frame will be unable to set their duration - they will take the same duration as the object with the linked pause object.

Displaying a 'Click to continue' image while the movie is paused

If you select the 'Pause until mouse clicked' option for the pause, you can also select the "Show 'paused' graphic while movie is paused". The default pause graphic appears in the top left corner of the movie and says "Paused: click to continue". See the help below if you want to change the appearance or position of the pause graphic.

How to change the pause graphic:

1. On the Player main menu select Pause Graphic -> Set Pause Graphics from the Edit menu.
2. Select a bitmap file.

The selected bitmap will now appear when the movie reaches an inserted pause.

To revert back to the default pause image, select Pause Graphic -> Set Default Pause Graphics from the Edit menu.

How to change the position of the pause graphic:

1. On the Player main menu select Pause Graphic -> Set Pause Graphics Position from the Edit menu. The pause graphic will appear in the movie area.
2. Use the mouse cursor to position the pause graphic. When you are satisfied with its position, leave it and carry on with any other editing operations.

The pause graphic will appear in the position you selected, when the movie reaches an inserted pause.

Displaying Invisible Keystrokes

Some keypresses, such as function keys or the Insert, Delete, Home and End keys, often do not produce visible output. If you want the user to know when these 'invisible' keys are being pressed, FlashBack can automatically create textboxes to show them.

How to show invisible keystrokes:

1. Select 'Show Invisible Keystrokes' from the Effects -> Display Invisible Keystrokes menu.

2. Set properties for the textboxes that will show the keystrokes.

This will create textboxes to show any invisible keystrokes in the movie. You can edit the textboxes as normal in FlashBack Player.

To hide invisible keystrokes, select 'Hide Invisible Keystrokes' from the Effects -> Display Invisible Keystrokes menu. This will delete all textboxes created by 'Show Invisible Keystrokes'.

Using Markers in movies

FlashBack places no limits on the size of the movies you can create. Though practically you are restricted by the amount of free disk space available to your PC, you can easily create movies that span many minutes, possibly hours.

If there are particular events in a large movie that you need to be able to view again and again, finding them could prove to be a tiresome operation.

To enable fast access to different points in a movie, FlashBack Player lets you add markers. Markers are simply a way of labeling a particular frame, so that you can easily find it later.

How to add or delete a marker:

Markers are added with the *Marker* item on the *Insert* menu.

They are deleted by either:

- Going to the *Markers* -> *Delete* sub menu from the *Edit* menu, and selecting the marker you wish to delete.
or
- In the framebar, right clicking on the frame containing the marker and selecting *Delete Marker*.

How to move to a marker or see the list of markers:

The top items in the *Edit* -> *Marker* sub menu are a list of the markers in the current movie. Selecting one of these will jump straight to the frame that contains the marker.

You can also see the markers listed in the *Jump To* dropdown list in the Player toolbar.

When viewing the movie in the Player you can move forwards or backwards through marked frames by using the *Next marker* and *Prev marker* items on the *Movie* menu.

Reusing objects with the Gallery

Using the Gallery

FlashBack enables you to easily reuse textboxes, images and other objects by adding them to the Gallery. Once in the Gallery, they can be added to any movie just by dragging them in.

How to add an Object to the Gallery

- You can hold down the Ctrl key and drag the object into the Gallery.
- or**
- Right click on the object and select "Add to Gallery" from the menu.

How to copy an object from the Gallery to the movie

- Drag the object from the Gallery into the movie.
- or**
- Right click the object in the Gallery and select 'Add to Movie'.

You can edit an object in the gallery by double clicking it.

You can remove an object from the gallery by right clicking it and selecting 'Delete' from the menu.

Adding Effects to Movies

Zoom-Pan Effects

This topic applies to the Pro edition only

About Zoom-Pan Effects

FlashBack allows you to "zoom in" to any area of the movie, to more clearly show what's happening on screen.

On this page:

[How to zoom in](#)

[How to preview your zoom-pan effect](#)

[How to change the zoom-pan effect area](#)

[How to delete a zoom-pan effect](#)

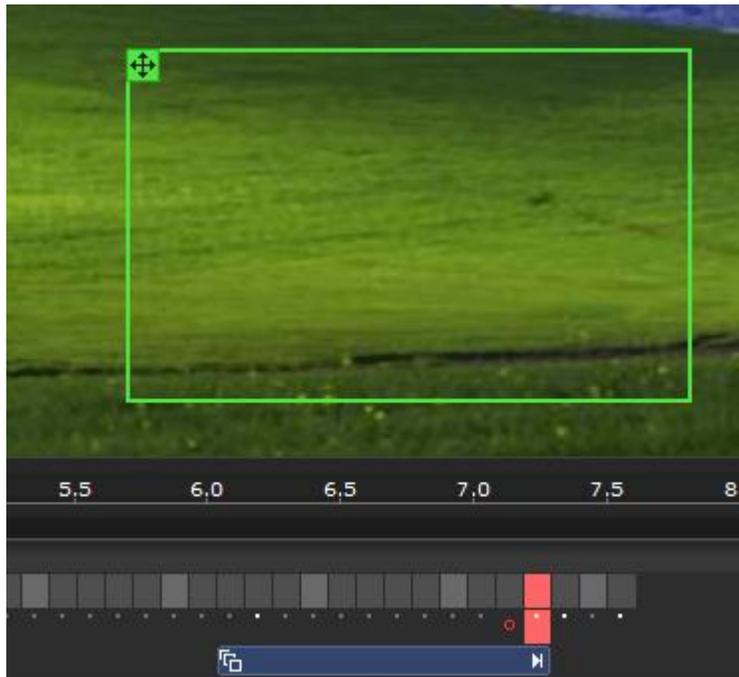
[How to change the transition time](#)

[How to zoom back out](#)

How to zoom in

1. Select the frame where you want the zoom effect to occur.
2. Click the Add Zoom-Pan button  on the toolbar.
3. On the Zoom-Pan properties dialog, select 'Custom Area' and click OK.
4. You'll see a green rectangle on the movie area. This marks the area that the movie will zoom into. Or to put it another way, whatever is in the green rectangle will expand to fill the entire movie area.

The green rectangle will look like this:



You can move the green rectangle by clicking and dragging on the  handle at the top left corner. Resize it by dragging an edge or corner.

How to preview your Zoom-Pan effect

Click the 'Apply Effects' button on the toolbar to see how the movie will look when exported.

When effects are applied, you see no green rectangle.

Click the Apply Effects button again to turn effects off and see the green rectangle that enables you to change the area the movie will zoom into.

How to change the Zoom-Pan effect

When you add a Zoom-Pan effect, this changes the view for all frames that follow it in the movie. Select any frame after the effect, with Apply Effects set to on, and you'll see the green rectangle that indicates the displayed area of the movie.

Changing the position or size of the green rectangle in any frame changes the view for all frames affected by that Zoom-Pan effect - you don't need to find the frame where you originally added the effect in order to change it.

How to delete a zoom-pan effect

1. Find the Zoom-Pan effect in the framebar. It will look like this:



2. Right click the bar and select "Delete Zoom/Pan"

Changing the transition speed for a Zoom-Pan effect

1. Find the Zoom-Pan effect in the framebar.
2. Drag either the end of the blue bar to move its end, which changes the duration.
or
Double click the blue bar to see the Zoom-Pan effect properties window.

How to zoom back out

When you add a Zoom-Pan effect, this changes the view for all subsequent frames in the movie. If you zoom in, then want to zoom back out later, to show the entire movie, you need to add a second Zoom-Pan effect.

To zoom back out and show the entire movie:

1. Find the frame where you want to zoom out.
2. Click the Add Zoom-Pan button  on the toolbar.
3. On the Zoom-Pan properties window, select "Entire movie" for the Show Area setting. Click OK.

The movie will zoom back out at that point.

Cropping and Autoscrolling

This topic applies to the Pro and Plus editions only

About cropping

After recording a movie, you may only wish to show a part of the recorded area in the final movie.

Use FlashBack's cropping function to cut down the movie to a smaller area and have it automatically scroll to keep the mouse in view.

How to crop a movie:

1. Open the movie in FlashBack Player and click the cropping button  to turn cropping 'on'.

Or, select "Set Cropping Rectangle" from the Effects menu.

2. You will see a blue rectangle that indicates the size the movie will be cropped down to.

Resize and position it as required.

To turn cropping off, click the cropping  button again.

FlashBack Express owners: you can turn Cropping on and set the size of the crop region, but you cannot move the region, because it is set to always follow the mouse.

How to preview the cropped movie:

1. Click the Apply Effects button on the toolbar, or select the "Apply Effects" item from the Effects menu.

Note: the Apply Effects function also applies any Zoom-Pan effects you've added - it shows exactly what you will get when you export the movie (apart from any scaling or other effects you add at export time).

Autoscrolling Cropped Movies

The crop rectangle can follow the mouse to keep it in view. Use options in the Effects -> Autoscroll Cropping Rectangle menu to have the mouse either in the center or near the center of the movie.

When autoscrolling is set on the cropping rectangle, any ZoomPan effects you add can only be resized, not moved, because they will also be automatically positioned to keep the mouse in view.

Making Cropping Permanent

To decrease the size of the FlashBack movie file (.FBR file) you can make cropping 'permanent', effectively throwing away everything outside of the cropping area.

To do this: on the Effects menu, select "Make Cropping Permanent".

Transitions

This topic applies to the Pro edition only

FlashBack can add 'transition' effects to a movie to provide a more visually appealing transition from one part of a movie to the next. They can be added automatically when inserting a video file or FlashBack movie to cover the 'joins' at the start and end of the inserted movie.

When you insert a transition at a frame, it creates a transition between that frame and the frame before it.

You can set the type of transition, its duration and whether it pauses in the middle. The 3 types of transition are:

- Fade to white - if you add the transition at frame 100, for example, frame 99 will fade to white and frame 100 will fade in from white.
- Fade to black - again, frame 99 fades to black and frame 100 fades in from black
- Cross-fade - this fades frame 99 into frame 100

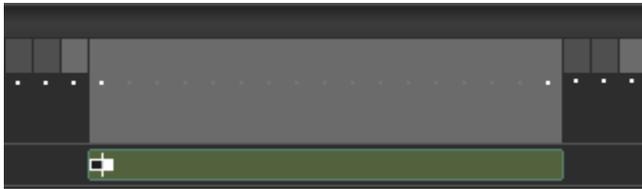
Transitions can be added automatically when you insert a video file or FlashBack movie into your movie.

How to add a Transition

1. Find the frame in the movie that contains the 'join' you want to have transition smoothly.
2. Select the *Transition* menu item in the Insert menu or click the  button on the central toolbar.
3. Set the Transition properties

Transition Frames

When you add a Transition, it looks like this on the framebar:



The grey frames are part of the Transition and cannot be edited like normal frames. They cannot be deleted without deleting the Transition. You cannot insert objects in these frames or perform other editing operations on them.

Start and End Titles

This topic applies to the Pro edition only

You can add 'Titles' to the start and end of a movie. Titles are text and/or an image on top of a plain colour background.

Note: When FlashBack adds titles, it adds a number of highlight, textbox, pause and image objects to the start or end of the movie. You can edit these objects manually to change the text or image position, but for altering the duration of the titles, it is simpler to use the 'Start/End Titles' window.

How to add Titles

1. Select 'Start/End Titles' on the Effects menu or click the  button on the Effects tab of the left side panel.

2. Set the Title properties - give it some text and/or an image

Changing the Titles Appearance

To change the position of the text or image:

When FlashBack adds titles with text and images, it creates the text or image by adding a standard textbox or image object to the movie. You will see these at the start or end of the movie.

Change the position of the text or image by clicking and dragging the textbox or image object, as you normally would.

To change the size of the image:

See the help for 'To change the position of the text or image'. Change the size of the image object added by FlashBack when it created the titles.

To change anything else:

Select 'Start/End Titles' from the Effects menu or click the  button on the Effects tab of the left side panel.

You can always alter the titles by editing the image, textbox, pause and highlight objects added by FlashBack to the start or end of the movie. However, for things like altering the duration of the movie, it is much easier to use the Titles properties window.

Magnifier effects

You can add a Magnifier to show part of the movie in greater detail.

How to add a Magnifier effect:

1. Select the frame where you want to add the Magnifier.
2. On the Player main menu, select Magnifier from the Effects menu.

or

On the central toolbar, click the Magnifier button: 

You can adjust the strength of the magnification and the border around it by double clicking it, or double clicking its bar in the framebar.

The Mouse Cursor

Highlighting the mouse cursor

By default, FlashBack draws a yellow highlight circle around the mouse cursor. If you want to change the colour, opacity, size and outlining of this circle, or not show it at all, use the *Highlight Cursor* option in the *Effects* menu.

Note: if you use the 'cursor trails' option in Windows, the highlight circle will not be visible.

Smoothing mouse movements

This topic applies to the Pro edition only

FlashBack enables you to smooth out the mouse movements in selected frames.

The mouse will move smoothly from its position in the first frame of the selection to its position in the last frame of the selection, stopping to make any clicks it needs to along the way.

Use this feature to remove any distracting jumps in mouse movements.

How to smooth mouse movements in a section of the movie:

1. Select the frames in which you want to smooth out the mouse movements.
FlashBack will make the mouse move smoothly from the position in the first frame of the selection to its position in the last frame of the selection.
2. Select the 'Smooth cursor movements' item from the *Actions -> Cursor* menu.

Hiding the mouse cursor

This topic applies to the Pro edition only

FlashBack can hide the mouse cursor during playback. You can select a series of frames and choose to hide the cursor in those frames when the movie is played back.

How to hide the mouse cursor:

1. Select the frames in which you want to hide the mouse.
2. In the Actions menu, select *Mouse Cursor -> Hide the mouse cursor*
3. The selected frames will be drawn in blue in the frame bar, indicating that the mouse is hidden in those frames.

To un-hide the cursor in those frames just select the frame and select *Actions -> Mouse Cursor -> Show the mouse cursor*.

Mouse action animations

When a mouse button is pressed during recording, FlashBack can show an animation in the final movie, to indicate the action that occurred. These animations can be customised by editing the bitmaps used to create them.

How to switch mouse action animations on and off:

In the Effects menu, select Highlight Cursor. Then select or deselect the "Highlight mouse clicks" setting.

How to use the default animations instead of customised animations saved in a movie file:

If you play back an FBR file with customised mouse animations but want to use the default animations or your own customised images, select the *Reset mouse action images* item from the *Edit* menu in FlashBack Player.

How to customise mouse action animations:

The images used in animations are contained in the "custom" folder, which is in the FlashBack install folder. When Player starts, it loads these images. Take a look in this folder and you will see a number of .PNG image files called LeftMouseDblClk1.png, LeftMouseDown1.png etc.

When a mouse action occurs in the movie, FlashBack overlays these images onto the mouse cursor in a sequence to create the animation. For example, if the right mouse button was pushed down, it would overlay RightMouseDown1.png, then RightMouseDown2.png, then RightMouseDown3.png to create the animation effect.

To change the animation seen for a mouse action, you simply need to change the image files used.

When you change the animations, your customised version is saved into the movie (FBR) file and also included in all exports you make.

For example: if you wanted to change the right mouse down animation, you could edit the 3 files called RightMouseDown1.png, RightMouseDown2.png and RightMouseDown3.png in an image editor application to create a completely different effect. Each of the images must be the same size.

Supported formats for the image files are: BMP, GIF, PNG, JPG, JPEG and ICO.

If you wanted to use BMP files instead of PNG files for the right mouse down animation, you would remove the RightMouseDown<frame number>.PNG files from the *Custom* folder and replace them with RightMouseDown<frame number>.BMP files.

The actions available for animation are:

- Left button down
- Left button up
- Left button double click
- Right button down
- Right button up
- Right button double click
- Middle button down
- Middle button up
- Middle button double click
- Scroll wheel up
- Scroll wheel down

No default animation is supplied for middle button actions.

Transparency

The animation images need transparency, or they would completely obscure the mouse pointer and the movie around it. FlashBack handles transparency in the images in one of two ways:

1. By treating one colour in the image as 'transparent'
The transparent colour is set by the TransparentColour variable in the custom.cfg file - see the section *More advanced customisation* below. If you use normal BMP, GIF, JPG or 8 bit PNG images you must use this method and specify a colour as 'transparent'.
2. By using transparency information encoded into the image.
This is only available for 32bit 'ARGB' BMP files and 24bit PNG format images. 24bit PNG images can be saved by Adobe Photoshop and other image processing applications.

More advanced customisation

In the custom folder is another file, custom.cfg which holds details on how Player will use the animation images. It is a text file and you can edit this to change the number of frames of animation, speed of animation and the transparent colour in the image files.

The file holds a number of numeric values which relate to the various mouse action animations. You can change these values to change the animation.

Here is a sample set of lines from custom.cfg which control the left button down animation. Comments on how you could change the value are on the right.

LeftMouseDownDoDraw=1

Change this value to 0 to not include this particular animation (left button down) in the movie - no animation will be displayed.

LeftMouseDownImagesCount=3

Change this to add more frames of animation or have less. Remember, if you changed this value to 4, for example, you would need to add an extra image file:

LeftMouseDown4.bmp

LeftMouseDownDuration=500

The time in milliseconds that each frame of the animation is displayed for.

LeftMouseDownOffsetFromCursorHotspotX=-

These two values specify the

12
LeftMouseDownOffsetFromCursorHotspotY=-
12

position of the 'hotspot' in the image - the position of the end of the cursor.
To locate the animation exactly over the end of the mouse cursor, you may need to change these values.

LeftMouseDownTransparentColor=0x00FF00FF

The colour in the image that will be made transparent when it is overlaid on top of the movie.

Putting the mouse in front or behind other objects

This topic applies to the Pro and Plus editions only

By default the mouse cursor will move behind other objects, like textboxes, images and highlights, that you add to the movie.

You may want the mouse cursor to move in front of them, so they appear to be part of the original recording. FlashBack allows you to do this.

Note: the exception to this is the webcam video window - this always appears in front of the cursor and other objects added in FlashBack.

How to make the cursor move in front of other presentation objects:

1. Select the 'Bring cursor to front' item from the *Actions -> Cursor* menu.

If you wanted to send the cursor behind other objects, you would select the 'Send cursor to back' item from the same menu.

Re-recording the mouse cursor

This topic applies to the Pro edition only

There may be occasions when you want to tidy up or correct mouse movements in the movie. FlashBack allows you to do this by letting you re-record the mouse for part or all of the movie.

How to re-record the mouse for a section of the movie:

1. Select the frames in which you want to re-record the mouse.
2. Select the menu item *Actions -> Cursor -> Re-record mouse cursor -> At selected frames*. A countdown will be displayed, to allow you to get the mouse into the correct starting position.
3. When the count down finishes, the movie will play. Move the mouse as you wish it to be seen in the final movie and FlashBack will record the movements.

To re-record the mouse for the entire movie, just select the *Actions -> Cursor -> Re-record mouse cursor -> For whole movie* menu item.

Working with Sound

This topic applies to the Pro edition only

Adding and Recording Sound into a Movie

FlashBack Player enables you to add sound files to a movie, or record commentary or PC sounds into the movie.

When you add a sound file or record new sound, this new sound appears as a new clip in a new track. For more on clips and tracks, see [Clips and Tracks](#).

How to add a sound file to a movie:

1. Select the frame in the movie at which you want to add the sound.
2. Click the Add button 
3. Select a sound file and click Ok.

The sound will be added as a new clip in a new track, at the selected frame.

Recording Sound into the movie

FlashBack will let you record sound from a microphone (if one is attached) or the sounds you hear from the PC speaker.

How to record sound into a movie

1. Select the frame in the movie at which you want to add the recording.
2. In the menus go to Sound -> Record Sound
3. You will need to select the recording source - typically either a microphone or the 'PC sounds' you hear through the PC speakers. See [Selecting the Recording Source](#) below for more details.

Click 'Record'.

4. FlashBack will start playback of the movie and record sound from the frame you selected earlier.

5. Press the Pause button on the toolbar to stop recording and playback.

The sound will be added as a new clip in a new track, at the selected frame.

Selecting the Recording Source

On the Sound Record window, you select the sound source and format to be used by FlashBack Player when recording.

1. Selecting a sound device

Choose a device from the Sound Device drop-down list. Your PC will typically have a "default" sound device and one for each sound card or other sound playback or recording device attached to your PC. Select the device you want to record sound from.

2. Selecting a sound source

There are 3 options to choose from:

1. Microphone

Select this to record a commentary from an attached microphone.

Use the Level slider and volume indicator on the right of the window to ensure that your microphone is connected and picking up sound correctly.

If FlashBack does not detect a suitable microphone source attached to your selected sound device, this option will not be enabled.

2. PC Sounds

Select this option to record what you hear in your PC speakers.

A typical sound device (e.g. a sound card) will have a number of 'sources' available for recording. Click the Select Sources button to see the sources that play through your PC speakers. You can select which sources to record and adjust their relative volumes with the mini-sliders.

Use the 'level' meters to the right of the Window to make sure FlashBack can 'hear' the sound ok for recording.

3. Other Sounds

Use this to select a sound source that usually does not play back through your PC speakers.

3. Selecting a sound format

Selecting different sound formats will vary the quality of the recording and the amount of space it occupies in the movie file.

You need to select:

1. Sampling rate in Khz.
The higher, the rate the better the sound quality but the more file space the sound track occupies.
2. Stereo / Mono.
Stereo will give better sound quality than mono, but also produce larger movie files.
3. MP3 compression
This option should always be selected unless you are experiencing problems or crashes during recording or export. Deselecting this option may greatly increase the movie file size.

FlashBack uses a redistribution of the LAME MP3 codec:
www.mp3dev.org .

The Sound Options Window

This topic applies to the Pro edition only

Use this window to:

- Set the sound output device to be used on playback.
- Set options that determine how MP3 sounds are affected by editing and exporting.

The Playback Tab

This sets the sound device used during movie playback.

The Editing and Exporting Tab

The controls on this tab set:

- The 'common' MP3 compression level.
When uncompressed sounds are added to a movie, they may need to be converted to MP3. This 'common' compression level is used to compress the sounds.

Sound Synchronisation Problems

This topic applies to the Pro edition only

Some users may experience problems in audio-video synchronisation. These are usually due to high CPU usage while recording, a condition you may encounter when recording games. If you suspect this is the cause, go to the Recorder Options window, the Advanced tab, and turn on the setting "Compress to MP3 when recording stops" .

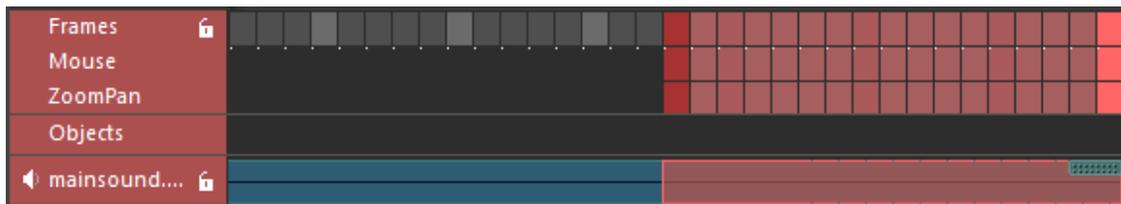
Note that sound sync problems are very hardware dependant - you may find no problems at all if you record on a different PC.

Fixing sync problems in existing recordings

If the fix above does not work, or you have existing recordings with sync issues, this process may correct problems:

If the sound is 'ahead' of the video, and reaches the end before the video, you can use the Resynchronise function in FlashBack Player to make sound and video end at the same point, correcting the sync.

1. Find the point in the audio at which it 'ends' - this will be before the end of the movie.
2. Select the sound from that point to the end of the movie.
3. Delete the sound, but make sure you do not also delete the movie frames. Only the sound should be selected and drawn in red:



4. Right click on the track header and select Resynchronise. Select to resynchronise to the duration of the movie.

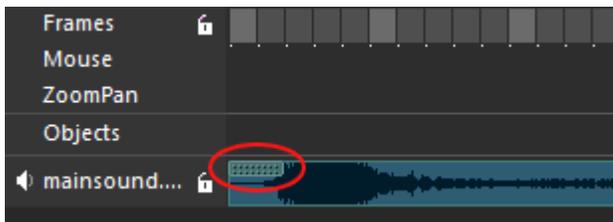
This will resample the sound track to make it the same length as the video, probably correcting sync problems in the process.

Changing the Volume of a Track or Clip

This topic applies to the Pro edition only

To change the volume of a Track or Clip, select it and then use the Volume control on the toolbar.

Select the Track or Clip by clicking its drag handle:



Right click the selected clip and use the Increase Volume or Decrease Volume to increase or decrease the volume.

Removing Noise

This topic applies to the Pro edition only

FlashBack can remove background noise such as hiss or mains hum, from a sound track.

How to remove noise

1. Select a sound clip or track
2. Select 'Remove Noise' from the Sound menu or the right click menu for the clip or track.
3. Set the noise removal parameters.

The higher the 'Strength' setting, the more noise is removed, but higher values will adversely affect sound quality - you will need to find the right balance between noise removal and sound quality.

The 'remove musical artefacts' setting removes distortion added by the noise removal process. You would normally want this set on, but turning it off can improve quality in some situations.

Fading Sounds In or Out

This topic applies to the Pro edition only

FlashBack can fade a sound clip in and out.

How to fade a clip in or out

1. Select the sound clip you want to fade
2. Select 'Fade clip in/out' from the Sound menu or the right click menu for that clip.
3. Set the duration of the fade in and out.

Volume Level Processing

This topic applies to the Pro edition only

FlashBack can process audio to reduce the problems caused by having widely varying volume levels within a movie.

There are two functions:

- **Compression**
This equalizes volume within a clip, reducing the difference between loud and quiet sounds. It boosts the level of quiet sounds and reduces the level of loud sounds.
- **Normalization**
The adjusts the volume of loud sounds in a number of clips, to give them all the same 'loudness' - the volume of the loudest sound in the clip. It is best used when you have a number of clips with differing volumes.

To apply compression to a clip:

1. Select the clip.
2. Select Volume Level Processing -> Even out the Volume Within a Clip on the Sound menu or the right click menu of the clip.

3. Set the strength of the compression

To apply normalization to a number of clips:

1. Select more than one clip by holding the Shift key and clicking the clip handles.
2. Select Volume Level Processing -> Make Multiple Clips Have the Same Loudness on the Sound menu or the right click menu of the clip.
3. Set normalization to either use the mean volume of the clips or a custom level.

Editing Sound

This topic applies to the Pro edition only

Sound Editing Basics

FlashBack includes powerful multi-track sound editing capabilities. You can add and edit extra commentary or sound files to your movie.

This page will cover the basics of editing sound:

[Clips and Tracks](#)

[Moving a Clip](#)

[Selecting Sound](#)

[Changing the volume of sound](#)

[Muting Sound](#)

See these topics for more advanced features:

[Adding and Recording Sound into a movie](#)

[Merging and Splitting Clips and Tracks](#)

[Sound Editing Operations](#)

[More About Selecting Sound and Frames](#)

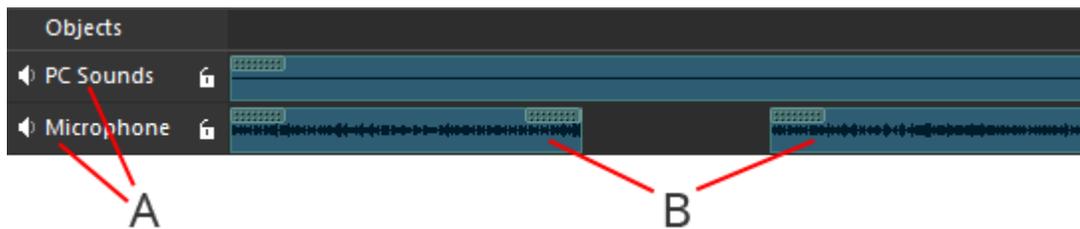
Clips and Tracks

FlashBack works with sound as clips and tracks.

- A **clip** is a piece of sound that you can move and adjust its volume, independent of all other sounds.
- A number of sound clips together form a **track**. You could have a track called 'commentary' for example, which contains a number of different commentary sound clips.

FlashBack shows clips and tracks below the framebar. Each clip is shown as a blue sound "waveform" image, with drag handles.

In the image below, there are 2 tracks: "PC Sounds" and "Microphone". The Microphone track contains 2 clips.



A = Tracks

B = Clips

When you add a sound file or record a new commentary, the new sound is added as a new clip in a new track.

If you recorded sound with your movie, this sound will appear as a single clip in a track names after the source it was recorded from. The clip will have the same length as the movie.

Note: stereo tracks are shown as one waveform, rather than two images for the two separate channels. The track plays back in stereo, but for the purposes of editing and visualisation, its shown as one image, and edits apply to both left and right channels.

Moving a clip

At the start and end of each clip are drag handles.

Move the start point of a clip in the movie by clicking either handle and dragging to the left or right. This enables you to position sound effects or sections of speech exactly in sync with the video.

Selecting Sound

- Select part of a clip by clicking in the clip and dragging to mark an area in red



- Select the entire clip by clicking its handle.



- Select more than one clip by holding down shift while clicking clip handles. Only adjacent clips can be selected at once.
- Select a track by clicking its header. The header will get a red highlight when selected.



FlashBack allows you to select the same time period in a number of sound tracks and the movie frames, so you can perform operations on all of them at once - see [More About Selecting Sound and Frames](#) for more details.

Changing the volume of sounds

How to change the volume of a part of a clip:

1. Click and drag to select part of a clip.
2. Right click the clip and use the Increase Volume or Decrease Volume menus to adjust the volume

Note: FlashBack will make your selection into a new clip and change its volume. This means you can easily make further changes to that same selection later.

How to change the volume of an entire clip:

1. Click the handle of a clip to select it - the clip will be drawn with a red background.
2. Right click the clip and use the Increase Volume or Decrease Volume menus to adjust the volume

How to change the volume of an entire track:

1. Right click the track name, and use the Increase Volume or Decrease Volume menus to adjust the volume

Muting Sounds

Mute and unmute sound with the Mute toggle button on the central toolbar: 

Muted clips are shown in grey.

How to mute part of a clip:

1. Click and drag to select part of a clip.
2. Click the Mute button in the toolbar 
or
Right click the clip and select Mute from its menu.

Note: FlashBack will make your selection into a new clip and mute that. This means you can easily unmute that same selection later.

How to mute or unmute a clip:

1. Click the handle of a clip to select it - the clip will be drawn with a red background.
2. Click the Mute button in the toolbar  to mute or unmute it.
or
Right click the clip and select Mute from its menu.

How to mute or unmute an entire track:

1. Right click the track name, and select the Mute item from its menu.

Merging and Splitting Clips and Tracks

This topic applies to the Pro edition only

FlashBack allows you to select a number of clips and tracks, and merge them together into one.

A single clip can be split into two or three clips, allowing you to position and change the volume of each piece of sound separately.

Merging Clips

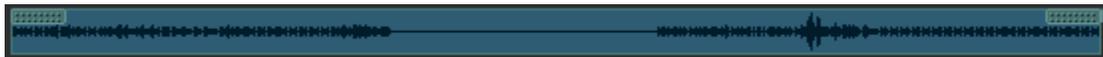
Select more than one clip by holding down the Shift key and clicking on their handles.

Only adjacent clips can be selected.

The selected clips will be shown in red:



Merge the clips by right clicking them and selecting the Merge item  or select Merge Clips from the Sound menu.



Merging Tracks

Merge tracks to move all their clips into one track.

How to merge tracks:

1. Select a track by clicking the track 'header' on the left of the Player. The header will turn red to indicate selection:



Select all the tracks you want to merge.

2. Right click the header of one of the selected tracks and click 'Merge Tracks' from its menu, or click the Merge Tracks button  on the toolbar.

Splitting a Clip

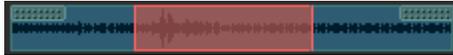
FlashBack lets you split clips into multiple clips, so you can position and change the volume of each piece of sound separately.

How to split a clip into two:

1. Right click the point at which you want to split the clip.
2. Select the Split item on the menu , or select Split Clip from the Sound menu.

How to split a clip into three, with the selection as the center clip:

1. Select a section of sound:



2. Right click the selection and select the Split menu item  or select the Split Clip item from the Sound menu.

The selected section becomes a clip:



Sound Editing Operations

This topic applies to the Pro edition only

Copying, Cutting and Pasting Sound

FlashBack allows you to copy and cut sound from a clip, then paste it into another clip or a new track.

How to copy and paste sound:

1. Select some sound in a clip, right click it and use either the Copy or Cut menu items   or the Copy and Cut items on the Sound menu.
2. To paste the sound into an existing track, right click a point in the track and select click the Paste menu item  or the Paste item in the Sound menu.

To paste the sound into a new track, make sure you have no selection in a track when you click Paste - a new track will be created to hold the pasted clip.

Note: these functions do not use the normal Windows clipboard - sound is copied to and pasted from a special sound clipboard only available to FlashBack.

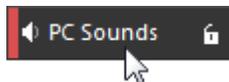
Inserting Silence

FlashBack enables you to insert silence into sound tracks. You can optionally insert blank frames at the same time.

Right click a point in the track and click the Insert Silence menu item  or the Insert Frames/Silence item on the Edit menu.

Note: you can set the length of the silence inserted by selecting a period then using the Insert Silence function - the silence length will default to the selection duration.

Note: if frames are selected then frames will also be inserted into the movie. If frames are not selected, no frames will be inserted by the Insert function. You will know if frames are selected because the Framebar header will be shown in red:



For more on selecting sound and frames, see [More About Selecting Sound and Frames](#).

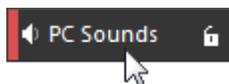
Cropping the Movie and Sound Tracks

FlashBack allows you to crop sound tracks down to a selected period. You can optionally also crop the entire movie down to the selected period.

Select a period of sound and click the Crop button on the toolbar  or the Crop item on the Edit menu.

You'll be asked to confirm the operation, then the selected sound tracks will be cropped to the selected section - everything outside the selection will be deleted.

Note: if frames are selected - i.e. if the Framebar header is drawn in red like this:



then frames will also be cropped to the selection. The entire movie length will be reduced.

For more on selecting sound and frames, see [More About Selecting Sound and Frames](#).

More About Selecting Sound and Frames

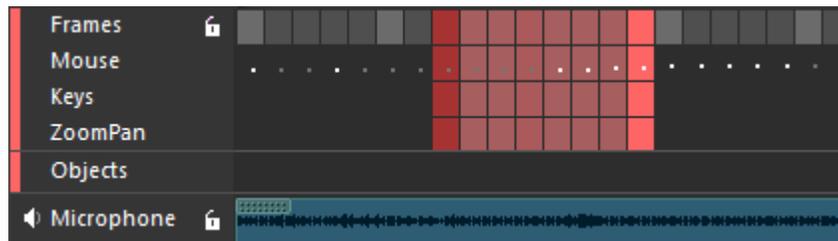
This topic applies to the Pro edition only

You can make selections in either the framebar or soundtracks by clicking and dragging, or holding the Shift key while clicking the selection start and end points.

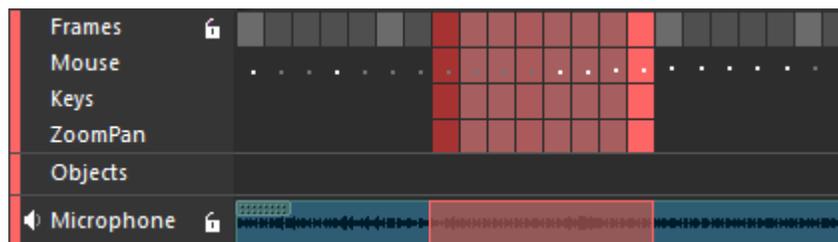
Selecting the same frames/period in many tracks

FlashBack enables you to make a selection in one sound track or the framebar and make that same period selected in other tracks. Edit operations can act on the same selection in multiple sound tracks and the movie frames.

Here, the frames are selected and the sound track is not. :



To toggle the selection state of the frames or sound tracks, just click the header on the left. The same period is selected in all tracks (or the framebar) in the selected state. So if you clicked the "Sound Effects" track header, a period of sound would be selected corresponding to the already selected frames:

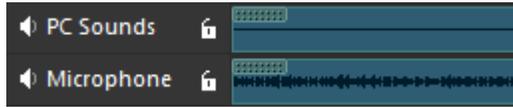


So the same period is selected in both the framebar and the sound track.

Using the Lock option to always include a bar/track in selections

If you want to always include or exclude a bar/track from selections, you can use the lock/unlock toggle button to set this.

In the image below, both tracks are 'unlocked'. If I make a selection in one, the same period will not be selected in the other.



Click the  button to fix the selection state of the track/framebar. It will change to a  icon to show that the state is 'locked'.

Using FlashBack from the Command Line

This topic applies to the Pro edition only

Using FlashBack from the Command Line

FlashBack is installed with a program FBCmd.exe that enables recording and exporting from the command line.

Usage:

FBCmd.exe [action] [options]

Actions:

/start	Start recording.
/stop	Stop recording.
/pause	Pauses recording
/continue	Unpauses and continues recording
/isrecording	Returns zero if no recording is in progress, non-zero if recording is in progress.
/exit	Exit Recorder
/save-config	Overwrite FBCmd configuration with current command line options
/export-configs [filePath]	Export configuration files to the [filePath] folder. configuration files are: "FBCmd Recorder.xml" - options for the recording process "FBCmd ExportWMV.xml" - options for export to WMV "FBCmd ExportFlash.xml" - options for export to Flash "FBCmd ExportAVI.xml" - options for export to AVI

	You can use these XML files with the /recorder-config, /avi-config, /wmv-config and /swf-config options to use custom settings instead of the current FlashBack defaults.
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Options for use with the /stop action:

/save-fbr [fileName]	Save recorded movie to [fileName]
/save-avi [fileName]	Export recorded movie to AVI
/avi-config [fileName]	Use AVI export configuration file
/save-wmv [fileName]	Export recorded movie to WMV
/wmv-config [fileName]	Use WMV export configuration file
/save-swf [fileName]	Export recorded movie to Flash
/swf-config [fileName]	Use Flash export configuration file

So to start recording, then stop and save to a WMV file, the commands would be:

FBCMD /start
then

FBCMD /stop /save-wmv c:\test.wmv

This will use the default WMV export settings. To use a different set of settings, you would get settings as required using FlashBack Recorder, then export them to an XML file with the "FBCMD /export-configs" command. Then, when stopping and exporting you could specify the WMV config file via the "/wmv-config" option, like this:

FBCMD /stop /save-wmv c:\test.wmv /wmv-config c:\fbcmd exportwmv.xml.

Options for use with the /start action:

/recorder-config [fileName]	Use custom recorder config file
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If you need to run FlashBack from the command line with a particular set of settings, you would:

- Run FB normally, setting all the options you need. This could include setting a region, window or selected monitors for recording.
- Export the settings file, by running

```
FBCmd.exe /export-configs c:\myfolder
```

This generates settings file c:\myfolder\FBCmd Recorder.xml

- Run FlashBack from the command line and use the settings file:

```
FBCmd.exe /start /recorder-config c:\myfolder\FBCmd Recorder.xml
```

This will run FlashBack, displaying no user interface, using the same settings as previously.

Password Protecting Movies

This topic applies to the Pro edition only

Password Protecting Movies

FlashBack can password protect FBR files, so a password is required to play or edit the movie.

How to make the movie require a password for playing and editing

1. In FlashBack Player, go to Tools -> Password Protect Movie
2. Select "Password protect movie"
3. Enter the same password in both fields: "password to enable playback and editing" and "password to enable playback"

When the movie is opened, FlashBack will prompt for a password. If the correct password is entered, the movie will open as normal.

How to make the movie require a password for editing only

1. In FlashBack Player, go to Tools -> Password Protect Movie
2. Select "Password protect movie"
3. Enter a password in the "password to enable playback and editing" field.

When the movie is opened, FlashBack will prompt for a password to enable editing. If the correct password is entered, the movie will open as normal. If no password is entered, the movie will open in read-only mode - it can be played back but not edited.

How to make the movie require a different password for playing and editing

1. In FlashBack Player, go to Tools -> Password Protect Movie
2. Select "Password protect movie"
3. Enter the a different password in both fields: "password to enable playback and editing" and "password to enable playback"

When the movie is opened, FlashBack will prompt for a password. If the "password to enable playback" is entered, the movie will open in read-only mode. If the "password to enable playback and editing" is entered, the movie will open as normal. If no correct password is entered, the movie will not open.

Localization Features

This topic applies to the Pro edition only

Localizing FlashBack Movies

- A FlashBack movie (FBR file) can contain multiple languages for the text in its textboxes and buttons.
- You can export the text from a movie to a rich text (RTF) file, localize it and import it back into the movie, creating multiple languages for the movie.

- When exporting to a video format like Flash, you can specify which languages to use, and FlashBack will create an export file for each language with textbox and button text in that language

By default, when you create a movie its 'language' is the language of the FlashBack edition being used. You can add more languages to an FBR file by importing text files into it.

How to add a language to an FBR file

1. Go to Tools -> Localization -> Export Text as RTF. This will export Textbox and Button text from the movie into an RTF file. By default the file is named using the language code of the currently displayed language.
2. Translate the exported file, and change the language code in the file name to the new language.
3. Go to Tools -> Localization -> Import Text as RTF. This will import text from the selected file, creating a new language in the movie. FlashBack will use the language code in the imported file name to determine the new language.

How to display a language when playing the movie

1. Go to Tools -> Localization -> Displayed Language, and select the language you want to display.

How to export to a language, from a multi-language FBR file

1. Export as normal
2. After the 'Save As' window where you name the export file, you will see a window that asks you to select the languages to export. The export will proceed once for each selected language, naming the exported file using language codes.

How to change the language assigned to text

When you import text, FlashBack assigns it a language using the language code in the file name. If you've imported text but need to change its language (maybe the language code was wrong), you can do it like this:

1. Go to Tools -> Localization -> Manage Languages
2. Select the language
3. Click 'Change...' and select the new language.