

# fgrab — User's Guide

## 1. Capture

[fgrab]

If you launch the app, it will not show up in the dock and in the application switcher (Cmd-Tab), but you may see it in the process list of the activity utility (/ Applications/Utilities/ Activity Utility). In order to bring fgrab to the front press Cmd-Shift-Return. This is the hotkey for the application. Use it to show /hide the app and to stop screen recording.



- 1 frames per second [fps]
- 2 audio comment on/off
- 3 save [fvf]
- 4 record

fgrab features a highly sophisticated capture engine. Only the area of the screen that is in motion is captured. fgrab needs very little CPU processing power.

After having stopped screen recording you don't have to wait for any export procedure to complete. Just hit the 'Save' button and fgrab saves your screen movie to the desktop. fgrab uses a special video format, the fgrab video format (.fvf), made for a special purpose that is screen capturing.

You may create an alias from the fgrab application file and move this alias file to the 'StartupItems' folder. fgrab will then be opened at login and will be ready to be invoked every time.



## 2. Playback

[fvf\_player]

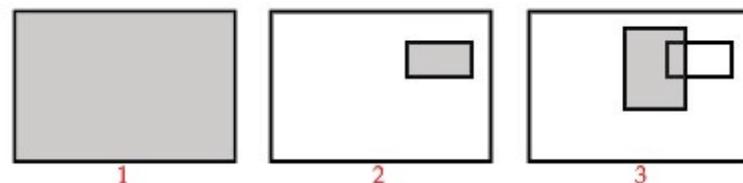
By double-clicking on the .fvf file the 'fvf\_player' helper application opens the file. This application is not visible in the dock and it has no menu bar. A window which shows the screen movie appears.



- 1 go to beginning [if shift key down]
- 2 set in point; jump to in point [if shift key down]
- 3 set out point; jump to out point [if shift key down]
- 4 make 'keyframe' (from 'difference frame')
- 5 jump to next keyframe
- 6 play/stop

You may play the screen movie immediately after you captured it. Hit the play button (6) to start playback. fvf\_player plays all frames and does not skip frames (FastCut does that). In order to construct a frame the previous frames are necessary. But there are also frames which do not need the previous frames to be drawn. Let's call them keyframes. These keyframes are rarely spread (about every 300 frames). Jump to them with the 'jump to next keyframe' button (5). You can make keyframes from the other frames ('difference frame') by pressing the 'make keyframe' button (4).

The right picture illustrates the fvf frame construction. The gray area is the difference to the previous frame. In order to draw frame 3 for instance all three gray areas of frame 1 to 3 are required.



Let's prepare the screen movie for the insertion into the timeline of your FastCut movie project. Set the in and out point of the screen movie using the 'set in /out point' buttons (2, 3). Now switch to your FastCut project.

*Updated:* Newer versions of fvf\_player allow the user to set multiple in & out point segments for a single fvf file.

## 3. Edit

[FastCut]

FastCut provides native support for .fvf (fgrab video format) clips. Choose 'Insert Screen Movie...' from the 'Movie' menu and select your screen movie .fvf file. Make sure that you have selected the right track and positioned the playhead slider appropriately before the insert (add) command. Set the 'movie size' in the 'Preferences' dialog to the size of your screen movie (usually equal to screen size). If you want to re-set in / out point of fvf clips, double-click the clip in the timeline. The clip is loaded in the fvf\_player application. *Updated:* The active in & out point segment in the fvf\_player popup menu automatically changes to match the segment of the associated fvf clip in the FastCut project.

