



# Capture

## User Manual



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## **1 Software Introduction**

Capture is a piece of touchscreen-based micro lecture software. This software applies to the recording of teaching materials. It provides functions including screen recording, editing, and recording by camera. In addition, superior interactive teaching video preparation, editing, and demonstration experience is achieved based on the interactive multimedia function of an intelligent pad, such as one-click uploading to the cloud platform and one-click export and save.

## **2 Installation Instructions**

### **2.1 Operating Environment**

#### **1) Software**

- Windows 10/7
- Net Framework 4.0 or later
- Microsoft Media Player 10.0 or later

#### **2) Hardware**

- CPU: i5
- Memory: 4G
- Hard Disk: 128G
- Resolution: 1920\*1080

### **2.2 Installing the Software**

Double-click the installation package to decompress it. After decompression, the installation wizard is displayed. See Figure 2-2-1.

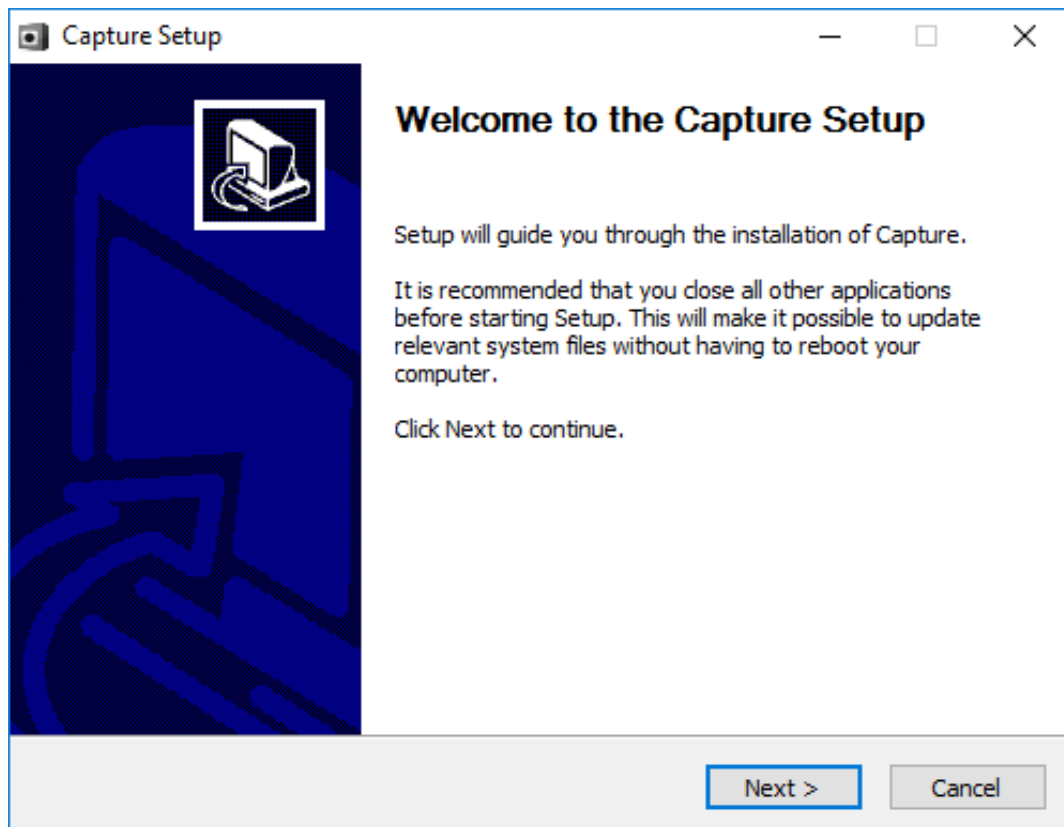


Figure 2-2-1 Installation wizard

Click **Next**. The interface for setting the installation path is displayed. See Figure 2-2-2.

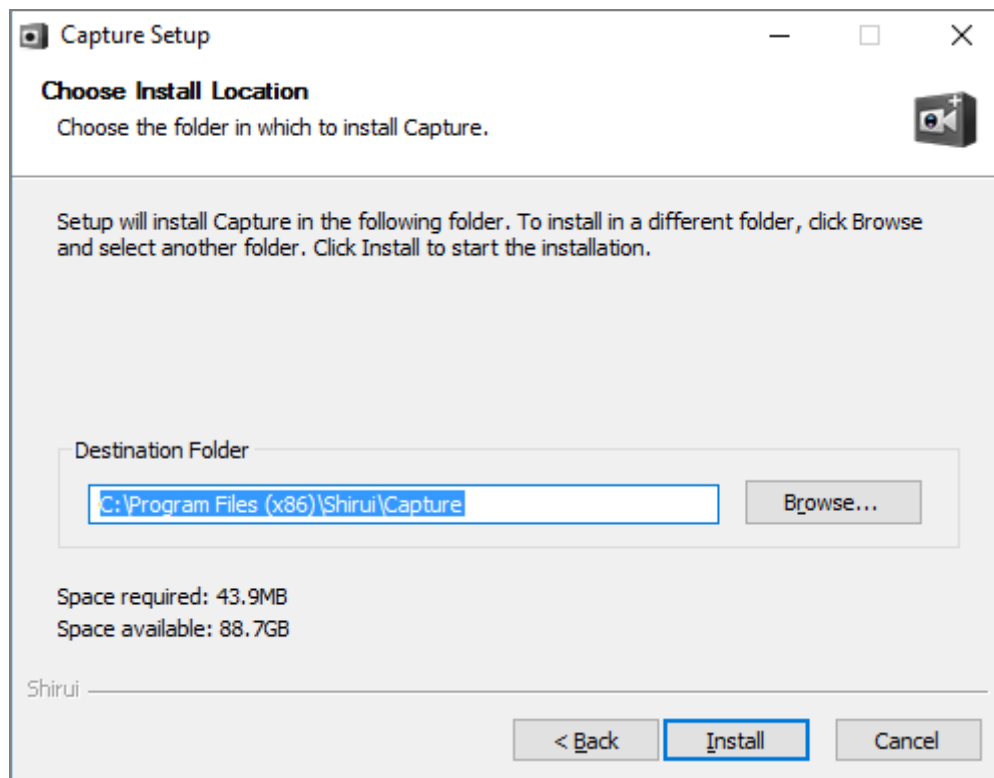


Figure 2-2-2 Setting the installation path

Click **Install**. The installation progress is displayed. See Figure 2-2-3.

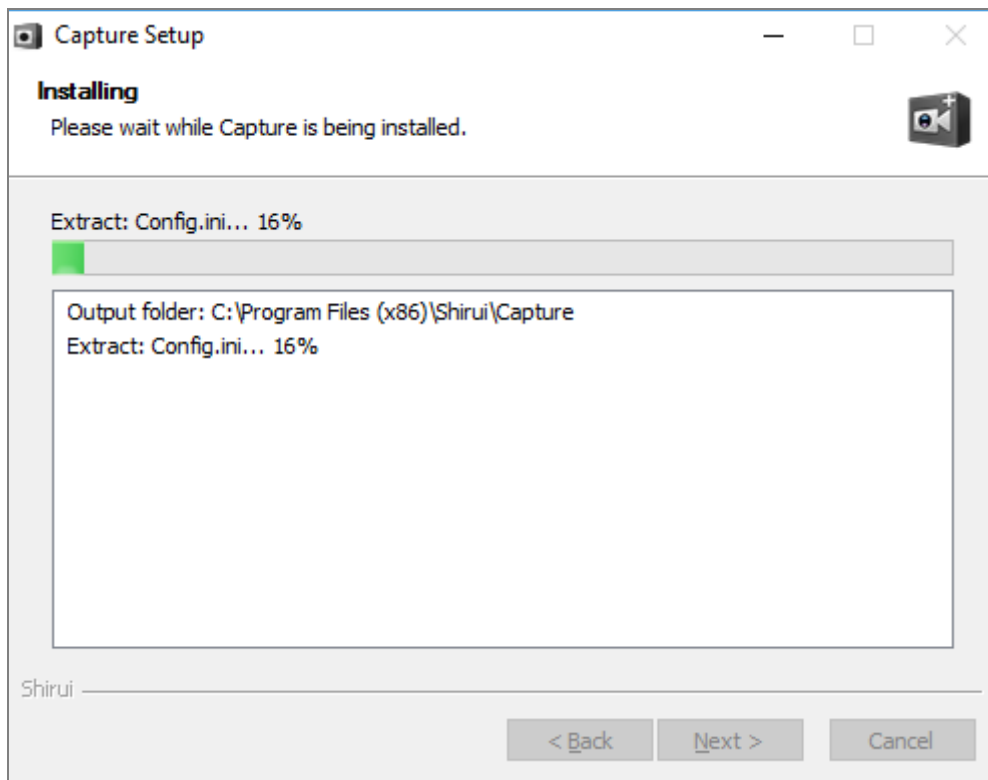


Figure 2-2-3 Installation progress

After the software is installed, the installation completion interface is displayed. See Figure 2-2-4.

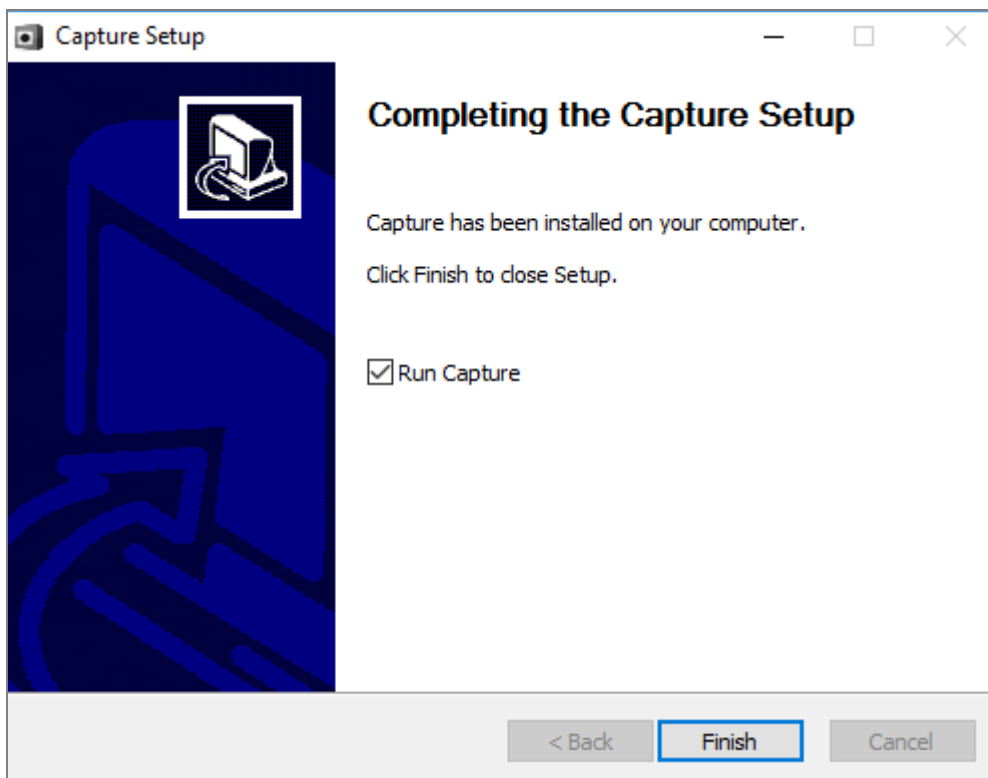



Figure 2-2-4 Installation completion

### 3 Use Introduction

After the software is installed, double-click the icon  on the desktop, or choose Start > All Programs > Capture to start Capture. See Figure 3-1. The main interface includes three modules: screen recording, editing, and camera.

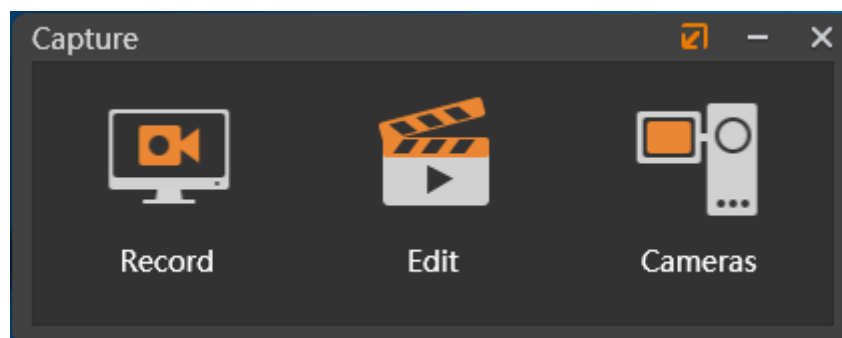


Figure 3-1 Main interface

Every time you start the software, the activate interface will be displayed. See figure 3-2. You can activate the software with serial code. If you don't activate it, you can't use the feature of editing after 30 days.

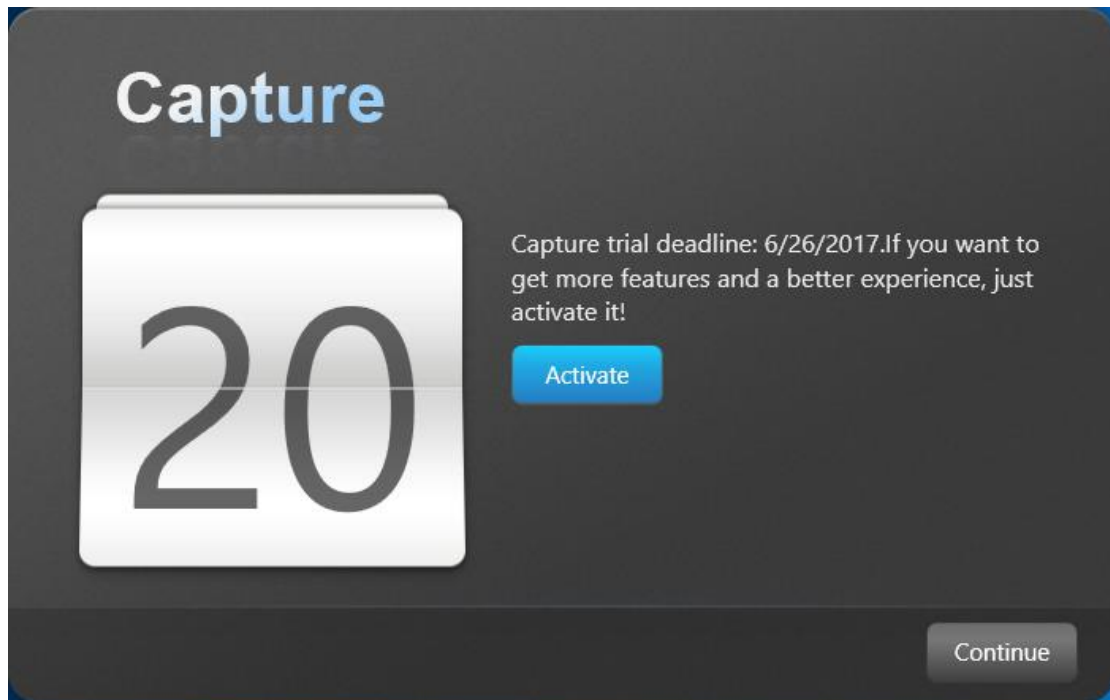



Figure 3-2 Activate interface

### 3.1 Screen Recording









Click  to enter the screen recording interface. Screen recording will record the operation process on the screen and opened videos.










#### 3.1.1 Setup

Before performing screen recording, you can set the recording area and audio/video functions. See Figure 3-1-1.



Figure 3-1-1 Setup

- ① Click and drag the  button at the four corners of the recording area to broaden or narrow the recording area. Click and drag the  button in the middle of the recording area to move the recording area.
- ② Camera settings
  - a) Click  to set whether to record the operator during screen recording. When the icon is , the camera is on. When the icon is , the camera is off.
  - b) If the camera is turned on, the screen in the camera is recorded and is displayed in the lower left corner of the recording area by default. The camera size and position can be set arbitrarily.
    - i. Size. Drag the  button in the upper right corner to zoom the range of camera.

- ii. Position. Drag the screen in the camera, it can be placed to any recording screen position.
- c) Click the drop-down menu button  on the right of the camera button, you can choose other camera of the computer.
- ③ Click  to set whether to record the system voice synchronously.  
When the icon is , the system is recorded. When the icon is , the system is not recorded.
- ④ Drag the volume scrollbar  to adjust the system volume.
- ⑤ Click  to record the entire screen.
- ⑥ Click  to return the customized screen size before. Click  to switch to the 800x600 or 1280\*720 recording scope.
- ⑦ Click  to enter the screen recording interface.

### 3.1.2 Start Recording

After the recording interface is displayed, the system will count down for 3 seconds before recording. See Figure 3-1-2. The recording area is within the four green right angles.

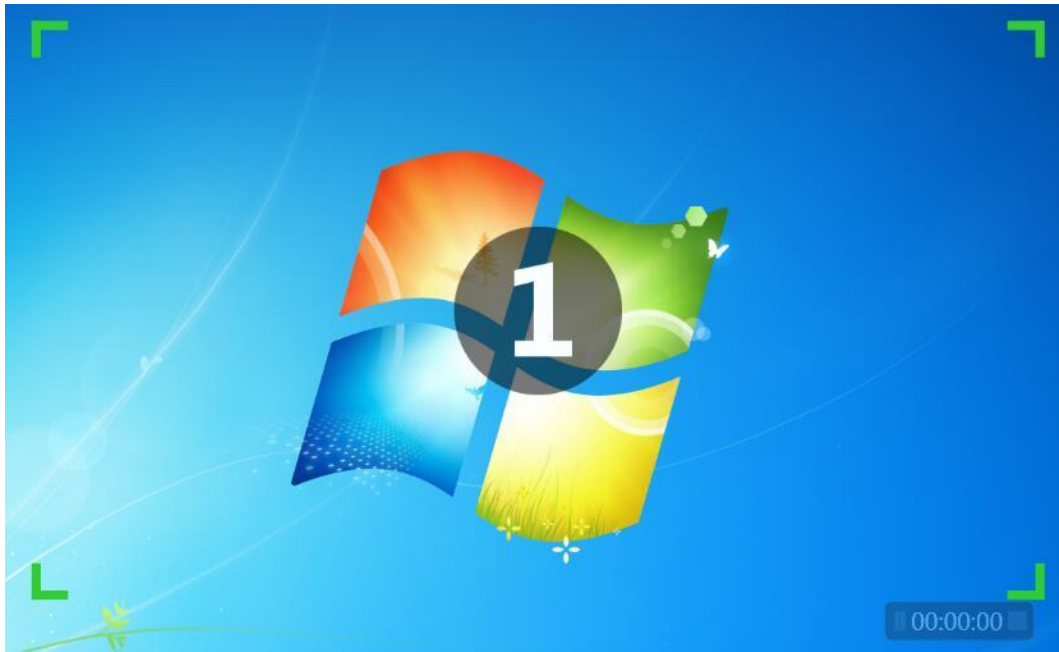





Figure 3-1-2 Recording interface

- ① Click  to pause and click  to continue.
- ② Click  to stop. Then the video preview interface is automatically displayed.

### 3.1.3 Preview

After recording is finished, the preview interface is displayed and the recorded video is automatically played. You can preview the recorded content, export, save, edit, or delete the video. See Figure 3-1-3.

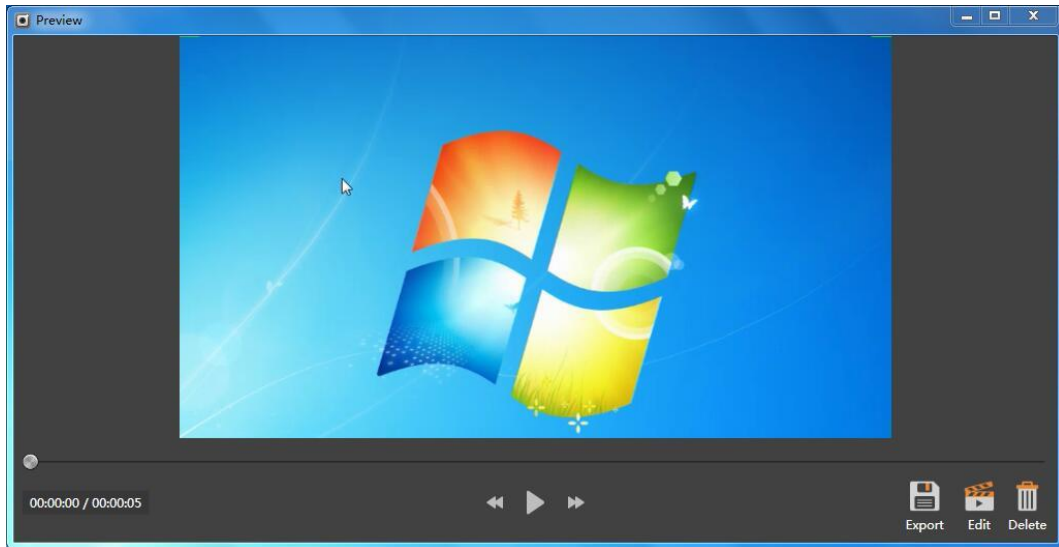






Figure 3-1-3 Video preview interface

- ① **Export:** Click  to save the video in \*.mp4 format to a local computer.
- ② **Edit:** Click  to access the editing interface. For details, see [3.2 Editing](#).
- ③ **Delete:** Click  to exit the preview interface without saving the recorded video.

## 3.2 Editing

Click  to access the video editing interface. See Figure 3-2.

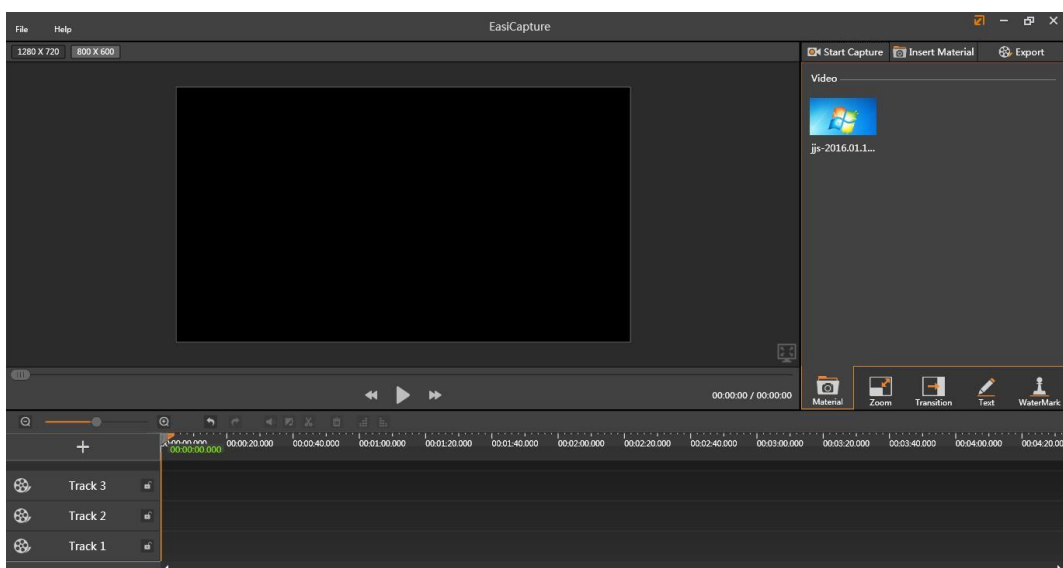


Figure 3-2 Editing interface

### 3.2.1 Menu Bar

#### 3.2.1.1 File

Click **File** in the upper left corner of the main interface. The following sub-items are displayed: New, Open, Save, Save As, Advance Save and Close.

- ① **New**: Click **New** to create a micro video \*.jjs project.
- ② **Open**: Click **Open** to open a saved micro video \*.jjs project.
- ③ **Save**: Click **Save** to save the edited micro video \*.jjs project.
- ④ **Save As**: Click **Save As** to save the current micro video \*.jjs project to another path.
- ⑤ **Advance Save**: Click **Advance Save** to save the current micro video \*.jjs project.
- ⑥ **Close**: Click **Close** to close the micro video editing interface.

**Notice**: If you use **Save**, then you can't delete the materials used. But you can not worry about it by **Advance Save**.

#### 3.2.1.2 Help

Click **Help** in the upper left corner of the main interface. The following sub-items are displayed: User manual, Check for Update, Language and About.

##### (1) User manual

You can view the user manual by clicking the **User manual**.

##### (2) Check for update

If the software is not the latest version, user can click **Check for update** to update the software online.

##### (3) Language

Click Language to choose other language.

##### (4) About

Click **About** to view the software name, version, and copyright information. See Figure 3-2-1-2.

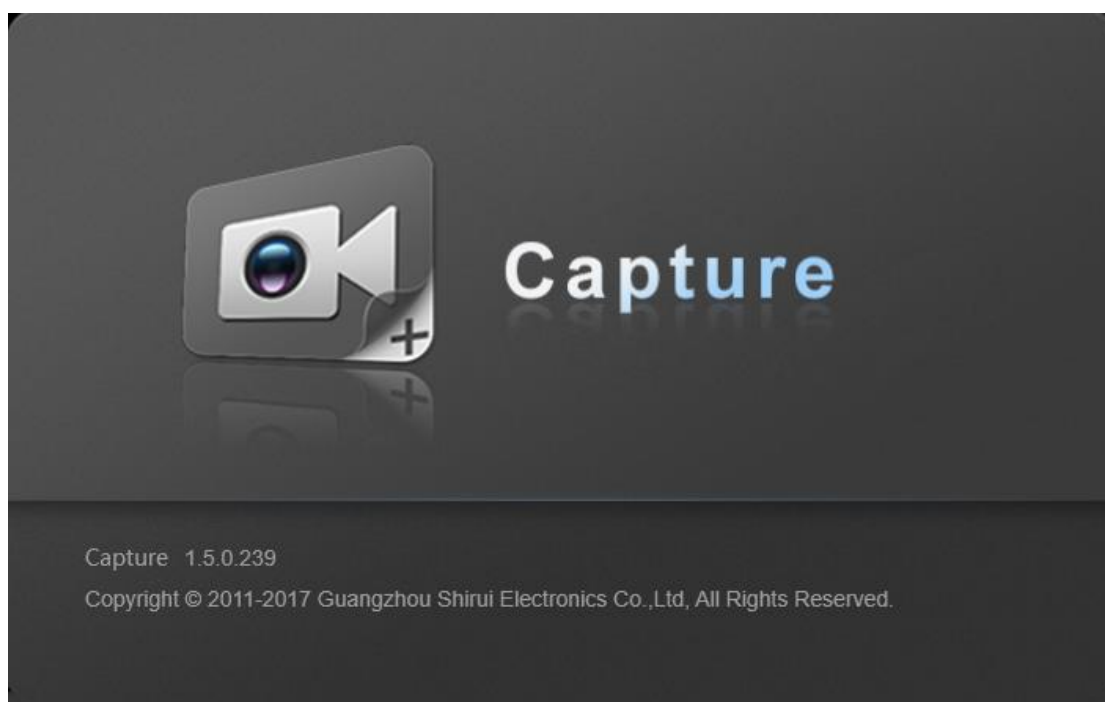




Figure 3-2-1-2 About

### 3.2.2 Material Preparation


In the software, editable materials include recorded videos and other audios, videos, images, texts, and watermarks.

#### 3.2.2.1 Recording Screen

Click  to start screen recording. For details, see [3.1 Screen Recording](#).

After screen recording is completed, click  in the preview interface to enter the editing interface. The recorded video is automatically added as a material.

#### 3.2.2.2 Inserting Materials

Click  to open the window for adding materials. You can add materials in \*.mp3, \*.mp4, \*.jpg, \*.png and so on. See Figure 3-2-2-2. The added materials will be categorized into three classes: video, audio, and image, and presented in the right pane of the editing interface.

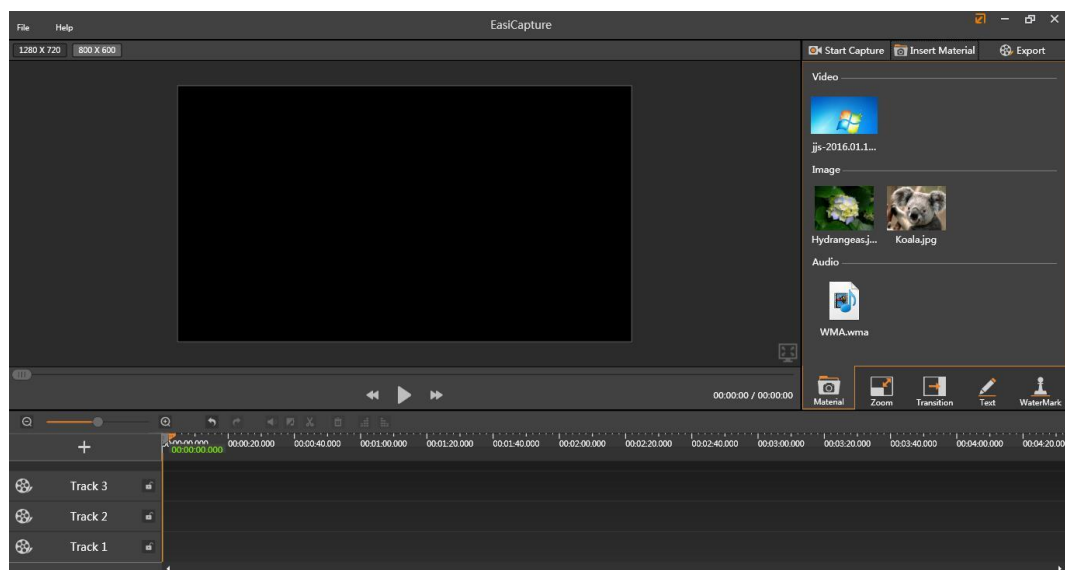



Figure 3-2-2-2 Inserting materials

### 3.2.2.3 Texts

Click  to switch to the text editing interface. See Figure 3-2-2-3. Enter characters in the text box. The text can then be used as a material.

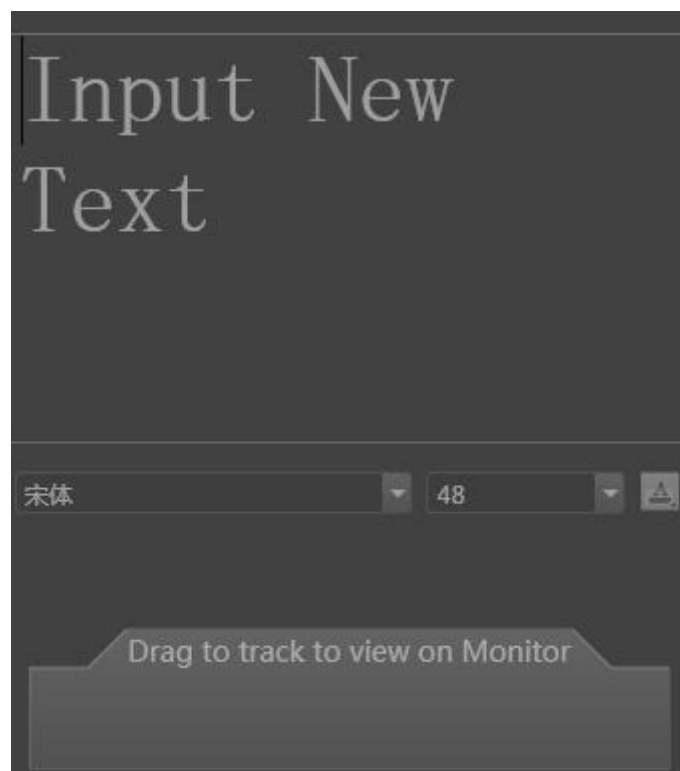


Figure 3-2-2-3 Text material

### 3.2.2.4 Watermarks

Click  to switch to the watermark interface. See Figure 3-2-2-4.

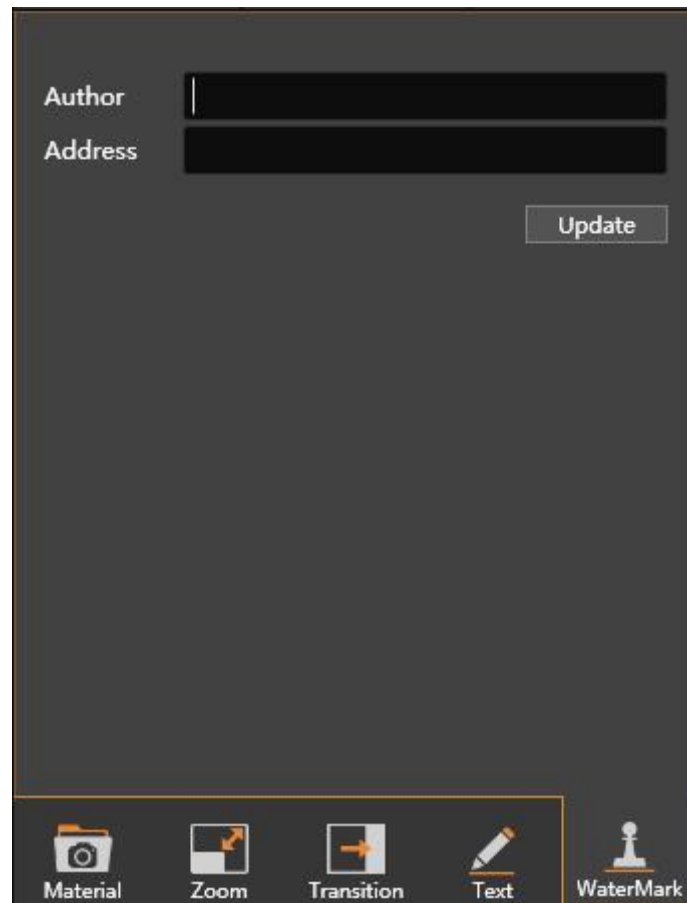



Figure 3-2-2-4 Editing a watermark

Enter watermark information in the Author name text box and click **Update**. Then the entered information will be displayed as a watermark in the lower right corner of the video interface.

### 3.2.3 Material Editing

Click  to switch to the material interface. Drag an audio, video, or image

to an editing track, or click  to switch to the text material interface and drag a text to a track. Then you can edit the corresponding materials. See Figure 3-2-3.

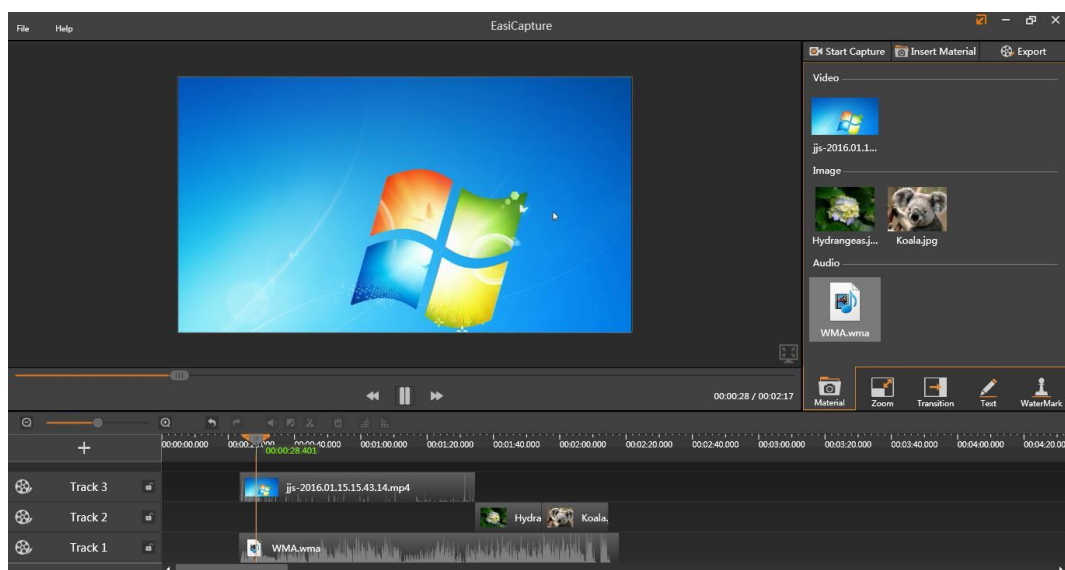












Figure 3-2-3 Editing materials

### 3.2.3.1 Editing Rails

You can zoom in or out, add, and lock rails, and edit, preview, and generate materials.









- ① Zoom: On , drag  or click  and  to adjust the time interval of a rail.
- ② Add: Click  to add rails for a project.
- ③ Delete: Right-click on a rail and choose [Remove empty track](#) to delete the rail.
- ④ Lock: Click  to lock a rail. A locked rail cannot be edited and can be edited after being unlocked.
- ⑤ Edit materials: After a material is added to an editing rail, you can change the position, play time point, and play time length of the material.
  - a) Position: Select a material in the preview area or on an editing rail and adjust its position and size in the video.
  - b) Play time point: Select and drag a material to any position on any rail.
  - c) Play time length: Select a material and drag the left and right borders of the material to adjust its play time length. The default maximum play time length of a video is its original time length.

- ⑥ Preview: Drag  to a position and click  to preview the contents from the position of the pointer.
- ⑦ Generate: After a video is edited, drag  and  to select the contents for generating a video. Right-click the selected contents and choose **Generate the selected parts**. A video of the selected parts will be generated and saved to the local computer.


**Note:** If the middle pointer is not in the middle of the left and right pointers, double-click the middle pointer to move the left and right pointers to the left and right of the middle pointer.

### 3.2.3.2 Toolbar

On the toolbar, you can undo or redo the editing operation, silence a video, split materials, delete materials and so on.

- ① Undo: Click  to undo the previous operation.
- ② Redo: Click  to resume the undo operation.
- ③ Silence: Select a video material and click  to eliminate the original sound or  to resume the original sound.
- ④ Separate Audio Track: Select a video material, click  to separate the audio that will be placed in the same time and in the track next to the track of the video.
- ⑤ Split: Select a material, move  to any position, and click  to split the material into two parts separated by the pointer.
- ⑥ Delete: Select a material and click  to delete it.

### 3.2.3.3 Zoom

Click the zoom button  to switch to the zoom setting interface. You can locally focused enlarge the video after the time where the pointer is at. See figure 3-2-3-3-1.

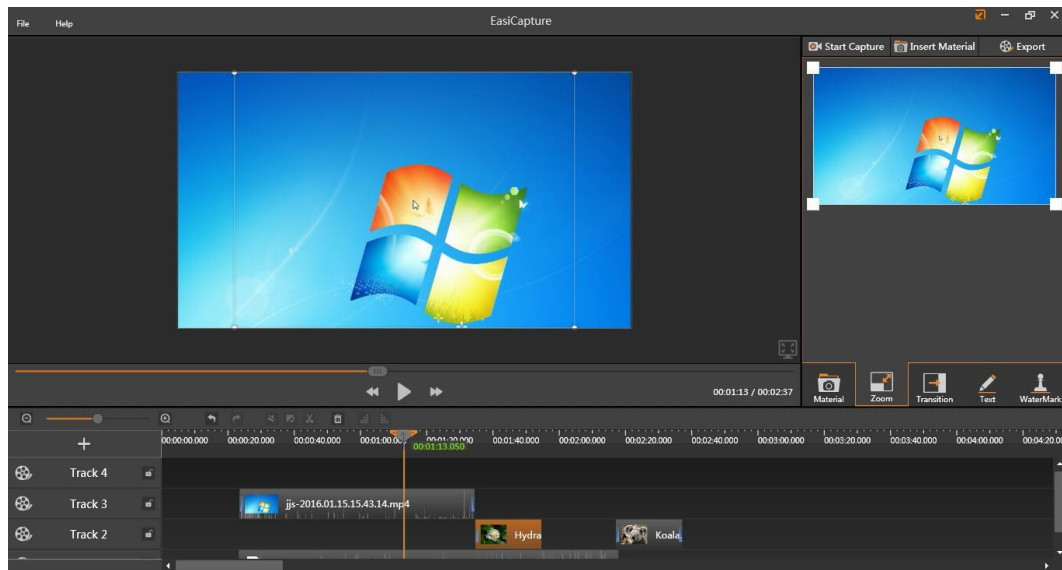




Figure 3-2-3-3-1 Room material

Move the pointer  to any position, click and drag  to focus on the area. See figure 3-2-3-3-2.

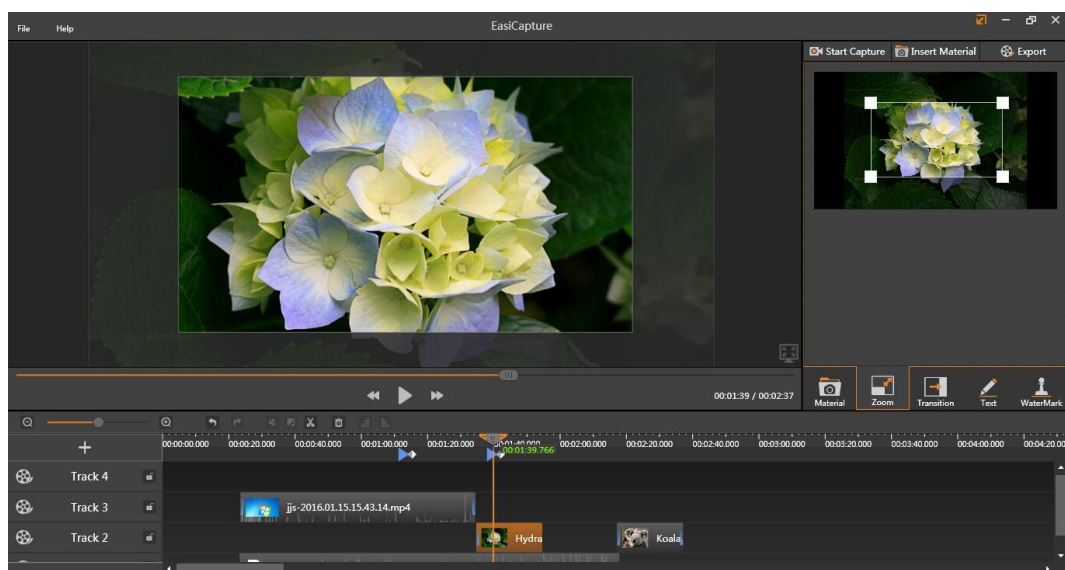





Figure 3-2-3-3-2 Room effect

- 1) When the zoom setting, the time at the top of the track will be marked



- 2) Click and drag the mark  to another time position, then default to cancel the original zoom operation, and take effect in the new mark time.

- 3) Click the mark  and click the Delete button  on the toolbar, you can remove the zoom mark.

### 3.2.3.4 Transition



Click the transition button to set transition effect. See figure 3-2-3-4.

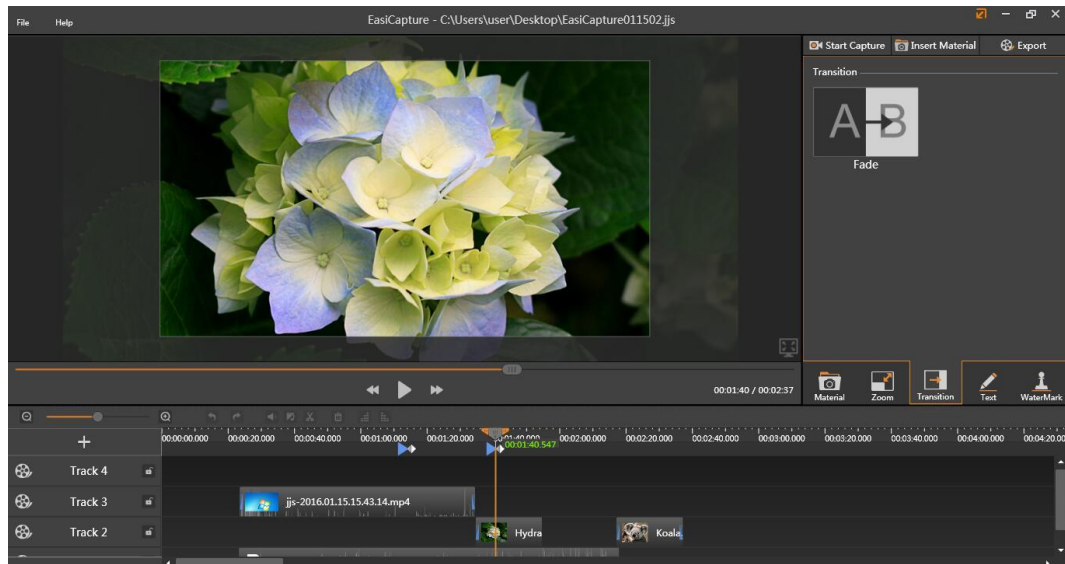


Figure 3-2-3-4 Transition setting



Click and drag the transition like to the front or rear of the material, then the transition will take effect when the material starts or ends.

**Note:** The material must not be audio.

### 3.2.4 Export



Click to display the window for saving. Select the save location and click "Save", the edited video can be save in \*.mp4 format to the local computer. See Figure 3-2-4.

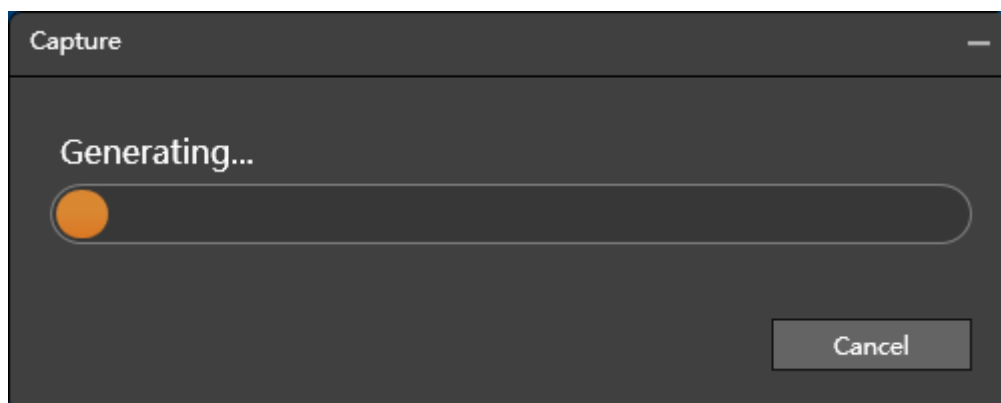




Figure 3-2-4 Export

### 3.3 Cameras

Click the camera button  to access the camera interface on which you can perform screen recording through camera. The camera module supports recording a video of only areas covered by the camera. For details, see [3.1 Screen Recording](#).

### 3.4 Desktop mode

Click  to enter the desktop mode which is adsorbed on the edge of the screen, but you can move it to any position. See figure 3-4-1.

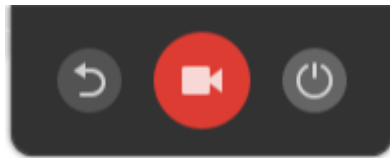





Figure 3-4-1 desktop mode

- 1) Click the back button  to return to the previous interface.
- 2) Click the record button  to start recording.
- 3) Click the close button  to close the software.

**Above are all the contents of the user manual of Capture. The document is subject to change without notice.**

**Thanks for choosing our product!**