
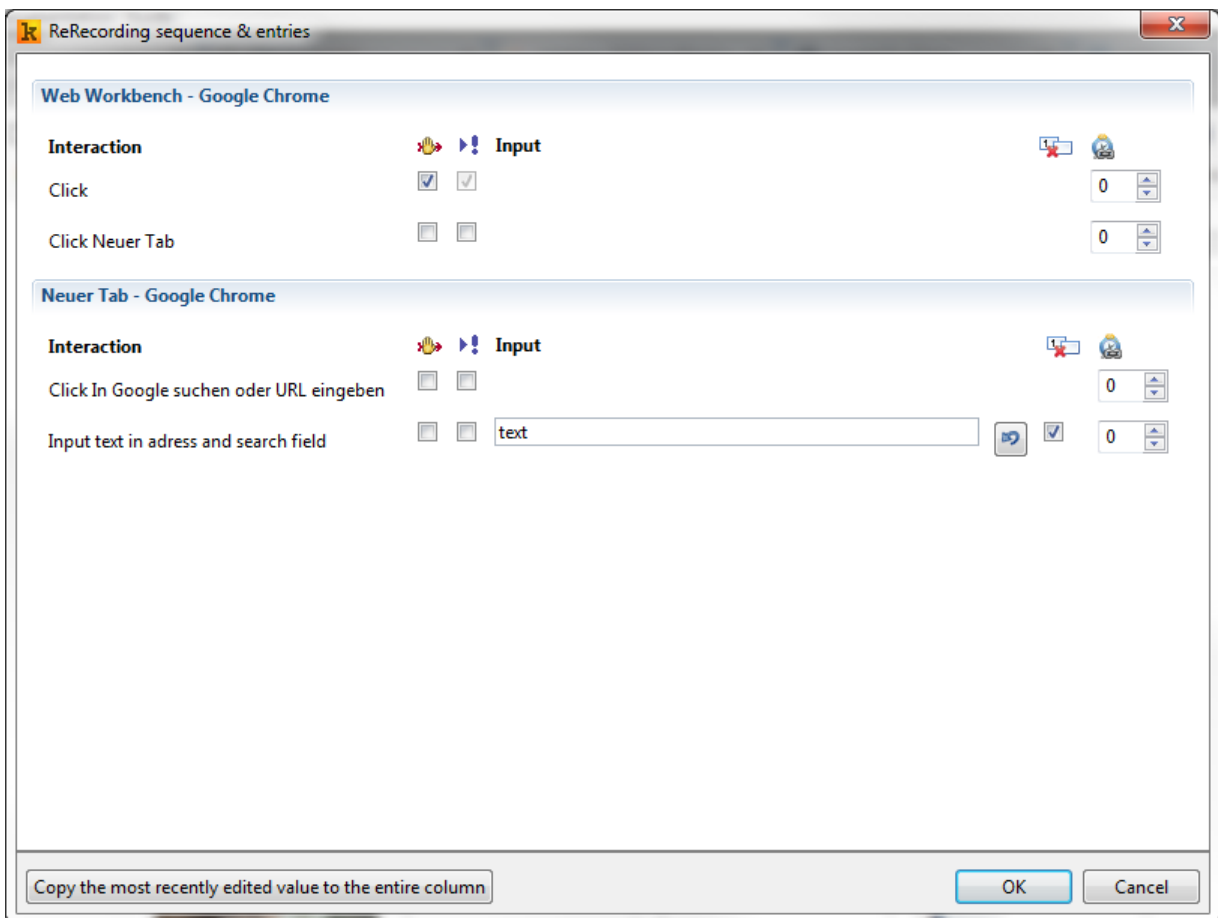


# Settings for the sequence of a ReRecording

Keep reading for an overview of the settings for carrying out a ReRecording.

To access an overview of the ReRecording sequence, thereby giving you the opportunity to change the sequence, use the  **Sequence/Entries** button. This can be found in the **ReRecorder** function group on the **Recording** tab.



An overview of the ReRecording sequence then appears. The various sections correspond to the outline levels in the original document. The interactions that will be performed automatically during the ReRecording are listed for each section.

## **Breakpoint**

Automatic ReRecording will be paused at the selected position and you can manually perform the desired interaction. Automatic ReRecording will then continue.

## **Forced execution of interaction even if the target object could not be recognized**

This function means that the ReRecording will not be carried out on the basis of the re-recognized object, but rather on the basis of the position of the original object on the screen.

## **Input**

The inputs that were made in the original document are displayed here. The inputs can also be edited here.



## **Clear input field**

This function can be used to empty the selected input fields.



## **Delay after interaction**

Here you can define a pause that will be taken after the execution of the respective interaction. This can be a good idea if the recorded application needs a few seconds to display the outcome of the interaction.