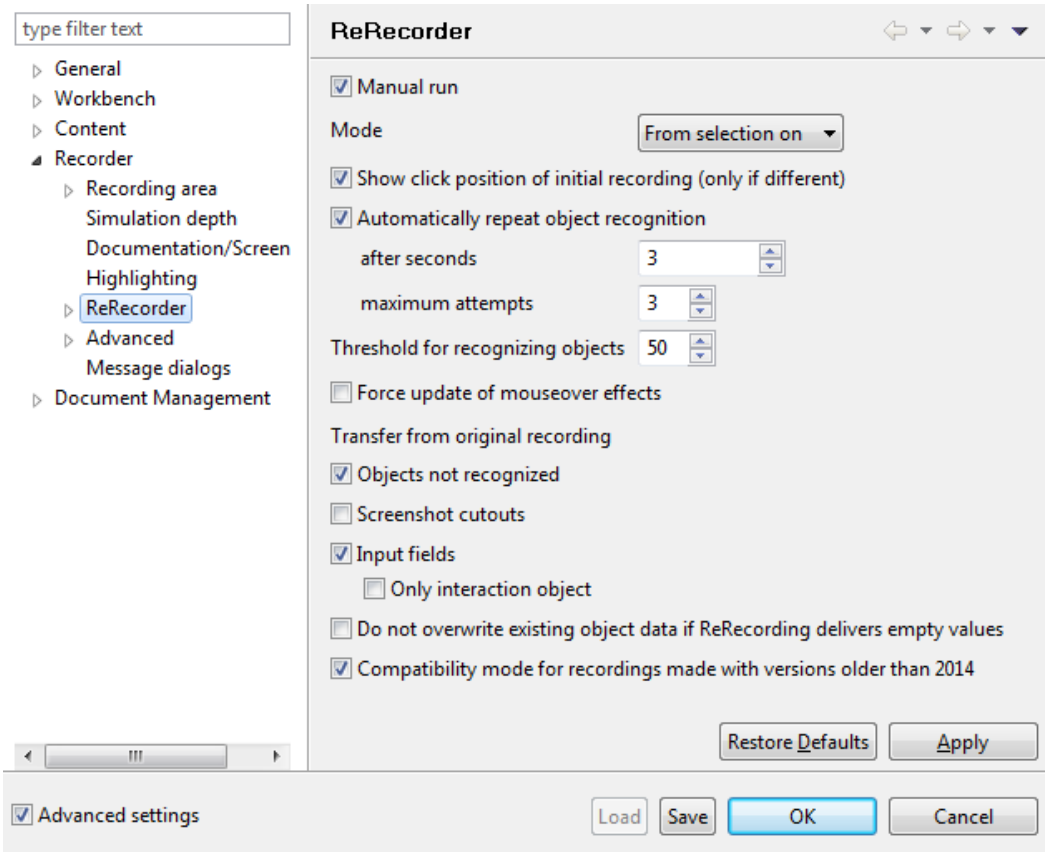
ReRecording - User Preferences

The User Preferences for the ReRecording allow you to view and modify the settings to suit your needs. Here you will find an overview of the various options.

To quickly access the User Preferences for ReRecording, you can use the **Preferences** button, which can be found in the **ReRecorder** function group on the **Recording** tab.

1 ReRecorder



This is where you can define the User Preferences for the ReRecording. This first thing you should do is specify whether ReRecording is to be performed via a manual or automatic run.

Manual run

When this option is deactivated, ReRecording will be carried out automatically – all interactions will be executed without user intervention. ReRecording will only be interrupted if a breakpoint has been set.

If the **Manual run** option is active, each individual interaction can be checked, and controlled via the Recorder window. When the **Execute next interaction** button is pressed (SHIFT + Pause key combination), the Recorder performs the next step automatically. You should then proceed in the following manner:

- Inputs always have to be performed via the Recorder with the **Automatically execute interaction** function. The values that have been defined in the ReRecording sequence should be entered.
- Interactions via the mouse buttons should always (especially when accessing menus) be performed manually or via the **Execute next interaction** button.

You can also define other settings.

Specifying how the ReRecorder is to handle objects from the original recording

When ReRecording, the system automatically attempts to recognize objects from the original recording of the application being recorded. But you can influence how objects are handled:

Show click position of initial recording (only if different)

If you activate this option, the positions where clicks were made will be displayed during the ReRecording. These positions are indicated via small red frames with the words "Old" and "New", whereby "New" represents the position where the ReRecorder expects to find the object that has to be clicked.

Automatically repeat object recognition

If you activate this option, object recognition will be automatically performed again as soon as a step starts. The associated **after seconds** and **maximum attempts** fields allow you to fine-tune the procedure in order to find the optimal balance between the time required and the precision of object recognition when ReRecording.

Force update of mouseover effects

Activate this option if you want to ensure that all mouseover effects are replaced. This is a particularly good idea if performing a ReRecording of a user interface in a different language.

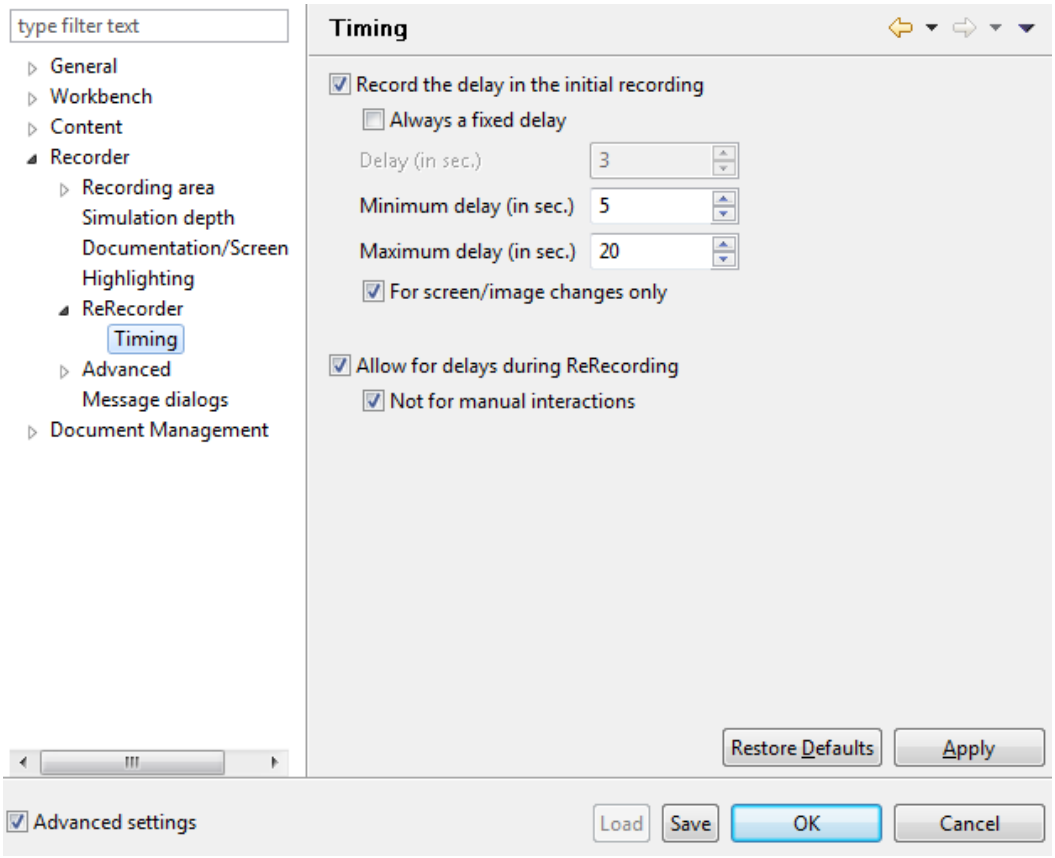
Transfer from original recording

You can specify that objects which are not recognized during the ReRecording are transferred from the original recording. You can also define that screenshot cutouts from the original recording are to be transferred. This can help you to save editing time later if the original recording contains many modified cutouts. However, it may happen that the cutouts don't match if they involve pop-up windows and similar elements which have a different size and/or position in the interface that is being re-recorded.
The **Input fields** option is useful if you want to re-record a document which was originally recorded with TeamTrainer 5. By activating this option, the original RealEdit fields will be converted into input fields that comply with the tts performance suite format.

The **Threshold for recognizing objects** is set to a default value of 50. Should you encounter problems ("Object not found") with object recognition (e.g. when recording browser applications), try decreasing this value to 20.

The **Do not overwrite existing object data if ReRecording delivers empty values** option is for retaining values that have already been read-out in a recording, even if no values are read-out during the ReRecording. If this option is deactivated, it may happen that object data are deleted.

1.1 Timing



The **Timing** section of the User Preferences is where you can specify delay settings for the ReRecording.

Record the delay in the initial recording
Indicates whether delay values are to be recorded during recording.

Always a fixed delay
If delay values are to be recorded, you can define whether a fixed value is always to be entered as a delay.

Maximum/Minimum delay
If no fixed value is specified, the length of time between the execution of the various interactions will be measured during recording. If any of these values lies outside of the Maximum/Minimum delay range specified here, the value in question will be adapted.

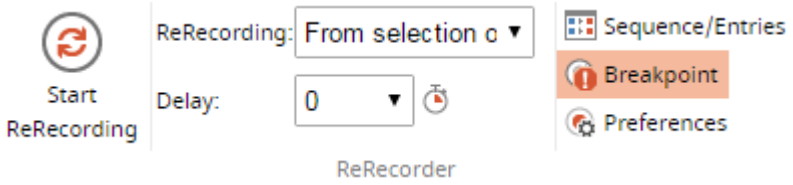
For screen/image changes only
When selected, this option specifies that delay values are to be stored only when there's a screen or image change.

Allow for delays during ReRecording
The delay values between the various interactions, which were stored during the initial recording, will be taken into account during the ReRecording.

Not for manual interactions
Delay values will not be taken into account during manual interactions. This applies not only to the manual run but also to manual steps during the automatic run (breakpoints in the ReRecording sequence).

The **Message dialogs** menu is for specifying the extent to which tts performance suite is to issue message. The checkboxes are for defining whether the respective messages are to be displayed.

The delay settings for the ReRecording can also be accessed directly via the corresponding button in the **ReRecorder** function group.



The selection list can be used to assign a particular delay to the step that is currently selected and this button can be used to apply the delay to all other steps.

When carrying out automatic ReRecording, it's essential that there is a delay between the various interactions. This is crucial because screens are sometimes not displayed immediately, e.g. when data have to be retrieved from a server. When it comes to the delay values, the Recorder and ReRecorder cooperate in the following manner:

- The delay values between the execution of the various interactions are stored in the Producer document during recording.
- These values are then accessed during automatic ReRecording and the interactions are executed with the appropriate delays.