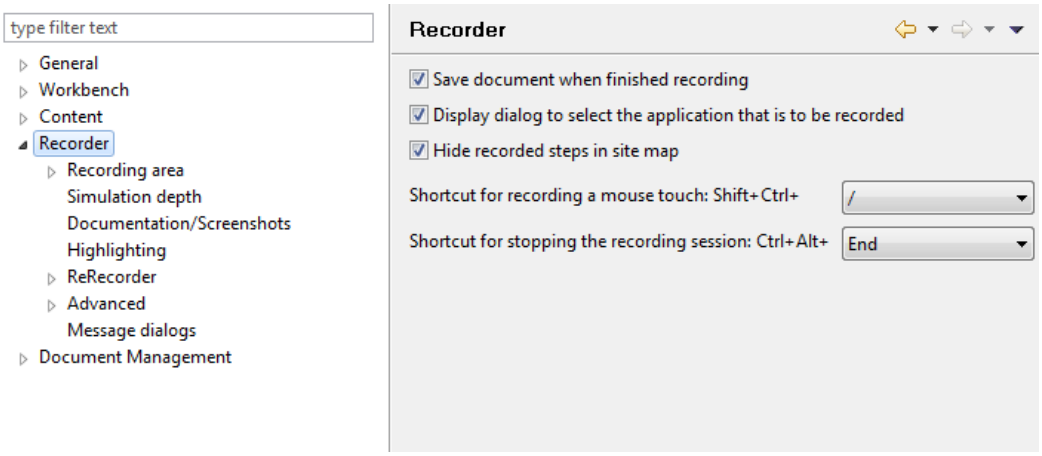
Recording - User Preferences

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

1 Recorder

To change the recording settings, open the appropriate dialog via the  **Preferences** button, which you can find in the **Recorder** function group on the **Recording** tab.



To view and modify the recording settings, the **Recorder** entry has to be highlighted in the tree on the left.

In the event that some options are not visible, check to ensure that the **Advanced settings** option at the bottom left-hand corner of the dialog has been activated.

The following settings can be defined in this dialog:

Save document when finished recording
Activating this option allows you to specify that the document is automatically saved at the end of the recording. This prevents the loss of data. This option is activated by default.

Display dialog to select the application that is to be recorded
Select this option to specify that a dialog, which displays all the applications currently running on the computer, appears when the recording is started. You can then select which application you want to record. If this dialog is not displayed (because this option was deactivated or because the recording was

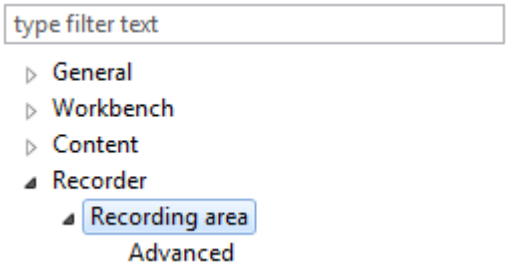
started via **CTRL + click** on the **Start recording** button), the application to be recorded will be determined in the following manner: If the last step to have been selected in the Document Editor contains a QuickAccess signature, the program will attempt to bring the corresponding application to the foreground. In the absence of a QA signature, the last application to have been recorded will be selected. Regardless of the setting made here, you can manually change the application that is selected for recording at any time via the Alt + (tab) key combination.

Hide recorded steps in site map
If this option is selected, the **Hide step in site map** property will be applied to all the steps generated by the recording.

Shortcut for recording a mouse touch: Shift + Ctrl + / (German #) If you want the mere touching of an object to be recorded as an interaction, simply touch the object in question with the mouse during the recording and then press the key combination specified above.

Shortcut for recording a mouse touch: Shift + Ctrl +End If you want the mere touching of an object to be recorded as an interaction, simply touch the object in question with the mouse during the recording and then press the key combination specified above.

2 Recording area



The following settings are listed under the **Recording area** tree entry:

Positioning
The recording area is positioned at the top-left of the screen by default. The menu also includes other fixed positions. If you select **specified** positioning, you can specify the precise position of the recording area on the screen right down to the pixel level.

Offset of the recording area with regard to the top left-hand corner of the screen

In the event that tool tips are cropped because they extend beyond the recording area, it can be helpful to move the Windows taskbar to the left or top

edge of the screen and move the recording area precisely down toward the bottom right-hand corner of the screen. The following rules apply to this: screen resolution currently being used (x pixels : y pixels) minus the resolution set for the e-learning (x pixels : y pixels) equals the values for the move "To right" (x) and "From top" (y).

Fit application into the recording area
This function specifies that the application to be recorded is to be automatically moved into the recording area. Dialog windows and context menus will always be positioned in the recording area during the entire recording. In doing so, windows which are bigger than the recording area will be **reduced in size**. The following rule applies:

- If the window is wider, its width will be adapted to suit the recording area.
- If the window is higher, its height will be adapted to suit the recording area.

This rule also applies if the **Apply** function is set to **Never**.

Fit application into the recording area – Apply
This function expands small windows to suit the size of the recording area. You can choose between the following options:

***Only at start*:** The application window will be adapted only once at the start of the recording. Dialog windows and other applications which subsequently open during the recording will not be adapted to the size of the recording area.

Should you require an additional adaptation during the recording, you can still avail of the **Adapt the application to the recording area** function in the Recorder window (usually to expand the application window to fully occupy the recording area).

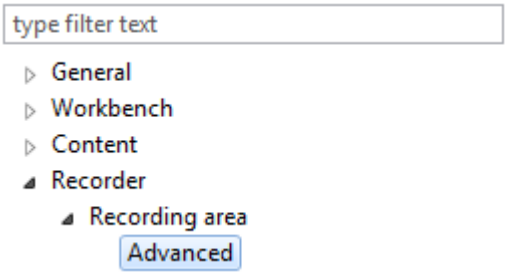
***Always*:** Application windows and dialogs will be adapted to suit the size of the recording area during the whole recording procedure (assuming the application allows this). Activating this setting is not always advisable, as dialog windows may then be expanded beyond recognition.

Never: Application windows and dialogs will never be adapted to suit the size of the recording area during the recording.

Should you require an adaptation during the recording, you can still avail of the **Adapt the application to the recording area** function in the Recorder window.

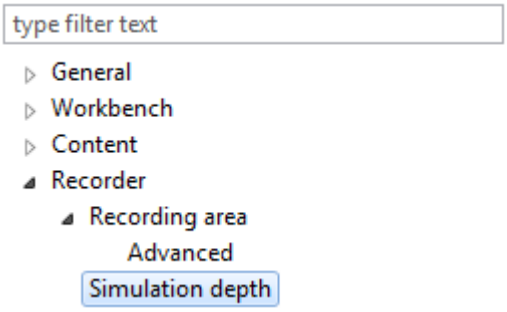
Place border around recording area
If this option is selected, the recording area will be highlighted with a red frame.

2.1 Advanced



The size of the simulation created usually corresponds with that of the Producer document. If you don't want this to be the case, you can define the offset in terms of pixels in order to move the simulation horizontally and/or vertically, thereby making it smaller.

3 Simulation depth



The **Simulation depth** tree entry contains the following options:

Mouseover effect
If this option is activated, all objects recognized during the recording will be automatically "visited" by the mouse and their respective touch effects will be recorded. These effects will then be displayed in the e-learning whenever the objects are touched.

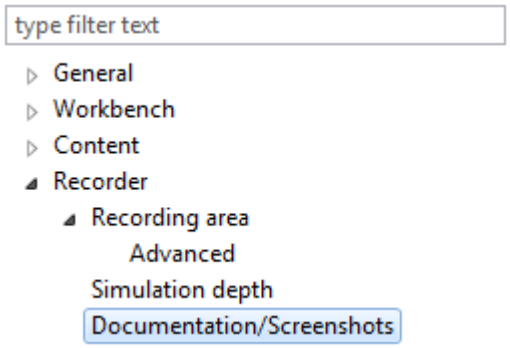
You shouldn't carry out any interactions during the recording while this automatic scan is being performed.

Mousedown effect
If this option is activated, the mousedown effects of all interaction objects that are recognized will be recorded (cf. Mouseover effect).

Flashing cursor when inputting text to non-functional input fields
When selected, a flashing cursor will become visible when entering text during the e-learning, despite the fact that these are not functional input fields (RealEdit fields)

Already recorded objects should be reused
If you uncheck this option, the recorder will always scan the whole screen for each interaction.

4 Documentation/Screenshots



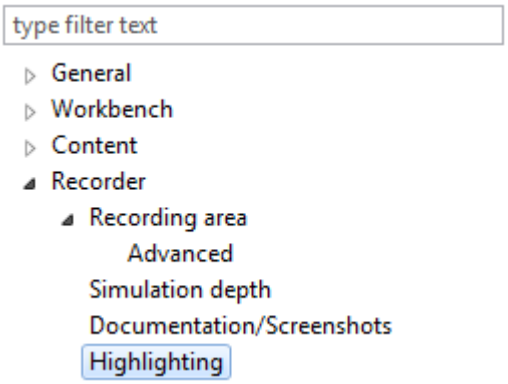
The **Documentation/Screenshots** tree entry includes the following options:

Number of screenshots
Here you can specify how screenshots are to be handled in the documentation. You can either specify that a screenshot is to be inserted into the documentation for every individual interaction, or that several interactions are to be combined into a single screenshot – thereby keeping the number of screenshots in the documentation down to a minimum. In the latter case, you can use the **Minimal graphic changes for screenshot (%)** option to specify the extent to which a screenshot has to differ from the previous screenshot in order to justify copying it to the documentation as a separate screenshot.

Automatic cropping of dialogs/screens to optimal size
If this option is activated, the size of dialogs and screens will be optimized for the documentation. If recording SAP, only the relevant part of the respective screen will be displayed in the documentation.

Record screen/application titles as headings
This setting stipulates that the titles of recorded screens and applications will be automatically copied to the Step list as outline levels and consequently appear as headings in the documentation.

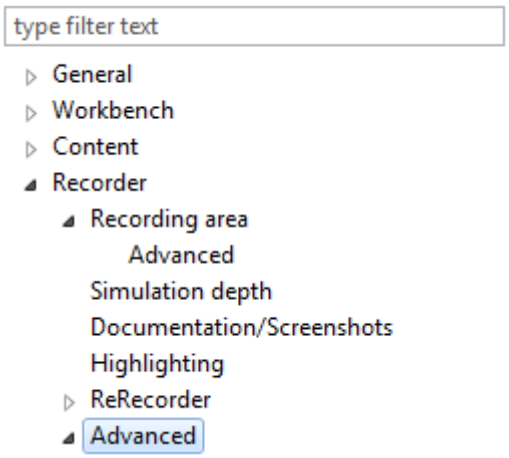
5 Highlighting



Create automatically
Here you can specify that appropriate highlighting elements are to be automatically generated for click interactions in both the e-learning and documentation.

Only appears with the final Feedback during e-learning Assuming that highlighting is created automatically, you can also specify whether it is to appear automatically with the final Feedback in the e-learning. If this checkbox is not selected, highlighting will appear immediately and not as a result of a false entry by the learner.

6 Advanced



The following options can be found under the **Advanced** tree entry:

Disable object recognition
In the event that the Accessibility scanner is causing problems with your recordings, you can disable it here to see if it helps.

Abort object recognition after (ms)
Here you can specify in milliseconds the maximum scan period for a screen during the recording.

Automatically position Recorder toolbar
If this option is activated, the Recorder toolbar will be automatically displayed outside the recording area during a recording (this is only possible if the recording area is correspondingly smaller than the Windows desktop).

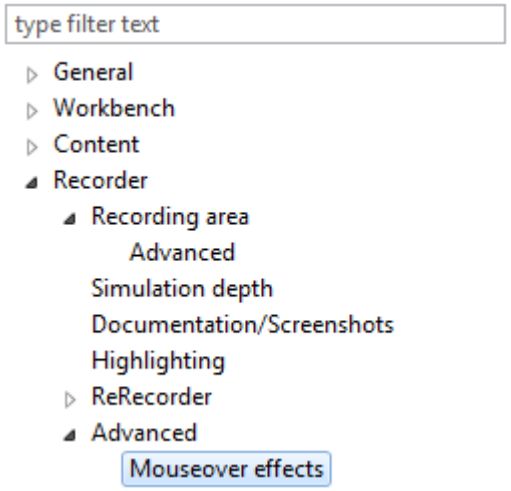
By default, set the 'Clear input field' option for the ReRecording sequence
Select this option to automatically activate the **Clear input field** flag for every step that is recorded. This setting ensures that only the text specified in the sequence control will be used for the ReRecording.

Perform recording 'in-process'
This option is active by default. Should you encounter object recognition problems while recording, deactivate this option to see if it helps. Deactivating it extends the object scan time considerably, with the goal of facilitating object recognition.

Only record the interaction object
This option is set by default to speed up the recording, especially when recording complex GUIs with many objects. The Recorder then only scans the object with which the interaction occurs. However, if you subsequently notice that the Recorder recognizes fewer or no interaction object names (or it recognizes them incorrectly) following the activation of this option, please ensure that the mouse pointer is not moved away after the interaction. Instead, you should let it rest on the interaction object until the recording process is concluded.

Use extended method to determine missing object names
Activate this option if object data are missing in the recording. This causes the scanner to also check for names in the interface area to the left of an object whenever the name of the main interaction object is missing.

6.1 Mouseover effects



The "Mouseover effects" options include the following settings:

Delay before recording, in milliseconds
This option is for controlling how long the mouse pointer has to touch a button before the associated mouseover effect is recorded.

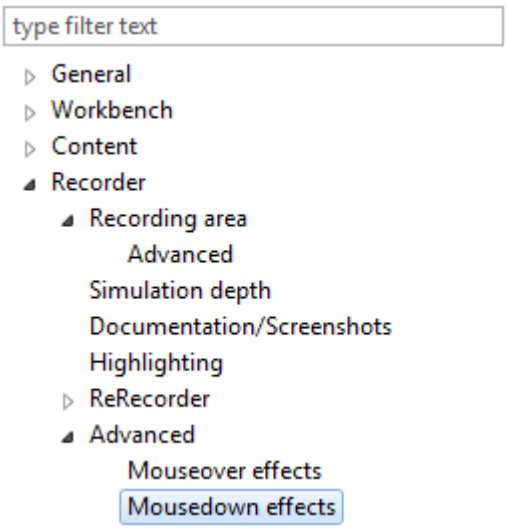
Ignore inactive elements
If this option is not activated, the mouseover effects for inactive screen elements will also be scanned.

Horizontal/Vertical search area for tooltips
Here you can define the area that is to be scanned for mouseover effects. The pixel specifications have to be entered separately for horizontal and vertical scanning.

Show mouse over effects during a recording

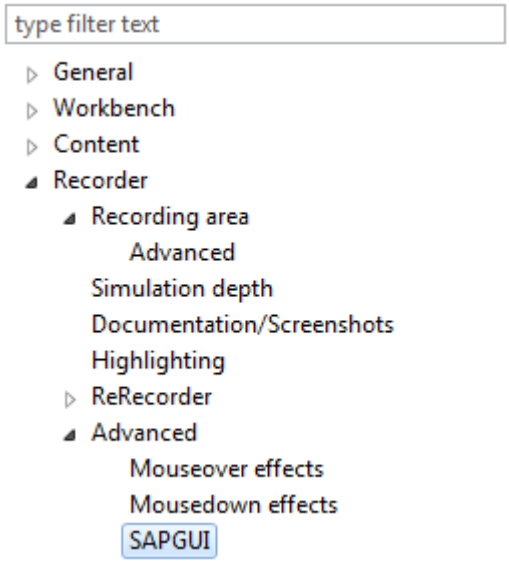
Activating this option can help to ensure that mouseover effects are not suppressed during the recording. This option is normally deactivated. Should you encounter problems with the recording of certain screen interactions, for example when opening intricate menus or the context menu in the Windows tray area, activate this option to see if it helps.

6.2 Mousedown effects



Delay before recording, in milliseconds
Here you can specify the length of time which the Recorder should wait before filming mousedown effects. Raise the default value (100 ms) if the mousedown images generated by the Recorder contain errors.

6.3 SAPGUI



The 'SAPGUI' options include the following setting:

Automatically activate the scripting interface locally
If this option is activated, the scripting interface will be automatically activated locally.

7 Message dialogs

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