Sonic Foundry Video Capture

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Introduction

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Welcome to Sonic Foundry Video Capture

This short manual documents all of the features of Sonic Foundry Video Capture, a companion application to Sonic Foundry's revolutionary multimedia editing application, Vegas Video. Although it has been carefully integrated with Vegas Video 2.0, this is an independent application that can be used as a standalone video capture utility.

System requirements

Minimum requirements

- Microsoft® Windows™ 98SE or 2000
- CD-ROM drive
- 20 MB hard-disk space for program installation
- Windows-compatible sound card
- Internet Explorer™ 4.0 (included on CD-ROM) or later to view online Help
- 400 MHz processor
- 128 MB RAM
- 16-bit color display

Supported video capture cards

Sonic Foundry Video Capture is designed to support many of the most popular hardware configurations. If your card is not supported by Sonic Foundry Video Capture, you can continue to capture video for use in Vegas Video 2.0 using the software that came with your capture hardware.

DV capture cards

Although Digital Video (DV) is an industry-standard format, there are a number different hardware solutions on the market. These cards are generically named for the IEEE-1394 standard, but commonly go by the names of FireWire® (Apple) or i-Link® (Sony). Some IEEE-1394 cards are proprietary designs that will only work with the manufacturer's software. Many newer cards follow more recent standards and are more broadly supported.

While Sonic Foundry does not expressly recommend, nor endorse any specific capture cards, Video Capture supports all OHCI-compliant cards. DV capture cards that meet these requirements allow software control (device control) of DV camcorders. Most other popular (but not OHCI-compliant) DV capture cards are also compatible with Video Capture.

Analog (MJPEG) capture cards

A limited number of popular analog (MJPEG) capture cards are also compatible with Video Capture. Software control (device control) of the camcorder is not supported with analog capture cards.

Technical Support

Sonic Foundry does not make, nor provide technical support for, video hardware and cannot promise to be able to resolve all video capture hardware problems. If you experience problems or have questions while using Video Capture, however, please use the following resources.

E-mail and Web site support

Visit our Web site at http://www.sonicfoundry.com/support. You will find technical information, reference information, program updates, tips and tricks, and a Frequently Asked Questions (FAQ) archive.

Send your questions or comments by using the Technical Support Request form found on our Web site: http://www.sonicfoundry.com/support/SupportMail.asp. Our Technical Support Department will respond to you within 36 business hours.

Fax support

Send your questions or comments via fax 24 hours a day at (608) 250-1745. You will receive a response within 36 business hours.

Telephone support

Our technical support representatives are available Monday-Friday from 7am to 10pm (CST) at (608) 256-5555.

Before You Call Support

Before you contact our technical support department, we ask that you do the following:

- Check to see if your question may be answered in the manual, online Help or FAQ archive on the Sonic Foundry Web site.
- Use a telephone that is near the computer where Video Capture is installed.

Installing Sonic Foundry Video Capture

Before you install Video Capture, we recommend that you exit all open programs and temporarily disable any virus protection. It is recommended that you install Video Capture at the same time that you install the main editing application, Vegas Video.

To install Video Capture:

1. Insert the Sonic Foundry Vegas CD-ROM.

2. In the Video Capture folder on the CD-ROM, double-click sfVidcapSetup.exe.

3. Follow the screen prompts and enter the necessary information when required.

   - Click [Next >] to continue the installation.
   - Click [< Back] to suspend the installation and review previous screen prompts.
   - Click [Cancel] to terminate the installation process.

4. At the last screen prompt, click [Finish] to conclude the installation.

   Note: *Video Capture uses a Windows 2000 installer for all versions of Windows (e.g. 98SE, NT4). If it is not already installed on your system, the Video Capture installer will prompt you to install the Windows 2000 installer and then ask you to restart your system.*

Starting Sonic Foundry Video Capture

After Video Capture has been installed on your computer, there are two ways to start the program.

Using the shortcut

Double-click the Sonic Foundry Video Capture icon ▦ on your desktop upon completion of the installation procedure. This icon is a shortcut to the Video Capture program located on your hard drive.

Using the Start button

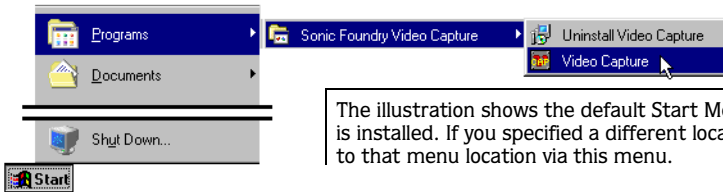The second method also allows you to start Video Capture right from the desktop.

1. Click the ▦Start button on the Taskbar. The **Start** menu appears.

2. From the **Start** menu, choose Programs.

The illustration shows the default Start Menu location where Video Capture is installed. If you specified a different location during installation, navigate to that menu location via this menu.

3. From the **Programs** menu, choose Sonic Foundry Video Capture.

Using the online Help

Video Capture includes HTML online Help. To view the online Help, you need to have Internet Explorer 4.0 or higher loaded on your system (included on the Vegas CD-ROM).

Accessing the Help

The online Help is available in two forms: in a Main Help window or What's This? Help window. Both forms are available via the keyboard ([F1]) or by clicking the **Help** menu.

What's This? Help

What's This? Help allows you to view pop-up descriptions of Video Capture menus, buttons, and dialog boxes.

To use What's This? Help:

1. Click on the question mark (?) in the upper-right hand corner of the dialog box or program workspace. Alternately, you can choose What's This? from the **Help** menu or press the Shift + F1 keys.

2. The cursor changes to a question mark icon: (?).

3. Click on an item in the program's interface.

Help on the Web

Additional Video Capture help and information is available on the Sonic Foundry Web site. Choose Sonic Foundry on the Web from the **Help** menu to view a listing of Web pages pertaining to Video Capture, Vegas, and Sonic Foundry. If your browser is not already open, Video Capture will automatically start it for you.

CHAPTER

2

Using Sonic Foundry Video Capture

Overview

Sonic Foundry Video Capture is a full-featured capture application that is tightly integrated with the Vegas Video multimedia editing application. It is used to transfer video to and from a camcorder or other video device.

Menu bar
Toolbar
Preview window
Shuttle control
Device status
Clip Explorer
Transport bar
Timecode
Disk status
Media format
Display resolution
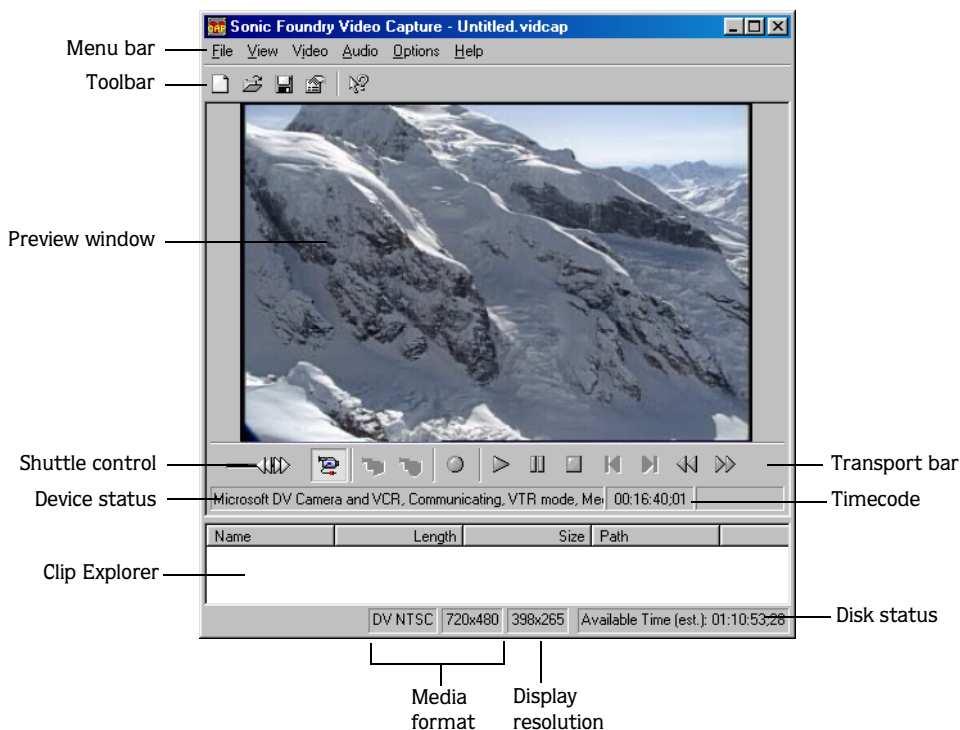
Toolbar

The Toolbar at the top of the application contains many of the most commonly used commands.

Transport bar

The Transport bar is used to control your camcorder (device control, if possible), for capturing video, for playing back video clips for preview purposes, and to record them back to tape (output).
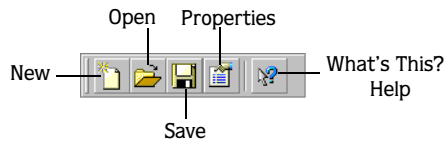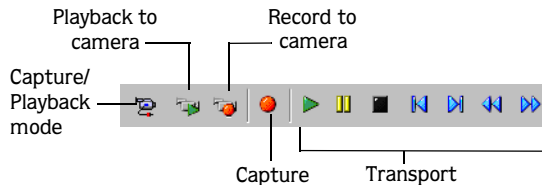

Transport controls

These controls are used for both playback and for previewing or recording video files back to tape.
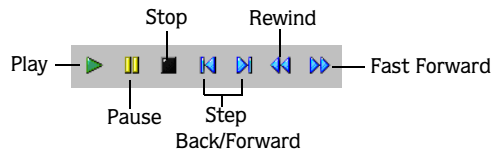
Shuttle/Playback control

The Shuttle/Playback control is used for two purposes. In Capture Mode, it can be used to shuttle the camcorder tape forwards an backwards at a variable speeds. In File Playback Mode, the handle on the slider changes and the slider is used to control the playback of video files. The duration of the video file is represented by the total length of the slider and the position of the handle on the slider indicates the progress of playback.

Shuttle control
Capture Mode

Playback control
File Playback Mode

Clip Explorer

The Clip Explorer window displays all of the video files that have been captured into a project or all of the video files that have been played back, either as previews or recorded back to tape. Video files can be dragged here from Windows Explorer for playback.

In Capture Mode, the Clip Explorer displays video files as they are captured to your hard disk and into a project. The information here is saved into the project file (*.sfvidcap) when you save your project. You can, therefore, close Video Capture and begin capturing again to the same project at a later time.

Name	Tape Name	Start	Length	Size	Path	File Details
train_lapsfc	May 1999	00:00:00.11	00:00:09.29	2.6 MB	C:\Media Files\	320x240 30.00 f...
domec	May 1999	00:00:41.09	00:00:58.29	1.0 MB	C:\Media Files\	320x240 29.97 f...
phiphi_c	May 1999	00:00:05.18	00:00:09.29	4.3 MB	C:\Media Files\	320x240 30.00 f...
jedor	May 1999	00:00:00.00	00:00:10.11	0.4 MB	C:\Work\tutorial\	121x115 15.00 f...
firec	Vacation	00:00:09.29	00:00:18.09	3.0 MB	C:\Work\tutorial\	320x240 29.97 f...
final	Vacation	00:00:40.08	00:00:25.10	8.6 MB	C:\Work\tutorial\	320x240 30.00 f...

No Device | Unknown Resolution | 360x240 | Available Time (est.): 01:11:01.00

In Playback mode, the Clip Explorer can serve as a play list of files to be played back either as previews or to be recorded to video tape (print to tape). Video files can be inserted by dragging them into the Clip Explorer from Windows Explorer. Files that have not previously been in a Video Capture project may not have Tape Names (untitled) or Start times (00:00:00.00) associated with them.

Double-click a clip in the Clip Explorer to view and change a clip's properties. Information that is added or changed in the Clip Properties dialog is saved with the clip in the project.

You can also right-click a clip and select Properties to access this dialog. Video files can be deleted, renamed or played from this menu.
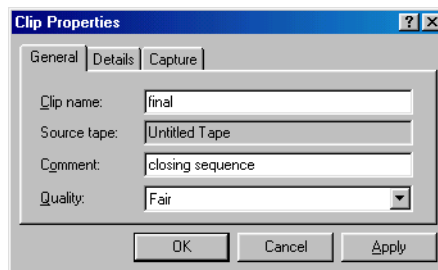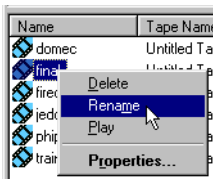
Keyboard shortcuts

Command	Shortcut
Play/Stop	Spacebar
Pause	Enter
Step back one frame	Left Arrow (when paused)
Step forward one frame	Right Arrow (when paused)
Rewind	Shift+Left Arrow
Fast forward	Shift+Right Arrow
Slo-motion rewind	Ctrl+Left Arrow
Slo-motion forward	Ctrl+Right Arrow
Start capture	Ctrl+R
Stop capture	Esc

Integration with Vegas Video

Vegas Video is a complete non-linear multimedia editing application that is tightly integrated with Sonic Foundry Video Capture.

- To run Video Capture from within Vegas, from the **Tools** menu, select Open Video Capture.
- From within Video Capture, clips can be dragged, individually or as a group, from the Clip Explorer window directly to the Vegas Timeline or to the Media Pool window. This is very useful because information about the clips (e.g. tape name and timecode) can be accessed from within Vegas.

Configuration

The first time you run Sonic Foundry Video Capture, it will be necessary to configure your capture options.

Projects

Projects are used to organize your captures. When you start Video Capture, you will be prompted to enter a name for, and save a project file (*.sfvidcap). You can open existing projects by choosing Open from the **File** menu. Projects are small files that contain tape and file information and can serve as a log of your capture activity. Projects can be saved by clicking the **Save** button on the toolbar. *For more information, see Project Properties on page 24.*

Selecting your device

Video Capture can be used to capture video from a wide variety of sources, including, but not limited to, DV camcorders, analog camcorders, VTRs, VCRs, and Web cameras. All of these devices connect to your computer through some type of hardware that is controlled by a software driver. It is this software driver that must be selected in Video Capture. In simple situations, the program will automatically detect your device and select the appropriate driver, but it is possible to have more than one device connected to a single computer.

To select a device:

1. Turn on your device (e.g. camcorder or Web camera) and run Video Capture.

2. Click the **Video** menu.

3. Select your device from the sub menu.

DV configuration

Before you run Sonic Foundry Video Capture, install your IEEE-1394 (FireWire[TM], i-Link[TM]) video capture card and install the software drivers that came with it. You will also need to connect the included cable from your capture card to your DV camcorder.

Sonic Foundry Video Capture supports hot connecting DV devices: you can plug your camcorder in, disconnect it, and turn it on or off at any time, and Video Capture will detect and react to these changes automatically. A small dialog appears during this detection process, which may take a few seconds.
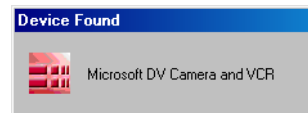
To configure a DV device:

1. Connect your camcorder to your computer via the IEEE-1394 cable.

2. Turn your camcorder on and set it to VTR (playback) mode.

3. Run Video Capture.

4. Select your device from the **Video** menu.
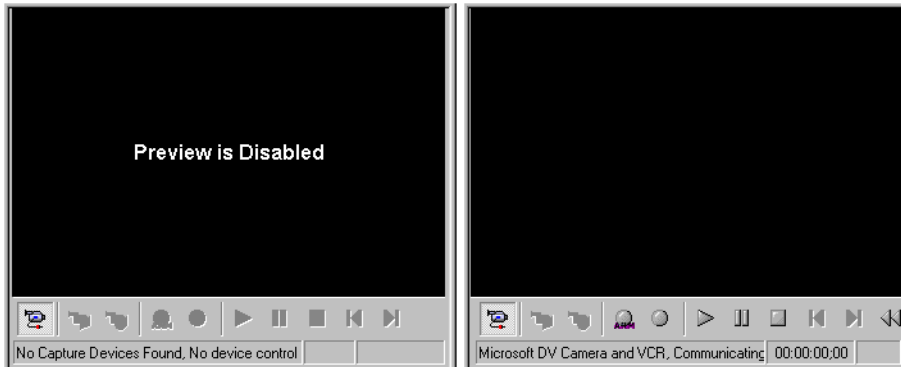
If the camcorder is initially turned off, the Preview window displays the above message and the Device Status bar indicates that no device is connected.

After turning the camcorder on, Video Capture automatically detects the activity and displays a blank preview. The Device Status bar also changes to reflect the updated situation.

5. To test your device's connection, click the **Play** (▶) button on the Video Capture transport bar.

Your camcorder should begin to play and the video from the camera should appear in the Preview window (unless you have Never Preview selected on the **Options** menu).

Troubleshooting

In many cases, Video Capture is configured after performing the preceding procedure. If this procedure fails, please check the following:

• **Video Capture does not detect the camera.** If the Status bar under the Preview window does not display your device when it is correctly connected and turned on, try turning the camera on first and then running Video Capture. Conversely, try running Video Capture first and then turning on the camcorder. If this doesn't work, from the **Options** menu, choose Reconnect to Current Device. The detection process may take a moment, but it should not take longer than thirty seconds.

• **Video Capture detects the camera, but the Play button does not work.** This means that Video Capture does not have device control of your camcorder. This could be because it is using the wrong device control software driver. Make sure Video Capture is in Capture Mode (pg. 18) and from the **Video** menu, select a different device control driver (e.g.

Microsoft DV Cam and VCR). Even if device control fails, you may still be able to use Video Capture to manually capture video by using your camcorder's controls (or remote control) to control playback.

- **Nothing happens at all.** Your camera or capture card may not be compatible with Video Capture. Please use the software that came with the capture card to ensure it is correctly installed and that everything is properly connected. If the capture card's software works, but Video Capture does not, it may mean that there is an unresolvable compatibility issue.

Analog configuration

Analog video capture hardware comes in many different configurations. Most solutions, however, use an MJPEG compression scheme (codec) and behave in a similar way.

To configure an analog device:

1. Connect your camcorder to your computer. In some configurations, the video output from your camcorder connects to the video capture card and the audio output connects to your sound card.

2. Turn your camcorder on and set it to VTR (playback) mode.

3. Run Video Capture.

4. Select your device from the **Video** menu.

5. Select your audio device from the **Audio** menu.

At this point, the output from your camera should be visible in the Preview window. Device control of the camcorder by the Video Capture software is not possible in most situations. Many analog capture cards also allow you to adjust the quality of the video as it is being captured. Color balance, brightness, frame size and many other advanced properties may be modified from the dialogs that appear when you select your device's options from the bottom of the **Video** menu.
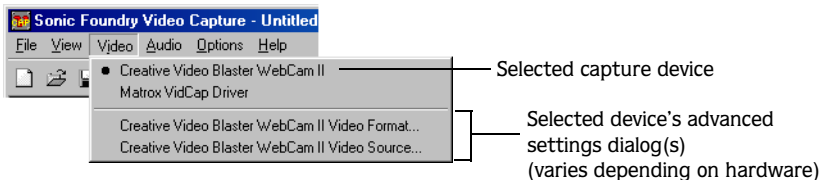
While these dialogs can be accessed from within Video Capture, they are not apart of the application itself. Instead, these custom controls are apart of your capture card's software package. Please consult the documentation that came with your capture card for details.

Configuring the Preview window

The preview window can be configured to meet your needs. Some of these options can affect the performance of the application (pg. 22), but some are purely personal preferences (e.g. Display Square Pixels). Right-click the Preview window to see a list of some of the available options.
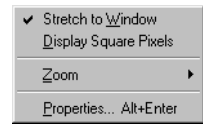
| Menu item	Description
Stretch to Window	When selected, this option allows the Preview window to automatically resize to fit the main window. When not selected, the Preview window is limited to a number of discrete sizes.
Display Square Pixels	In short, televisions display rectangular pixels and computers display square pixels. This option allows you to choose how video is displayed on your computer to compensate for any distortion this may cause. This only affects the display and not the source media.
Zoom: 50% or 100%	Sets the size of the Preview window. Half-sized previews are easier for your computer to display.
Properties	Opens the Properties dialog (pg. 24).

Basic Capturing

Capturing video from your camcorder to you PC can be as simple as clicking the Capture button on the Transport bar.

Capturing DV

Capturing DV can be a simple process that is completely controlled from within Video Capture.

To capture a DV video clip:

1. Connect your camcorder to your capture card. Turn on the camcorder in VTR mode and run Video Capture.

2. Click the **Capture Mode** (🖳) button to set Video Capture to Capture Mode. The button is depressed when in Capture Mode: (🖳).

3. Use the Transport controls to locate the beginning of the scene that you want to capture. Not all camera/hardware combinations support device control. If this is the case, you will need to use your camera's controls or remote control for tape transport and playback.

4. Click the **Capture** (●) button to begin capturing video. You camcorder automatically begins playing and Video Capture begins capturing.

5. Click the **Stop** (■) button to end the capture procedure.

Depending on the program's Preferences (Display post capture dialog (pg. 26)), the file that is created may be automatically named and saved to your hard disk or you may be prompted to enter a name for the new file.

Capturing analog video

Analog capture is identical to DV capture except that (in most cases) device control by Video Capture is not possible.

To capture an analog video clip:

1. Connect your camcorder to your capture card. Turn on the camcorder in VTR mode and run Video Capture.

2. Click the **Capture Mode** (📷) button to set Video Capture to Capture Mode. The button is depressed when in Capture Mode: (📷).

3. Press Play on your camcorder or on its remote control.

4. When the camera is ready, click the **Capture** (🔴) button to begin capturing video.

5. Click the **Stop** (■) button to end the capture procedure.

Depending on the program's Preferences (Display post capture dialog (pg. 26)), the file that is created may be automatically named and saved to your hard disk or you may be prompted to enter a name for the new file.

Setting a destination

One of the most important aspects of project management is the naming and saving of captured files.

To set the destination of captured files:

1. From the **Options** menu, choose Preferences.

2. Click the Disk Management tab.

3. Click [Create New] folder (📁[create new]) to select it.

4. Click the **Browse** button.

5. Browse for and select a destination folder for your captured video files.

6. Select the folder you just specified by clicking the check box to the left of the folder.

You can also or press the [Insert] key on your keyboard or select the [Create New] folder item and then click it again to type in the specific path of the destination folder. Since Video Capture saves video into a project, video is captured into a subdirectory at the specified

location. For example, if you have specified **D:\Video** as a storage folder on the Disk Management tab and your project is named **Winter_Vacation**, the full path for captured video would be **D:\Video\Winter_Vacation**.
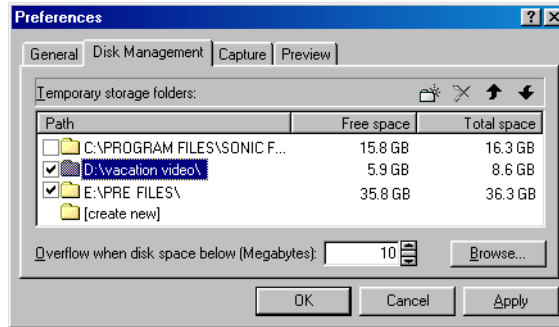
Multiple folders can be selected as destinations. Video Capture will capture to the first specified folder until that destination is full. The next capture you perform will then capture to the next selected location.
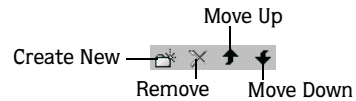
You can set the amount of disk space the is used before a destination is considered full by entering a value in the Overflow when disk space below text box. For performance reasons, it is recommended that you not fill up every megabyte on a hard disk, but instead always leave at least ten (10) megabytes on free space (ten megabytes is less than three seconds of DV video).

Playing back or recording to a camcorder

Sometimes called print to tape or sending, Video Capture can also output finished movies, video files, and clips to a camcorder or VTR. Typically, these video files must be rendered in a very specific format that is compatible with your video hardware (capture card *and* camcorder).

To play back a file to a camcorder:

1. Connect your camcorder and turn it on in VTR mode. Run Video Capture.

2. Click the **Capture Mode** (🔁) button to set Video Capture to File Playback Mode. When in this mode, the button is *not* depressed: (🔁).

3. Click the **Open** button to locate the video file that you want to send out to the camcorder. The first frame of the file is displayed in the Preview window and should be displayed on the camcorder's LCD screen or on a television that is connected to the camcorder.

4. Click the **Preview on Camcorder** (🖳) button on the Transport bar.

5. Click the **Play** (▶) button.

This only outputs the video to the device and does not automatically record to a tape. To record a file to the camcorder or VTR, use the recording controls on the device itself. You may need to begin recording on your device (pre-roll) a few seconds before you click the **Preview on Camcorder** button to accommodate for any hardware delays.

To record a file to a DV camcorder:

1. Connect your camcorder and turn it on in VTR mode. Run Video Capture.

2. Click the **Capture Mode** (🖳) button to set Video Capture to Playback Mode.

3. Click the **Open** button to locate the video file that you want to send out to the camcorder. The first frame of the file is displayed in the Preview window and should be displayed on the camcorder's LCD screen or on a television that is connected to the camcorder.

4. Click the **Print to Tape** (🖳) button.

After the **Print to Tape** button is pressed, Video Capture takes control of your DV camcorder and sets it into Record mode. Then the DV video file is played back and recorded to the camcorder. When it is finished, the playback stops and the camera is returned to a paused state. Different camcorders may require a slightly different procedure; please consult your camera's manual for more information. In the worst-case scenario where Video Capture is unable to automatically record a file to tape using the above procedure, but the Preview on Camcorder operation (previously detailed) works flawlessly, you may have to press the Record button on your camcorder to begin the recording procedure and then press the Preview on Camcorder button to playback the file.

Troubleshooting compatibility problems

If your video hardware is not accepting rendered video files for playback, you should test your system by capturing a clip from a video tape and, without altering the file in any way, try sending this file back to your camcorder. If the test procedure fails, then the problem is most probably with your capture hardware configuration. Please consult your hardware manuals to determine the correct settings. If this procedure succeeds, the problem is with the render settings in your video editing application (e.g. Vegas Video). Please reconfigure the Render As settings in Vegas Video to match the capture settings exactly and make sure the codec being used to compress the video is the one that was used to capture the video. NTSC DV for example, uses a DV codec at 720x480 with a frame rate of 29.97fps.
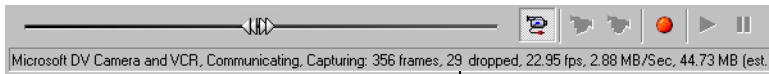
Troubleshooting dropped frames

Dropped frames are a serious problem both during capture and playback. If your system meets the basic requirements for running Video Capture and you are capturing to a dedicated, physically separated, and modern hard disk, you should not drop frames with any regularity, especially if you are capturing DV.

Indications

Dropped frames during capture are obvious on playback as breaks, flashes, or jumps in the action of a video file. The error in the captured file will always occur at the same point in the file, as opposed to hardware playback problems which occur at random intervals and at different places during subsequent playback.

> **Note:** *Dropped frames during capture is completely distinct and unrelated to NTSC drop-frame timecode.*

As the capture is occurring, Video Capture reports the number of frames being dropped in the status bar below the transport controls.

Microsoft DV Camera and VCR, Communicating, Capturing: 356 frames, 29 dropped, 22.95 fps, 2.88 MB/Sec, 44.73 MB (est.)

dropped frames

In some situations, dropping a few frames may not be a problem for your particular needs. Video Capture continues to capture and save a valid *.avi file despite dropped frames. In other cases, where it is critical that absolutely no frames be lost, click the **Options** menu and choose Preferences. Click the Capture tab in the Preferences dialog and select the Stop capture on dropped frames to have Video Capture halt in these situations.

General advice

Capturing and playing back video from a PC can be one of the most challenging operations for your computer.

- **Use a dedicated hard disk.** Modern hard disks (EIDE, UDMA, SCSI, etc.) can all handle DV capture and playback. Faster disks that spin at 7,200RPM are definitely recommended. Most importantly, you should always capture to a dedicated, physically separate hard disk. Dedicated means that it is used primarily for storage purposes and does not have any applications on it that may interrupt the capture process. Physically separate means that Window is installed on a different disk. This is not the same as a different

partition on the same disk. Windows frequently needs to write to the hard disk it is installed on (or to the disk specified in your Virtual Memory settings) and this can interrupt the capture process. Make sure this location is physically different from your capture hard disk. See Windows Help for more information.

- **Do not run any other programs during capture.** You should not be doing anything else with your computer during capture or playback. Other programs can easily interrupt the high rate of data flow to and from the hard disk during these procedures that can result in dropped frames. Press Ctrl+Alt+Del to see a list of applications that are running. Any necessary operations (e.g. most applications other than Explorer or Systray) can be stopped by selecting the process and clicking the End Task button.

Video Capture solutions

If you are consistently dropping frames, please try the following adjustments to Video Capture. If none of these suggestions solve your problem, you may have a more fundamental hardware configuration problem that needs to be rectified.

- **Adjust the preview size.** Previewing full-screen, full frame rate video can be a difficult task for your system. Drag the edge of the Video Capture window to create a smaller Preview window. Choppy previews can be deceptive however: your computer's video subsystem may not be able to display video at full-frame rate and full resolution even though you are not actually dropping any frames. Right-click the Preview window and, from the Zoom submenu, select 50% to automatically size the window to half-size.
- **Turn off audio preview.** Previewing the audio can sometimes cause problems with capturing. From the **Options** menu, select Preferences and, on the Preview tab, turn off the Preview audio option.
- **Completely turn off preview.** As a last resort, you can completely turn off the Preview window in Video Capture, instead relying on your camcorder's LCD screen or outputting the video to a television to monitor the capture process. From the **Options** menu, select Never Preview, Smart Preview or Always Preview. Smart Preview is the default and will disable preview during an actual capture or when possible capture problems are detected.
- **Changing capture parameters (analog only).** While DV has a set frame size, frame rate, and data rate, analog capture cards (MJPEG) frequently have many options that can be adjusted to improve capture performance. At times this may mean settling for a lower frame rate or frame size to avoid dropping frames. Every capture card has different options that can be configured by selecting your capture device from the **Video** menu. From the **Options** menu, select Preferences and go to the Video tab to adjust the Custom frame rate captured by MJPEG devices.

Project Properties

The Project Properties dialog is used to determine the general settings for a project. It can be accessed from the **File** menu by choosing Properties or by right-clicking in the main window and selecting Properties from the shortcut menu. There are two tabs in the dialog.

The **Summary** tab contains information about the project such as the tile and copyright. This information is only used for personal reference and is saved in the *.sfvidcap project file.

The other tab is the **Misc** tab and is used to determine how the timecode is displayed in the program and displays the current tape's name. For NTSC television in the United States for example, SMPTE Drop (29.97fps, Video) is the standard method of displaying timecode. This only affects how timecode is displayed and how the frames on the tape are counted and does not have anything to do with the actual frame rate of the video or the dropping frames during capture. Most captured video files (*.avi) do not contain timecode information.
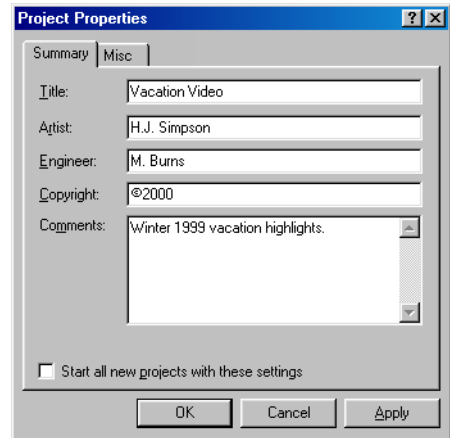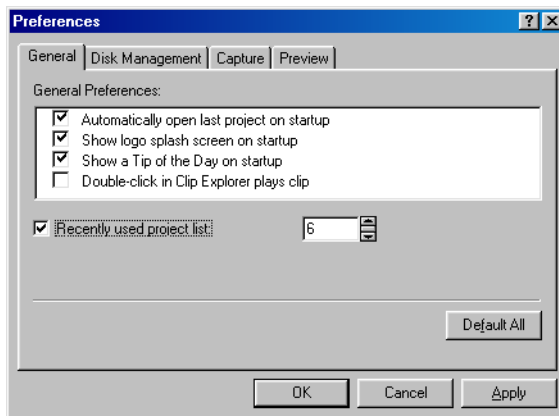
Preferences

The Preferences dialog can be accessed from the **Options** menu by choosing Preferences. Click on the individual tabs to see the various options. These Preferences are used to set all of the advanced configuration options.

General tab

This tab contains all of the general purpose preferences you can control to customize the behavior of Video Capture.

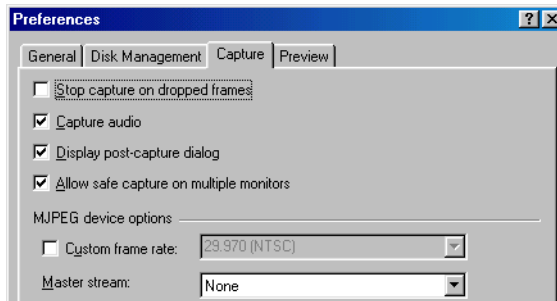| Default	Preference	Description
x	Automatically open last project on startup	When Video Capture is run, the last project saved automatically opens.
x	Show logo splash screen on startup	Briefly shows the Video Capture logo while the program is loading. The logo does not increase loading time.
x	Show a Tip of the Day on startup	Select this item to show a special tip every time Video Capture is run. This can be a good way to gradually learn new techniques.
o	Double-click in Clip Explorer plays clip	Double-clicking on a clip in the Clip Explorer automatically plays the clip back in the Preview window.
x	Recently used project list	Select this option and set the number of Video Capture project files (*.sfvidcap) that are listed at the bottom of the **File** menu.

Disk Management tab

The options on this tab are used to specify the location where captured files are saved. Multiple locations can be selected. *For more information, see Setting a destination on page 19.*

> **Note:** *It is recommended that you capture to a physically different hard disk than the one that Windows is installed on. This drive should be a hard disk dedicated to video capture and playback.*

Capture tab

This tab controls the details of how video is captured to your computer. The options available here depend on your capture card's options. For example, DV capture does not allow a custom frame rate to be specified, but many analog cards do. Audio is also automatically captured with a DV file, while it may be separate for other formats. Click the Advanced button at the bottom of the dialog for special hardware dependent options.

Default	Preference	Description
o	Stop capture on dropped frames	By default, Video Capture continues to capture video despite dropping frames during capture. Select this option to have Video Capture stop when dropped frames are detected.
x	Capture audio	Deselect this option to capture only the video stream from your source.
x	Display post capture dialog	Select this item to allow you to enter a name for new files as they are captured. When this item is not selected, files are automatically named.
x	Allow safe capture on multiple monitors	Deselect this option if you are having problems with the application when it is on a second monitor.
o	Custom frame rate	Enter a frame rate to be captured.
video	Master stream	Sets the main stream (video or audio) for MJPEG capture.

Preview tab

Previewing the output from your camcorder involves using processor time on your computer. While this is normally not a problem, on some systems this may cause frames to be dropped during capture.
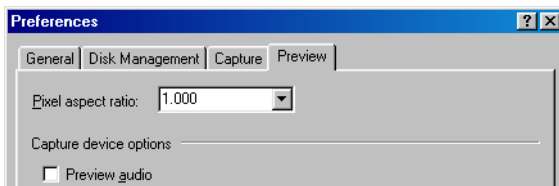
- **Pixel aspect ratio:** This allows you to select the type of pixels (square [1.000] or rectangular [any other value]) that are *displayed* in the preview window. This in no way affects the actual video data as it is captured or played. The default is Auto which automatically sets the proper aspect ratio.
- **Preview audio:** (DV only) Audio previews can sometimes be a serious strain on your computer and may not be necessary, since you can always preview the audio through your camcorder's speaker or earphone jack. Clear this option if you are dropping frames during capture.