🕰 Clean Screen Recorder

A simple, focused screen recording application with essential features only.



Essential Recording:

- 🛱 High-quality screen capture
- Configurable frame rate and quality
- 🗀 Easy file output selection

Clean Interface:

- Ø One-click recording start/stop
- III Real-time status updates
- 🖺 Smart file naming
- High-quality MP4 output using OpenCV H.264 encoding

Audio Recording

- Microphone recording with device selection
- System audio capture (Windows WASAPI loopback)
- Automatic audio/video synchronization via FFmpeg
- Configurable sample rates and channels

Video Overlays

- Mouse cursor highlighting with customizable color, size, and opacity
- Webcam picture-in-picture with position and size controls
- Real-time overlay processing with minimal performance impact

Performance Optimizations

- Modular architecture for better maintainability and performance
- Efficient threading for smooth capture without frame drops
- Memory management optimized for extended recording sessions
- Resource cleanup and error handling for stability

Project Structure

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New Modular Architecture (Recommended)

GUIScreenRecorder/
├── app_new.py # New modular entry point *

```
# Modular source code
src/
   - __init__.py
  - core/
                      # Core recording functionality
    ____init___.py
    ├── config.py # Configuration management
    audio.py # Audio recording engine video.py # Video recording engine
  - ui/
                     # User interface
    — __init__.py
    main_window.py # Main application window
                    # Utility functions
  - utils/
      — <u>__init__.py</u>
    └── helpers.py # Helper functions and FFmpeg tools
```

Legacy Version (Still Available)

```
├─ app.py # Legacy monolithic version (working)
├─ install_ffmpeg.py # FFmpeg installation utility
```

Installation

Requirements

- Python 3.12 or higher
- Windows, macOS, or Linux

Core Dependencies

```
pip install opencv-python mss numpy
```

Optional Dependencies

```
# For audio recording
pip install sounddevice soundfile

# For mouse highlighting
pip install pyautogui

# FFmpeg (for audio/video merging)
# Download from https://ffmpeg.org/download.html
# Or use the included installer: python install_ffmpeg.py
```

Quick Start

Using the New Modular Version (Recommended)

```
python app_new.py
```

Using the Legacy Version

```
python app.py
```

Usage

- 1. Set Output Path: Click "Browse" to choose where to save your recording
- 2. Configure FPS: Set desired frame rate (recommended: 20-30 for most uses)
- 3. Choose Capture Area:
 - Monitor 0 captures all screens
 - Check "Capture specific region" for custom areas
- 4. Enable Features (optional):
 - Mouse highlighting with customizable appearance
 - Audio recording (microphone or system audio)
 - Webcam picture-in-picture overlay
- 5. Start Recording: Click "Start Recording"
- 6. **Stop Recording**: Click "Stop Recording"

Advanced Configuration

Audio Setup

- FFmpeg Path: Set the path to FFmpeg executable for audio merging
- Device Selection: Choose specific microphone or use system audio loopback
- System Audio (Windows only): Capture system sounds and music

Video Options

- Monitor Selection: Record specific monitors in multi-monitor setups
- Region Capture: Record only a portion of the screen
- Preview Mode: See what's being recorded in real-time

Performance Tuning for 10-Hour Recording

- FPS Settings: 15-20 FPS for extended sessions (balance quality vs. file size)
- Region Capture: Smaller regions reduce processing overhead
- **Memory Management**: The modular architecture provides better memory efficiency
- Disable Overlays: Turn off mouse/webcam overlays for maximum performance

Modular Architecture Benefits

Performance Improvements

- Memory efficiency: Better garbage collection with isolated modules
- Threading optimization: Dedicated threads for capture, processing, and encoding
- Resource management: Automatic cleanup prevents memory leaks during long recordings

Better Organization

- Separation of concerns: Each module handles specific functionality
- Easier debugging: Issues isolated to specific components
- Code reusability: Modules can be used independently

Maintainability

- Simpler updates: Modify features without affecting the entire codebase
- Better testing: Individual components can be tested in isolation
- Cleaner documentation: Each module is self-contained and documented

Troubleshooting

Common Issues

FFmpeg not found

- Download from https://ffmpeg.org/download.html
- Set path in UI or add to system PATH
- Use "Test" button to verify installation

Audio recording fails

- Install: pip install sounddevice soundfile
- Check device permissions
- Try different audio devices

Poor performance during long recordings

- Lower FPS setting (15-20 for 10+ hour sessions)
- Use region capture instead of full screen
- Disable unnecessary overlays
- Close other applications
- Use the new modular version (app_new.py) for better memory management

Video file corrupted

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- Ensure sufficient disk space (estimate ~1GB per hour at 1080p/20fps)
- Check output path permissions
- Try different output location

Performance Tips for Extended Recording

Memory Management

- The modular architecture (app_new.py) provides better memory efficiency
- Use region capture for smaller memory footprint
- Monitor system resources during recording

Storage Planning

- Plan for ~1-2GB per hour depending on resolution and FPS
- Use fast storage (SSD) for best performance
- Consider disk space for temporary audio files during processing

System Resources

- Close unnecessary applications
- Use lower FPS for extended sessions (15-20 FPS)
- Monitor CPU temperature during long recordings

macOS Permissions

On first use, macOS will prompt for Screen Recording permission. Grant it under:

System Settings → Privacy & Security → Screen Recording

Version History

- v1.0.0: Modular architecture release with 10-hour recording optimization
- v0.9.x: Legacy monolithic version (still available as app.py)

Contributing

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The modular structure makes contributions easier:

- 1. Identify the relevant module (core, ui, utils)
- 2. Make focused changes to specific functionality
- 3. Test individual components
- 4. Submit pull requests for specific modules