

CapturePlay User Manual

Version 2.8

CapturePlay is a macOS application designed to display video and audio from USB capture devices (such as the USB Camlink 4K) connected to gaming consoles like the PlayStation 5 or Nintendo Switch in a dock. The application provides real-time video display, audio routing, image capture, and video recording capabilities.

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Introduction

CapturePlay enables you to:

- **Display video** from USB capture devices in real-time
 - **Route audio** from capture devices to any output device
 - **Capture images** during gameplay or video viewing
 - **Record video** with audio in QuickTime-compatible MOV format
 - **Transform video** with mirroring, rotation, and aspect ratio controls
 - **Customize the window** with borderless mode and full-screen support
 - **Prevent display sleep** during full-screen viewing or recording
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System Requirements

- **macOS:** 12.4 (Sierra) or later
 - **Hardware:** USB capture device (e.g., Elgato Camlink 4K, generic USB capture cards)
 - **Permissions:**
 - Camera access (for video capture devices)
 - Microphone access (for audio capture)
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Getting Started

First Launch

1. **Launch CapturePlay** from your Applications folder or Dock.
2. **Grant permissions** when macOS prompts for:
 - Camera access (required for video display)
 - Microphone access (required for audio capture)
3. **Connect your USB capture device** before or after launching the app.

Device Detection

- CapturePlay automatically detects connected USB video capture devices on startup.
- If no devices are found, the app will display an error and close.
- USB devices are monitored: connecting or disconnecting a device will automatically update the device list.

Initial Setup

1. **Select your video source:** Go to **Video > Select Source** and choose your capture device.
 2. **Configure audio** (optional):
 - Choose an audio input: **Audio > Select Source**
 - Choose an audio output: **Audio > Select Output**
 3. **Set capture directory:** Go to **CapturePlay > Preferences** and set where captured images and videos should be saved.
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Menu Structure

CapturePlay Menu (Application Menu)

- **About CapturePlay:** Displays version information and copyright
- **Preferences...** (⌘,): Opens the preferences dialog

- **Hide CapturePlay** (⌘H): Hides the application window
- **Hide Others** (⇧⌘H): Hides all other applications
- **Show All**: Shows all hidden applications
- **Quit CapturePlay** (⌘Q): Exits the application

File Menu

- **Open Capture Folder** (⌘O): Opens the folder where captured images and videos are saved in Finder
- **Save Image...** (⌘S): Saves the current video frame to a location of your choice
- **Capture Image** (⌘⇧S): Captures an image and saves it to the capture directory with automatic filename
- **Capture Video** (⌘⇧V): Starts or stops video recording
- **Save Settings**: Saves the current window position and size to preferences
- **Clear Settings**: Resets all preferences to default values
- **Close** (⌘W): Closes the application window

Edit Menu

Standard macOS text editing commands (Undo, Redo, Cut, Copy, Paste, Select All, Find, etc.)

Video Menu

- **Select Source**: Choose which video capture device to use (submenu lists all available devices)
- **Mirror Image**:
 - **Mirror Horizontally** (⌘M): Flips the video horizontally (left-right)
 - **Mirror Vertically** (⌘⇧M): Flips the video vertically (top-bottom)
- **Rotate Image**:
 - **Rotate Left** (⌘L): Rotates video 90° counter-clockwise
 - **Rotate Right** (⌘R): Rotates video 90° clockwise
- **Borderless Mode** (⌘B): Toggles window border on/off
- **Fix Aspect Ratio** (⌘A): Locks/unlocks the window aspect ratio to match video
- **Fit to Actual Size** (^⌘A): Resizes window to match the video's native resolution
- **Enter Full Screen** (^⌘F): Enters full-screen mode
- **Display Sleep** (⌘D): Toggles display sleep prevention on/off

Audio Menu

- **Select Source**: Choose audio input device (submenu lists all available audio capture devices)
- **Select Output**: Choose audio output device (submenu lists all available audio output devices)

- **Mute** (⌘M): Toggles audio muting on/off
- **Volume**: Adjust audio volume using the slider (submenu item)

Window Menu

- **Minimize** (⌘M): Minimizes the window to the Dock
- **Zoom**: Maximizes the window
- **Bring All to Front**: Brings all CapturePlay windows to the front

Help Menu

- **CapturePlay Help** (⌘?): Opens the help system (if available)
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Video Features

Selecting a Video Source

1. Connect your USB capture device.
2. Go to **Video > Select Source**.
3. Choose your device from the list.
4. The video feed will start automatically.

Note: CapturePlay monitors USB connections. If you connect or disconnect a device, the device list will update automatically.

Mirroring

Mirroring flips the video display:

- **Mirror Horizontally** (⌘M): Flips left and right (useful for webcam-style "mirror mode")
- **Mirror Vertically** (⌘⇧M): Flips top and bottom (useful for upside-down cameras)

Both mirroring options can be combined. The mirroring state is saved in preferences.

Rotation

Rotate the video to match your camera orientation:

- **Rotate Left** (⌘L): 90° counter-clockwise
- **Rotate Right** (⌘R): 90° clockwise

Rotation position is saved in preferences and applied automatically on startup.

Borderless Mode

Borderless Mode (⌘B) removes the window title bar and borders:

- **Enabled:** Window has no border, is always on top, and is movable by dragging anywhere
- **Disabled:** Standard macOS window with title bar

Note: Borderless mode is automatically disabled when entering full-screen mode.

Aspect Ratio Control

- **Fix Aspect Ratio** (⌘A): When enabled, the window maintains the video's aspect ratio when resizing
- **Fit to Actual Size** (^⌘A): Resizes the window to match the video's native resolution

Full Screen Mode

Enter Full Screen (^⌘F) or click the green traffic light button:

- Video fills the entire screen
- Cursor is automatically hidden
- Display sleep prevention is automatically enabled (if configured in preferences)
- Press Escape or move mouse to top to exit

Note: Some features (like "Save Image") are not available in full-screen mode.

Display Sleep Prevention

Display Sleep (⌘D) prevents your Mac's display from sleeping:

- Useful during long recording sessions
- Can be enabled/disabled manually via menu
- Automatically enabled in full-screen mode (if configured in preferences)

Audio Features

Selecting Audio Input

The audio input comes from your capture device:

1. Go to **Audio > Select Source**.
2. Choose your audio capture device from the list.
3. Audio will route to the selected output device.

Note: If no audio input is selected, videos will be recorded without audio.

Selecting Audio Output

Choose where audio is played:

1. Go to **Audio > Select Output**.
2. Choose your output device (speakers, headphones, etc.).

Note: Audio settings are saved in preferences.

Mute

Mute (⌘M in Audio menu) temporarily disables audio output without changing volume settings.

Note: The mute keyboard shortcut (⌘M) is shared with "Mirror Horizontally" in the Video menu. Use the menu item if there's a conflict.

Volume Control

Adjust volume using the slider in **Audio > Volume**:

- Drag the slider to adjust output volume
- Changes apply immediately
- Volume setting is saved in preferences

Capture Features

Image Capture

Two methods for capturing images:

Method 1: Quick Capture (⌘⇧S)

- Captures current frame instantly
- Saves to capture directory with automatic filename
- Filename format: `CapturePlay Image YYYY-MM-DD at HH.mm.ss.png`
- Shows notification when saved

Method 2: Save Image (⌘S)

- Opens a save dialog to choose location
- Allows you to name the file
- Useful when you want to save to a specific location

Image Format: PNG (highest quality)

Note: Image capture temporarily removes the window border (if present) to capture a clean image, then restores it.

Video Recording

Capture Video (⌘⇧V) toggles video recording:

- **Start Recording:** Creates a new video file in the capture directory
- **Stop Recording:** Finalizes the video file
- **File Format:** QuickTime MOV (compatible with macOS, Windows, and most video players)
- **Audio:** Included if an audio input is selected
- **Filename Format:** `CapturePlay Video YYYY-MM-DD at HH.mm.ss.mov`
- **Notifications:** Shows notifications when recording starts and stops

Video Recording Details:

- Video resolution matches the source device's native resolution
- Frame rate matches the device's configured frame rate (typically 60fps or 59.94fps)
- Audio is encoded as AAC at 256 Kbps (QuickTime-compatible)
- Videos are saved with timestamps to avoid filename conflicts

Recording Status:

- The "Capture Video" menu item shows a checkmark (✓) when recording is active
- A notification appears when recording starts and stops
- Recording can be stopped by pressing ⌘⇧V again

Note: Ensure you have sufficient disk space. Video files can be large, especially at high resolutions and frame rates.

Opening Capture Folder

Open Capture Folder (⌘O) opens the capture directory in Finder, where all captured images and videos are saved.

Settings and Preferences

Preferences Dialog

Open **CapturePlay > Preferences...** (⌘,)

Capture Image Directory

- **Default Location:** `~/Pictures/CapturePlay`
- **Browse...:** Click to select a different folder
- **Path Field:** Displays current directory path (supports tilde notation, e.g., `~/Documents`)

Note: If you select a folder outside your home directory, CapturePlay will request permission to access it. macOS will prompt you to grant access.

Display Sleep in Full Screen

- **Checkbox:** "Automatically prevent display sleep during full screen"
- When enabled, display sleep prevention is automatically activated when entering full-screen mode
- When disabled, you must manually toggle display sleep prevention

Saving Preferences

- Click **OK** to save changes
- Click **Cancel** to discard changes
- Preferences are saved immediately when you click OK

Save Settings

File > Save Settings saves the current window state:

- Window position (X, Y coordinates)
- Window size (width, height)
- These settings are restored when you launch CapturePlay

Clear Settings

File > Clear Settings resets all preferences to default values:

- Window position and size
- Video settings (rotation, mirroring, borderless, aspect ratio)
- Audio input/output selections
- Capture directory
- Display sleep preferences

Warning: This action cannot be undone. All your preferences will be lost.

Keyboard Shortcuts

Global Shortcuts

Shortcut	Action	Menu Location
⌘,	Preferences	CapturePlay > Preferences...
⌘H	Hide App	CapturePlay > Hide CapturePlay
⇧⌘H	Hide Others	CapturePlay > Hide Others
⌘Q	Quit	CapturePlay > Quit CapturePlay
⌘O	Open Capture Folder	File > Open Capture Folder
⌘S	Save Image	File > Save Image...
⌘⇧S	Capture Image	File > Capture Image
⌘⇧V	Capture Video	File > Capture Video
⌘W	Close Window	File > Close
⌘M	Mirror Horizontally	Video > Mirror Image > Mirror Horizontally
⌘⇧M	Mirror Vertically	Video > Mirror Image > Mirror Vertically
⌘L	Rotate Left	Video > Rotate Image > Rotate Left
⌘R	Rotate Right	Video > Rotate Image > Rotate Right
⌘B	Borderless Mode	Video > Borderless Mode
⌘A	Fix Aspect Ratio	Video > Fix Aspect Ratio
⇧⌘A	Fit to Actual Size	Video > Fit to Actual Size
⇧⌘F	Enter Full Screen	Video > Enter Full Screen
⌘D	Display Sleep	Video > Display Sleep

Menu-Specific Shortcuts

- **Audio > Mute** (⌘M): May conflict with "Mirror Horizontally" — use the menu item directly
- **Window > Minimize** (⌘M): May conflict — use the menu item directly

Note: Some keyboard shortcuts may conflict. Use menu items directly if a shortcut doesn't work as expected.

Notifications

CapturePlay can send notifications for key events:

- **Image Captured:** When an image is saved to the capture directory
- **Video Recording Started:** When video recording begins
- **Video Recording Stopped:** When video recording ends and the file is saved
- **Display Sleep Prevention:** When display sleep prevention is enabled or disabled

Notification Permissions

On first launch, macOS will ask for notification permissions. Grant permission to receive notifications about captures and recordings.

To enable/disable notifications later:

1. Open **System Preferences > Notifications & Focus**
 2. Find "CapturePlay" in the list
 3. Adjust notification settings as desired
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Troubleshooting

No Video Display

Problem: Video window is black or shows no image.

Solutions:

1. **Check device connection:** Ensure your USB capture device is connected
2. **Select correct source:** Go to **Video > Select Source** and verify the correct device is selected
3. **Check device permissions:** Ensure CapturePlay has camera access (System Preferences > Security & Privacy > Privacy > Camera)
4. **Try a different USB port:** Some USB ports may not provide sufficient power
5. **Restart CapturePlay:** Quit and relaunch the application
6. **Check device compatibility:** Ensure your capture device is recognized by macOS (check System Information > USB)

No Audio

Problem: No audio is heard during playback or recording.

Solutions:

1. **Select audio input:** Go to **Audio > Select Source** and choose an audio device
2. **Select audio output:** Go to **Audio > Select Output** and choose speakers or headphones
3. **Check mute status:** Ensure audio is not muted (Audio > Mute should be unchecked)

4. **Check volume:** Adjust volume in **Audio > Volume**
5. **Check microphone permissions:** Ensure CapturePlay has microphone access (System Preferences > Security & Privacy > Privacy > Microphone)
6. **Verify audio source:** Some capture devices have separate audio inputs — ensure audio is connected to the correct input

Audio Stops Working After Changing Video Source

Problem: Audio works initially but stops after switching video devices.

Solution: This is a known behavior when switching devices. The audio manager should automatically reconnect. If it doesn't:

1. Go to **Audio > Select Source** and re-select your audio input
2. Restart CapturePlay if the issue persists

Image Capture Not Working

Problem: Image capture fails or shows an error.

Solutions:

1. **Check macOS version:** Image capture requires macOS 10.12 (Sierra) or later
2. **Check capture directory:** Ensure the capture directory exists and is writable (Preferences > Browse...)
3. **Check disk space:** Ensure you have sufficient free disk space
4. **Check permissions:** If using a custom directory, grant CapturePlay permission to access it (macOS will prompt)

Video Recording Not Working

Problem: Video recording doesn't start or fails.

Solutions:

1. **Check capture directory:** Ensure the capture directory exists and is writable
2. **Check disk space:** Video files can be large — ensure sufficient free space
3. **Check permissions:** Ensure CapturePlay can write to the capture directory
4. **Verify device supports recording:** Some devices may have limitations
5. **Try stopping and restarting:** Use ⌘⇧V to stop, then start again

Window Won't Resize or Position Incorrectly

Problem: Window size or position is not as expected.

Solutions:

1. **Clear settings:** Go to **File > Clear Settings** to reset window state
2. **Disable aspect ratio lock:** Uncheck **Video > Fix Aspect Ratio**
3. **Fit to actual size:** Use **Video > Fit to Actual Size** (^⌘A) to match video resolution

Display Sleep Still Occurs

Problem: Display sleeps despite enabling prevention.

Solutions:

1. **Check menu state:** Ensure **Video > Display Sleep** shows a checkmark (✓)
2. **Check System Preferences:** macOS power settings may override app settings
3. **Try toggling:** Disable and re-enable display sleep prevention
4. **Full-screen mode:** Display sleep prevention works more reliably in full-screen mode

Preferences Not Saving

Problem: Settings don't persist between launches.

Solutions:

1. **Manually save settings:** Use **File > Save Settings** after making changes
2. **Check permissions:** Ensure CapturePlay can write to the preferences location (usually `~/Library/Preferences/`)
3. **Clear and reconfigure:** Use **File > Clear Settings**, then reconfigure preferences

Device Not Detected

Problem: USB capture device is not listed in "Select Source".

Solutions:

1. **Check USB connection:** Unplug and reconnect the device
2. **Try different USB port:** Use a USB 3.0 port if available
3. **Check System Information:** Open System Information > USB and verify the device appears
4. **Install drivers:** Some devices require manufacturer drivers
5. **Restart CapturePlay:** The app detects devices on launch
6. **Check device compatibility:** Ensure the device is compatible with macOS

App Crashes or Freezes

Problem: CapturePlay crashes or becomes unresponsive.

Solutions:

1. **Check macOS version:** Ensure you're running macOS 12.4 or later
2. **Check device compatibility:** Some devices may cause issues
3. **Clear settings:** Use **File > Clear Settings** to reset state
4. **Check Console:** Open Console.app and check for error messages
5. **Reinstall:** Delete the app and reinstall from a fresh build

Performance Issues

Problem: Video is choppy or laggy.

Solutions:

1. **Close other applications:** Free up CPU and memory resources
2. **Check device resolution:** High-resolution devices require more processing power
3. **Lower frame rate:** Some devices allow frame rate adjustment (device-specific)
4. **Check USB bandwidth:** Use USB 3.0 ports for high-resolution devices
5. **Disable other video apps:** Close other apps using video capture devices

Technical Details

Video Format

- **Container:** MOV (QuickTime)
- **Video Codec:** H.264 (device-dependent)
- **Audio Codec:** AAC at 256 Kbps
- **Frame Rate:** Matches device configuration (typically 60fps or 59.94fps)
- **Resolution:** Native device resolution

Image Format

- **Format:** PNG
- **Color Space:** RGB
- **Resolution:** Window resolution at time of capture

File Naming

- **Images:** `CapturePlay Image YYYY-MM-DD at HH.mm.ss.png`
- **Videos:** `CapturePlay Video YYYY-MM-DD at HH.mm.ss.mov`

Both use 24-hour time format (HH.mm.ss).

Preferences Storage

Preferences are stored in macOS UserDefaults, typically at:

```
~/Library/Preferences/org.windholm.captureplay.plist
```

Credits

CapturePlay

Version 2.8

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Original Quick Camera Code

Copyright © 2025 Simon Guest

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[GitHub: quick-camera](#)

Acknowledgments

CapturePlay includes code from Simon Guest's Quick Camera project, which provided the foundation for video capture and display functionality.

License

This manual and the CapturePlay application are provided as-is. Please refer to the application's license for usage terms.

Support

For issues, feature requests, or contributions, please refer to the project repository or contact the maintainer.

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