

ScreenToGif user guide for beginners



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The edition of this user guide applies to ScreenToGif version 2.41.4.

Written by Prachi Sapkota

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1. This guide was created for an educational assignment and is not affiliated with or endorsed by the developers of ScreenToGif. Any use of this book is for educational purposes only.

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About this guide

This guide is intended for new users with little or no experience using ScreenToGif. It explains the main tools of ScreenToGif and provides step-by-step instructions to record, edit, and save your screen recordings.

The guide focuses on using ScreenToGif as it appears in the app. It includes clear examples and plain language so you can quickly learn how to capture, enhance, and export your recordings.

Every effort has been made to ensure this guide accurately reflects ScreenToGif features. Because software changes over time, small differences may appear between what you see in the app and what is shown here.

You can read this guide from start to finish or go directly to the parts you need. Each chapter builds on the previous one, so you can also follow it in order if you're new to ScreenToGif.

In this guide you will learn how to:

- Set up ScreenToGif and customize its settings.
- Record your screen, webcam, and board.
- Edit your recordings.
- Save and export your recordings in different formats.

Conventions used in this guide

- UI elements mentioned in numbered steps, such as tabs, buttons, menus, icons, fields, and text boxes, appear in bold (for example, **File** tab, **Options**, or **Apply**).
- Links appear blue and underlined (for example, [website](#)).
- Screenshots have been cropped and/or edited for clarity.

About this guide

Chapter 1: Introduction

This chapter includes

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What is ScreenToGif

ScreenToGif is a free screen recording and editing tool. It helps you record your computer screen, webcam, or a drawing board and save it in different formats.

It also comes with an Editor (*See “The Editor window” on page 7*) to help you clean up your recordings, add text or shapes, adjust timing, and refine your work. ScreenToGif is lightweight, beginner-friendly, and doesn’t require an account.

When to use ScreenToGif

Use ScreenToGif when it's easier to show something than explain it with words. It’s helpful when you want to:

- record your screen to show how something works.
- capture webcam video for personal messages or tutorials.
- draw and explain using the board tool.
- create lightweight GIFs to share on websites or social media.

More information can be found at [ScreenToGif website](#).

System requirements to install ScreenToGif

Check your computer specifications to ensure it meets the minimum requirements to install ScreenToGif. *Table 1.1* displays the minimum system requirements to install ScreenToGif.

Component	Minimum requirement
Operating system	Windows 7 SP1, 8.1, 10, or 11
.NET Framework	.NET6 (Desktop Runtime)
Processor	1 GHz
Memory	2 GB RAM
Display	1024 x 468 resolution
Storage	200 MB of available space

Table 1.1: Minimum system requirements to install ScreenToGif

.NET 6.0 is included in Windows by default. If it's not installed, download it from the [Microsoft .NET website](#).

Chapter 2: Getting started with ScreenToGif

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You are new to screen recording and need to create a video to share information with your viewers. You plan to record your screen to demonstrate a process and use your webcam to add a short personal message.

Because you are new to ScreenToGif, you need to learn about its main tools. Then, customize its settings to match your preferences. This helps you get familiar with the app so you can start recording without confusion.

Understanding the main tools in ScreenToGif

When you open ScreenToGif, the Startup window displays with four tools: Recorder, Webcam, Board, and Editor. *Figure 2.1* shows the StartUp window. Each tool opens in its own window for recording or editing. Understanding what each tool does helps you choose the right one.

- Recorder:** Opens the Screen recorder, where you start recording your screen.
- Webcam:** Opens the Webcam Recorder window, where you record yourself using a connected camera.

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- Board:** Opens the Board Recorder window, a white canvas that records your drawings.
- Editor:** Opens the Editor window, where you view and modify your recordings frame by frame.

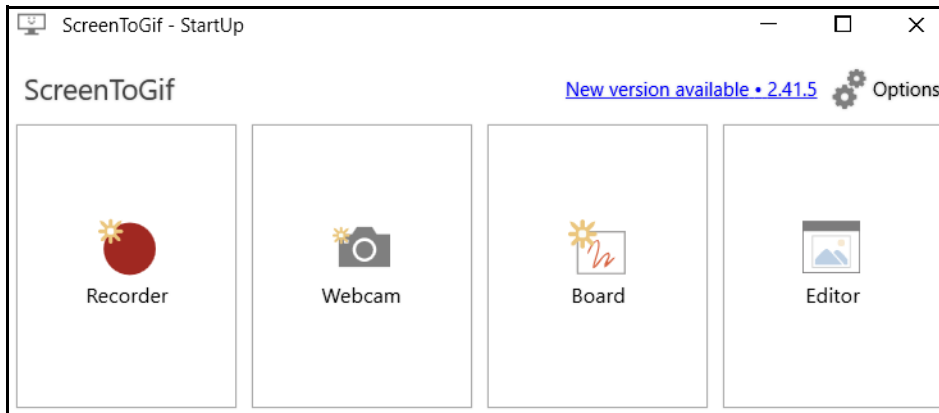


Figure 2.1: StartUp window with four main tools

The Screen recorder

Use the Screen Recorder to show what's happening on your screen. For example, you might record yourself demonstrating how to fill out an online form or navigate a website. This helps your viewers see exactly what to do instead of only reading instructions.

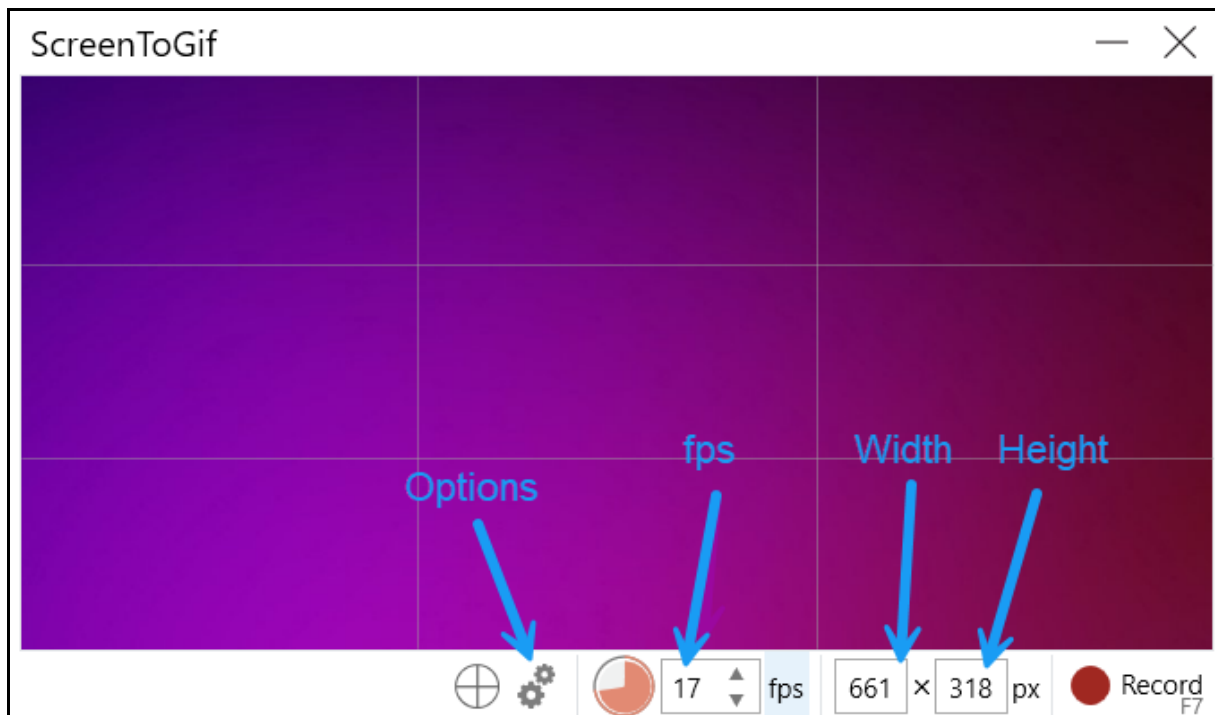


Figure 2.2: Screen recorder window with recording tools

Key tools include:

- Options:** Opens the Options window, where you customize settings like the app language, storage folder, and capture mode (see *Table 2.1* for the full list).
- fps:** Sets how many frames per second are captured during recording. You can set a value from 1 to 60. A higher FPS makes the recording smoother.
- Width and Height:** Shows the current frame size. Also, helps you change the width and height of the frame.
- Record:** Starts the recording.
- Stop:** Ends the recording and opens it in the Editor.

To learn how to record your screen, see “Recording the screen” on page 11.

The Webcam Recorder

Use the Webcam Recorder to appear on screen and speak directly to your viewers. For example, you might record yourself introducing a tutorial or giving a short welcome message. This makes your video feel more personal and engaging.

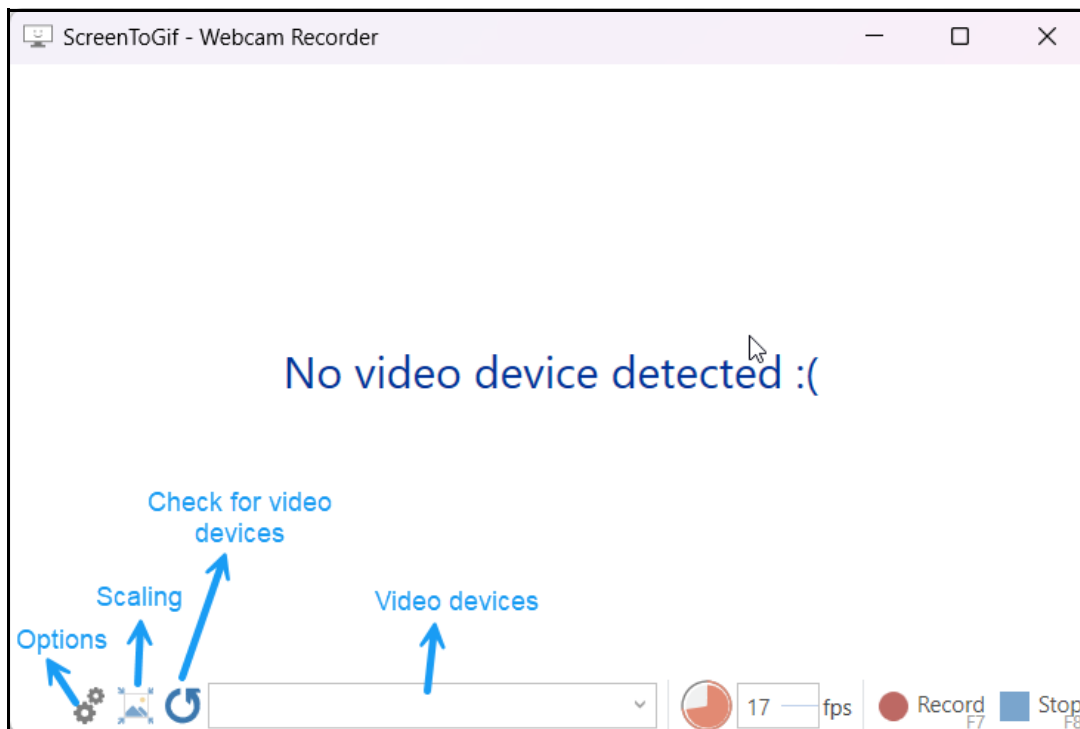


Figure 2.3: Webcam Recorder window with recording tools

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Key tools include:

- Options:** Opens the Options window.
- Scaling:** Adjusts the video preview size.
- Check for video devices:** Runs a hardware check to find available cameras.
- Video devices:** Shows connected cameras.
- fps:** Sets how many frames per second are captured.
- Record:** Starts the recording.
- Stop:** Ends the recording and opens it in the Editor.

To learn how to record the webcam, see *“Recording the webcam”* on page 12.

The Board Recorder

Use the Board Recorder to explain something visually by drawing. For example, you might sketch a diagram or write quick notes to explain a concept. This helps your viewers follow your explanation easily and understand the material better.

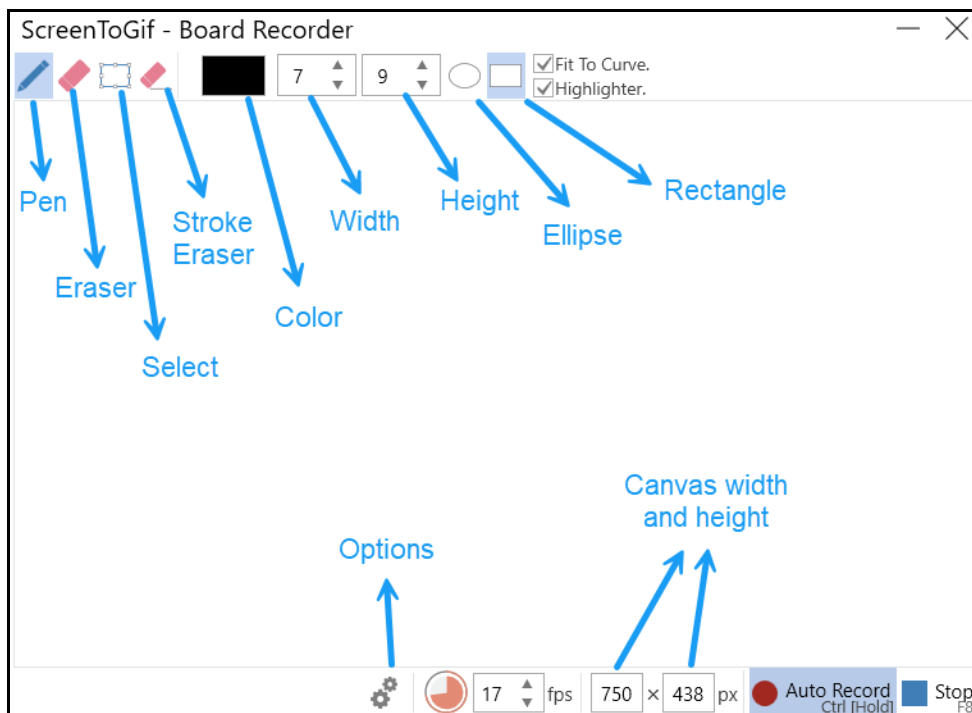


Figure 2.4: Board Recorder window with drawing tools

Key tools include:

- Pen:** Draw freehand lines on the canvas.
- Eraser:** Removes individual lines from the canvas.
- Stroke Eraser:** Erases entire stroke at once.
- Select:** Moves drawn elements around the canvas.
- Color:** Opens the color selector to change the pen color.
- Ellipse/Rectangle:** Changes the pen tip shape between an ellipse and a rectangle.
- Fit to curve:** Smooths lines after drawing.
- Highlighter:** Highlights areas with a lighter overlay.
- fps:** Sets how many frames per second are captured.
- Width and Height:** Shows the current pen size and allows to change it.
- Auto Record:** Records only while drawing.
- Canvas width and height:** Shows the canvas size and allows to change it.
- Stop:** Ends the recording and opens it in the Editor.
- Discard:** Cancels the current paused recording.

To learn how to record the board, see *“Recording the board”* on page 13.

The Editor window

Use the Editor window to improve your recording before saving it. For example, after capturing your screen, you might want to remove mistakes, add text, or resize the recording. The Editor is where you make these changes before saving your final file.

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The Editor has four main areas:

- Ribbon:** The top bar that contains tools for editing, adding effects, and saving your project.

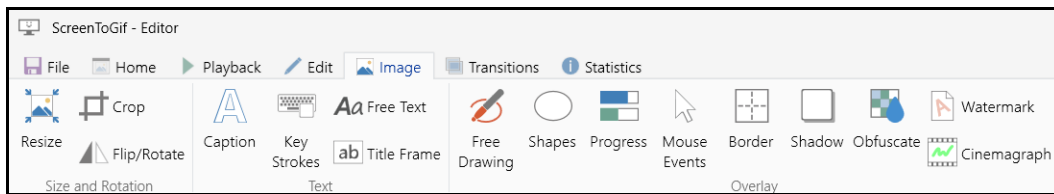


Figure 2.5: Editor window with the ribbon

- Viewer:** An image viewer that shows the selected frame. It adjusts to your content's resolution for a clear view.

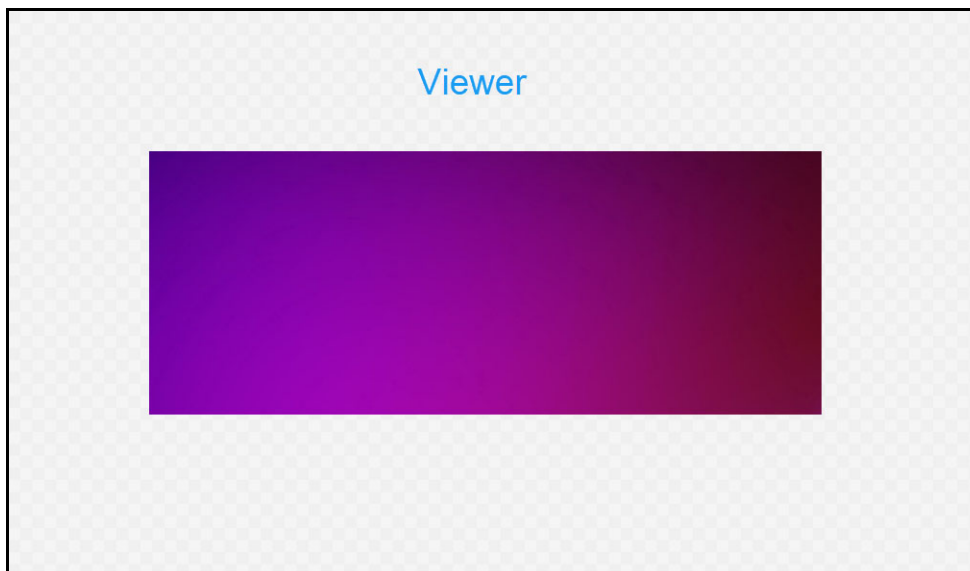


Figure 2.6: Viewer panel

- Action sidebar:** A pane that opens on the right side of the window. It displays the options for tools like Save As, Free Text, and Shadow. *Figure 4.7* shows the Resize pane.

- Frame list and bottom controls:** The panel at the bottom that shows all frames in sequence and includes playback controls.

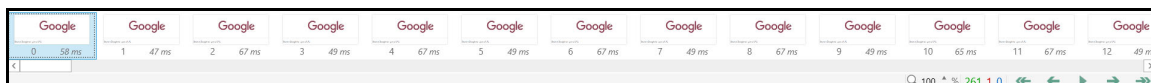


Figure 2.7: Frame list and bottom controls

To learn how to edit the recording, see “*Chapter 4: Editing the recording*” on page 15.

Settings you can customize

Before you start recording, you can set how ScreenToGif opens, records, and saves your content. You can update these settings anytime, but setting them early helps avoid interruptions or confusion during recording. After you customize the settings, ScreenToGif uses your preferences every time you open it.

Open the Options window to adjust these settings. The settings are grouped into tabs, and each tab controls a different part of ScreenToGif (see *Table 2.1*).

Tab	Setting	What it does
Application	Startup	Allows you to choose whether ScreenToGif opens on its own when Windows starts or only when you open it.
	Theme	Sets the color scheme of the app.
	System tray icon	Controls how the app icon appears in the notification area.
	General	Includes options to check for updates, confirm before exit, and reset settings.
Recorder	Interface	Controls how the recorder looks.
	Capture frequency	Sets how often frames are captured while recording.
	Capture mode	Determines whether recordings are saved directly to a file or temporarily in memory.
	Guidelines	Displays visual guides to help you align the recording frame.
	Other	Includes options like countdown before recording and remembering the last recording size and position.

Table 2.1: Customizable settings in the Options window

Tab	Setting	What it does
Editor	Previewer back-ground	Sets the background color behind the frames.
	Interface	Adjusts layout, zoom behavior, and how tools appear.
	General	Includes options like asking before deleting frames or discarding a project.
Tasks	List of automated tasks	Includes options to add or remove post-recording tasks, such as progress bar or shadow.
Shortcuts	Recorders	Allows to change keyboard shortcuts for starting, stopping, or discarding a recording.
Language	App's Language	Allows to choose the language for the app or sets it automatically.
Storage	Status	Shows how much space temporary files use and allows to clear them.
	Paths	Sets where cache and logs are saved.
	Settings location	Determines where the app stores your preferences.
	Other	Controls automatic cleanup, like deleting old projects or cached files.

Table 2.1: Customizable settings in the Options window

Chapter 3: Recording in ScreenToGif

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After customizing the settings, you are ready to start recording. For your demonstration, you want to capture only the window you are demonstrating on without showing your entire screen. You also want to set a high recording quality so your viewers can clearly see each step.

Use the Recorder to define the capture area and set the recording quality. This ensures your recording stays focused on what matters and displays smoothly for your viewers.

Recording the screen

Before recording, you need to set what to capture and how it looks. This includes selecting the capture area and setting the recording quality. Selecting the right area keeps attention on the content you want to show and avoids distractions. Setting the quality in advance ensures your viewers see every step clearly.

Choose the capture area and recording quality before you start recording. Doing this early avoids errors. It helps you get the result you want without needing to re-record.

To select the capture area

1. Open ScreenToGif.

The StartUp window opens by default.

Chapter 3 Recording the Screen

2. On the **StartUp** window, select **Recorder**.

The Screen recorder opens with a movable and resizable frame.

3. Drag the frame to the part of the screen you want to record.
4. Drag the edges or corners to resize the frame.

Note: You can't resize the frame during recording.

To select the recording quality

1. In the **fps** box, enter the number of frames per second you want to capture.

Note: A higher value creates smoother recordings but may increase file size.

2. Click anywhere outside the box to close it.

The new fps value is saved automatically.

To start the screen recording

1. Click **Record**.

A three second countdown runs by default. After the countdown, recording starts and the elapsed time displays.

Note: You can move the frame during recording.

2. Click **Stop** to finish the recording.

The Editor window opens with your recording.

Note: Pausing and resuming video doesn't affect the final saved file.

Recording the webcam

After recording your screen, you decide to add a short personal message to make your video more engaging. You want to appear on camera, greet your viewers, and explain the topic directly.

Use the webcam recorder to capture video from your camera. This is useful for introductions, explanations, or closing remarks. You can preview your camera feed and switch between available devices.

To record with the webcam

1. On the StartUp window, click **Webcam**.

The Webcam Recorder opens with a live preview of your webcam feed.

2. In the Video device dropdown, choose the camera you want to use.
The preview updates with the selected camera.
3. Click **Record**.
4. Click **Stop** to finish the recording.
The Editor window opens with your recording.

Recording the board

After recording your screen, you decide to explain a concept visually. You want to sketch a quick diagram or write notes to help your viewers understand the topic better.

Use the board recorder to draw freely on a blank canvas. It records each stroke as you draw, making it easy to create visual explanations. This tool is useful for sketching ideas, illustrating concepts, or adding handwritten notes using your mouse or stylus.

To record the board

1. On the StartUp window, click **Board**.
The Board Recorder opens with a blank canvas and drawing tools at the top.
2. Confirm that the **Pen** tool is selected by default.
3. Drag on the **Board** to draw.
Note: The recording starts when you draw and pauses when you stop.
4. Click **Stop** to finish.
The Editor opens with your drawing recorded as frames.

Chapter 4: Editing the recording

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After recording your screen, webcam message, and any visuals, you review your video to make it look clean and accurate. You want to remove unnecessary parts, fix mistakes, and add text to your recording.

Editor helps you refine your recording. Use it to trim or cut unwanted sections, adjust the video timing, and add text to highlight important details. Editing makes your video professional, focused, and easy for viewers to follow.

Making changes to the frames

Frame editing helps you modify individual frames or groups of frames in your recording. You can delete unwanted frames, rearrange them, adjust their speed, resize or crop them, and apply smooth transitions between them.

Making changes to frames improves the quality of your recording. It removes distractions, corrects errors, and creates a logical sequence so your video feels professional.

Use frame editing before adding visual elements. Removing errors, reordering frames, and adjusting timing early prevents you from having to redo added text, shapes, or effects later. This saves time and keeps your visual elements aligned with the final frame sequence.

Removing unwanted frames

Delete frames that include pauses, errors, or repeated actions to keep your recording concise.

To delete frames

1. In the frame list, click the frame you want to delete.

The selected frame highlights.

2. Select **Delete** on your keyboard.

The Delete Frames dialog displays.

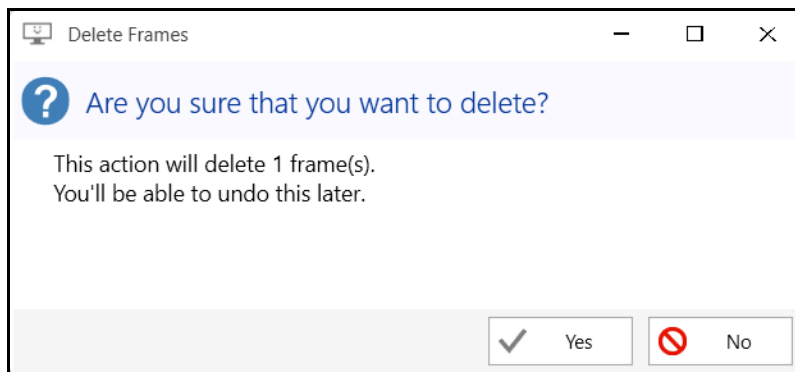


Figure 4.1: Delete Frames dialog

3. Click **Yes**.

The selected frame is removed.

Changing the frame order

Some frames may appear out of sequence. Reordering them improves the flow and creates a logical sequence.

To change the frame order

1. Click the frame you want to move.
2. On the ribbon, go to the **Edit** tab.

3. Click **Move Left** or **Move Right**.

The frame moves one position in the selected direction.

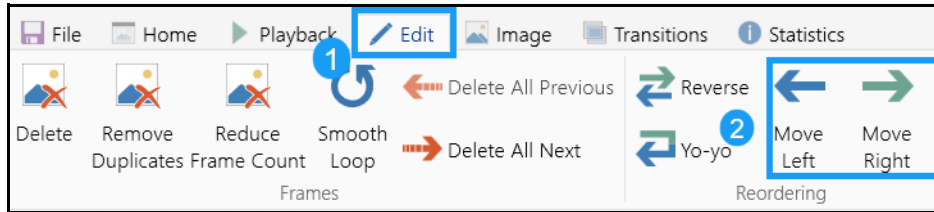


Figure 4.2: Edit tab with move frames options

Changing the frame speed

Adjust frame speed to control how long each frame displays. Changing the display duration determines how fast or slow your recording plays

To change the frame speed

1. Click the frame you want to adjust.
2. On the **Edit** tab, click **Override**.
The Override pane opens in the Action Sidebar on the right.
3. In the **Delay** box, enter the new display duration for the selected frame.

Note: Higher values slow playback.

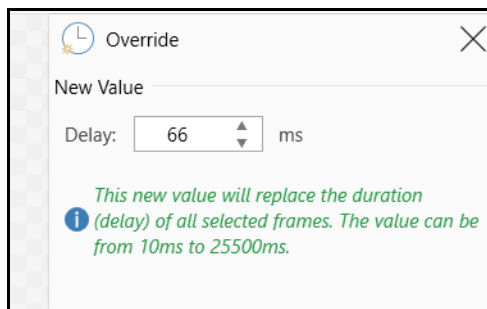


Figure 4.3: Delay box in the Override pane

4. Click **Apply**.
The frame updates with the new delay.

Applying transitions between the frames

Use Fade transition to blend one frame into the next. It helps to smooth the shift between sections of your video so it feels more natural. This creates a gradual fade-out of the current frame while the next frame fades in. “Changing the frame speed” on page 17 to adjust timing before applying transition.

Note: You can only apply one transition per selected frame.

To apply a fade transition

1. Click the frame where you want the transition to begin.
2. On the ribbon, go to the **Transitions** tab.
3. Click **Fade**.

The Fade Transition pane opens.

4. Under **Fade To**, click **The next frame**.

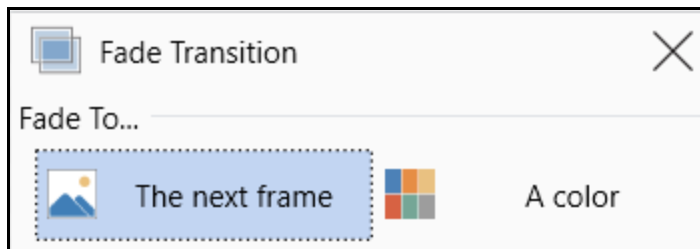


Figure 4.4: Fade To options

5. Under **Transition length**, move the slider to set the fade length.



Figure 4.5: Transition Length slider

6. In the **Delay** box, enter the display duration for the transition.

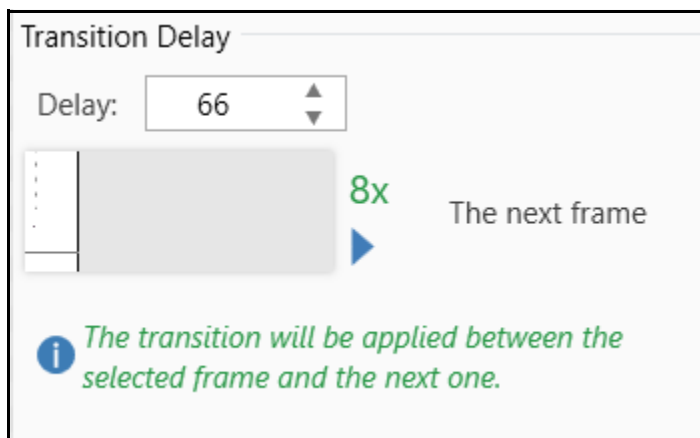


Figure 4.6: Delay box in the Transition pane

7. Click **Apply**.

Resizing the frames to fit a specific format

Use Resize to change frame dimensions before saving.

To resize the frames

1. Click any frame.
2. On the ribbon, go to the **Image** tab.
3. Click **Resize**.

The Resize pane opens.

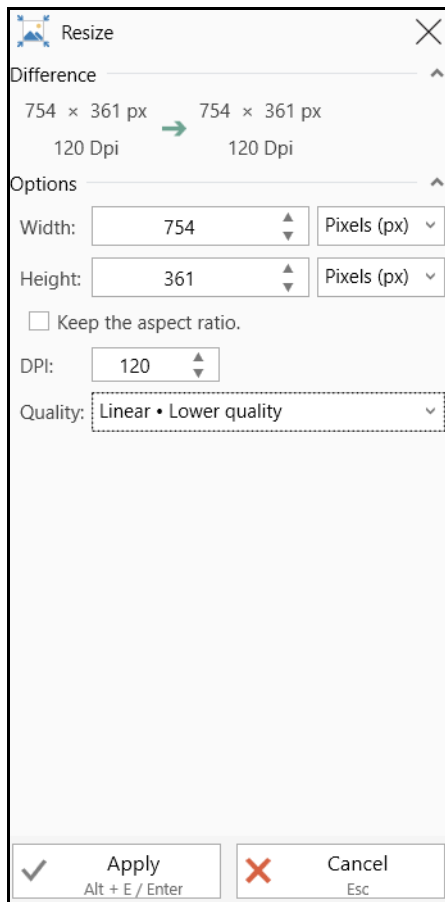


Figure 4.7: Resize pane

4. In the **Width** box, enter the frame width.

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5. In the **Height** box, enter the frame height.
6. In the **DPI** box, enter the frame resolution.
Note: Higher DPI creates sharper images.
7. In the **Quality** dropdown list, choose the quality level you want.
8. Click **Apply**.

All frames resize based on your settings.

Removing unwanted edges from the frames

Use crop to remove unwanted edges of the frames to focus on the main content.

To remove edges

1. Click any frame.
2. On the **Image** tab, click **Crop**.

The Crop pane opens.

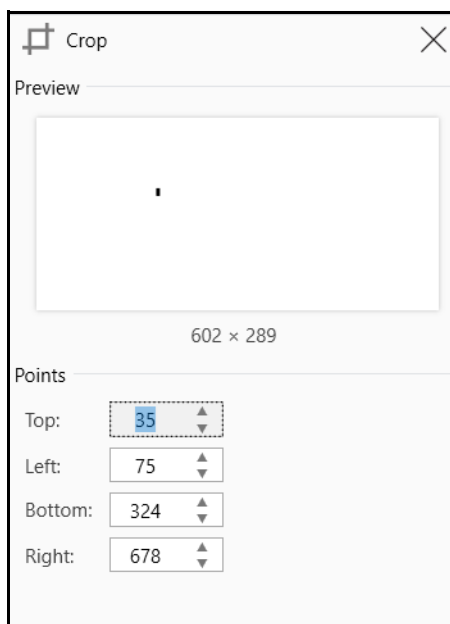


Figure 4.8: Crop pane

3. Under **Points**, enter the values for **Top**, **Left**, **Bottom**, and **Right** to set crop each side.
Tip: Use the Preview to see your changes before applying them.
4. Click **Apply**.

The edges are removed from all frames.

Adding visual elements

While reviewing your recording, you see areas where viewers need more context.

Use visual elements to enhance your recording. Adding text, shapes, or images highlights key points and explains actions.

Visual elements can appear on one frame or across multiple frames. They guide viewers, focus attention, and make your recording easier to follow.

Adding a title frame

Use a title frame to introduce your recording. You can insert it before any selected frame. This helps you add an introduction to your animation using text, layout, and background options.

To add a title frame

1. Click the frame where you want to add the title frame.
2. On the **Image** tab, click **Title frame**.
The Title Frame pane opens.
3. In the **Text** box, enter a title for the frame.

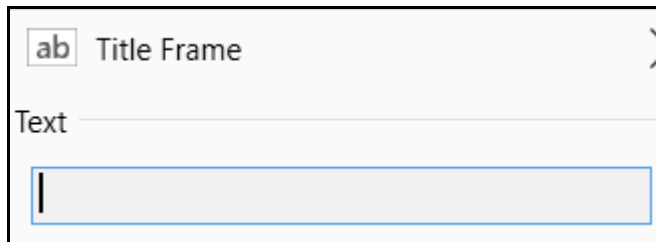


Figure 4.9: Text box in the Title Frame pane

The title displays in the viewer.

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4. Under **Font**, adjust **Family**, **Style**, **Weight**, **Size**, and **Color** to change the look of your title.

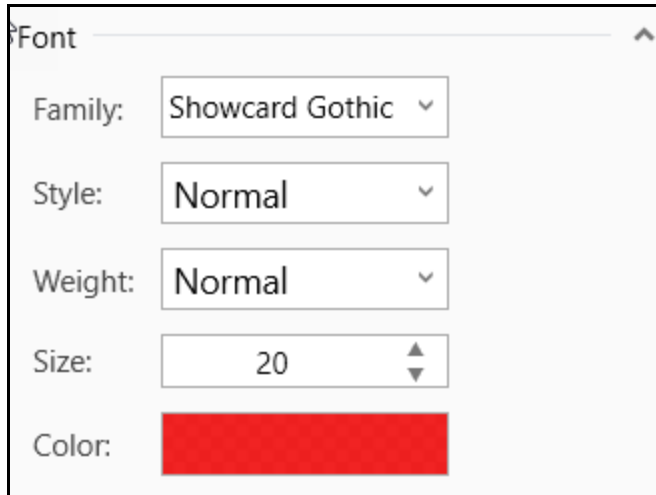


Figure 4.10: Font options in the Title frame pane

5. In the **Delay** box, enter the display duration for the title frame.

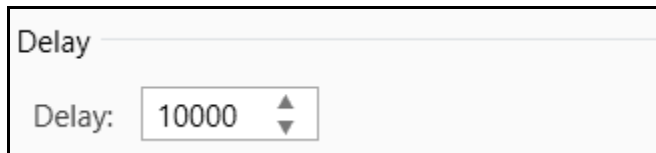


Figure 4.11: Delay box in the Title frame pane

6. Under **Layout** choose **Vertical** and **Horizontal** alignment, and enter a **Margin** value.

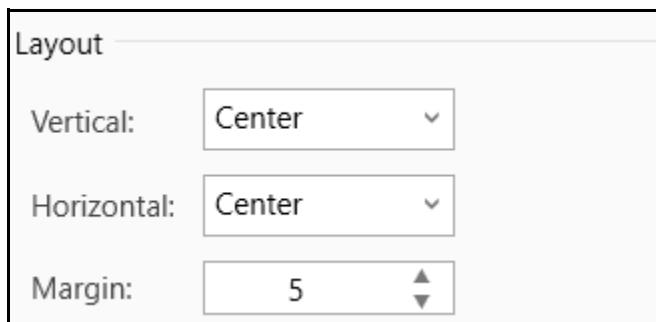


Figure 4.12: Layout options

The title repositions in the viewer.

7. Under **Background**, choose a background **Color**.

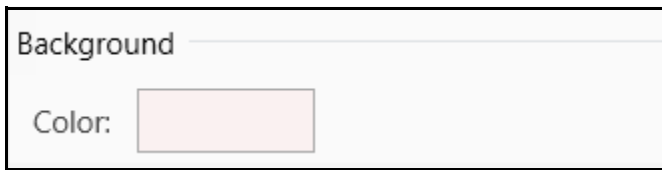


Figure 4.13: Background Color option

8. Click **Apply**.

The title frame appears before the selected frame.

Adding free text to a frame

Use text to label, explain, or highlight parts of your recording. Place the text anywhere on a frame and format it based on what you want to say and how you want it to look.

To add free text

1. Click the frame where you want the text.
2. On the **Image** tab, click **Free Text**.
The Free Text pane opens.
3. In the **Text** box, enter your text.

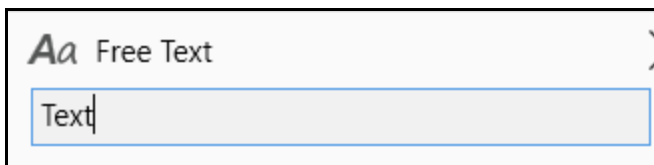


Figure 4.14: Text box in the Free Text pane

The text displays in the viewer.

- Under **Font**, adjust **Family**, **Style**, **Weight**, **Size**, **Color**, **Background Color**, and **Decoration** to change the look of your text.

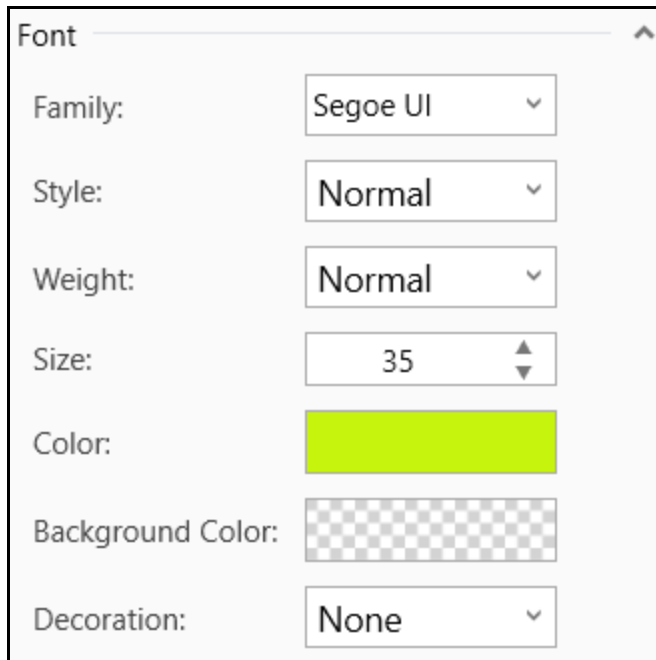


Figure 4.15: Font options in the Free Text pane

- Under **Shadow**, adjust **Shadow color**, **Blur radius**, **Direction**, **Opacity**, and **Depth** to add a shadow effect.

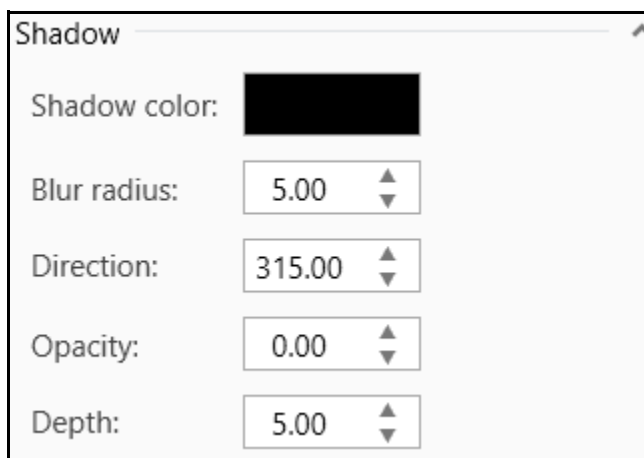


Figure 4.16: Shadow options

- Drag the text in the viewer to place it where you want.
Note: You can only move or adjust the text while the Free Text pane is open. The text fixes on the frame after applying.
- Click **Apply**.
The text appears on the frame.

Drawing freeform lines on a frame

Use freeform lines to mark or draw attention to something in a frame. Draw with your mouse to underline, circle, or sketch ideas.

To draw freeform lines on a frame

1. Click the frame where you want to draw.
2. On the **Image** tab, click **Free Drawing**.

The Free Drawing pane opens.

3. Under **Mode**, click **Pen**.

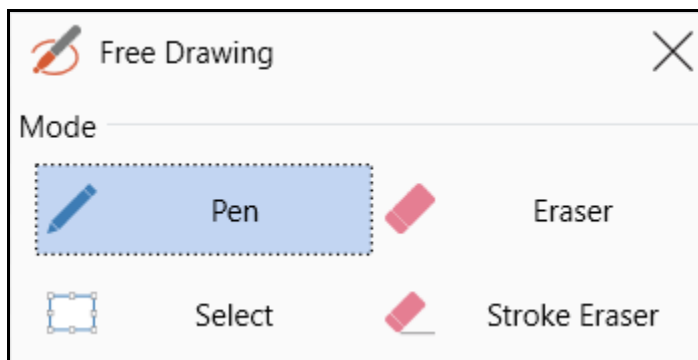


Figure 4.17: Mode options

4. Under **Pen**, adjust **Width**, **Height**, **Color**, and **Tip** to change the pen line style.

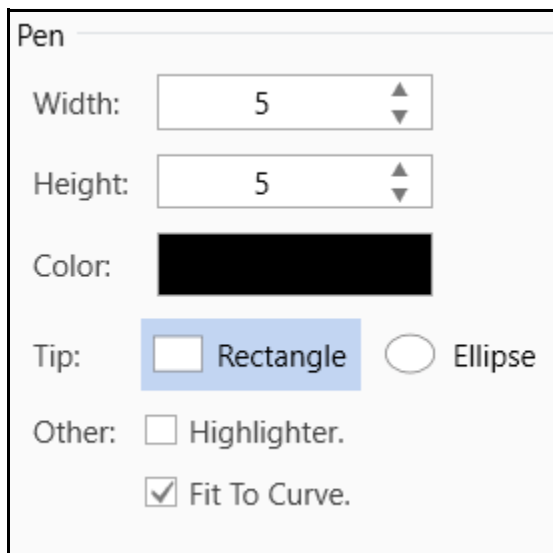


Figure 4.18: Pen options

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5. Select the **Highlighter** check box to highlight your lines.
6. Select the **Fit To Curve** check box to smooth your lines.
7. Drag across the viewer to draw.
8. Click **Apply**.

Adding geometric shapes to a frame

Use shapes to highlight or draw attention to areas in a frame. Shapes include, rectangles, circles, lines, and arrows. You can change the outline, color, thickness, and fill of the shapes.

To add shapes to a frame

1. Click the frame where you want the shape.
2. On the **Image** tab, click **Shapes**.
The Shapes pane opens.
3. Under **Mode**, click **Insert**.



Figure 4.19: Mode options

4. Under **Shapes**, select the shape you want.



Figure 4.20: Shape options

5. Drag across the viewer to draw the shape.

- Under **Outline**, adjust **Thickness**, **Color**, and **Radius** to change the shape outline.

Tip: Increase Radius to round the edges of rectangles.



Figure 4.21: Outline options

- Under **Fill**, choose **Color** for the shape fill.

Note: The shape fill color is the shape background color.

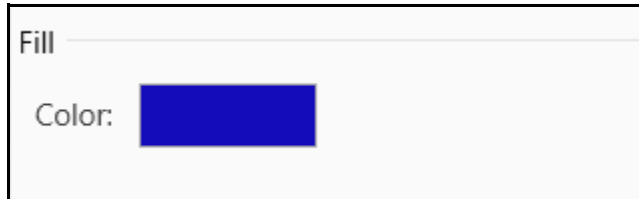


Figure 4.22: Fill Color option

- Click **Apply**.

The shape is added to the selected frame.

Adding a watermark to the frames

Apply a watermark to show branding, ownership, or copyright in your recording. The watermark is applied to all frames. It helps to protect your content and identify your work.

To add a watermark to frames

- Click any frame.
- On the **Image** tab, click **Watermark**.

The Watermark pane opens.

3. Under **Image**, click **Select**.

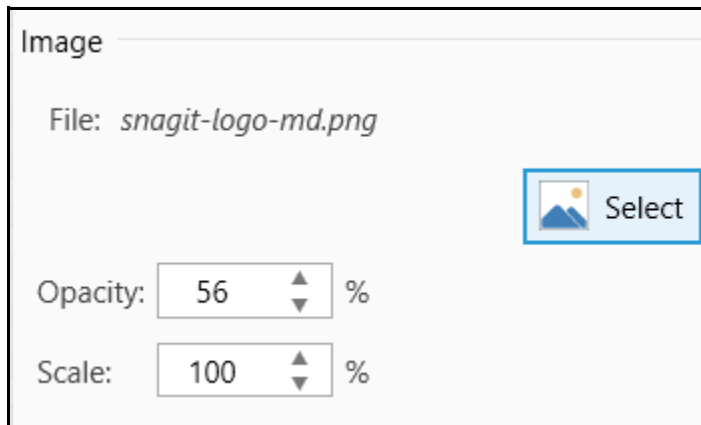


Figure 4.23: Image options in the Watermark pane

The Select an Image dialog displays.

4. Select an image, and then click **Open**.

The image appears as a watermark in the viewer.

5. In the **Opacity** box, enter a value to set the watermark visibility.
6. In the **Scale** box, enter a value to set the watermark size.
7. Drag the watermark in the viewer to place it where you want.
8. Click **Apply**.

The watermark is added to all frames.

Blurring sensitive content on a frame

Use the blur to hide personal or sensitive information. You can apply a blur to part of a frame to protect privacy or avoid showing unnecessary details.

To blur sensitive content on a frame

1. Click the frame where you want to blur the content.
2. On the **Image** tab, click **Obfuscate**.

The Obfuscate pane opens.

- Under **Type**, click **Blur**.

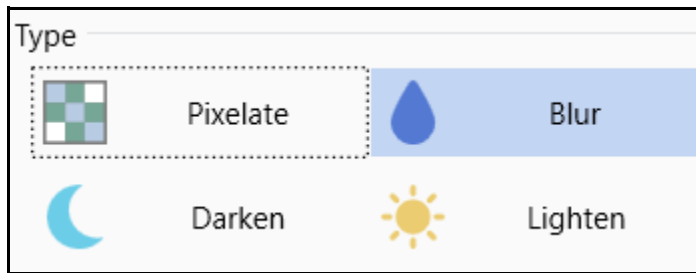


Figure 4.24: Type options in the Obfuscate pane

The Blur becomes the selected obfuscation type.

- Drag to select the area you want to blur.

Note: The blur effect becomes visible only after you apply it.

- Under **Obfuscation options**, in the **Blur level** box, enter a value to set the blur strength.

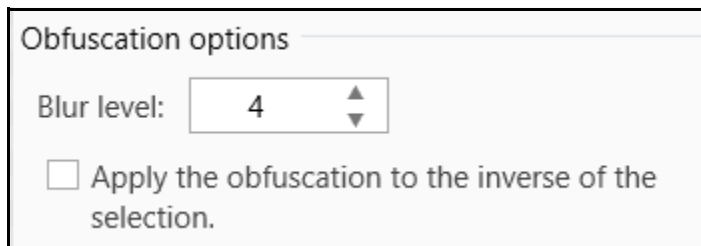


Figure 4.25: Blur level box in the Obfuscate options

- Under **Smoothness**, in the **Radius** box, enter a value to soften the blur edges.

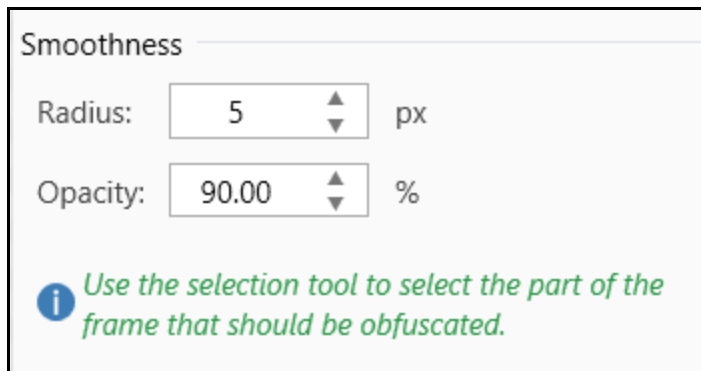


Figure 4.26: Smoothness options with Radius and Opacity boxes

- In the **Opacity** box, enter a value to set the blur visibility.

Tip: Increase opacity for stronger blurring.

- Click **Apply**.

The selected area blurs.

Chapter 5: Saving the recording

This chapter includes

Choosing a file type	31
Exporting the file	32

After editing your recording, you are ready to save it. You need to save it in a format that works for your viewers and store it in a clear location on your computer. Saving your recording ensures your edits are preserved and the file is ready to use without extra steps. This helps you quickly share it with viewers or upload it to a platform without worrying about file type or location.

Choosing a file type

Choosing a file type helps you decide the format in which your recording is saved. ScreenToGif supports formats like GIF, MP4, and PNG.

The file type affects how your recording is shared, viewed, and stored. Choosing the right type ensures compatibility with your intended platform. For example, use MP4 for standard video playback, GIF for short looping animations, or PNG for single-frame exports.

File type also defines the quality and size of the recording. Once you choose a file type, you can export the recording without needing to convert it later.

To choose a file type

1. On the ribbon, go to the **File** tab.
2. Click **Save as**.

The Save as pane opens.

3. In **File type and preset**, choose a file type from the **File type** dropdown.

Warning: If you choose GIF, audio won't be saved. To include sound, pick MP4 or another video format.

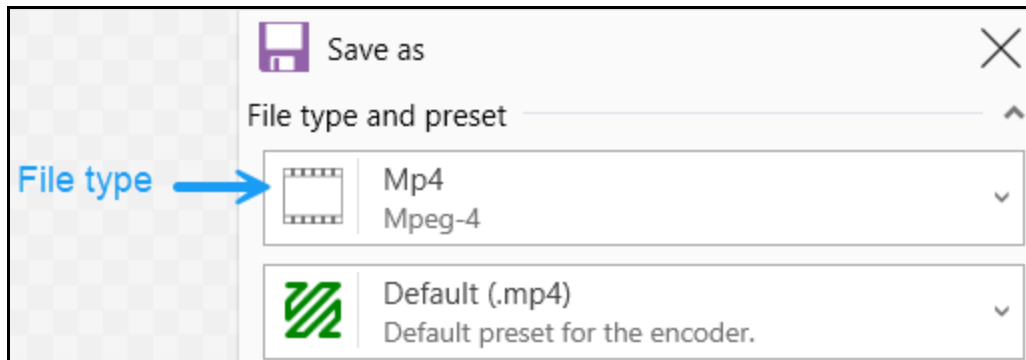


Figure 5.1: Save as pane with the File Type dropdown

The Default preset updates to match your selection.

Exporting the file

Exporting finalizes your recording and saves it to your computer. You export after choosing the file type and making any final edits. Use this step to pick a folder and name the file clearly so you can find it later.

To export the file

1. In the **Save as** pane, expand **Export options** if it's collapsed.
2. Select **Save the file to a folder of your choice.**

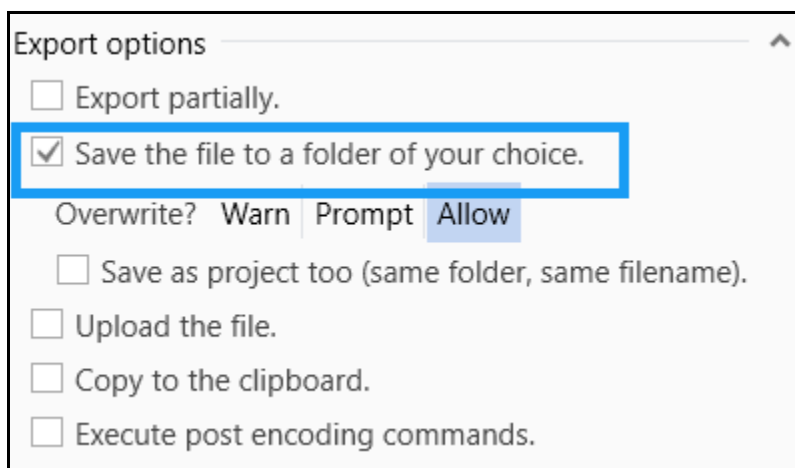


Figure 5.2: Export options

3. Under **File**, click the folder icon.

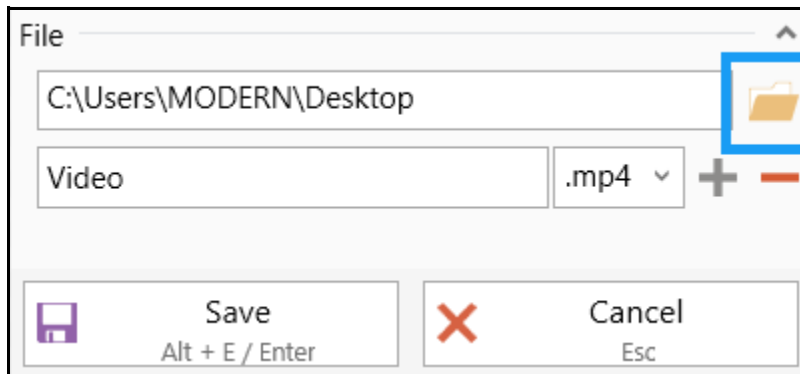


Figure 5.3: Folder icon under File

The Select the output folder dialog displays.

4. Select a folder on your computer, and then click **Select Folder**.
5. In the **File** box, enter a name for your recording.

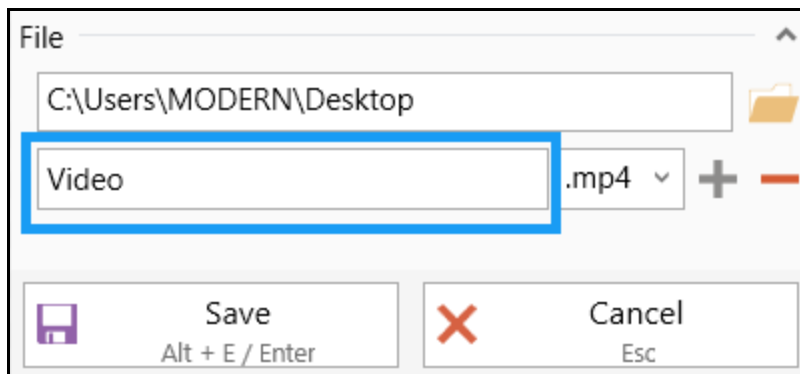


Figure 5.4: File box

6. Click **Save**.

The file saves to the folder you selected.

Appendix A: Keyboard shortcuts for ScreenToGif

Table A.1 displays the most useful keyboard shortcuts in ScreenToGif.

Shortcut key	Action
Recording	
Ctrl + N	Open the Screen Recorder
Ctrl + W	Open the Webcam Recorder
Ctrl + B	Open the Board Recorder
Ctrl + Shift + Delete	Reduce the frame count
Editing	
Ctrl + S	Save the project
Ctrl + A	Select all frames
Ctrl + I	Inverse selected frames
Ctrl + U	Deselect selected frames
Ctrl + Z	Undo last action
Ctrl + Y	Redo last undo action
Ctrl + C	Copy selected frames
Ctrl + V	Paste selected frame
Ctrl + Shift + Left	Move frames left
Ctrl + Shift + Right	Moves frames right
Alt + O	Opens the override delay panel
Alt + W	Open the watermark panel

Table A.1: Common keyboard shortcuts in ScreenToGif

Appendix A: Keyboard shortcuts

Shortcut key	Action
Alt + T	Open the title frame panel
Alt + D	Open the free drawing panel
Alt + F	Open the free text panel
Alt + C	Open the crop panel
Ctrl + H	Open the obfuscate panel
Navigation and view	
Alt + 0	Zoom to 100 percent
Ctrl + scroll wheel	Zoom in or out in the editor

Table A.1: Common keyboard shortcuts in ScreenToGif

Appendix B: ScreenToGif problems and solutions

Table B.1 lists the solutions to common problems in ScreenToGif. Refer to this table if you face common issues while using the app.

Problems	Cause	Try this
ScreenToGif doesn't open	The app is blocked or a required component is missing.	Install .NET 6. Allow the app in antivirus settings.
Recorder window is missing	The window is off screen or minimized.	Select Alt + Tab to switch windows. Restart the app if needed.
Recording is slow to respond	Capture frequency is too high for your system.	Lower the capture frequency in the Recorder tab.
File size is too large	High frame rate or recording resolution.	Reduce recording area or frame rate. Save as video instead of GIF.
Preview won't play	Too many frames or limited system memory.	Close other apps to free memory. Split the project or remove frames.
Audio isn't recorded	ScreenToGif doesn't support audio capture.	Record audio separately and add it in a video editor.
Changes didn't save	You didn't save the project or chose the wrong format.	Save regularly as a project. Use Export for final file format.

Table B.1: Solutions to common ScreenToGif problems

Appendix B: Screen recording problems and solutions

Problems	Cause	Try this
Some frames are missing	Frame capture rate was too low.	Increase capture frequency. Avoid recording during high system load.
App crashes during editing	The project is too large or corrupted.	Reopen the project. If it crashes again, start a new one and import needed frames.

Table B.1: Solutions to common ScreenToGif problems

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