**Recording Modes**

**QTP supports 3 types of recording modes**

* **Context Sensitive**
* **Analog**
* **Low Level**

**Context Sensitive Recording mode**

* **Normal recording mode** is also called Context Sensitive Mode
* It is the **default mode** of recording which takes full advantage of Quick Test Professional’s test object model.
* It **recognizes objects** in application **regardless of their location** on the screen.
* **It records** the **objects** in your application **and** the **operations performed on them**

**Analog Recording Mode**

* In analog recording mode, Quick Test Professional records **and tracks every movement** **of the mouse** as you drag the mouse around a screen or window.
* QTP's Analog recording is **captured as  Tracks** and stored in the directory of your test
* It is useful  for recording operations that cannot be recorded at the level of an object. Eg., A signature produced by dragging the mouse
* In Analog mode you can record **1) Record Relative to screen & 2) Relative to window**
* When your analog operation are confined to just one window , use relative to window
* When your analog operation involve multiple screens like dragging and dropping an object from one window to other use the screen option

**Low Level Mode**

* This mode enables you to **record on any object** in your application**, irrespective of  QTP recognizes the specific object or the specific operation.**
* This mode records at the object level and records all run-time objects as either **Window or WinObject** test objects..
* It is **used when the exact coordinates of the object are important for your tests**.  A good example would be hash maps where clicking different sections of a picture takes you to different links
* **Used when recording tests in an environment (or on an object) not recognized by QTP**
* Low level mode records the x,y coordinates of any clicks