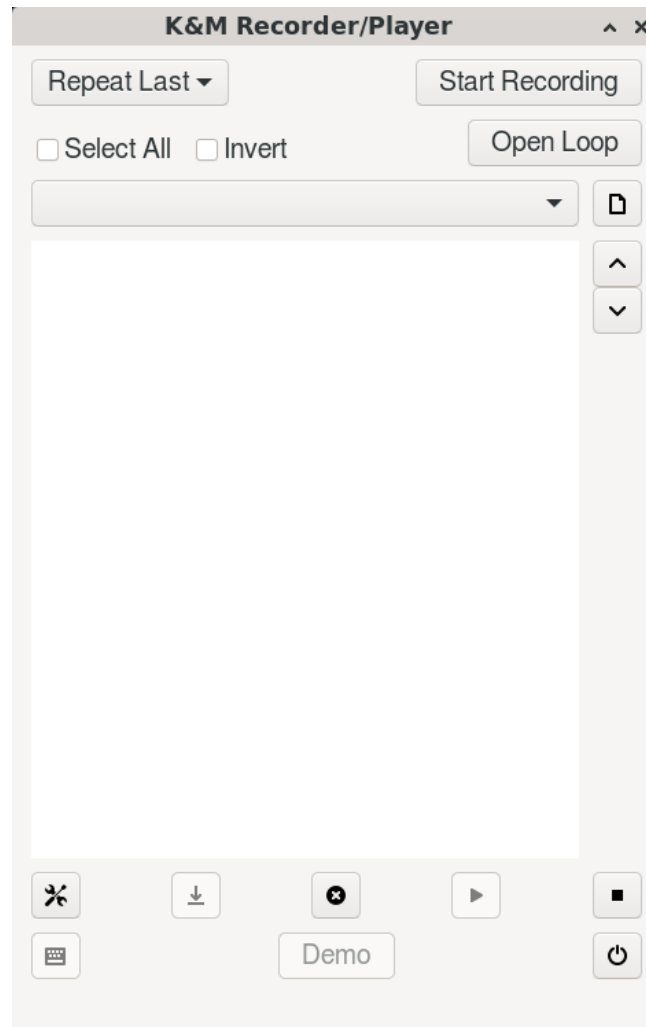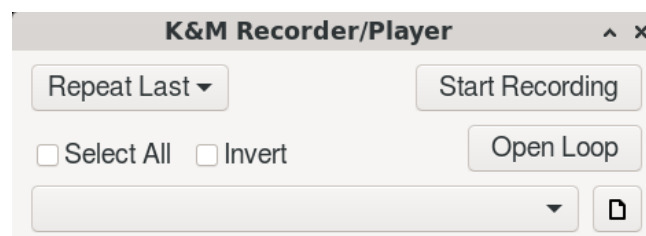# Keyboard and Mouse Recorder Player

## User manual

The main GUI:
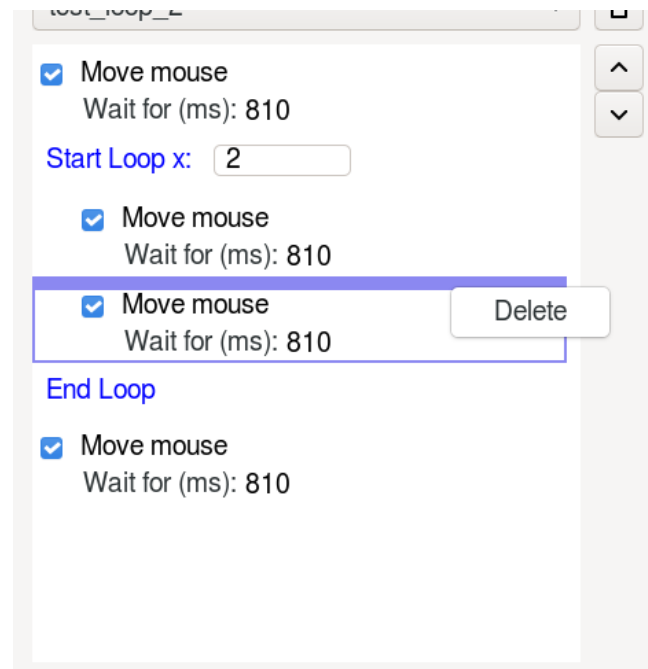


We can see three section:
Top section



Elements in this section:
- drop-down button to select recording mode
- Start Recording button: after selecting the recording mode and start recording
- two checkbox to enable or disable input commands from the command list (middle section)
- Open Loop/Close Loop button: open and close a block in the command list. Commands inside this block will be repeated in a loop.
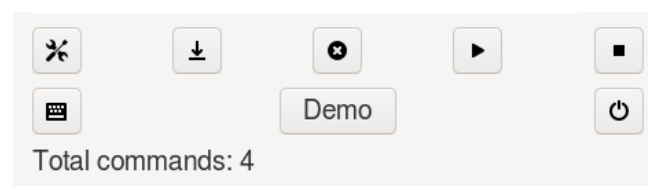- Drop-down button to select command file previously save

- file manager button. Clicking it will open the list of saved files. One can rename or delete files.

Middle section



- The main area is the list of commands, this can be loaded from a command file or been added as they are recorded. New commands can be added at any time.
- Up/Down buttons to reposition commands in the list. Select a particular command by left click on the top edge of a particular command, once it has been selected, it can be moved up/down the list using the arrow buttons on the left.
- Right click on the blue area of the selected command, will popup a context menu with the only option to Delete that command.
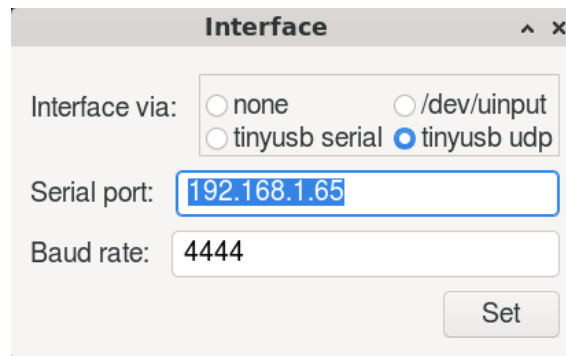
Bottom section



- Settings button
- Save to file button
- Clear command list
- Play commands in list
- Stop button
- Aux keyboard
- Play as demo (ignore loops)
- Shutdown button.

## Interface Setting up

Before starting to record any input command for first time, you need to set up the interface for KeyboardAndMouseRecorderPlayer.
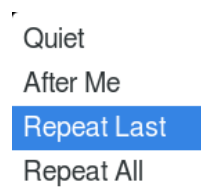- Open settings
- Click Set Interface button this will display the following pop up

Please read [Interface Methods](#) for explanation of specifics.
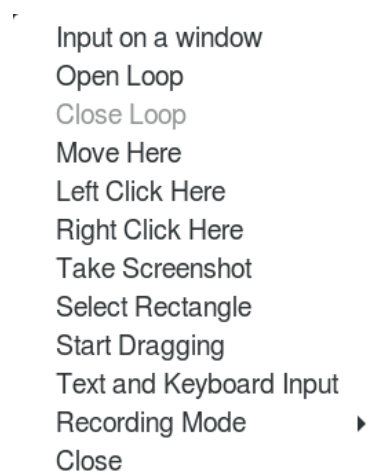
## Recording Modes



- *Quiet:* will save the input commands as they are inputted.
- *After Me:* will apply the command after it is added to the command list
- *Repeat Last:* apply the last command and take a screenshot of the screen after the command was execute. For example, if you do a right click that display a context menu, it would be impossible to record a command that select any item in the menu because the menu will disappear as soon as the context menu lost focus. For this reason KeyboardAndMouseRecorderPlayer will take a screenshot with the context menu and in this way the user can set any command on the image that contains the context menu.
- *Repeat All:* in this recording mode, KeyboardAndMouseRecorderPlayer will repeat all the commands on the list and take a screenshot of the state of the screen after the last command was execute, so the user can set the new command on the image. Repeating all the commands is done every time a new command is added to the list.

You can change recording mode at any time accordingly to the particular situation.

## Recording Input Commands

After clicking *Start Recording* button this will happen:
- KeyboardAndMouseRecorderPlayer will minimise
- a translucence pop up will cover the full screen. Right click will display a context menu like the following

Go the *Context Menu* section of this manual for more information related to each item on the menu.

**Under construction...**