

**ScreenFlow 3.0.3
Release Notes*****ATTENTION Version 2.x and Version 1.x Customers***

Version 3 is a \$29 paid upgrade from version 2.x and a \$49 paid upgrade from version 1.x, and will require a new serial number. If you install version 3 without purchasing a new serial number, your videos exported from ScreenFlow 3 will contain a watermark. [Please read these upgrading instructions before installing.](#)

System Requirements

- Mac OS X Snow Leopard 10.6.4 and higher
NOTE: Mac OS X Leopard users should use the latest version of 2.x
- Intel¹ based CPU required. Core 2 Duo recommended
- A Quartz Extreme capable graphics card
NOTE: Dual monitors with dual graphic cards are not supported
- A supported programmable GPU required for certain effects & functionality
- Cameras using the HDV codec are not supported

¹Intel GMA chips are unable to support Motion Blur and some Callout features

Version 3.0.3 Fixes & Improvements

- Improved performance of audio speed adjusted clips in Lion
- Improved memory usage when using a large number of QuickTime clips in a document
- Fixed memory leak that occurred when zooming Freehand Callouts
- Fixed bug that could produce "File not found" error messages when loading documents over network connections and slower storage
- Added potential workaround for -49 errors when exporting during local Time Machine backups
- Improved performance of opening documents over network connections
- Screen recording files will now be correctly removed from scratch volumes upon saving
- Improved anti-aliased drawing when rotating clips in the timeline
- Fixed microphone audio cutting out up to one second early after recording
- Freehand callouts will now be pinned to the edges of the screen when zooming up
- Fixed poor quality audio playback when capturing from 12-bit DV camera recordings
- Fixed progress bar not appearing when saving a document to an external hard drive
- Fixed crash that could occur when rendering audio waveforms for very short clips
- Prevented the mouse cursor disappearing when close to the edge of the screen
- Adding a new marker from the 'Markers' window will now add it at the current transport time
- Audio waveforms will now draw correctly when splitting clips
- Prevented playback from resuming after reaching the end of a project and then changing the scrubber position in the timeline
- Fixed bug preventing overdrawing of the canvas when the application is idle
- Restored QuickLook previews of ScreenFlow documents
- Added support for moving groups together when closing a gap in the timeline
- Prevented the 'Save As' entry field in the 'Export' window from changing folders unnecessarily
- Fixed bug preventing mouse pointer options from appearing correctly
- Fixed issue that could prevent the first frame of a callout from appearing
- Prevented ScreenFlow from crashing if it cannot find a mouse click audio file
- Fixed cropped image aspect ratio not being respected through a video action

- Improved the way the global crop is adjusted when entering new values into the entry fields
- Fixed gradient being incorrectly inverted on text boxes
- Prevented audio waveforms from updating while editing the 'Duration' or 'Speed' box in the clip inspector
- Prevented locked clips from having actions added to them or being renamed
- Modified zoomed callouts to hide the mouse pointer when under the zoomed region
- Fixed an issue that caused the timeline to redraw incorrectly when adjusting the window size under Lion
- Fixed scrollbars not showing up when moving a clip down in the timeline
- Fixed 'Publish to Flash' framerate combo box showing up empty
- Improved a number of error messages when entering out of bounds values
- Prevented the addition of % sign when entering a value in the 'Scale' field in the 'Export' sheet
- The current font is now correctly selected when the 'Font' panel is opened when editing a text clip
- Fixed bug preventing the Freehand Callout controls from reappearing

Version 3.0.2 Fixes & Improvements

- Fixed several issues with the display and redraw of audio waveforms
- Fixed an issue that caused distortion when recording with a Logitech C910
- Fixed an issue that could cause recordings to be lost or not recorded when using the 'Add Additional Recording' feature under Mac OS X 10.7
- Re-enabled recording from capture devices without 64-bit driver support
- The Freehand Callout now zooms from the center of the freehand shape
- Fixed an issue that prevented the ability to record with a Logitech C615 and other similar webcams
- Vimeo HD publish will now always create 720p content correctly
- Fixed an issue that could cause a crash when manually entering an invalid duration in the Clip Inspector
- When recording the screen, ScreenFlow will now prevent the system from sleeping or the screen saver from starting
- Fixed a crash that could occur when the playhead exited a visually intensive Callout
- Fixed a runtime error that could occur when deleting newly split clips
- Fixed a crash when adding an additional recording with a DV camera present
- Enabled deinterlacing for imported ProRes content
- Upon completion of an export, ScreenFlow will now bounce its dock icon if it's in the background
- Added a 'Make Settings Default' menu item in the 'Text Properties' action menu
- Increased YouTube upload datarates inline with YouTube's best practices
- Added a warning alert when upgrading a 2.x document to 3.x under Mac OS X 10.7
- ScreenFlow under Mac OS X 10.7 will now delete unwanted screen recordings from discarded documents
- Changed the countdown preferences box to accept a maximum number of 20
- Fixed a bug that resulted in some text characters not being fully filled when using the text gradient fill
- Fixed an issue that caused ScreenFlow to crash when attempting to discard changes when resizing canvas
- Changed the transition dialog box so that the duration of a transition cannot be set beyond a clip's length
- Fixed an issue that caused the Help button to open a blank page

- Fixed a bug that caused inconsistent display of multiple actions within a clip
- Fixed an issue that caused incorrect display of thumbnails in the media bin when multiple documents were open
- Fixed an issue that caused inconsistent behavior or crashing when setting a Foreground Window Callout to a high shadow value
- Video Properties panel now accepts only numbers
- Fixed an issue that caused the mouse cursor to inappropriately remain in text edit mode
- Fixed an issue that would occasionally cause a split clip to be in a state where it could not be selected in the timeline
- Fixed a number of transitions to correctly support the selected background color
- Fixed an issue that caused invalid behavior when using the close gap feature with a series of clips with transitions
- Implemented a maximum limit for Callout shadows
- When exporting Windows Media formats, the extension now correctly updates on the 'Save As' input box
- The 'Add Callout' button is now disabled for all content except screen recordings
- Fixed an issue that caused the 'Letterbox content' checkbox on iPad and iPhone presets to be incorrectly disabled
- Fixed inconsistent behavior that occurred when attempting to record with no camera attached
- Disabled the ability to adjust values on Callout Shadows when the feature was grayed out
- Fixed issue that caused modifier keys to be displayed incorrectly when using Show keys pressed when multiple monitors were present
- Fixed an issue that could cause a Runtime Error when trying to save a file that contained a video that had been scaled after adding a video action
- Fixed an issue detaching audio from an MPEG-4 movie
- Resolved the intermittent failure to copy & paste actions within a clip
- Improved the behavior of dragging clips from the Media library; the preview shouldn't activate unintentionally
- Fixed an issue causing the live scrubbing of audio to have an incorrect volume
- Improved the German localization
- Fixed an issue where the selection of a filename for export would result in an error message
- Restored the ability to use the 'Special Characters' palette in text boxes
- Fixed an issue that caused transitions to be applied incorrectly when splitting a clip with starting/ending transitions
- When zooming the timeline with the mouse, the zoom slider will now update accordingly
- Fixed a runtime error that could occur when increasing the length of a clip with an end transition attached to it
- Fixed a problem that caused the 'Feather' of a Callout to not update correctly
- Fixed a lock-up that could occur when increasing the length of a clip that contained a starting transition

Version 3.0.1 Fixes & Improvements

- For performance and stability reasons, we've had to disable 'Versions' support when running on Lion. We hope to re-enable this after a future Lion software update.
- Significant performance improvements to Lion Autosave support, including a progress bar displayed when the application needs to interrupt the user
- Fixed crash that could occur when starting a YouTube publish while still rendering audio waveforms
- Added fix for excessive copying of media before a document is saved under Lion
- Fixed crash that could occur using multiple Core Image transitions in a document
- Fixed lockup under Lion when publishing a range of the timeline
- Fixed exporting to Windows Media using incorrect file extension.
- Fixed problem scrubbing after resizing an annotation clip or callout on the timeline while in editing mode
- Fixed bug that prevented the golf club scrubber from being continuously visible when scrolling vertically
- Fixed bug preventing DV devices from capturing
- Fixed problem affecting the data-rate of exports under Lion, which affected YouTube, Flash, Vimeo, iPad, iPod, and AppleTV export presets
- Added a fix for a crash that could occur when pressing 'Apply' after editing the canvas size
- Improved the loading performance and memory usage of large, complex documents
- Fixed an exception that could trigger loading an existing document with a large number of transitions
- Improved responsiveness of starting the video preview when seeking around large documents
- The 'Smooth Volume Levels' checkbox now correctly reflects the true value of the setting
- Fixed crash that could occur dragging clips with audio onto the timeline

New Features in ScreenFlow 3.0

New Document

- Open an empty ScreenFlow document without starting a recording

Full-screen preview mode

Freehand Callouts

- Draw directly onto your screen recordings to call out specific regions of the screen with a paint brush tool
- Blur the content you are calling out
- Add shadow options to your callouts
- Build callout in and out
- Create a default style for your Callouts

Video Annotations

- Draw circles, squares, lines and arrows over your video content
- Adjust the size, color, position, shadow and thickness
- Save default annotation styles

Improved Timeline features

- Added "Timeline" section to the Preferences window
- Set default timeline height
- Set default duration of still images
- Use SMPTE timecode

- Reorder tracks
- Resize height of tracks
- Easily delete tracks
- Insert space or gaps in the timeline
- Select gaps between clips and remove them
- Set duration of transitions durations through the inspector
- Preview and customize transitions
- Group and ungroup clips
- Jump to marker in timeline from the "Markers" window
- Select all clips on a track by double-clicking track sidebar or clip context menu

Media Library improvements

- Preview video and audio in your media library
- Resize library items in the media library

Audio improvements

- View audio waveforms and clipped audio peaks directly in the timeline and see the effects of volume changes instantaneously.
- Smooth volume levels (combines limiting, compression and more) throughout your clips
- Remove background noise with just a click
- Convert your text to synthesized speech

Export improvements

- Customize and manage your own export presets
- See estimated time remaining in export
- Export to iPad with iPad preset
- Publish directly to Vimeo
- Choose letterbox option in the YouTube publishing window
- 720p and 1080p support for YouTube publishing
- Full integration with the Elgato Turbo H.264 device

Video canvas improvements

- Use cursor keys to move video clips around the canvas
- Set exact position for an object by entering the coordinates in the inspector
- Change background color of your canvas

Lion compatibility with Lion-rich features

- Including Autosave, Resume, Versions, and full-screen mode

Major Bug Fixes in version 3.0

Version 3.0 contains hundreds of minor bug fixes as well as improvements in memory usage and general performance. Some of the more important bug fixes in this version include:

- Fixed bug that caused color distortion upon export in Lion on machines using GMA950 chip.
- Fixed bug that resulted in audio being lost during a YouTube publish in Mac OS X 10.7 Lion
- Fixed bug in Mac OS X 10.7 Lion that prevented ScreenFlow from recording from a second monitor.
- Fixed issue that enabled a locked clip to be split when using the Ripple Delete feature
- Fixed bug that caused the Preserve aspect ratio using: Letterbox option to be disregarded upon export.