

Capturing video and audio

Step One:

Complete image capture tutorial.

Step Two:

Before starting and ending the recording, type the following in the console command.

Fixed_time_step N

Where N specifies time step, which is calculated as follows:

Time step = 1 second / amount of frames

Example: 1 second / 30 frames = 0.033333333

0.0166666667 would be 60 frames per second. If you want to record a standard PAL speed video (25 fps), use a value of 0.04.

Step Three:

To start recording, you need a config file that looks something like this:

```
#Sound.DeactivateAudioDevice()
```

```
s_OutputConfig 3
```

```
#Sound.ActivateAudioDevice()
```

```
Capture_frames 1
```

To stop recording, you need a config file that looks something like this:

```
Capture_frames 0
```

```
#Sound.DeactivateAudioDevice()
```

```
s_OutputConfig 0
```

```
#Sound.ActivateAudioDevice()
```

The wav file will be created in the root folder of the game.

Step Four:

Use video editing program to put images and audio together.

END OF TUTORIAL