



Retake Pro

User Manual

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Introduction

About this manual

Retake Pro is a macOS application for recording the screen, together with the computer's sound, a microphone and a camera, and for editing the result into a finished video. This manual has three parts:

- **Getting started:** installation, permissions, Trial Mode and licensing, and projects.
- **Tutorial:** a walk-through that records and edits a short video from start to finish.
- **Reference:** a description of every window, control, menu command and keyboard shortcut.

The screenshots show Retake Pro 1.0.39 in dark appearance. Key names are shown like this:   .

Requirements

- macOS 15 or later. Transcription (captions) works best on macOS 26, where Retake Pro downloads the speech model itself; see [Captions and transcription](#).
- Optional: a camera and a microphone. Built-in, USB and other cameras and microphones that macOS lists can be used.

Getting started

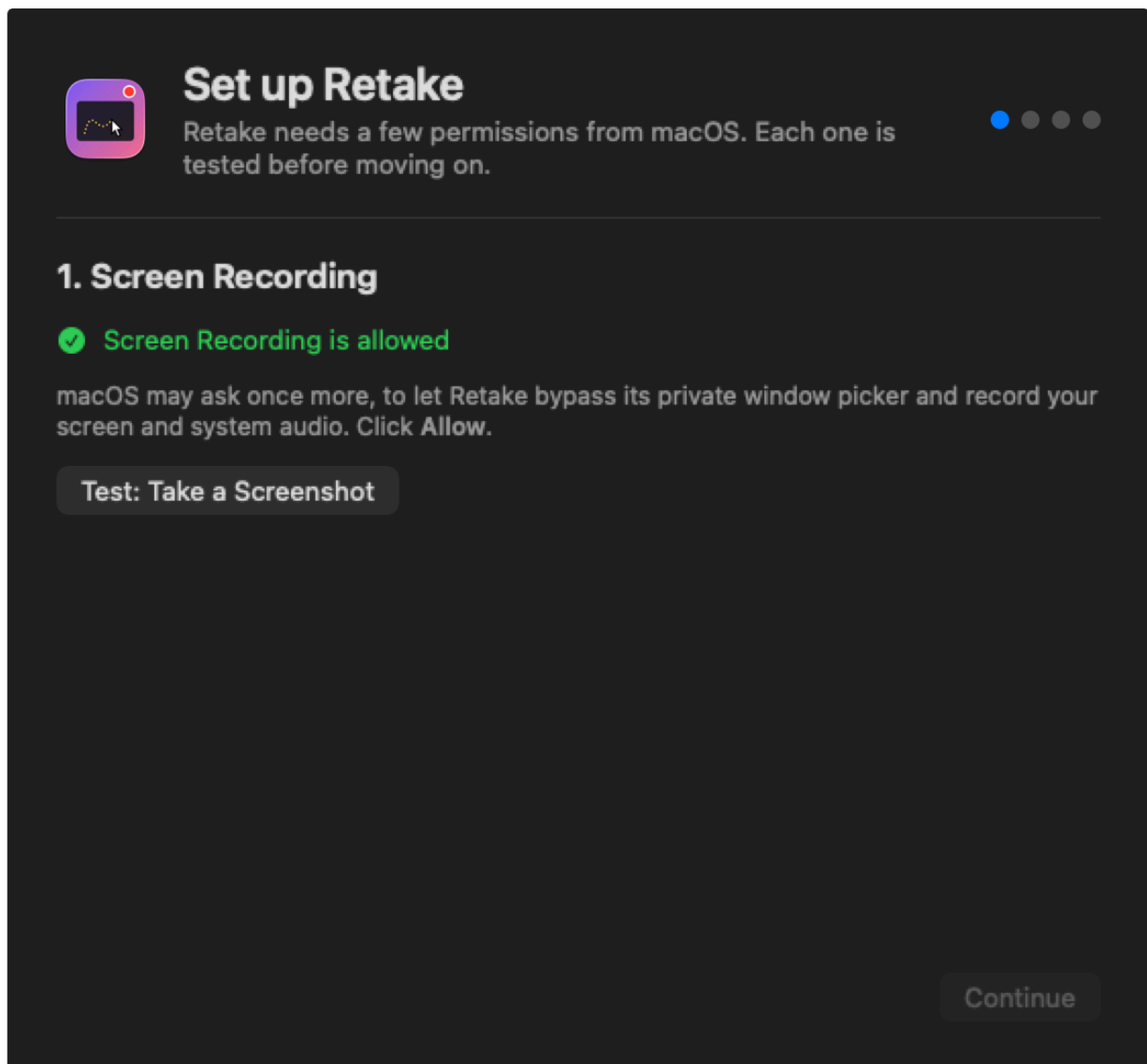
Installing

Retake Pro is available from retake-pro.com. Download `Retake-Pro-1.0.39.dmg` and open the disk image. It contains Retake Pro, a shortcut to the Applications folder, and a shortcut to this manual (`Retake Pro User Manual.pdf`). Drag **Retake Pro** to **Applications**. The app is signed with a Developer ID and notarised by Apple.

Open Retake Pro from the Applications folder. The manual is also inside Retake Pro: choose **Help › User Manual (PDF)**.

The Setup Assistant

macOS requires your permission before an app can record the screen, the camera, the microphone or keystrokes. The first time Retake Pro opens, the Setup Assistant takes you through each permission in turn and tests it before moving on. You can open it again at any time from **Retake Pro › Setup Assistant...**



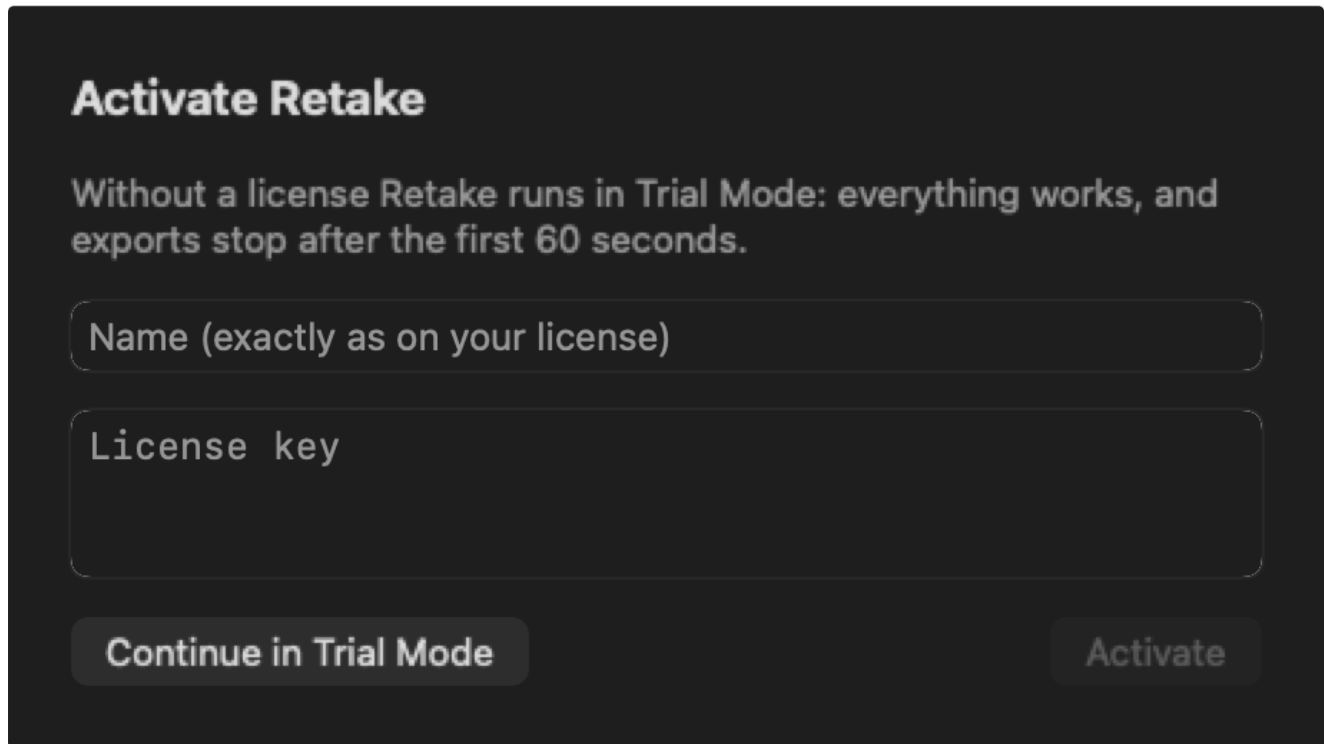
The Setup Assistant, on the Screen Recording step.

Step	Permission	Needed for
1	Screen Recording	Recording the screen or a window, and the computer's sound. Required.
2	Camera	Recording yourself. Optional.
3	Microphone	Recording narration. Optional.
4	Input Monitoring	Showing the keys you press in the video. Optional.

For each step, click the button to ask macOS, then switch Retake Pro on in System Settings › Privacy & Security if macOS asks you to. Some permissions only take effect after Retake Pro is reopened; if macOS asks to quit and reopen Retake Pro, the Setup Assistant resumes at the same step.

Trial Mode

Without a licence, Retake Pro runs in Trial Mode: everything works, at any length, but a project that uses the Full Version features (pointer path editing, automatic zooms, 3D rotation, the keystroke overlay, captions, camera background removal, 4K or HEVC export) is exported only once a licence is activated. Choose **Retake Pro › License...**, enter your name exactly as it appears on the licence and the licence key, and click **Activate**; the top bar then shows who the copy is licensed to. **Buy a License...** in the same window opens the pricing section of retake-pro.com, where a licence is bought. See [The Full Version](#).

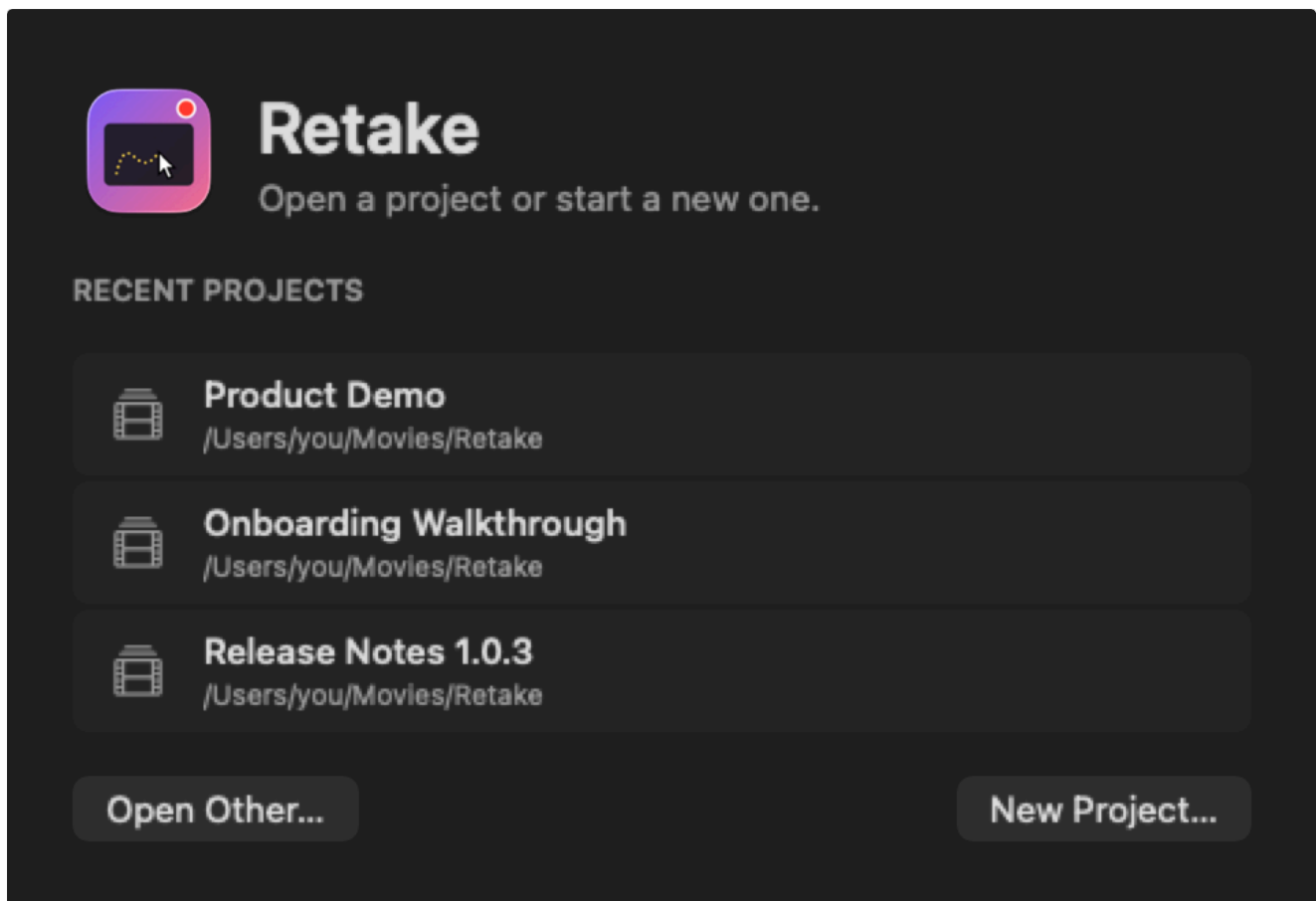


The licence window.

Projects

Everything you record for one video is kept in a **project**: a folder with the extension `.retake`, which Finder shows as a single file. The project holds the recordings, the camera and microphone takes, imported audio, and every edit. Retake Pro saves changes automatically; there is no Save command. It also saves how you were looking at the project (where the timeline is scrolled to, how far it is zoomed, and the playhead) and returns to it when you next open the project.

When Retake Pro opens, it shows the project window. Choose a recent project, click **Open Other...** to find one, or click **New Project...** and choose a name and location. **File › New Project...** (`⌘ N`) and **File › Open Project...** (`⌘ O`) do the same from the menu bar. To take a project off the recent list, point at it and click the red **x**; the project itself is not changed or deleted.



The project window.

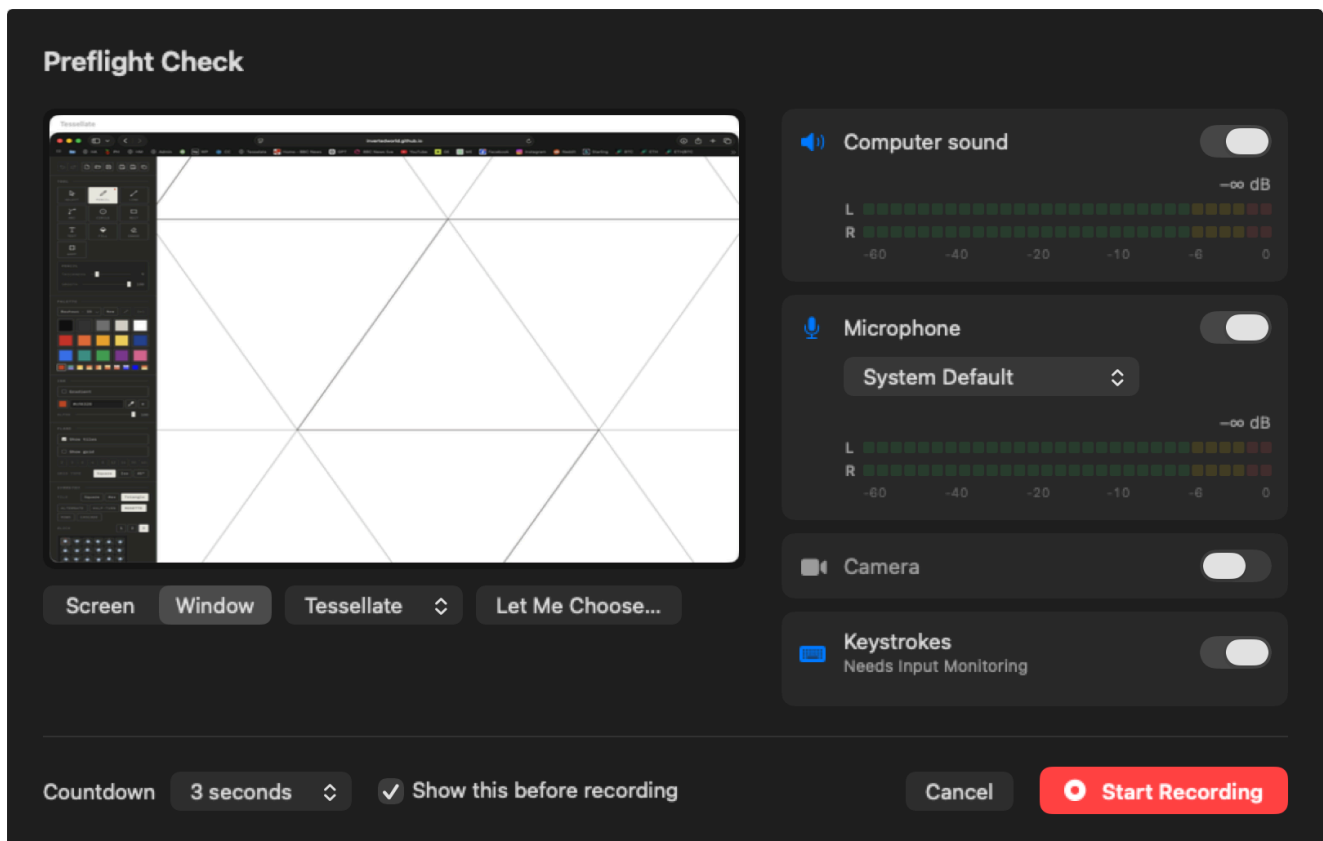
To move or back up a project, copy the whole `.retake` folder. **File › Show Project in Finder** reveals it.

Tutorial

This tutorial records a short product walk-through with the screen, your voice and your camera, then edits it: trimming, zooming in on detail, adding captions and a voiceover, styling the frame, and exporting. It takes about twenty minutes. Before starting, complete the Setup Assistant and create a new project.

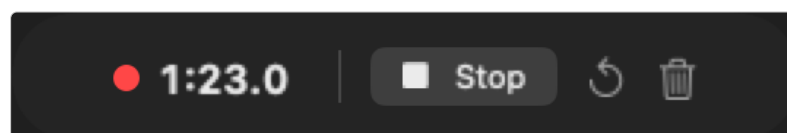
1. Record the screen

1. Open the app or web page you want to demonstrate, and arrange it as it should appear.
2. In Retake Pro, click **Record** in the top bar, or press **R**. The **Preflight Check** window opens and the editor window is hidden.
3. Choose what to record. **Screen** records a whole display: *Display under pointer* records whichever display the pointer is on when recording starts. **Window** records one window: pick it from the list, or click **Let Me Choose...** and then click the window. The preview on the left shows what will be recorded.
4. On the right, switch on what else to record: **Computer sound**, **Microphone**, **Camera** and **Keystrokes**. Speak to check that the microphone meter moves. With the camera on, check the preview and choose the camera if you have more than one.
5. Choose a **Countdown** (3 seconds is the default) and click **Start Recording**, or press **Return**.



Preflight Check, set to record a single window with computer sound, the microphone and keystrokes.

After the countdown, Retake Pro records. A small bar near the top of the screen shows the elapsed time. It is not included in the recording.

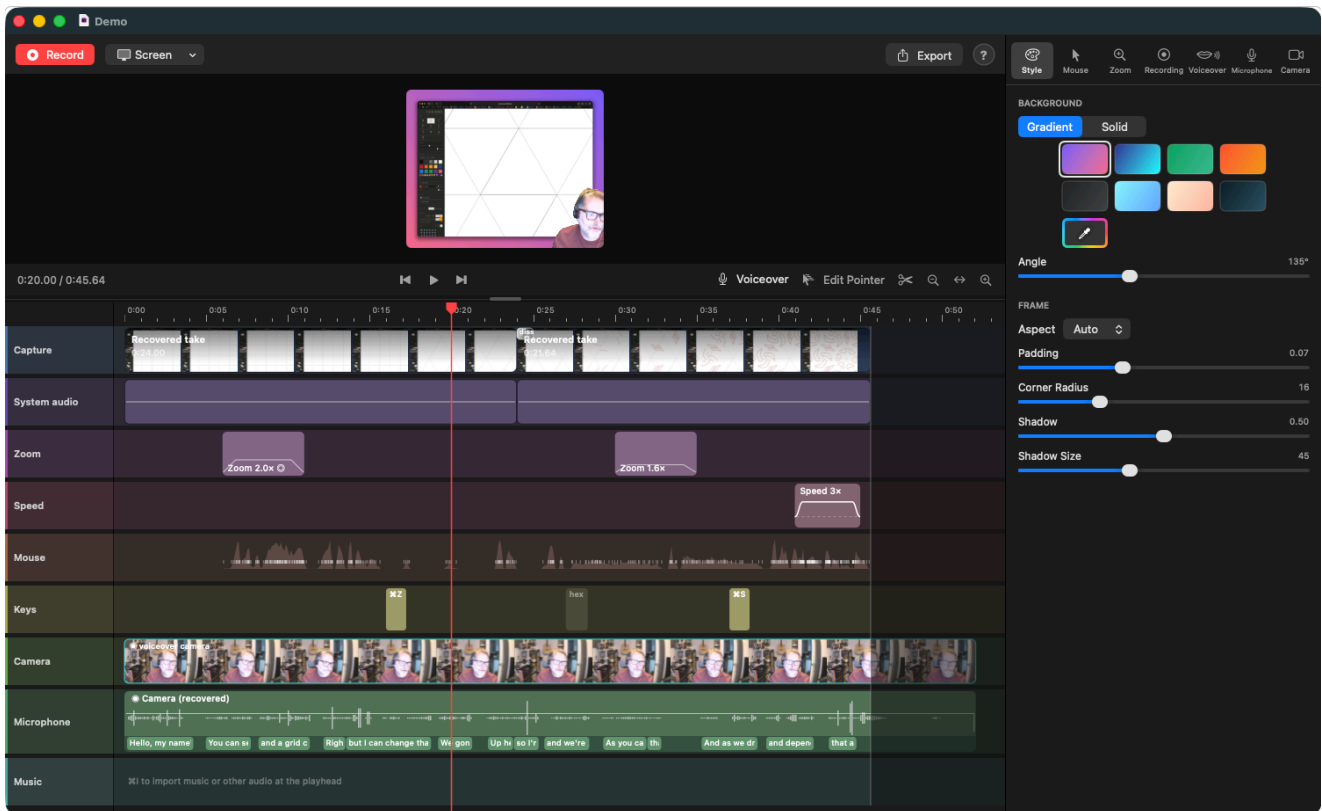


The recording bar: elapsed time, Pause, Stop, Restart and Discard.

6. Carry out the demonstration. Talk through it if the microphone is on.
7. Click **Stop** in the recording bar, or press ⏮ ⏪ ⏩ ⏭ from any app. The editor reopens with the new recording inserted at the playhead.

To take a break without ending the recording, click the pause button in the recording bar, and click it again to carry on. Nothing is recorded while paused. To start again, click the restart button in the recording bar: the take is discarded and a new countdown begins. The trash button discards the take and returns to the editor. During the countdown, **Esc** cancels.

2. Find your way around the editor



The editor: top bar, preview, transport bar, timeline (left) and inspector (right).

- The **preview** shows the video as it will be exported, including the background, zooms, pointer and camera bubble.
- The **transport bar** below it has the playhead time, the play controls, Voiceover, Show Pointer Overlay, Cut, Copy and Paste, the razor blade (split at the playhead), Join, the marker flag, the lanes button and the timeline zoom buttons.
- The **timeline** has a lane for each kind of content: Overlay, Capture, System audio, Zoom, 3D, Speed, Mouse, Keys, Camera, Microphone and Music.
- The **inspector** on the right has project-wide settings in tabs at the top, and the settings of whatever is selected on the timeline at the bottom.

Press **Space** to play and pause. Click in the ruler to move the playhead; **←** and **→** step one frame; with **⏮** and **⏭** they move to the previous or next marker or clip boundary. **⏪** and **⏩** move it to the start and end of the selected clip, or, with nothing selected, to the previous and next cut.

3. Trim and cut

1. To shorten the start or end of the recording, drag the left or right edge of the clip on the Capture lane. While you drag, the preview shows the frame at the edge, with an orange border so you know it is not the playhead's frame.
2. To remove a section from the middle, move the playhead to the start of the section and press **S** (or click the razor blade), then move to the end of the section and press **S** again. Click the piece in between and press **Delete**. Everything after it moves left to close the gap.
3. To soften a cut, move the playhead close to it and press **T**. This adds a dissolve; press **T** again to remove it.

Every edit can be undone with **⌘ Z** and redone with **⌘⇧ Z**.

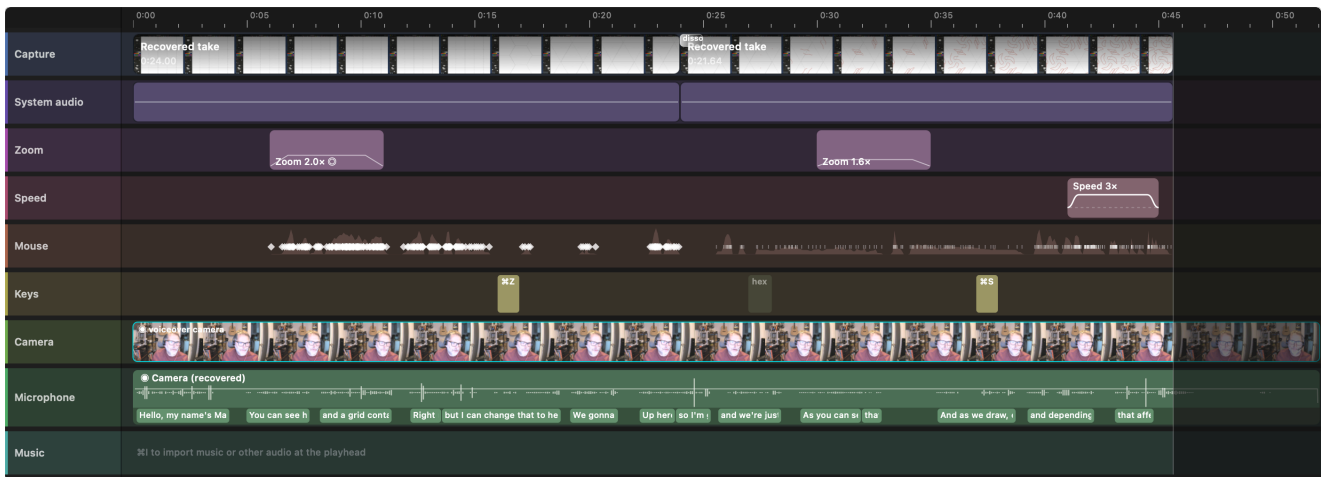
4. Zoom in on detail

If **Automatically zoom for clicks and typing** is turned on in the Motion tab (it is off by default), Retake Pro adds zooms where you clicked and typed while recording. They appear as points on the zoom line in the Zoom lane and can be edited like any other points.

A zoom is made of points on the zoom line, set with the **Zoom** slider in the Motion tab. Each point holds the zoom amount at one moment, and the zoom eases from one point to the next.

1. Move the playhead to where the zoom should begin and press **Z**. This adds a point at 1×.
2. Move the playhead to where the zoom should be fully in, and drag the **Zoom** slider to 2×. This adds a second point.
3. Move the playhead to where the zoom should begin to come out, and click the diamond in the **Zoom** row to add a point holding 2×.
4. Move the playhead to where the zoom should end, and drag the slider back to 1×.
5. Choose **Aim: Follow Pointer** keeps the pointer in the frame; **Fixed Point** holds on one area, set by dragging the box in the focus pad.

Points can be dragged on the Zoom lane: across to move them in time, or up and down to change the amount.



The timeline of the finished tutorial project: a cut with a dissolve, two zooms, a speed change, keystrokes, the camera take and captions under the narration.

5. Speed up a slow section

Click the lanes button in the transport bar to show every lane, then double-click the Speed lane where a section should play faster (or slower, or freeze). Drag the region's edges to cover the section and drag its line to set the speed. Right-click it for common values: Freeze, $\frac{1}{2}x$, $2x$, $3x$ and $5x$. Audio in a sped-up section keeps its pitch.

6. Tidy the pointer

Retake Pro records the pointer separately from the screen image, so its movement can be edited after recording. The Mouse lane shows the pointer's speed and its clicks. In the Pointer tab of the inspector you can change the pointer's size and style, smooth its movement, and choose how clicks are shown. Click **Show Pointer Overlay** in the transport bar (or press **P**) to drag the pointer's path directly in the preview.

7. Check the keystrokes

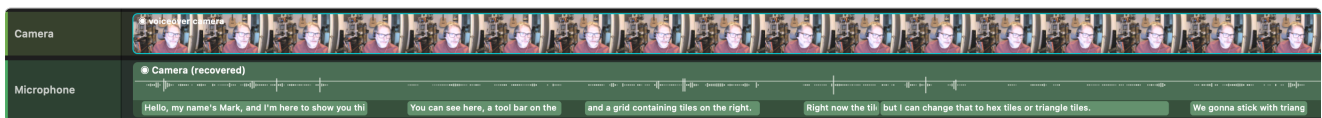
If keystrokes were recorded, each key press appears on the Keys lane and is shown on screen in the video. Select one to change its label, make it a shortcut, or hide it. Right-click the lane to add a key by hand. The keystroke settings in the Keys tab set which keys are shown and how they look.

8. Place the camera

The camera recording appears on the Camera lane and as a bubble in the preview. Drag the bubble in the preview to move it; drag its rim or the handle at its bottom right to resize it. In the Camera tab, choose a circle or rounded rectangle, its size, and a background effect (blur, or cut out the person). To hide the camera for part of the video, cut the camera take with the razor blade (**S**) and double-click the piece to hide it.

9. Add a voiceover and captions

1. Move the playhead to where the narration should start and press **V** (or click **Voiceover**). The timeline plays while you speak.
2. Press **Space** to pause, and again to carry on: the recording and the timeline pause together. Press **V** to stop, or **Esc** to discard. The recording appears on the Microphone lane.
3. Retake Pro transcribes the narration on this Mac. When it is done, each phrase appears in a strip under the waveform, starting where it is spoken.
4. To correct a phrase, double-click it, type, and press **Return**.



A camera take on the Camera lane and its narration on the Microphone lane, with captions under the waveform.

Where a voiceover overlaps the sound recorded with the screen, the screen's sound is lowered automatically (ducking). The amount is set in the Microphone tab.

10. Add music

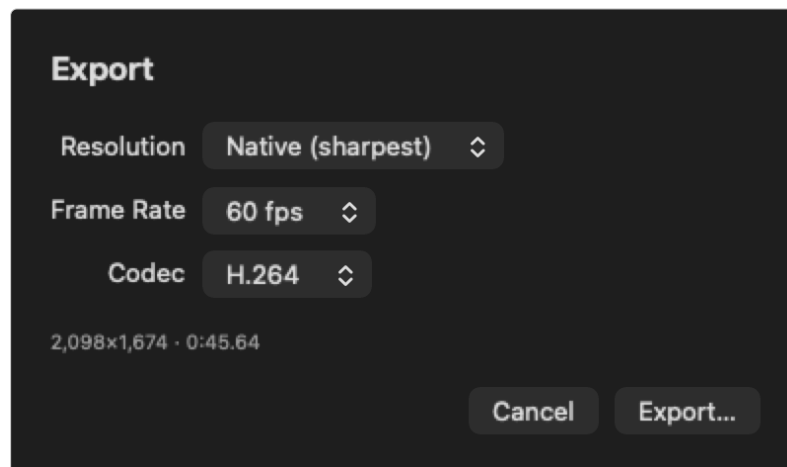
Move the playhead to where the music should start and choose **File › Import Audio...** (⌘ I). The track appears on the Music lane, trimmed to the end of the video, with a fade in and out. Drag its line to set its volume. Music is lowered automatically under narration.

11. Style the frame

In the Style tab, choose a background (a gradient or a solid colour), the frame's aspect ratio, and the padding, corner radius and shadow around the recording. The preview updates as you change them.

12. Export

1. Click **Export** in the top bar, or choose **File › Export...** (⌘ E).
2. Choose the resolution, frame rate and codec. The size and length of the result are shown below the options.
3. Click **Export...** and choose where to save the movie. Retake Pro saves an MPEG-4 file (.mp4), in the Movies folder unless you choose another.



The Export window.

Reference

The editor window

Each editor window holds one project. The window title is the project's name. The left column contains, from top to bottom, the top bar, the preview, the transport bar and the timeline. The inspector runs the full height of the window on the right.

- Drag the divider between the preview area and the inspector to change the inspector's width (260 to 640 points).
- Drag the divider between the transport bar and the timeline to make the timeline taller or shorter. Double-click the divider to return it to its default height. The height is remembered between launches.
- The window's minimum size is 900 × 600 points.

Several projects at once

Several projects can be open at once, each in its own window. With a project already open, **File › New Project...**, **File › Open Project...**, **File › Open Recent** and opening a project from Finder open it in a new window. Opening a project that is already open brings its window to the front.

Menus, keyboard shortcuts, **Record**,    **R** and the menu bar icon act on the project whose window is in front. Each window has its own playback, undo and export. Only one project can record at a time, a screen recording or a voiceover: while one project records, Record and Record Voiceover in the others do nothing and the status line says why. A recording goes into the project it was started from, even if another project's window is brought to the front meanwhile. Preflight Check stays in front of every window while it is open.

While a recording is made, only the window of the project being recorded into is minimised. The other project windows stay where they are and are recorded like any other app's windows, so Retake Pro itself can be recorded with Retake Pro; they can also be chosen as the window to record. The recording bar, countdown and camera preview are never recorded.

Example: to record a demonstration of editing in Retake Pro, open the project to demonstrate, then choose **File › New Project...** for the recording. In the new project's window, click **Record**: its window is minimised and the first project's window is recorded.

Closing a project's window closes that project when others are open. Closing the last project's window saves and closes the project and shows the Welcome window; Retake Pro goes on running, and so do any renders in the queue. Closing the Welcome window with no project open quits Retake Pro.

Retake Pro saves the project automatically shortly after every change, when you close the project and when you quit. There is no Save command.

Top bar



The top bar: Record, the Source menu, the status message, the licence status, Export and the help button.

Control	What it does
Record	Starts a new recording. Preflight Check opens first unless it is turned off. See <i>Recording</i> .
Source menu	Chooses what is recorded and how. Its title shows the current source: Screen , Screen: display name , or Window: app and window name . See <i>The Source menu</i> .
Status message	A one-line message about the last action, for example a recovered recording or a transcription problem. Click it to clear it.
Licence status	Trial Mode. Click here to activate , Licensed to name , or License expired on date. Click here to renew . See <i>The Full Version</i> .
Export	Opens the Export sheet. Unavailable while the timeline is empty.
?	Turns built-in help on and off. See <i>Built-in help</i> .

Preview

The preview shows the finished video at the playhead: the background, the frame, zooms, the pointer, keystrokes and the camera bubble. Its shape follows the **Aspect** setting in the Style tab.

While the timeline is empty, the preview shows **Record your screen** with a **Start Recording** button.

You can interact with the preview directly:

- Drag the camera bubble to move it. Drag its rim, or the handle at its bottom-right, to resize it. See *Camera*.
- With a Fixed Point zoom point selected, drag the round target on the preview to change where the zoom aims.
- With **Show Pointer Overlay** on, edit the pointer's path. See *Pointer editing*.

You can also magnify the preview itself. This changes only how you view it, not the video:

- Pinch on a trackpad to magnify, up to 8×. Smart zoom (a two-finger double-tap) switches between 2.5× and fit.
- While magnified, swipe with two fingers to pan. A label in the corner shows the magnification.
- Double-click the preview to fit it to the window again.
- **View › Actual Size** (⌘ 1) shows the recording one recorded pixel per screen pixel. **View › Fit in Window** (⌘ 2) returns to the fitted view.
- At normal size, a sideways two-finger swipe on the preview moves the playhead. The full width of the preview is about 1 second. Only the movement of your fingers counts, not the momentum after a flick.

Transport bar

Control	What it does
Time	The playhead position and the length of the whole video, as minutes, seconds and hundredths (for example 0:12.40 / 1:05.00).
Back to start	Moves the playhead to the start.
Play / Pause	Starts or stops playback. Space does the same.
To end	Moves the playhead to the end.
Voiceover	Starts or stops a voiceover recording at the playhead. Unavailable while the timeline is empty. See <i>Voiceovers</i> .
Show Pointer Overlay	Turns pointer path editing on the preview on and off (P).
Cut (scissors), Copy, Paste	Cut or copy the selection, and paste at the playhead (⌘ X , ⌘ C , ⌘ V). See <i>Cut, copy and paste</i> .
Razor blade	Cuts at the playhead (S). See <i>Clips, cuts and transitions</i> .
Join (glue pot)	Joins the selected neighbouring clips into one (⌘ J). See <i>Joining clips</i> .
Flag	Adds a marker at the playhead, or removes the marker already there (M). See <i>Markers</i> .
Lanes (arrows)	Hides the timeline lanes that have nothing in them (the default), or shows every lane. Arrows pointing outwards show every lane; inwards hide the empty ones. The setting is remembered between launches.
Zoom out, Fit, Zoom in	Change the timeline's horizontal scale. See <i>Zooming the timeline</i> .

Recording

Each recording is a take. When you stop recording, Retake Pro inserts the take into the timeline at the playhead. If the playhead is inside a clip, that clip is split at the playhead. Everything after the insertion point moves later by the length of the new take, including voiceovers and music. A voiceover or music item that spans the insertion point is split there, and its later part moves.

After the insertion, the new clip is selected and the playhead moves to its start. The clip is named **Recording** followed by the time it was recorded, for example *Recording 14:03:22*. If automatic zooms are on (Motion tab), Retake Pro adds zooms for the new take's clicks and typing.

You can start a recording in these ways:

Method	Preflight Check
Record in the top bar	Shown, if turned on
R in the editor	Shown, if turned on
Start Recording in the empty preview	Shown, if turned on

Method	Preflight Check
Record › Start / Stop Recording chosen from the menu	Shown, if turned on
 from any app	Skipped
The Retake Pro icon in the menu bar	Skipped

If no project is open, starting a recording opens the project list instead. You cannot start a screen recording while a voiceover is being recorded.

The Source menu

The Source menu in the top bar sets what the next recording captures. The settings are kept between launches, except the chosen window.

Item	Options	Default
Screen	Display under pointer (the display the pointer is on when recording starts), or a named display.	Display under pointer
Window	Let Me Choose... , then a list of open windows by app and title. The list shows No windows when there are none.	—
Capture Keystrokes	On or off. Reads Capture Keystrokes (needs Input Monitoring) when that permission is missing.	On
Hide Dock	Leaves the Dock out of the recording.	Off
Hide Desktop Icons	Leaves Finder's desktop icons out of the recording. The wallpaper stays.	Off
Menu Bar	Show Menu Bar ; Hide Menu Bar Icons (leaves out the status icons on the right, including the macOS privacy indicators); Hide Menu Bar (leaves out the whole menu bar).	Show Menu Bar
Countdown	None, 3 seconds, 5 seconds.	3 seconds
Show Preflight Check	Whether Preflight Check opens before recording.	On

The Dock, desktop icon and menu bar options apply when recording a whole screen. A window recording contains only the chosen window.

The window list includes ordinary app windows larger than 120 × 80 points. Retake Pro's own windows are never listed. The list is refreshed each time the pointer moves over the Source button.

Let Me Choose...

Let Me Choose... minimises the project's window and shows **Click the window to record**. Move the pointer over the windows on any display; the window under the pointer is highlighted. Click a window to make it the source. Press **Esc** to cancel. Retake Pro then returns to the editor, or to Preflight Check if you started from there.

Preflight Check

Preflight Check is a window that shows what the next recording will capture, with live previews and meters. You can change the settings there before recording starts. Opening it stops playback; the editor stays open behind it. The window sits in the middle of the editor window. The **Look** picker at the bottom puts a saved preset on the project before recording (see *Style › Preset*).

Source

- The preview shows the chosen screen or window live. It takes the shape of the source. Retake Pro's windows are left out of the preview, as they are from the recording, and so are the Dock, desktop icons and menu bar when those options are set.
- **Screen / Window** chooses the kind of source.
- For a screen, choose **Display under pointer** or a named display.
- For a window, choose one from the list, or click **Let Me Choose...** to click it on screen.
- If the preview cannot be shown, it says why: *Needs Screen Recording access*, *Choose a window to record*, *No screen found* or *Preview unavailable*.

Cards

Each card has a switch. Its details show only while it is on.

Card	Details
Computer sound	A stereo level meter of the sound your Mac is playing.
Microphone	The microphone to use and its level meter. The meter shows one row for a mono input, and L and R rows for a stereo input.
Camera	The camera to use, a live preview in the bubble's shape with the background effect applied, and Show camera overlay while recording .
Keystrokes	Whether keystrokes are captured. Shows <i>Needs Input Monitoring</i> when that permission is missing.

The switches are the same settings as in the Recording tab and the Source menu. The microphone and camera choices are shared with voiceovers.

Bottom row

- **Countdown:** **None**, **3 seconds** or **5 seconds**.
- **Show this screen before recording:** untick to skip Preflight Check next time. Turn it back on in **Source › Show Preflight Check** or in the Recording tab.
- **Cancel** () closes Preflight Check and returns to the editor. The window's close button does the same.
- **Start Recording** () closes Preflight Check and starts the countdown. It is unavailable when **Window** is selected and no window is chosen.

Countdown

When recording starts, Retake Pro minimises the window of the project being recorded into. If the window being recorded belongs to another app, that app comes to the front. If the camera is being recorded and **Show camera overlay while recording** is on, the camera preview appears first, so that you can check your position during the countdown.

The countdown shows large numbers in the middle of the display being recorded, one per second, with *Esc* to cancel. Press , press    , or click the menu bar icon to cancel and return to the editor. With the countdown set to **None**, recording starts straight away.

The recording HUD

While recording, a small bar sits at the top centre of the display being recorded. It is not captured. You can drag it to another position.

Control	What it does
Elapsed time	Minutes, seconds and tenths recorded, with a flashing red dot. While paused the time stops and the dot turns orange.
Pause / Resume	Pauses recording: nothing is captured (screen, sound, microphone, camera, pointer or keystrokes) until you resume. The paused stretch is left out of the recording.
Stop	Stops recording, inserts the take and returns to the editor.     does the same.
Restart (circular arrow)	Discards the take and starts a new one straight away, with the countdown.
Discard (bin)	Discards the take and returns to the editor.

There is no pause. To leave out part of a take, record it and cut the part out on the timeline.

The menu bar icon

Retake Pro places an icon in the menu bar. While recording, it changes to a red stop icon.

- With a project open, clicking the icon starts recording (without Preflight Check), cancels the countdown, or stops recording.
- With no project open, clicking the icon opens the project list.

The global hotkey

   **R** works from any app while Retake Pro is running:

- While editing, it starts recording straight away, without Preflight Check.
- During the countdown, it cancels.
- While recording, it stops and inserts the take.

The hotkey does not require the Accessibility permission.

Recording a single window

- Choose the window in the Source menu, in Preflight Check, or with **Let Me Choose....** Window choices are not kept between launches, because macOS window identifiers change.
- When recording starts, the window's app comes to the front and a ring appears immediately outside the window to show what is being captured. The ring is not recorded.
- Only the chosen window is captured. Other windows that pass in front of it are not.
- If you move the window during recording, the capture follows it. The size of the recording stays the size the window had when recording started.
- The recording keeps the window's rounded corners, with transparency outside them. The frame in the Style tab follows the window's shape.
- If the window is partly off screen when recording starts, Retake Pro captures the window on its own. macOS may then show its screen-sharing indicator in the window's title bar.

If **Window** is the source and no window is chosen, recording does not start and Retake Pro asks you to choose one.

What is and isn't captured

Captured	Notes
The screen or window	At the display's full pixel resolution, up to 60 frames per second.
The pointer	Recorded separately from the picture: its position, its clicks and the pointer shapes shown. Retake Pro draws the pointer in the video, so you can restyle, smooth, hide and edit it later.
Computer sound	When Record computer sound is on. Stereo, 48 kHz. Retake Pro's own sound is excluded.
Microphone	When Record microphone is on. Recorded as a separate take on the Microphone lane, lined up with the clip.
Camera	When Record camera is on. Recorded in the same take as the microphone, and shown on the Camera lane.
Keystrokes	When Capture Keystrokes is on and Input Monitoring is allowed.

Not captured:

- Retake Pro's own windows: the editor, Preflight Check, the countdown, the HUD, the camera preview and the window ring.
- Keys typed into password fields and other secure text fields. macOS does not deliver them.
- Repeated key events while a key is held down. Each key press is recorded once.
- The Dock, desktop icons, menu bar icons or the menu bar, when the Source menu options say so.

The take made from the microphone and camera is named **Mic** or **Camera** followed by the recording time. It ducks the music, but not the recording's own computer sound. When it has sound, Retake Pro transcribes it (see *Captions and transcription*).

The camera preview during recording

When **Show camera overlay while recording** (Recording tab or Preflight Check) is on, a floating camera preview appears on the display being recorded. It is styled like the bubble in the video and is not captured.

- It fades away while the pointer is near it, and clicks go through to the window underneath.
- Hold  to keep it visible, then drag it to move it.
- If you move or resize it during recording, its final position becomes the camera bubble's position in the video.

If a recording stops unexpectedly because of a capture error, Retake Pro keeps what was recorded, inserts it and shows the error.

The timeline

The timeline is below the preview by default. **View › Timeline on the Left** puts it in a column to the left of the preview instead. The play controls and the time stay under the preview; the editing tools (Voiceover to the timeline zoom buttons) go above the timeline; **View › Timeline at the Bottom** puts it back. The choice applies to every project window and is remembered. The divider between the timeline and the preview is dragged to change the timeline's height at the bottom, or its width on the left; double-clicking it returns it to its usual size.

The timeline has a ruler along the top and eleven lanes. The lane names are in a fixed column on the left. From top to bottom the lanes are: Overlay, Capture, System audio, Zoom, 3D, Speed, Mouse, Keys, Camera, Microphone and Music. The red line is the playhead.

The area after the end of the last screen clip is shaded across every lane. The picture holds its last frame there. The video ends where the picture ends, or later if a voiceover, camera take or music runs on past it: that audio still plays and exports, over the held frame.

Several lanes show a hint while empty, for example *Double-click or drag to speed up, slow down or freeze the recording* on the Speed lane.

By default the timeline leaves out every lane with nothing in it, and the remaining lanes move up to fill the space. The lanes button in the transport bar switches between the two: its arrows point outwards while empty lanes are hidden (click to show every lane) and inwards while every lane shows (click to hide the empty ones). A lane reappears as soon as something is added to it (for example a recording on the Capture lane, a zoom with **Z**, or a voiceover while it records). Show every lane to work in an empty one, for example to double-click the Speed lane.

The System audio lane shows only when the recordings on the timeline have sound in the parts that are used, whether empty lanes are hidden or shown. A recording made without system audio, a picture, or system audio that is digital silence (nothing above –80 dBFS) leaves it hidden.

Moving around

- Click or drag in the ruler, below the cycle strip at its top, to move the playhead.
- Scroll sideways, or hold **⇧** and scroll, to move through time.
- When the timeline is too short to show every lane at a readable height, scroll vertically to move the lanes up and down. The ruler stays in place. A thin scroll indicator appears on the right.
- During playback, the timeline scrolls to keep the playhead in view.
- A click or drag in the ruler, or a click in a lane, puts the playhead on a frame (the timeline counts 60 frames a second), so zoomed right in it lands on a frame rather than between two. **←** and **→** step from that frame.
- While you drag an edge, the preview shows the picture at the new edge in place of the playhead's frame, with an orange border and a caption giving the frame's time and whether it is the first or last frame. During a Shift-drag of a cut (a roll edit), the preview shows the last frame before the cut and the first frame after it side by side. Playback's frame returns when you let go.

Cycle

A cycle region makes playback loop over a stretch of the timeline, in the same way as cycle mode in Logic Pro. It is drawn in the cycle strip, a narrow band along the top of the ruler.

Action	Result
Drag across the cycle strip	Draws a cycle region and turns cycle mode on. The ends land on frames and snap to markers, cuts, the edges of other items and the playhead (hold  to turn snapping off). A region is at least a quarter of a second long.
Drag the region	Moves it.
Drag an end of the region	Resizes it.
Click the region	Turns cycle mode on or off.
Double-click the cycle strip	Deletes the cycle region and turns cycle mode off.
 C , or View > Cycle	Turns cycle mode on or off. With no region yet, one is made around the selection, or else 5 seconds from the playhead.

The **Cycle** section at the top of the Timeline tab has the same controls: **Cycle (C)** turns cycle mode on or off; **In** and **Out** show the region's start and end, each with **Set to Playhead**; and **Delete Cycle Region** removes the region and turns cycle mode off. With no region, setting an in or out point makes a 5-second region from it. An in point set after the out point, or an out point before the in point, takes the other end with it.

The region is yellow while cycle mode is on and grey while it is off, and its ends are marked faintly down the ruler. While cycle mode is on, playback loops over the region continuously: on reaching its end it goes back to its start and plays on; starting playback with the playhead outside the region starts it at the region's start. The region and whether cycle mode is on are saved with the project's view, so they are not part of undo. Exporting is not affected.

Markers

- Press  **M**, or click the flag button in the transport bar, to add a marker at the playhead. With the playhead on a marker, the same key or button removes it.
- Right-click the ruler and choose **Add Marker Here**, or right-click a marker's flag and choose **Remove Marker**.
- Each marker is a flag in the ruler with a thin line of the same colour through the lanes. New markers take the next colour around the colour wheel, starting with the colours used least.
- Click a flag to move the playhead exactly to that marker. Drag a flag to move the marker; it snaps to clip boundaries, other markers, the edges of other items and the playhead, unless  is held.
-   and   move the playhead to the previous or next marker or clip boundary.
- The inspector's **Timeline** tab lists every marker in order, with its colour, a name field, its time and a delete button. Click the time to put the playhead on the marker; **Add Marker at Playhead** does what  **M** does. A marker's name is drawn centred above its flag; the ruler grows a band for the names while any marker has one. Names are saved with the project, and naming can be undone.

- A marker marks a frame of the recording, and moves with it: adding, changing or deleting a speed change before it moves it earlier or later, and so does trimming, moving or deleting clips. A marker inside a freeze frame keeps its place in the freeze. A marker on footage that is deleted moves to the cut where that footage was. Markers are saved with the project, and adding and removing them can be undone.

Snapping

While you drag or trim a clip, speed change, voiceover or music item, or move a zoom or 3D point in time, the edge or point being moved snaps to markers, clip boundaries and the edges of speed changes and audio items when it comes within 8 points of one; a point also snaps to the other points on its line and to the playhead. A yellow line shows what it has snapped to. When you move an item, whichever of its two edges is nearer a target snaps. Hold  while dragging to turn snapping off. When a clip's end is trimmed, only things that stay in place (markers, earlier cuts, audio items and the clip's original end) are targets.

Zooming the timeline

- The zoom out and zoom in buttons in the transport bar change the scale by a factor of 1.5, centred on the playhead.
- The Fit button shows the whole video. While fitted, the timeline stays fitted as the video's length or the window's size changes.
- Hold  or  and scroll vertically to zoom around the pointer.
- Pinch on a trackpad to zoom around the pointer.

Selecting

Click an object on the timeline to select it. The selected object has a white outline, and its settings appear in the Selection pane at the bottom of the inspector. Press  to clear the selection. Clicking empty space in most lanes also clears it.

Multiple selection

-  -click an object to add it to the selection.
-  -click or  -click an object to add it to the selection or remove it.
- Drag across empty space in a lane to draw a selection box. It selects every object in that lane that the box overlaps. Hold  to add to the current selection, or  or  to toggle.
- Drag one of several selected speed changes, audio items or keystrokes to move them all together. Nothing moves before the start of the timeline. Clips and camera footage are not moved as a group.
- Press , or click **Delete N Items** in the Selection pane, to delete all selected objects in one step.

The Mouse lane does not use this kind of selection. Dragging there selects a stretch of time instead. See *Mouse*.

Undo

Edit › Undo ( ) and **Edit › Redo** ( ) work for every edit, and the Edit menu names the step, for example *Undo Move Clip*. A drag is one step. Repeated changes to the same slider within one second are one step. Opening or closing a project clears the undo history.

Double-clicking an edge

In the Capture, System audio, Speed, Microphone and Music lanes, double-click an object's edge to move that edge to the playhead. The playhead must be on the same side of the object's middle as the edge; otherwise Retake Pro beeps and nothing changes. For a clip, moving an edge outwards brings back recording that was trimmed off, as far as the recording allows.

Overlay

The Overlay lane, above the Capture lane, holds pictures laid over the video. An overlay picture is drawn over the recording and the pointer, as large as fits inside the frame and centred, at its own shape. Where the picture is transparent, the recording shows through. The camera bubble and the keystroke overlay are drawn above it. Zoom and 3D do not move an overlay: it stays fixed in the frame while the recording under it moves. Each block on the lane shows the picture and its name.

A picture dropped on the Overlay lane becomes an overlay; a picture dropped on the Capture lane goes in as a clip, inline, for example as a title card. See *Capture*.

Action	Result
Drop a picture	Lays the picture over the video at the drop point, 3 seconds long. Nothing else moves. The picture is copied into the project folder. While a picture is dragged over the timeline, the Overlay lane shows even when it is empty.
Click	Selects the overlay. The Selection pane shows the picture, its times and Delete Overlay .
Drag the middle	Moves the overlay in time. It snaps to markers, cuts, other items, the other overlays' edges and the playhead.
Drag an edge	Changes when it starts or ends. An overlay is at least 0.1 seconds long.
	Deletes the selected overlay.

When clips are cut, trimmed or moved, an overlay stays over the footage it was placed on, as markers do. Overlays are exported with the video.

Fades

Each overlay can fade in at its start and out at its end. Drag the round handle at either top corner of a selected or hovered overlay inwards, or use the **Fade in** and **Fade out** sliders in the Selection pane. The shaded slope on the block shows each fade. The two fades together are at most the overlay's length.

Size, rotation and position

While an overlay is selected and shown at the playhead, the preview draws its outline with a square handle at each corner and a round handle above its top edge.

- Drag inside the outline to move it.
- Drag a corner to resize it about its centre, keeping its shape, from 5% to 200% of the size that fits the frame.
- Drag the round handle to turn it about its centre. Hold  to turn in 15° steps.

The Selection pane's **Placement** section has the same as sliders: **Size**, **Rotation** (–180° to 180°), **Position X** and **Position Y** (the centre, as a percentage of the frame's width and height), and **Reset Placement**, which fits it to the frame again. Each change is one undoable step.

Stacking

Overlays that show at the same time stack: one higher in the stack is drawn over one lower down, and each shows what is under it through its transparent parts. The Selection pane's **Stack** section has **Bring to Front** and **Send to Back**, and says whether other overlays are drawn above or below the selected one. Up to four overlays are drawn at once; with more overlapping, the top four are drawn. On the Overlay lane, overlapping overlays share the lane, and the one higher in the stack is drawn on top. A covered overlay can be selected by clicking the part of it that shows, or with a selection box.

Capture

One clip per piece of recording. Each clip shows thumbnails, its name, its length on the timeline, and its speed if that is not 1×.

Action	Result
Click	Selects the clip and moves the playhead to the point clicked.
Drop a picture	Adds the picture (PNG, JPEG, HEIC, TIFF and the other formats macOS reads) as a clip at the drop point, 3 seconds long, moving what follows along as recording a take does; a line shows where it will go while you drag. Drag its edges to any length up to 10 minutes. It takes transitions and speed changes like any clip, but zoom and 3D do not move it: it is always shown flat and whole. Several pictures dropped together go in one after another. Pictures larger than 3840×2160 are scaled to fit; the original is kept in the project folder.
Drop a movie	Adds the movie (MOV, MP4, M4V and the other formats macOS plays) as a clip at the drop point, its whole length, moving what follows along as recording a take does. Its sound, if it has any, appears on the System audio lane under the clip's volume and fades; a movie with several sound tracks keeps the first. It takes transitions, speed changes and zooms like any clip. The movie is copied into the project folder as it is; one that is rotated, in HDR or larger than 3840×2160 is re-encoded to fit (the status bar shows how far along that is). Several files dropped together go in one after another.
Drag the middle	Moves the clip to another position in the sequence. A blue marker shows where it will go.

Action	Result
Drag an edge	Trims the clip. A clip cannot be shorter than 1/30 second or longer than its recording.
Double-click an edge	Trims that edge to the playhead.
 -drag a cut	A roll edit: moves the cut between two clips. The clip before gets longer or shorter and the clip after gives or takes the difference, so nothing later moves.
Click a transition band	Selects the transition. The Selection pane shows Transition , where you can change it; Delete removes it. The band is the strip across the top of the clips at a cut that has a transition, labelled <i>dissolve</i> or <i>fade</i> .
Right-click	Split Here ; near a cut, No Transition , Dissolve to Next Clip and Fade Through Black to Next Clip ; on a clip, Delete Clip and Speed 0.5x , Speed 1x , Speed 1.5x , Speed 2x , Speed 4x .

System audio

The computer sound recorded with each clip, one block per clip. The waveform shows the level you will hear, including the clip's volume, fades, ducking under voiceovers and picture fades.

Action	Result
Click	Selects the clip and moves the playhead.
Drag the volume line up or down	Sets the clip's system audio volume, from silent ($-\infty$ dB) to +6 dB. The help bubble shows the current value. Only a drag up or down changes the volume; a sideways drag from the line is treated as a click.
Drag a round fade handle	Sets the fade in (drag right) or fade out (drag left). The handles appear when the pointer is over the block or the clip is selected.
Double-click an edge	Trims the clip to the playhead.
 -drag a cut	A roll edit, as in the Capture lane.

Zoom

The zoom line, from 0.5× at the bottom of the lane to 4× at the top, with its control points. A faint line marks 1×. A point that follows the pointer is drawn as a circle with a dot; a point with a fixed target is a diamond with a cross, and the stretch of line after it is dashed. Automatic points are drawn darker. See *Zooms*.

3D

The Yaw, Pitch, Roll, Shift X and Shift Y lines, each in the colour of its row in the Motion tab, with their control points. The middle of the lane is 0 (flat and centred); a line above the middle is a positive value and a line below it a negative one, each scaled to its own range. See *3D rotation*.

Both lanes are edited in the same way:

Action	Result
Click a point	Selects it, moves the playhead to it and opens the Motion tab.
Drag a point	The drag's first clear movement decides what it changes. Across, it moves the point in time, snapping to markers, the other points on its line, the edges of other items and the playhead (hold  to turn snapping off). Up or down, it changes the point's value.
Click empty space	Moves the playhead there and clears the selection.
Drag across empty space	Draws a selection box and selects the points under it on that lane. Hold  to add to the selection, or  or  to toggle.
 -click or  -click a point	Adds it to the selection, or toggles it.
Drag one of several selected points	Moves them all in time, with any other selected objects, in one step.
Double-click empty space	Adds a point there holding the line's value at that moment: on the zoom line, or on the 3D line passing nearest the pointer.
	Removes the selected points. With only points selected, the Selection pane also sets Easing to next for all of them.
Right-click	Add control Point Here ; over a point, Delete control Point ; on the Zoom lane, Regenerate Auto Zooms .

Speed

Speed changes and freeze frames. Each block is labelled with its speed, for example *Speed 2×*, or *Freeze*. The dashed line marks 1×; the white line shows the speed, easing from 1× and back. A freeze has no easing: its line runs straight along the bottom.

Action	Result
Click	Selects the speed change.
Double-click empty space	Adds a speed change there.
Drag across empty space	Adds a 2× speed change spanning the drag, shown as you draw it and stopping at a neighbouring speed change; the end you drag snaps to markers and other edges. A drag shorter than 0.3 seconds adds nothing. Hold  or  to draw a selection box instead.
Drag the middle	Moves the speed change.
Drag an edge	Resizes it. A speed change is at least 0.3 seconds long.
Double-click an edge	Moves that edge to the playhead.
Drag the line up or down	Sets the speed: the bottom of the block freezes the picture, the top is 5×.
Drag a round handle	Sets the ease in or ease out.
Right-click a speed change	Freeze , ½× Speed , 2× Speed , 3× Speed , 5× Speed , and Delete Speed Change (or Delete Freeze Frame).
Right-click empty space	Add Speed Change Here , Add Freeze Frame Here .

Mouse

The pointer's movement, for each clip:

- A filled graph shows how fast the pointer moves. Taller is faster.
- A row of keyframe markers: ◆ for a keyframe the pointer moves to in a straight line, ● for a smooth one. Where there are too many to draw, they show as ticks.
- Pink triangles along the bottom are clicks.
- Shaded stretches labelled *hidden* are where the pointer is hidden.
- At each cut, a yellow marker at the top shows the pointer glide into the next clip: *auto*, a length such as 0.5s, or *jump*.

Action	Result
Drag across the lane	Selects a stretch of time (a pointer range). The Selection pane shows Pointer Range . Keyframes and clicks inside it turn blue.

Action	Result
Click without dragging	Clears the range and moves the playhead.
Click a keyframe	Selects it.  -click adds keyframes of the same clip.
Drag a keyframe	Retimes it, between its neighbours.
Click or drag a click marker	Selects it, or moves it in time.
Click or drag a glide marker	Selects it; dragging sets the glide's length.
Double-click a glide marker	Sets the glide back to automatic.
 with a glide marker selected	Sets the glide to None (jump) .
Right-click inside a pointer range	Soften Movement, Smooth Between Clicks, Smooth Movement, Glide (straight, eased), Delete Keyframes, Hide Cursor, Show Cursor, Reset to Recorded.
Right-click elsewhere	Add Click Here, Smooth Between Clicks (Whole Project), Hide Cursor from Here (1s).
Right-click a glide marker	Automatic Pointer Glide, No Pointer Glide (Jump).

See *Pointer editing* for what each command does.

Keys

The keystrokes captured while recording, one label per key press. Shortcuts are drawn in a stronger colour than typing. Dim labels are hidden, or are typing while the overlay is set to **Shortcuts Only**.

Action	Result
Click	Selects the keystroke. Its label and options appear in the Selection pane.
Drag	Retimes the keystroke.
Right-click	Add Key Here; with a keystroke selected, Hide Key or Show Key , and Delete Key .

Camera

Camera footage, recorded with the screen or with a voiceover. Each piece shows thumbnails and a label: *camera* or *voiceover camera*, marked *hidden* when the piece does not show in the video. When **Show camera in video** is off in the Camera tab, the whole lane is shaded and says so.

Action	Result
Click the lane name, or empty space	Selects the lane and opens the Camera tab, where the bubble's shape, size and position are set. The bubble's outline and resize handle appear on the preview.
Click a piece	Selects that footage and opens the Camera tab.
Drag the middle	Moves a camera take along the timeline. The take being dragged goes on top of any it overlaps.
Drag an edge	Trims the footage. For a camera take, this trims the take, including its sound. While dragging, press Space to hear the take's sound at the new edge.
Double-click	Hides the piece in the video, or shows it again.
Right-click	Hide Camera or Show Camera , Reset Overlay Position , Remove Camera Footage .

Microphone

Voiceovers, and the microphone takes recorded with the screen. Each item shows a waveform, a volume line and its name:  for sound only,  for a take with camera. Under the waveform of a transcribed item is a strip of captions. While Retake Pro transcribes an item, the strip reads *Transcribing...*

Action	Result
Click	Selects the item.
Click empty space	Clears the selection and moves the playhead.
Drag the middle	Moves the item. The item being dragged goes on top of any it overlaps.
Drag an edge	Trims the item. While dragging, press Space to hear the audio at the new edge: the first second after a new start, or the last second up to a new end. Only that item plays, at its volume. Press Space again to hear it again.
Double-click an edge	Trims that edge to the playhead.
Drag the volume line up or down	Sets the volume, from silent to +6 dB. Only a drag up or down changes the volume; a sideways drag from the line moves the item.
Drag a round handle	Sets the fade in or fade out, up to half the item's length.
Click a caption	Selects it.
Double-click a caption	Edits its words in place. Return or clicking elsewhere keeps the change; Esc discards it.

Action	Result
Right-click a caption	Edit Caption , Delete Caption , then the lane's commands.
Right-click	Record Voiceover from Here (V) , Transcribe Narration ; over an item, Split Here , Duck Other Audio or Stop Ducking Other Audio , Delete name , Reset Volume .

Music

Audio you have imported. Each item shows a waveform, a volume line and its name after 🎵.

Sound files (MP3, M4A, WAV, AIFF and the other formats macOS reads) dragged from the Finder onto the timeline go on the Music lane at the drop point, as **File > Import Audio** places them at the playhead: the file is copied into the project, an item is trimmed to the end of the timeline, and several files go one after another. A line on the Music lane shows where they will go, and the lane shows while files are dragged even when it is empty.

Action	Result
Click	Selects the item.
Click empty space	Clears the selection and moves the playhead.
Drag the middle	Moves the item.
Drag an edge	Trims the item. While dragging, press Space to hear the audio at the new edge: the first second after a new start, or the last second up to a new end. Only that item plays, at its volume. Press Space again to hear it again.
Double-click an edge	Trims that edge to the playhead.
Drag the volume line up or down	Sets the volume, from silent to +6 dB. Only a drag up or down changes the volume; a sideways drag from the line moves the item.
Drag a round handle	Sets the fade in or fade out, up to half the item's length.
Right-click	Import Audio Here... ; over an item, Split Here , Delete name , Reset Volume .

Music items do not stack. Where one music item runs into the next (the second starts before the first ends, and ends after it), they crossfade across the overlap: see *Crossfades*. A music item wholly inside another plays together with it.

Clips, cuts and transitions

Cutting

Press **S**, press **⌘ B** (**Edit › Split at Playhead**), or click the razor blade button to cut at the playhead.

What is cut depends on the selection:

- A selected voiceover, microphone take or music item under the playhead is cut in two. Its captions are cut with it; a phrase spoken across the cut is shared out by time.
- Selected camera footage from a camera take is cut, together with the take's sound and captions.
- Otherwise, the screen clip under the playhead is cut. The new cut has no transition and an automatic pointer glide. The clip's transition in stays at the start of the first half and its transition to the next clip at the end of the second half; likewise its sound fades in at the start of the first half and out at the end of the second.

A cut at the very edge of a clip has no effect.

Trimming, moving and deleting clips

- Drag a clip's edge to trim it, or double-click the edge to trim to the playhead.
- Drag a clip to another position in the sequence.
- **⇧**-drag a cut to roll it: the clip before it gains or loses at its end what the clip after it loses or gains at its start, and nothing else moves. With just those two clips selected, a plain drag of the cut rolls it too, and snaps to markers and other edges (hold **⇧** during the drag to stop it snapping).
- Press **Delete** to delete the selected clip, or right-click and choose **Delete Clip**. The screen clips after it move earlier to close the gap. Voiceovers, camera takes and music are not affected: nothing is removed, trimmed or moved, so narration after the deleted clip may need moving to line up with the picture again. Audio left running past the end of the last clip still plays and exports; the picture holds its last frame under it, and the timeline is greyed there.

Speed changes stay over the footage they were on when you trim, move or delete clips; a speed change whose footage is deleted is removed. Zoom and 3D points move with the frame on which they were set; a point whose footage is deleted moves to where that footage was cut out.

Joining clips

Select two or more clips that sit next to each other (⌘-click or drag across them), then click the Join button (a pot of glue, next to the razor blade) or choose **Edit › Join Clips** (⌘ J). The button is available only when the selected clips can be joined:

- They are next to each other on the timeline, with the same clip speed, volume and microphone volume.
- Pieces of one recording that follow on from each other (for example, the two sides of a cut) are always compatible and are simply rejoined.
- Different recordings must have the same recorded size, both be window recordings or both screen recordings, and have the same sound tracks. Recordings with their own camera footage attached cannot be joined.

Joining different recordings writes a new recording in the project from the parts of each that are on the timeline. The picture and sound are copied without re-encoding, and the pointer path, clicks, pointer shapes and keystrokes of each part are carried over. The timeline keeps its length: the cuts between the clips disappear, with any transition and pointer glide at them, and zooms, speed changes, voiceovers and markers stay where they were. Joining is one undo step; the original recordings stay in the project.

Cut, copy and paste

The Cut, Copy and Paste buttons in the transport bar, and **Edit › Cut, Copy and Paste** (⌘ X, ⌘ C, ⌘ V), work on the timeline selection. While a caption is being edited they work on its text instead.

- **Screen clips.** Copy takes the selected clips, together with the zoom and 3D points on them. Voiceovers, camera takes and music are not copied with clips. Paste inserts them at the playhead, splitting the clip there if needed, and moves everything after them along, as recording a new take does. Cut copies the clips and deletes them; the screen clips close the gap, and audio and camera takes stay where they are.
- **Other items** (speed changes, voiceovers, camera takes and music). Paste places them at the playhead on their own lanes, keeping their spacing, and moves nothing else. Cut copies them and removes them, leaving everything else in place. As with Delete, a camera take's picture and sound are cut separately: select the footage on the Camera lane, the sound on the Microphone lane, or both. A pasted speed change that would overlap an existing one is left out.
- Paste works in the project the items were copied from. Each paste is one undo step, and selects what was pasted.

Clip speed

A whole clip can play at another speed. Use the **Speed** slider in the Selection pane (0.25× to 4×, in steps of 0.25×), or right-click the clip and choose **Speed 0.5×**, **Speed 1×**, **Speed 1.5×**, **Speed 2×** or **Speed 4×**. For part of a clip, use a speed change instead (see *Speed changes and freeze frames*).

Picture transitions

Each cut between two clips can have a transition:

Transition	Behaviour
None	A straight cut.
Dissolve	Starts at the cut. The last frame of the outgoing clip, without the pointer or camera bubble, fades out over the incoming clip. The sound does not dip.
Fade through black	Centred on the cut: the picture fades to black and back. The sound fades with the picture.

To set a transition:

- Right-click near a cut in the Capture lane and choose **No Transition**, **Dissolve to Next Clip** or **Fade Through Black to Next Clip**.
- Press **T** to turn a dissolve on or off at the cut nearest the playhead.
- Click the transition's band and use the **Transition** section of the Selection pane: **No transition**, **Dissolve** or **Fade through black**, with a **Duration** from 0.1 to 3 seconds (default 1 second).
- Select the clip before the cut and use the **Transitions** section of the Selection pane: **No transition to next clip**, **Dissolve to next clip** or **Fade through black to next clip**, with a **Duration**.
- To remove a transition, click its band and press **Delete**.

A dissolve is limited to 90% of the incoming clip's length. A fade is limited by the shorter of the two clips.

The whole video can also fade in from black and out to black. Select the first clip and turn on **Fade in from black**, or select the last clip and turn on **Fade out to black**. Each has a **Duration** from 0.1 to 3 seconds (1 second when first turned on). The sound fades with the picture.

Pointer glide

At a cut between two clips, the pointer in the outgoing clip is usually somewhere other than where it starts in the incoming clip. The pointer glide moves it smoothly from one position to the other, so that it does not jump. The zoom framing moves with it.

- **Automatic** (the default): no glide when the two clips are continuous pieces of the same recording; otherwise 0.3 to 0.8 seconds, longer for a longer jump.
- **Custom length**: a **Length** from 0 to 2 seconds.
- **None (jump)**: the pointer jumps at the cut.

A glide is limited to half the shorter of the two clips. **Curve** sets its movement: **Smooth**, **Ease Out** or **Linear**. These settings are in the **Pointer Glide from Previous Clip** section when the clip after the cut is selected. You can also drag or double-click the glide marker in the Mouse lane.

Control points

Zoom and the 3D placement of the picture are set by six controls: **Zoom**, **Yaw**, **Pitch**, **Roll**, **Shift X** and **Shift Y**. Each control has its own line of control points on the timeline: the zoom line on the Zoom lane, and the other five lines on the 3D lane. The lines are independent: a point on one line has no effect on any other.

A control point holds the control's value at one moment of the timeline. Between two points on a line the value is tweened automatically, using the easing set on the earlier point. Before the first point a line holds the first point's value, and after the last point it holds the last point's value. A line with no points stays at its default: 1× for Zoom, 0° for the angles and 0% for the shift.

Control points stay with the frame of the recording on which they were set when clips are cut, trimmed, moved or retimed, in the same way as markers. A point whose footage is deleted moves to the place where that footage was cut out.

Setting a control

The Motion tab shows every control at the playhead. Each control has a row with a slider, the value, a reset button and three point buttons. Yaw and Pitch may also be set with the **Turn** joystick, and Shift X and Shift Y with the **Shift** joystick.

- Moving a slider or a joystick sets the control at the playhead: it changes the point there on that control's line, or adds one there if there is none. No other line is changed. Playback pauses meanwhile.
- The reset button (a curved arrow) sets the control at the playhead to its neutral value: 1× for Zoom, 0° for Yaw, Pitch and Roll, and 0% for Shift X and Shift Y. It does so in the same way as moving the slider, so it changes or adds the point at the playhead. It is unavailable when the control is already neutral there.
- ‹ and › move the playhead to the previous or next point on the line.
- The diamond adds a point at the playhead holding the current value, or, when it is filled, removes the point at the playhead.

Add Points at Playhead for All Controls, at the top of the Motion tab, adds a point at the playhead on the line of every control that has none there. Each new point holds the control's current value, so the picture does not change; a point already at the playhead is left as it is. The button is unavailable when every line already has a point at the playhead.

A new point takes the easing of the point before it on its line. A point counts as at the playhead when it is within half a frame of it.

Easing

Easing	Change towards the next point
Ease In and Out	Starts and finishes gently. The default.
Ease In	Starts gently and arrives at full speed.
Ease Out	Starts at full speed and finishes gently.
Linear	Changes at a constant rate.
Hold	Holds this point's value, then changes at once on reaching the next point.

A selected point

Clicking a point on the Zoom or 3D lane selects it and moves the playhead to it, so the Motion tab shows and sets its value (and, for a zoom point, its aim). The Selection pane shows the point's control and time, **Easing to next** and a delete button. Setting a control in the Motion tab selects the point it set.

Zooms

A zoom enlarges part of the recording. How far the picture is zoomed is set by the zoom line on the Zoom lane, from 0.5× to 4×; 1× is no zoom. Below 1× the picture is drawn smaller about the middle of the video, with more of the background around it; the background itself is not scaled, and the zoom has no aim. The zoom line runs across cuts and clips like any other line of control points. See *Control points*.

Making a zoom

Because a line holds its value before its first point and after its last, a zoom that goes in and comes back out needs a point at 1× on each side of it.

1. Move the playhead to where the zoom should begin and press **Z**, or click the diamond in the **Zoom** row. This adds a point at 1×.
2. Move the playhead to where the zoom should be fully in, and drag the **Zoom** slider to the amount.
3. Move the playhead to where the zoom should begin to come back out, and click the diamond to add a point holding the amount.
4. Move the playhead to where the zoom should be back at 1×, and drag the slider to 1×.

Example: points at 4 s (1×), 4.8 s (2×), 7.2 s (2×) and 8 s (1×) zoom in to 2× over 0.8 seconds, hold the zoom for 2.4 seconds and zoom back out over 0.8 seconds.

What a zoom aims at

Each zoom point sets what the zoom aims at from that point to the next. **Aim** in the Motion tab sets it for the point at the playhead, adding one there if there is none.

- **Follow Pointer** frames the pointer when the zoom begins, then holds still while the pointer moves around the middle of the picture. When the pointer heads for an edge, the view pans smoothly to keep it in the frame. The pointer never leaves the frame.
- **Fixed Point** holds the view on one point. When a point is changed to Fixed Point, the target starts where the pointer is at that moment. Drag the box in the focus pad, or the round target on the preview while the point is selected, to move the target; double-click the pad to centre it.

Between two points with different aims, or two Fixed Points with different targets, the aim moves from one to the other with the earlier point's easing. On the Zoom lane a point that follows the pointer is drawn as a circle with a dot, and a point with a fixed target as a diamond with a cross. The stretch of line after a fixed point is dashed.

Automatic zooms

With **Automatically zoom for clicks and typing** on (Motion tab, off by default), Retake Pro adds zooms to each new recording:

- **Clicks:** clicks less than 2.5 seconds apart form a group. Each group gets a zoom from 1 second before its first click to 1.8 seconds after its last. Zooms less than 0.8 seconds apart are joined, and zooms shorter than 1.2 seconds are dropped. Click zooms follow the pointer.
- **Typing:** three or more typed keys with gaps under 1.5 seconds form a burst. Each burst gets a zoom from 0.6 seconds before the first key to 1.2 seconds after the last. Shortcuts and hidden keys are not counted. A click zoom that mostly overlaps a typing zoom is dropped.

Each automatic zoom is written to the zoom line as four points: 1× at its start, the zoom amount after easing in (0.8 seconds, or half the zoom's length if shorter), the zoom amount before easing out, and 1× at its end. An automatic zoom that would overlap zoom points already on the line is left out. Automatic points are drawn darker than points set by hand.

With **Keep still while typing** on (the default), a typing zoom's points aim at one fixed point: the last click in the 15 seconds before the typing began, or else the pointer's position. With it off, typing zooms follow the pointer.

Automatic zoom amount (1.2× to 4×, default 2×) sets how far automatic zooms zoom in. Changing it, or **Keep still while typing**, updates the existing automatic points. Turning automatic zooms off removes every automatic point; turning them on again adds them back.

Regenerate Automatic Zooms (Motion tab) or **Regenerate Auto Zooms** (Zoom lane) removes the automatic points and makes them again from the clicks and typing. Points set or changed by hand are kept: changing an automatic point in any way makes it a point set by hand.

Projects with zoom regions

Projects made with earlier versions of Retake held zooms as regions. When such a project is opened, each zoom region is converted to points on the zoom line that play it exactly as before: 1× at its start, its amount after its ease in and before its ease out, and 1× at its end. Regions that met end to end hold their zoom across the join. The project is saved in the new form at once, and the previous project file is kept in the project folder as `project-before-zoom-line.json`. Earlier versions of Retake cannot open the converted project; the kept file can be restored as `project.json` to open it with them.

3D rotation

The picture may be turned in three dimensions, shown in perspective, and shifted across the video. The recording, its frame and shadow, the pointer and the click effect turn together, as one card. The background, the camera bubble and the keystroke overlay are not turned. A project without 3D points is drawn flat and centred.

The picture's shadow is cast onto the background as though by a light above and slightly in front of it. The background is treated as a plane just behind the furthest point of the turned picture: an edge turned away from the viewer casts a close, sharp shadow, and an edge turned towards the viewer casts its shadow further down and softer. **Shadow** and **Shadow Size** in the Style tab set its strength and softness as for a flat picture.

3D rotation is a Full Version feature. In Trial Mode it can be used and seen in the preview; a project with a point that turns or shifts the picture is exported once a licence is activated. See *The Full Version*.

Five controls place the picture, each with its own line of points on the 3D lane (see *Control points*):

- **Yaw** turns the picture about its vertical axis, from -180° to 180° . A positive yaw takes the right edge away from the viewer.
- **Pitch** tilts the picture about its horizontal axis, from -180° to 180° . A positive pitch takes the top edge away from the viewer.
- **Roll** turns the picture in its own plane, from -180° to 180° . A positive roll is clockwise.
- **Shift X** and **Shift Y** move the turned picture across the video, by up to half its width and half its height, shown as percentages. Shift X is positive to the right and Shift Y is positive upwards.

At 90° of yaw or pitch the picture is edge-on to the viewer. Beyond 90° its back faces the viewer, and the picture is seen mirrored, as though through glass. Points at -180° and 180° on a line turn the picture through one complete revolution between them.

The joysticks

The **3D Rotation** section of the Motion tab has two joysticks, above the rows for Yaw, Pitch, Roll, Shift X and Shift Y:

- **Turn** sets Yaw and Pitch. The knob's horizontal position sets the yaw and its vertical position sets the pitch.
- **Shift** sets Shift X and Shift Y. The knob's position is where the centre of the picture goes.

A small card in each joystick shows the resulting placement, and the values are shown in the rows below. A knob is filled when the playhead is on a point of either of its lines and hollow otherwise.

Dragging a knob sets its controls at the playhead, each on its own line, in the same way as moving their sliders. A control is written only once the drag has moved along its axis, so a drag along one axis adds no point to the other axis's line. Playback pauses while a joystick is dragged.

- Hold  while dragging to keep the knob on one axis, horizontal or vertical, whichever the drag has moved along most.
- Double-click **Turn** to set the yaw and pitch at the playhead to 0°, or **Shift** to centre the picture.
- Angles are set in whole degrees; within 1.5° of 0° the knob rests at 0°. The shift is set in steps of 0.5%; within 1.25% of the centre the knob rests at the centre.

Zooms on a turned picture

Zooms apply to the turned picture. A Fixed Point zoom centres on the point of the turned picture at which it aims, and a Follow Pointer zoom follows the pointer where it appears after the turn. The pointer path, keyframe handles and zoom target drawn on the preview follow the turned picture and are edited in the same way as on a flat picture.

The picture turns about its centre and is not resized to fit. At large angles, and with little padding, the nearer edge of the picture may extend beyond the edges of the video.

Speed changes and freeze frames

A speed change makes a stretch of the recording play faster or slower, from a freeze (0×) up to 5×. Speed changes are on the Speed lane. Only the screen recording and its computer sound are retimed. Voiceovers, camera takes and music play at normal speed over it.

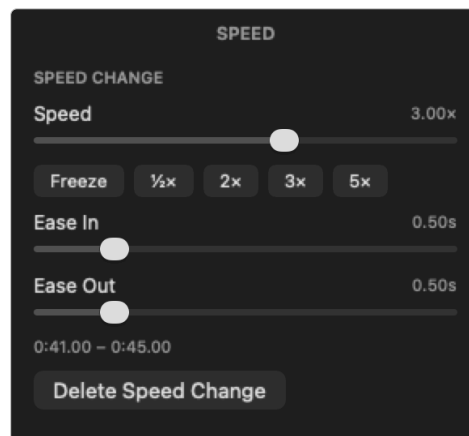
A speed change eases from 1× to its speed at the start and back to 1× at the end. A freeze frame holds one frame of the recording, without sound, for the length of the region. It starts and ends at once, with no easing; changing a freeze back to a moving speed restores that speed change's easing.

Adding speed changes

- Double-click empty space in the Speed lane, or right-click and choose **Add Speed Change Here**. The new speed change is 2 seconds long at 2×, with 0.5-second easing.
- Right-click empty space and choose **Add Freeze Frame Here**. The new freeze frame is 2 seconds long.

A new speed change is shortened so that it does not run into the next one. You cannot add one inside an existing speed change.

Speed settings



A selected speed change in the Selection pane.

Setting	Range	Notes
Speed	Freeze to 5×	In steps of 0.05×. Below 0.05× it becomes a freeze. Buttons: Freeze , 1/2× , 2× , 3× , 5× .
Ease In	0 to 3 seconds, within the region	How long it takes to reach the speed. Not shown for a freeze.
Ease Out	0 to 3 seconds, within the region	How long it takes to return to 1×

The section is titled **Speed Change** or **Freeze Frame** and ends with the region's times and **Delete Speed Change** (or **Delete Freeze Frame**).

On the Speed lane, dragging the speed line snaps to 1× and to a freeze when it comes close to them.

Pointer editing

Retake Pro records the pointer separately from the picture and draws it in the video. You can change how it looks (Pointer tab), how it moves, and where it clicks.

Hiding and showing the pointer

The pointer can be hidden over any stretch of the video. **Pointer at Playhead**, at the top of the Pointer tab, shows whether it is shown at the playhead and changes it from there:

- Choosing **Hidden** hides the pointer from the playhead until it is next hidden anyway, or the end of the video.
- Choosing **Shown** shows it again from the playhead until the end of that hidden stretch.
-  does the same at the playhead, and right-clicking the Mouse lane offers **Hide Pointer From Here** or **Show Pointer From Here**.

Example: to hide the pointer from 0:12 to 0:20, move the playhead to 0:12 and choose **Hidden**, then move it to 0:20 and choose **Shown**.

The pointer fades out and back in over 0.15 seconds. Hidden stretches are shaded and labelled *hidden* on the Mouse lane. They belong to the recording, so they stay with its footage when clips are cut or moved. **Show pointer (whole video)**, in Appearance, turns the pointer off everywhere.

Keyframes

When a take is inserted, Retake Pro simplifies the recorded pointer movement into keyframes. A keyframe is either **linear** (the pointer moves to it in a straight line at constant speed) or **smooth** (the pointer follows a curve through a run of smooth keyframes, easing at both ends of the run).

To change keyframes, select them in the Mouse lane or on the preview. The Selection pane shows *N* **Keyframes** with **Linear**, **Smooth** and a delete button.

Editing the path on the preview

Turn on **Show Pointer Overlay** in the transport bar, press , choose **View › Show Pointer Overlay**, or turn on **Show Pointer Overlay (P)** in the Pointer tab. The preview then shows the pointer's path for one second either side of the playhead (or the whole project, with the **All** setting in the Pointer tab): the part already played in white, the part to come in yellow. Click a keyframe to select it, or a click's pink ring to select the click; either puts the playhead on that frame.

- Squares are linear keyframes; circles are smooth keyframes. Pink rings are clicks. A larger ring marks the pointer at the playhead.
- Drag a keyframe to move it. Dragging one of several selected keyframes moves them all.
- Drag the ring at the playhead to place the pointer there. This adds a keyframe, or moves the one at that time.
- Drag a box across empty space to select the keyframes inside it. Hold  to add to the selection.  - click a keyframe to add or remove it.
-  - click the path to add a keyframe there.

- Press **Delete** to delete the selected keyframes.
- Press **P** to finish.

A reminder of these controls is shown at the bottom of the preview while path editing is on.

Editing a stretch of movement

Drag across the Mouse lane to select a pointer range. The Selection pane shows **Pointer Range**, with the range's times and three buttons:

Button	What it does
Smooth	Replaces the keyframes in the range with a simplified, smooth path.
Hide / Show	Hides the pointer over the range, or shows it again. The pointer fades out and back in over 0.15 seconds at the range's edges.
Reset	Puts the pointer back as recorded over the range, removing any smoothing, hiding or edits.

Right-click inside the range for more commands:

Command	What it does
Soften Movement	Removes jitter while keeping the path and every keyframe. The effect lessens near clicks, so the pointer still lands on them, and at the range's edges.
Smooth Between Clicks	Replaces the movement with eased moves from click to click. Each click keeps its time and position; the pointer rests on it briefly, then moves along a gentle arc to the next.
Smooth Movement	The same as the Smooth button.
Glide (straight, eased)	Replaces the movement with one eased glide from the range's first point to its last, keeping keyframes at clicks.
Delete Mouse Events	Deletes every click and keyframe inside the range. Pressing Delete with a range and nothing else selected does the same.
Hide Cursor / Show Cursor	Hides or shows the pointer over the range.
Reset to Recorded	The same as the Reset button.

Commands for the whole project are in the Pointer tab's **Edit Movement** section: **Soften Whole Path** with a strength of **Light**, **Medium** (the default) or **Strong**, and **Smooth Between Clicks**. The strength is remembered. **Soften Movement** on the Mouse lane uses Medium.

Clicks

Each recorded click shows a ripple in the video (when **Click Effect** is on) and is used for automatic zooms.

- Press **K**, click **Add Click at Playhead (K)** in the Pointer tab, or right-click the Mouse lane and choose **Add Click Here** to add a click. A keyframe is added at the pointer's position at that time.
- Drag a click marker in the Mouse lane to move it in time.
- Select a click and press **Delete**, or click **Delete Click** in the Selection pane, to remove it.

Automatic zooms are not updated when you add or remove clicks. Use **Regenerate Automatic Zooms** to remake them.

Keystrokes

When **Capture Keystrokes** is on and Input Monitoring is allowed, Retake Pro records each key you press during a recording. The keys appear on the Keys lane and can be shown in the video as an overlay.

How keys are recorded

- A key pressed with **⌘**, **^** or **⌥** is a **shortcut**, recorded with its modifiers, for example **⌘⇧S**.
- Other keys are **typing**, recorded as the character typed.
- Special keys are shown as symbols: **↵** Return, **→** Tab, **␣** Space, **⌫** Delete, **⌵** Forward Delete, **⌵** Escape, arrows, **⌵** Home, **⌵** End, **⌵** Page Up, **⌵** Page Down, and F1 to F12. Escape, Tab, the arrow keys and the function keys show as keycaps of their own; the other special keys join the surrounding typing.
- Held keys are recorded once. Keys typed into password fields are not recorded.

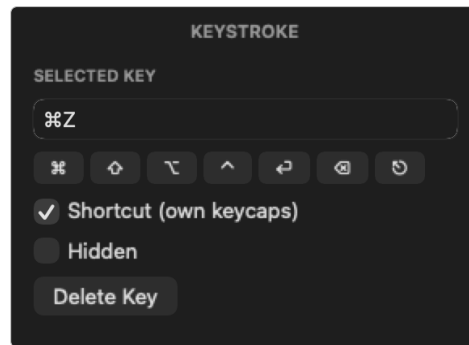
The overlay

The **Keystroke Overlay** section is in the Keys tab.

Setting	Options	Default
Show keystrokes	On or off	On
Show	Shortcuts Only, All Keys	Shortcuts Only
Position	Bottom Center, Bottom Left, Bottom Right, Top Center	Bottom Center
Size	0.03 to 0.12 (keycap height as a fraction of the video's height)	0.055
Hold	0.4 to 3 seconds	1.2 seconds

Each shortcut is shown on its own as keycaps. Typing with gaps under one second is shown together as text, up to the last 28 characters. A group stays on screen for the **Hold** time after its last key, or until the next group starts.

Editing keystrokes



A selected keystroke in the Selection pane.

Select a keystroke on the Keys lane. The **Selected Key** section has:

- **Label:** the text shown. Buttons append ⌘, ⇧, ⌥, ^, ↩, ⌘ and ⌥.
- **Shortcut (own keycaps):** shows the key as keycaps of its own rather than as typing.
- **Hidden:** leaves the key out of the video.
- **Delete Key.**

To add a key, right-click the Keys lane and choose **Add Key Here**, or click **Add Key at Playhead** in the Keys tab. A new key is a shortcut labelled ⌘K; change the label in the Selection pane.

Typed keys that are not hidden are used for automatic typing zooms.

Camera

Recording the camera

There are two ways to record the camera:

- With the screen: turn on **Record camera** in the Recording tab, or the **Camera** card in Preflight Check. The camera and microphone are recorded as one take, named **Camera** and the time, lined up with the new clip.
- With a voiceover: turn on **Record camera with voiceover** in the Voiceover tab. While you record, the preview shows the live camera where the bubble will be.

Choose the camera in the Camera tab or in Preflight Check. If the chosen camera is not connected, Retake Pro uses the system default camera.

The bubble

Camera footage appears in the video as a bubble. The bubble has one position and size for the whole Camera lane.

- By default it sits at the bottom right, 26% of the video's height.
- Drag the bubble on the preview to move it. Drag its rim, or the handle at its bottom-right, to resize it (6% to 90% of the video's height).
- Clicking the bubble selects the Camera lane and opens the Camera tab. Click elsewhere on the preview to put it down.
- If you moved the camera preview while recording the screen, the bubble takes that position.
- **Reset Position** (Camera tab) or **Reset Overlay Position** (Camera lane) returns it to the bottom right.

A camera take's footage fades and grows into view at its start, and fades out at its end, over 0.3 seconds. Only one camera shows at a time: where pieces overlap, the later piece starts where the earlier one ends.

Styling

In the Camera tab, **Overlay · Camera Lane**:

Setting	Options	Default
Show camera in video	On or off. When off, no camera footage plays.	On
Shape	Circle, Rounded (a 4:3 rectangle with rounded corners)	Circle
Size	0.08 to 0.6 of the video's height	0.26
Flip in video	Mirrors the camera in the video. Live previews are always mirrored.	Off

The section also shows *Position: bottom right* or *Position: custom*, with **Reset Position**.

Background effects

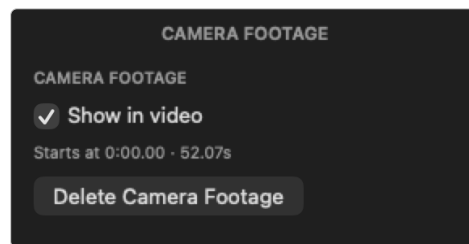
Effects › Background changes what is behind you. The person is found on this Mac with Apple's Vision framework.

- **None**: the camera picture as recorded.
- **Blur**: blurs the background. **Blur amount** runs from 5% to 100% (default 60%).
- **Cutout**: removes the background, leaving only the person, without a bubble shadow.

The effect applies to all camera footage in the project, and to the live previews.

Cutting, hiding and removing footage

- Select camera footage from a camera take and press **S** to cut the take at the playhead. The footage, sound and captions are cut together.
- Drag an edge of a piece on the Camera lane to trim it. For a camera take, the sound is trimmed with it.
- Double-click a piece, right-click and choose **Hide Camera**, or turn off **Show in video** in the Selection pane, to leave that footage out of the video. It stays on the lane, marked *hidden*.
- **Delete Camera Footage** (Selection pane), **Remove Camera Footage** (right-click) or **Delete** removes the camera from the timeline. For a take that also has sound, the sound stays on the Microphone lane. Deleting the sound of a camera take on the Microphone lane leaves its camera footage.



Selected camera footage in the Selection pane.

Stacking takes

Camera takes and narration on the Microphone lane stack. A take dragged over another goes on top. Where a take lies wholly within another, only the top one plays there: its sound, its camera and its captions. The takes underneath are silent and hidden there, but nothing is deleted; move the top take away and they play again. Where one take runs into the next, their sound crossfades across the overlap (see *Crossfades*) and the top take's camera and captions show. Music does not stack.

Crossfades

When two audio items on the same lane overlap, with the second starting before the first ends and ending after it, their sound crossfades across the whole overlap: the first fades out as the second fades in, at equal power, so the level holds. This applies on top of each item's own fades and volume, in playback and in exports. The overlap is drawn as a shaded band with the two fade curves crossing. To lengthen or shorten a crossfade, move or trim either item.

Voiceovers

A voiceover is narration recorded over the finished timeline. It plays over the video without changing it.

Recording a voiceover

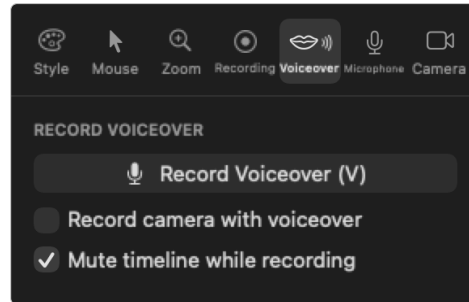
1. Move the playhead to where the voiceover should start.
2. Press **V**, click **Voiceover** in the transport bar, click **Record Voiceover (V)** in the Voiceover tab, choose **Record › Record Voiceover at Playhead** (**⌘** **V**), or right-click the Microphone lane and choose **Record Voiceover from Here (V)**.
3. Speak while the timeline plays. A banner at the top of the preview shows *Voiceover* and the elapsed time, with **Pause**, **Stop** and **Discard**. It shows *Starting...* while the microphone starts.
4. Press **Space**, or click **Pause**, to pause the recording and the timeline together; press it again, or click **Resume**, to carry on from the same point. The banner shows *Paused* meanwhile.
5. Press **⏏ Space**, or click **Hold Picture**, to stop the video while the voiceover (and its camera) keeps recording, for example to finish a sentence. The preview shows **PAUSED** and the banner *Picture held*. Press **Space** or **⏏ Space**, or click **Carry On**, to play on from the same point. When the voiceover stops, each hold becomes a freeze frame on the Speed lane, as long as the hold, so the narration stays in step with the picture. Zooms, speed changes, markers and other audio after each hold move along by the same amount.
6. Press **M** to add a marker at the playhead without stopping.
7. When a voiceover stops, or is discarded, the playhead returns to where it started, ready to play it back or record it again. After a screen recording, the playhead is likewise at the start of the new take.
8. While a voiceover records, the timeline is locked: clicks, drags and right-click menus on it do nothing, and Cut, Paste, Split, Join, Undo and Redo are unavailable, so nothing moves under the narration. The timeline is dimmed meanwhile. Scrolling and zooming the timeline still work.
9. Press **V**, or click **Stop**, to finish. Press **Esc**, or click **Discard**, to throw the recording away.

If the playhead is at the end of the video, recording starts from the beginning. Recording stops by itself when playback reaches the end of the video. While a voiceover is recording, other editor keys are ignored.

The new item is named **Voiceover** and a number, placed on the Microphone lane and selected. Retake Pro then transcribes it. Recordings shorter than 0.1 seconds are discarded.

Voiceover recording requires at least one clip on the timeline, and Microphone access. With **Record camera with voiceover** on, it also needs Camera access.

Voiceover options



The Voiceover tab.

Setting	What it does	Default
Record camera with voiceover	Records the camera with the microphone.	Off
Mute timeline while recording	Silences the timeline while you speak, so that the speakers are not picked up by the microphone.	On

The microphone is chosen in the Microphone tab (**Voice input**). The same choice is used when recording the screen.

Editing voiceovers

Move, trim, cut, fade and set the volume of a voiceover on the Microphone lane (see *Microphone*) or in the Selection pane (see *Voiceover and Audio*). A new voiceover has a volume of 0 dB, a 0.05-second fade in, a 0.15-second fade out, and ducks other audio.

Captions and transcription

Retake Pro transcribes narration on this Mac and shows it as captions in a strip under each narration item on the Microphone lane. Nothing is sent over the network.

Captions are always shown on the timeline. They are drawn in the preview and in exported movies only when **Show captions** is on in the Captions tab (see *Captions in the video*).

When transcription runs

- After a voiceover is recorded.
- After a screen recording with the microphone on.
- When you choose **Edit › Transcribe Narration**, or right-click the Microphone lane and choose **Transcribe Narration**. This transcribes the narration that has no captions yet, for example recordings made before transcription existed. If everything already has captions, Retake Pro asks *Transcribe all narration again?*; **Transcribe Again** replaces all captions, including any changes you made to them.

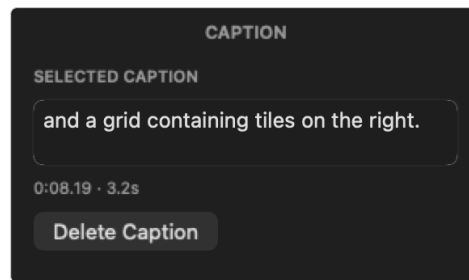
Music is not transcribed.

How transcription works

- On macOS 26 and later, Retake Pro uses Apple's SpeechAnalyzer. The first time, macOS may need to download the speech model for your language; the status message shows *Downloading the speech model...*
- On macOS 15, Retake Pro uses Apple's speech recogniser, restricted to on-device recognition. This asks for Speech Recognition permission.
- The language is your Mac's current language.

Words are grouped into phrases, one caption each. A new phrase starts after a pause of 0.6 seconds or more, after the end of a sentence, at a comma once a phrase has six or more words, or when a phrase reaches about 12 words or 6 seconds. Each phrase is aligned to when the voice starts and stops.

Editing captions



A selected caption in the Selection pane.

- Click a caption to select it. Edit its words in the **Selected Caption** section, which also shows its start time and length.
- Double-click a caption, or right-click and choose **Edit Caption**, to edit it in place. **Return** or clicking elsewhere keeps the change; **Esc** discards it.
- Press **Delete**, click **Delete Caption**, or right-click and choose **Delete Caption**, to remove a caption.

Captions belong to their narration. They move and trim with it. Phrases trimmed off, or covered by a take stacked above, are hidden rather than deleted, and reappear if you extend the item or move the other take. Cutting narration cuts its captions.

Retake Pro keeps the time of every word. When the words of a caption are changed, the words that remain keep their times, and new words share the time between their neighbours. Captions transcribed by an earlier version of Retake have no word times; their words are timed in proportion to their length until the narration is transcribed again.

Captions in the video

With **Show captions** on in the Captions tab, the caption being spoken is drawn in the preview and in exported movies and GIFs. Captions are fixed in the frame: zooms and 3D rotation do not move them. They are drawn above the camera bubble and the keystroke overlay; when captions and keystrokes are at the same edge, the caption is placed clear of the keystrokes. A caption appears when its first word is spoken and remains for half a second after its last word, or until the next caption begins.

Setting	Range	Default
Show captions	On, off	Off
Animation	Phrase, Highlight, Word by Word, Pop, Slide Up, Fly In, Fly Across, Zoom, Typewriter	Highlight
Font	Rounded, System, Serif, Monospaced, or any installed typeface	Rounded
Position	Bottom, Middle, Top	Bottom
Background	None, Box, Shadow	Box
Size	0.025 to 0.09 of the video's height	0.045
Text	Any colour	White
Highlight	Any colour (not shown for Phrase and Typewriter)	Yellow

- **Phrase** shows each caption whole. It fades in and out.
- **Highlight** shows the whole caption and draws the word being spoken in the highlight colour.
- **Word by Word** shows each word as it is spoken, in its final place, and draws the newest word in the highlight colour.
- **Pop** is as Highlight, and the word being spoken is briefly enlarged.
- **Slide Up** is as Highlight. The caption rises into place as it appears and rises away as it disappears, over 0.3 seconds each.
- **Fly In** shows each word as it is spoken. Each word rises into its place from just below it, fading in over 0.22 seconds, and the newest word is drawn in the highlight colour. The caption rises away as it disappears.
- **Fly Across** is as Highlight. The caption enters from the left and leaves to the right, over 0.3 seconds each.
- **Zoom** is as Highlight. The caption grows into place from 40% of its size, slightly overshooting its full size, and shrinks as it disappears.
- **Typewriter** shows the letters of each word as it is spoken, spread over the time the word is spoken but over no more than half a second.

The **Font** menu shows each name in its own font. It lists the four system designs, drawn in bold, then up to ten typefaces used most recently, the latest at the top, then **Choose Font...** The recent typefaces are kept for all projects; a typeface no longer installed is left out of them, and the font of the project is always shown.

Choose Font... opens the font picker. Its left-hand list shows every font family installed on the Mac, each name in its own font; typing in **Search** shows only the families whose names contain the text typed. Its right-hand list shows the typefaces of the selected family, including its weights, italics and widths, each in its own face. Clicking a typeface applies it to the captions at once, so that the result may be judged in the preview. The typeface selected when the picker is closed is added to the recent typefaces. Symbol fonts are listed in the system font, so that their names are legible. The size of captions is set by **Size**. When a project names a typeface that is not installed on the Mac on which it is opened, the menu shows the name followed by *(missing)*, and the system font is used in its place until the typeface is installed or another is chosen.

A caption is wrapped to at most two lines (three in a video taller than it is wide), no wider than 84% of the frame, with the lines made as equal in width as possible. A caption too long to fit is drawn smaller. The caption settings are part of a preset.

Captions in the video are a Full Version feature. Captions shown only on the timeline are not.

Editing the video by its transcript

The **Transcript** section of the Captions tab shows all narration on the timeline as running text, in time order. A new paragraph begins after a pause of more than a second. The word at the playhead is marked, and the text scrolls to follow it during playback.

- Click a word to move the playhead to it.
- Select words by dragging, Shift-clicking or double-clicking, then press  **Delete**, or right-click and choose **Delete from Video**, to cut them out of the video.
- Type in the text to correct the words of a caption. Typing,  and pasting change the captions only; the video is not cut.

A correction changes the caption of the phrase being typed in. It is kept when  is pressed, when the insertion point moves to another phrase, or when the transcript is left, and it is one undoable step. A change cannot span two phrases. A phrase whose words are all deleted is removed as a caption, in the same way as **Delete Caption**. Where part of a phrase is trimmed off the timeline, the transcript shows only the words that play, and a correction leaves the trimmed words unchanged. Words that remain keep their times, as for any caption edit (see *Editing captions*).

Deleting words removes that stretch of the timeline from everything: the screen clips, the narration, the music and any speed changes in it. Everything after it moves up to close the gap. Markers, zoom and 3D points and overlays stay with the footage they belong to, as they do for any cut. A cut runs from the start of the first deleted word to the start of the next remaining word, so the pause after the deleted words goes with them; when that pause is longer than a second, the cut ends 0.15 seconds after the last deleted word instead. The sound fades over 20 ms either side of each cut, so that no click is heard. The deletion is one undoable step.

- **Shorten Pauses** shortens every pause between narrated words longer than a second to 0.4 seconds, cutting the picture and sound with it.
- **Remove Fillers** cuts the filler words that the transcript contains: *um*, *uh*, *er*, *erm*, *ah*, *hmm* and similar. Apple's speech recogniser does not always write fillers down; the gaps they leave are shortened by **Shorten Pauses**.

Captions can also be edited on the Microphone lane and in the Selection pane (see *Editing captions*).

Exporting subtitles

File › Export Subtitles... saves the captions as a subtitle file, for players and sites that show subtitles separately from the movie. A name ending in **.srt** saves an SRT file; a name ending in **.vtt** saves a WebVTT file. Each caption becomes one subtitle, timed as it appears in the video, from the start of the whole timeline. The command is available when the project has captions.

Audio

A project can contain three kinds of sound:

Sound	Lane	Source
System audio	System audio	The sound your Mac played while recording, with each clip.
Microphone	Microphone	Voiceovers, and the microphone recorded with the screen.
Music	Music	Audio files you import.

Volumes run from silent to +6 dB and are shown in decibels. 0 dB is the level as recorded.

System audio

Set each clip's volume and fades on the System audio lane, or in the Selection pane with the clip selected: **System audio** (with a **0 dB** button), **Fade In** and **Fade Out** (0 to 5 seconds, within the clip's length). Speed changes retime the system audio with the picture; a freeze frame is silent.

Microphone

The **Recording** section of the Microphone tab chooses the **Voice input** (**System Default** or a connected microphone) and shows its level after the project's voice effects (see below), as it will sound on playback and export. The meter should move when you speak. The same microphone is used for screen recordings and voiceovers. If the chosen microphone is disconnected, Retake Pro uses the system default.

When the chosen input has two channels, **Channels** appears below it: **Stereo** records both, and **Channel 1** or **Channel 2** records that channel alone as mono, so a microphone on one input of an audio interface is heard in both speakers. The meter shows only the chosen channel.

The **Voice Effects** section of the Microphone tab processes the project's microphone audio: voiceovers, and microphone sound recorded with the screen. Imported audio is not affected. The effects are applied on playback and export, so they can be changed at any time and are heard straight away; the recordings themselves are not altered. They are saved with the project, and changes can be undone.

- **Gain** makes the voice louder or quieter, up to +24 dB. **Silent** (fully left) mutes it. It is applied after the noise gate, so the gate threshold still matches the voice input meter, and before the compressor. Loud peaks are limited to just below full scale. At **0 dB** the level is unchanged.
- **Tone** tilts the balance of low and high frequencies: towards **Warmer** for a fuller, darker sound, towards **Brighter** for a clearer, crisper one. **Flat**, in the middle, leaves it unchanged.

- **Noise gate** silences sound below its threshold, such as room or fan noise between phrases. The threshold is marked on the voice input meter (moved along by the gain, which is applied after the gate): set it just above the level the meter shows while you are silent. While the gate is closed, the meter shows silence. **Off** (fully left) disables it.
- **Compressor** evens out the voice level, raising quieter passages relative to louder ones; higher settings compress more. **Off** (fully left) disables it.

Music

To import audio, choose **File › Import Audio...** (, ) or click **Import Audio...** () in the Microphone tab, or right-click the Music lane and choose **Import Audio Here....** You can choose several files; they are placed one after another from the playhead. The button in the Microphone tab is unavailable while the timeline is empty.

- Retake Pro copies each file into the project.
- Each item is trimmed to end at the end of the video. Extend it by dragging its right edge.
- A new music item has a volume of –6 dB, a 0.5-second fade in and a 1.5-second fade out.
- A file with no audio track is not imported.

Volume and fades

For voiceovers and music, set the volume by dragging the item's volume line, or with **Volume** in the Selection pane. **Reset Volume** (right-click) and the **0 dB** button return it to 0 dB. Fades are set with the round handles or the **Fade In** and **Fade Out** sliders, up to half the item's length and at most 5 seconds.

The whole video's fade in from black and fade out to black also fade the sound. A fade through black between clips fades the sound; a dissolve does not.

Ducking

While a voiceover plays, Retake Pro lowers the screen audio and the music. The **Ducking Under Voiceover** section of the Microphone tab sets how much:

Setting	Range	Default
Screen audio	–0% to –100%	–60%
Music	–0% to –100%	–70%
Ramp	0.05 to 1.5 seconds	0.3 seconds

Each narration item has its own **Duck other audio** setting (Selection pane, or **Duck Other Audio / Stop Ducking Other Audio** on the right-click menu). Narration ducks by default. A microphone or camera take recorded with the screen ducks the music only, so that it does not lower the computer sound recorded with it. A muted item does not duck.

Ramp is the time the ducking takes to come in, ending as the narration begins, and the time it takes to go out, beginning as the narration ends. The same time applies to both.

The inspector

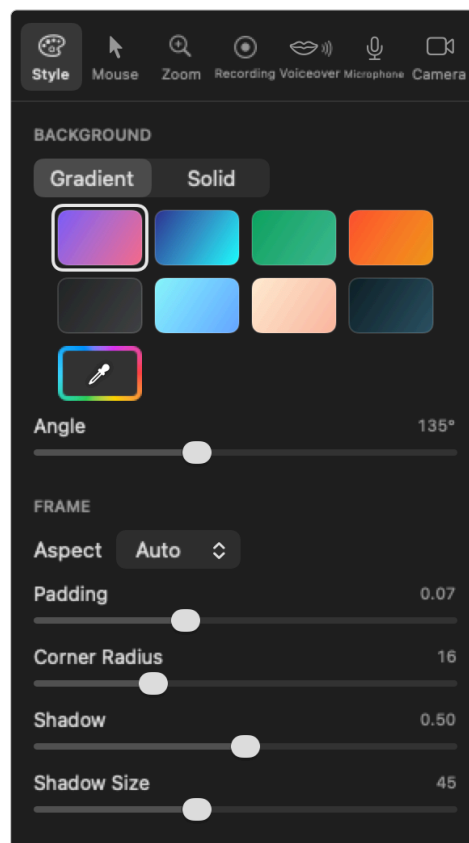
The inspector has two parts. The top part holds settings for the whole project, one tab each: Style, Pointer, Keys, Motion, Timeline, Recording, Voiceover, Microphone, Captions, Camera and Render. The bottom part, the Selection pane, holds the settings of whatever is selected on the timeline. It is hidden when nothing is selected, and scrolls when its contents are taller than 60% of the inspector.

Pinning and hiding the inspector

The pin at the top right of the inspector keeps it beside the editor (pinned, the default). Click it to unpin: the inspector slides away and the editor uses the whole window, with a strip along the window's right edge marked with a chevron. Click the strip to slide the inspector in over the editor; click the strip again, or anywhere outside the inspector, to put it away. The inspector also slides in when something opens one of its tabs, for example clicking the Camera lane's name. Click the pin while it is showing to keep it beside the editor again. The setting is remembered between launches.

The inspector can be made wider, from 260 to 640 points: pinned, drag the divider between it and the editor; slid in, drag its left edge. Its sliders and previews widen with it. The slid-in width is remembered between launches.

Style



The Style tab.

Preset

A preset is a look — the Style and Pointer tab settings and the automatic zoom settings of the Motion tab, together with the camera bubble and keystroke overlay styles — saved under a name, kept with the app rather than the project. The picker shows the preset the project's look matches, or **Custom** when it matches none. Choosing a preset puts its look on the project in one undoable step; automatic zooms are made or removed as they are from the Motion tab. The menu beside the picker has **Save as New Preset...**, **Update** (puts the current look into the preset used last), **Rename...** and **Delete**. Retake Pro starts with three presets, **Default**, **Minimal** (no frame, no automatic zooms) and **Vertical** (9:16); all can be changed or deleted. A new project starts from the preset used last. The Preflight Check has the same picker, labelled **Look**.

Background

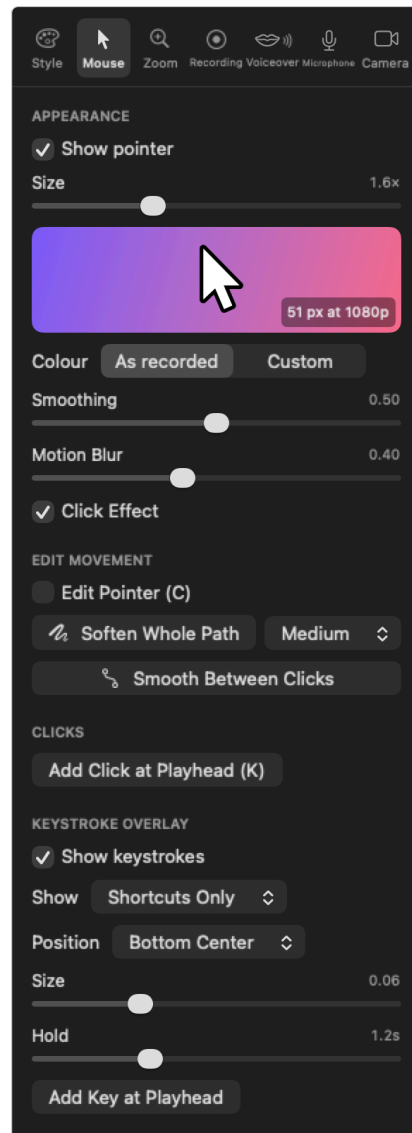
- **Gradient** or **Solid**.
- Gradient presets: Dusk (the default), Ocean, Mint, Sunset, Graphite, Sky, Peach and Night.
- Solid presets: Black, Charcoal, Slate, White, Blue, Teal, Green, Purple, Pink, Orange and Sand.
- The last swatch, with an eyedropper, opens the system colour picker for your own colour. For a custom gradient, **Start** and **End** set its two colours.
- **Angle** (gradient only): 0° to 360°, default 135°.

Frame

Setting	Range	Default
Aspect	Auto (the recording's shape), 16:9 , 4:3 , 1:1 , 3:4 , 9:16	Auto
Padding	0 to 0.2 of the video's shorter side	0.07
Corner Radius	0 to 60 (pixels at 1080p)	16
Shadow	0 to 1 (opacity)	0.5
Shadow Size	0 to 120	45

Drag **Padding** to 0 to turn the frame off. The video is then the recording at its own shape and size, without scaling, rounded corners or shadow, and **Aspect**, **Corner Radius** and the shadow settings are unavailable. The background shows only where the recording does not cover, such as the corners of a window recording.

Pointer



The Pointer tab.

Pointer at Playhead

Shown or **Hidden**, from the playhead to the next change (). See *Hiding and showing the pointer*.

Appearance

Setting	Range	Default
Show pointer (whole video)	On or off	On
Size	0.5× to 4× the pointer's real size	1.6×
Colour	As recorded, Custom	As recorded
Smoothing	0 to 1	0.5
Motion Blur	0 to 1	0.4
Click Effect	A ripple at each click	On

- Under **Size**, a sample shows the pointer over the background, with its height in pixels in a 1080p export.
- With **Custom** colour, **Fill** and **Outline** set the colours, and **Classic** returns to white with a black outline. Arrow pointers are then drawn as Retake Pro's own vector arrow.
- **Smoothing** evens out the pointer's movement over up to 0.3 seconds. It is relaxed near clicks so that the pointer lands on them.

Edit Movement

- **Show Pointer Overlay (P)**: turns pointer editing on the preview on and off.
- **1 s / All**: whether the preview shows the pointer's path, keyframes and clicks for one second either side of the playhead, or for the whole project. With **All**, the other clips' events are drawn fainter (white before the playhead, yellow after), placed as if every clip shared the capture area of the clip at the playhead; keyframes can only be dragged on the clip at the playhead. Remembered between launches.
- **Soften Whole Path** with **Light**, **Medium** or **Strong**.
- **Smooth Between Clicks**: for the whole project.

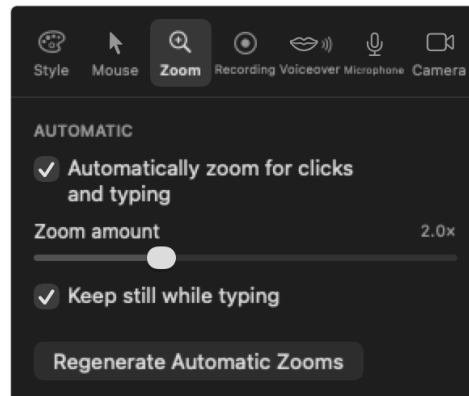
Clicks

Add Click at Playhead (K).

Keys

The **Keystroke Overlay** section: whether keystrokes are shown, which keys, how they look and where, and **Add Key at Playhead**. See *Keystrokes*.

Motion



The Motion tab.

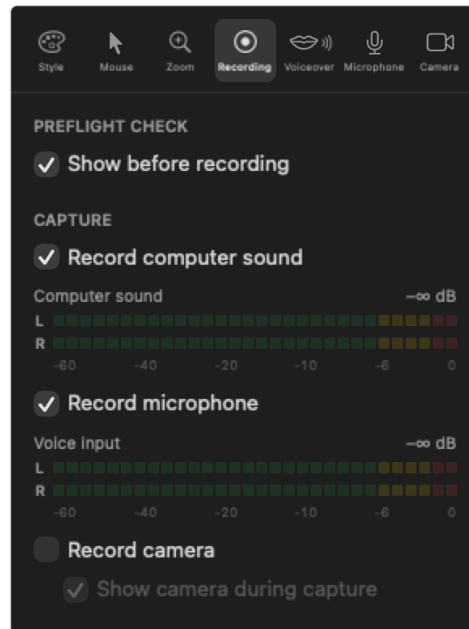
- **Add Points at Playhead for All Controls:** adds a point at the playhead on every control's line that has none there. See *Control points*.
- **Zoom:** the **Zoom** row (0.5× to 4×) and **Aim (Follow Pointer or Fixed Point)**, with the focus pad when the zoom point at the playhead has a fixed target. See *Zooms*.
- **3D Rotation:** the **Turn** and **Shift** joysticks, and the **Yaw**, **Pitch**, **Roll**, **Shift X** and **Shift Y** rows. See *3D rotation*.
- **Automatic Zooms**, folded away until clicked, with whether they are on: **Automatically zoom for clicks and typing** (off by default), **Automatic zoom amount** (1.2× to 4×, default 2×), **Keep still while typing** (on by default) and **Regenerate Automatic Zooms**. The last three are unavailable while automatic zooms are off. See *Zooms*.

Each row and joystick sets its controls at the playhead. See *Control points*.

Timeline

- **Cycle:** **Cycle (C)**, the **In** and **Out** points with **Set to Playhead**, and **Delete Cycle Region**. See *Cycle*.
- **Markers:** **Add Marker at Playhead (M)** and the list of markers. See *Markers*.

Recording



The Recording tab.

Setting	What it does	Default
Preflight Check › Show before recording	Whether Preflight Check opens before recording.	On
Record computer sound	Records the sound your Mac plays, with a stereo level meter.	On
Record microphone	Records the microphone as a take, with a level meter.	On
Record camera	Records the camera as a take.	Off
Show camera overlay while recording	Shows the floating camera preview while recording. Available when Record camera is on.	On

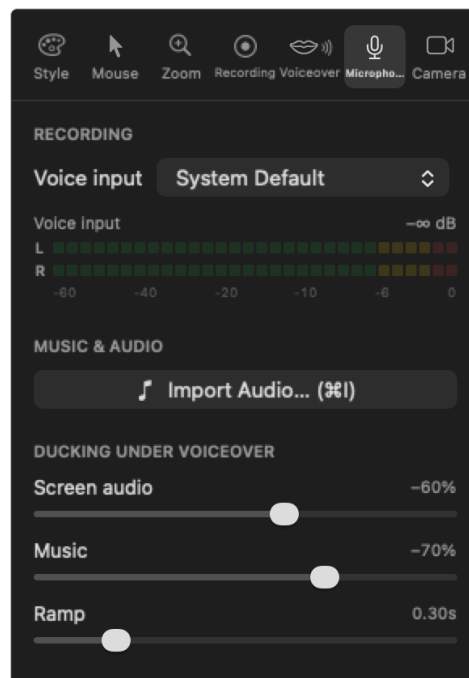
These settings apply to each new recording and are kept between launches.

Voiceover

- **Record Voiceover (V) / Stop Voiceover (V).**
- **Record camera with voiceover.**
- **Mute timeline while recording.**

The options cannot be changed during a voiceover. See *Voiceovers*.

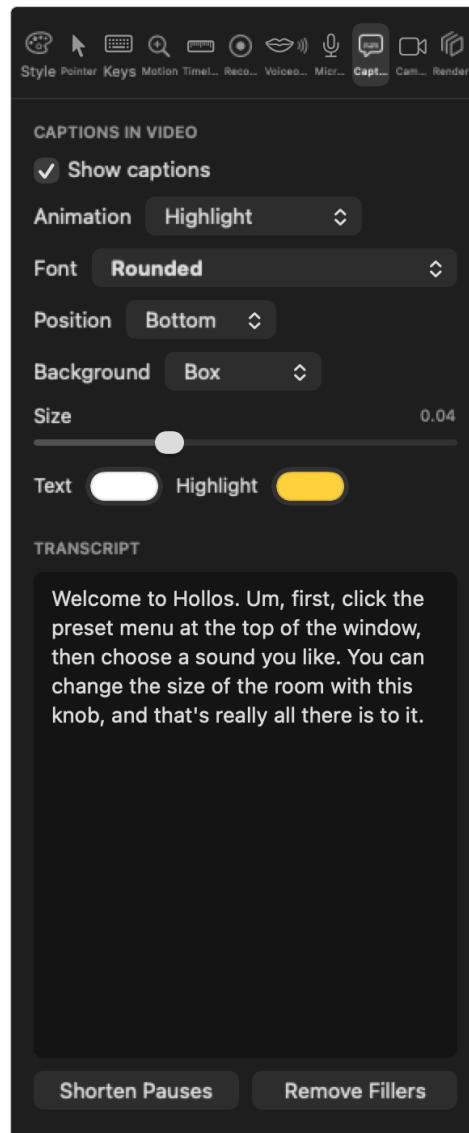
Microphone



The Microphone tab.

- **Recording: Voice input, Channels** (two-channel inputs only) and its level meter. The meter shows *needs Microphone access* if Retake Pro is not allowed to use the microphone.
- **Voice Effects: Gain, Tone, Noise gate and Compressor** for the project's microphone audio.
- **Music & Audio: Import Audio... (%I).**
- **Ducking Under Voiceover: Screen audio, Music and Ramp.** See *Audio*.

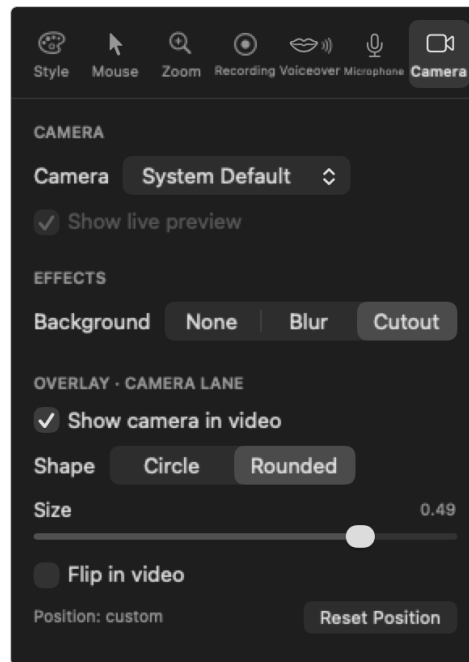
Captions



The Captions tab.

- **Captions in Video:** **Show captions**, **Animation**, **Font**, **Position**, **Background**, **Size**, and the **Text** and **Highlight** colours. See *Captions in the video*.
- **Transcript:** the narration as editable text, with **Shorten Pauses** and **Remove Fillers**. When nothing has been transcribed, the section shows **Transcribe Narration**. See *Editing the video by its transcript*.

Camera



The Camera tab.

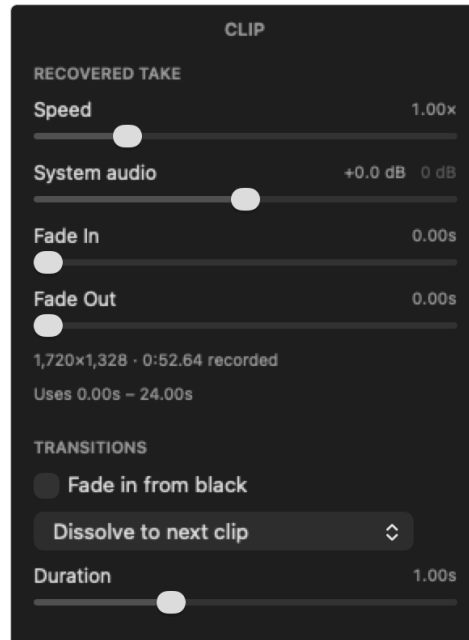
- **Camera:** the camera to use (**System Default** or a connected camera), and **Show live preview**. The preview is available while **Record camera** or **Record camera with voiceover** is on. While the Camera tab is shown, the live camera is drawn on the preview where the camera bubble will appear in the video, with its shape, size and background effect. Drag it to move it, or drag its edge or the corner handle to resize it. This sets the placement of the Camera lane, so every camera take and the next take appear there; it is one undoable step. **Show live preview** is off each time the Camera tab is opened, and leaving the tab turns it off again; while it is off, the camera is not run.
- **Effects: Background (None, Blur, Cutout)** and **Blur amount**.
- **Overlay · Camera Lane: Show camera in video, Shape, Size, Flip in video**, the position and **Reset Position**.

See *Camera*.

The Selection pane

The pane's heading names what is selected. Its sections are:

Clip



A selected clip, with its transitions.

Shown for a selected clip or pointer glide marker. The section is titled with the clip's name.

- **Speed:** 0.25× to 4×, in steps of 0.25×.
- **System audio:** the clip's computer sound volume, with **0 dB**.
- **Fade In, Fade Out:** 0 to 5 seconds.
- **Rotate** (dropped pictures and movies only): turns the clip a quarter turn left or right, for one that arrived the wrong way up. The clip's media is rewritten that way round — a picture at once, a movie by re-encoding, with progress in the status bar — and the clip keeps its place, trims, transitions, speed changes and zoom and 3D points. Undo turns it back.
- The recording's pixel size and length, and the part of it the clip uses.
- **Pointer Glide from Previous Clip** (not for the first clip): **Automatic**, **Custom length** or **None (jump)**, with **Length** and **Curve**.
- **Transitions:** for the first clip, **Fade in from black**; for every clip but the last, the transition to the next clip and its **Duration**; for the last clip, **Fade out to black**.

Transition

Shown for a selected transition band. The section is titled with the two clips, for example **Transition from Clip 1 to Clip 2: No transition, Dissolve or Fade through black**, with **Duration**. See *Picture transitions*.

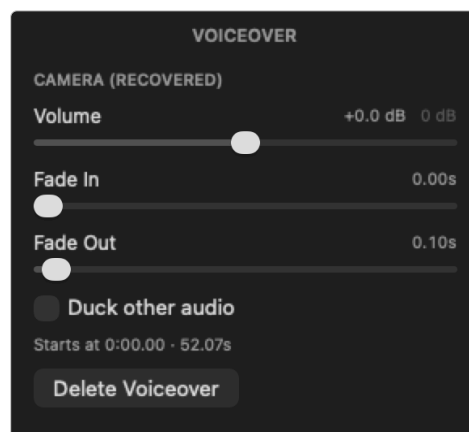
Zoom and 3D points

Titled with the control and the point's time, for example *Zoom Point at 0:11.01*, and *Automatic* before it for an automatic zoom point: **Easing to next** and a delete button. The point's value and aim are set in the Motion tab, at the playhead. See *Control points*.

Speed or Freeze Frame

Speed with preset buttons, **Ease In**, **Ease Out**, the region's times and the delete button. See *Speed changes and freeze frames*.

Voiceover and Audio



A selected voiceover.

Shown for a selected item on the Microphone lane (**Voiceover**) or Music lane (**Audio**). The section is titled with the item's name.

- **Volume**, with **0 dB**.
- **Fade In**, **Fade Out**: up to half the item's length, at most 5 seconds.
- **Duck other audio** (Microphone lane items only).
- The item's start time and length.
- **Delete Voiceover** or **Delete Audio**.

Caption

Selected Caption: the words, the caption's start and length, and **Delete Caption**.

Keystroke

Selected Key: **Label**, symbol buttons, **Shortcut (own keycaps)**, **Hidden** and **Delete Key**.

Camera Footage

Show in video, the footage's start and length, and **Delete Camera Footage**.

Pointer Keyframes, Click and Pointer Range

- **Pointer Keyframes:** **Linear**, **Smooth** and a delete button for the selected keyframes.
- **Click:** **Delete Click**.
- **Pointer Range:** **Movement**, with the range's times and **Smooth**, **Hide** or **Show**, and **Reset**.

Multiple items

The heading shows the number of items, for example **3 Items**. The section lists what is selected, for example *2 clips, 1 speed change*, and has **Delete N Items**.

Export

Choose **File › Export...** ( ) or click **Export** in the top bar. Export is unavailable while the timeline is empty.

Setting	Options	Default
Format	Movie (MP4), GIF	Movie (MP4)
From (with markers or a cycle region)	Start of video, Start of cycle region, End of cycle region , any marker	Start of video
To (with markers or a cycle region)	Any marker, Start of cycle region, End of cycle region, End of video	End of video
Resolution	Native (sharpest), 720p, 1080p, 1440p, 4K	Native (sharpest)
Frame Rate	30 fps, 60 fps	60 fps
Codec	H.264, HEVC	H.264
Resolution (GIF)	480p, 720p, 1080p	720p
Frame Rate (GIF)	10 fps, 15 fps, 20 fps	15 fps
Transparent background (GIF)	On, off	Off

- **From** and **To** appear when the project has markers or a cycle region. They limit the export to the part of the video between two points: the start or end of the video, the start or end of the cycle region (whether cycle mode is on or off), or a marker. The cycle region's points are offered only when there is a cycle

region. Markers are listed in time order, by name and time. The sheet gives the length of the chosen part. When the From point is not before the To point, the sheet says so and **Export...** is unavailable. Both settings return to the whole video each time the sheet opens. See *Markers*.

- The resolution sets the video's height. The width follows the **Aspect** setting in the Style tab. The sheet shows the resulting size in pixels and the length of the export.
- **Native (sharpest)** makes the video large enough that the largest recording is drawn pixel for pixel inside the frame. It is limited to 4096 pixels for H.264 and 8192 pixels for HEVC.
- The movie is an MP4 file with AAC sound.
- With **GIF** chosen, the sheet shows the GIF's resolution and frame rate choices instead of the movie's, and no codec. A GIF has no sound and loops. Each frame is reduced to 256 colours, so a GIF is larger than a movie of the same length and looks best at a low frame rate and resolution; a 15 fps GIF plays at about 14 fps, the nearest rate its timing allows.
- With **Transparent background** on, the background is not drawn and everything outside the picture is transparent, so the GIF may be placed over any page or slide. The picture, the pointer, click effects, the camera bubble and the keystroke overlay are drawn as usual. A GIF pixel is either fully transparent or fully opaque, so the drop shadow is left out, and the edge of a rounded corner is drawn wherever it is at least half opaque. Where the picture is turned or shifted in 3D, the area it leaves uncovered is transparent too.

Click **Export...** (**Return**) and choose where to save the movie. The save panel starts in your Movies folder, with the project's name. The export is added to the render queue, the sheet closes, and the inspector shows the **Render** tab. A render is of the project as it was when **Export...** was clicked: editing can go on at once, and later edits do not change a render already made. See *Render queue*.

The sheet keeps its settings for each project: it opens with the format, resolution, frame rate, codec, GIF options and From and To it last had, and the save panel starts in the folder last saved to. From and To are kept as the marker or cycle point chosen, so they follow a marker that moves; if what they name has gone, they return to the start or end of the video. The settings are kept in the project folder as `export.json` and are not part of undo.

Render queue

The **Render** tab of the inspector lists the renders, newest first. The same queue shows in every project window. Renders run one at a time, oldest first, in the background, so Retake Pro stays responsive while they run. While the screen is being recorded, the next render waits to start; one already running carries on.

- Each render shows its file name, the time it was made, its project, its size, format and length, and its state: **Waiting**, a progress bar while it renders, **Done** with the file's size, the reason it failed, or **Cancelled**.
- **Cancel** stops a render that is running and removes its partial file, then the next render starts. On a waiting render, Cancel stops it from starting.
- **Re-render**, after **Done**, renders the project again as it is now, with that render's settings and its From and To points, to the same file. The project must be open. A render writes to a temporary file and replaces the destination only when it finishes, so a re-render that is cancelled or fails leaves the earlier file as it was.
- **Show in Finder** reveals a finished file. The **x** button removes a finished, failed or cancelled render from the list, and **Clear Finished** removes all of them.
- Quitting while renders are waiting or running asks first, because quitting cancels them.

- While renders are waiting or running, a ring beside **Export** in the top bar fills as the current render goes. Click it to open the Render tab.

In Trial Mode, a project that uses Full Version features is not exported: the sheet lists them (*This project uses Full Version features: automatic zooms, captions.*) with an **Activate...** link, and **Export...** stays off until they are turned off or a licence is activated. See *The Full Version*.

Built-in help

The **?** button at the right of the top bar turns help on and off. **Help › Show Interactive Help** does the same, and shows a tick while help is on. **Help › User Manual (PDF)** opens this manual, which is included in the app. Help is on by default, and the setting is remembered.

While help is on, pause the pointer over a control, a lane, or an object on the timeline, and after about a second a bubble describes it. On the timeline, the bubble describes the part under the pointer, for example a clip's edge or a fade handle, and some bubbles show the current value, such as a fade's length or a volume. Help also covers Preflight Check.

The bubble hides while you click or drag on the timeline, and returns when the pointer next moves. The first time Retake Pro opens, a bubble next to the **?** explains how to turn help off.

Help › Keyboard Shortcuts ( ) shows a list of the main keyboard shortcuts.

Updates

Retake Pro checks for a new version once a day, and at launch when a day has passed since the last check. When one is available, a window shows its version and what has changed, with three choices:

- **Install Update** downloads the new version, replaces Retake Pro in its current location, and relaunches it. A project that is open is saved first, as always.
- **Remind Me Later** asks again at the next check.
- **Skip This Version** ignores this version; the next one is offered as usual.

Retake Pro › Check for Updates... checks straight away. **Retake Pro › Check for Updates Automatically** turns the daily check on and off; it is on by default. No check starts while a recording or voiceover is under way.

When Retake Pro first starts after an update has been installed, a dialog says so: **Retake Pro has been updated**, with the version now installed. **What's New** opens the release page for the new version; **OK** closes the dialog. It does not appear the first time Retake Pro is opened, nor when the same version is opened again.

Every update is signed. Retake Pro installs an update only if its signature matches the key built into Retake Pro and the new version is signed and notarised by the same developer, so a download that has been altered is refused. Retake 1.0.18 and earlier do not check for updates: install the current version once from retake-pro.com, and later versions are offered automatically.

The Full Version

Without a licence, Retake Pro runs in Trial Mode. Everything works, at any length, and seven features belong to the Full Version: pointer path editing, automatic zooms, 3D rotation, the keystroke overlay, captions, camera background removal, and 4K or HEVC export. They are marked **Full Version** in the inspector, and in Trial Mode they can be used and seen in the preview; a project that uses any of them is exported once a licence is activated (or they are turned off: no automatic zooms, no 3D keyframes, **Show keystrokes** off, captions deleted, **Background** set to None, **Reset Cursor** over the edited path, 1080p H.264). Nothing is watermarked. There is no time limit.

Activating a licence

The activation window, titled **Retake Pro License**, opens at launch while Retake Pro is in Trial Mode. You can also open it with **Retake Pro › License...**, by clicking **Trial Mode. Click here to activate** in the top bar, or with **Activate...** in the Export sheet.

1. In **Name (exactly as on your license)**, type the name the licence was issued to.
2. Paste the key into **License key**. Spaces, line breaks and quotation marks in a pasted key are ignored.
3. Click **Activate**.

Continue in Trial Mode closes the window without activating. **Buy a License...** opens the pricing section of retake-pro.com in the web browser, where a licence is bought; the licence key is shown when the purchase is complete and is also sent by email.

If activation fails, the window says why: *That licence isn't valid. Check the name and key.*, *That licence expired on date*, or *Enter both your name and a licence key*.

After activation

The top bar shows **Licensed to** *name*. Double-click it, or choose **Retake Pro › License...**, to see **Licensed to**, **Expires** (*Never* for a licence without an end date) and **Key** (a short identifier for the key).

Remove License... removes the licence from this Mac after you confirm, and Retake Pro returns to Trial Mode. Keep a copy of your name and key before removing it: a key with an end date cannot be re-created.

Retake Pro stores the licence in `~/Library/Application Support/Retake/license.txt`, readable only by your user account.

Expired licences

When a licence with an end date expires, the top bar shows **License expired on** *date*. **Click here to renew**, and a project that uses the Full Version features is not exported until a renewed key is entered. Enter a renewed key in the activation window; the name is filled in.

Keyboard shortcuts

Help › Keyboard Shortcuts ( ) shows a short list of these in Retake Pro.

Global hotkey

This works from any app while Retake Pro is running.

Keys	Action
   	Start recording straight away, without Preflight Check. During the countdown, cancel. While recording, stop and insert the take.

Editor keys

These single keys work in the editor window. They are ignored while you type in a text field, and while ,  or  is held.

Key	Action
	Play or pause. While dragging the edge of an audio item, play the second of audio at the new edge
 / 	Step back or forward 1/60 second
  /  	Move the playhead to the previous or next marker or clip boundary (the start, a cut between clips, or the end)
 / 	Move the playhead to the start or the last frame of the selection (a clip, speed change, voiceover, music, camera footage, caption, transition or several items; for a zoom or 3D point, its time). With nothing selected, move it to the previous or next cut
 ,  or 	Move the playhead to the start

Key	Action
End	Move the playhead to the end
R	Record a new take at the playhead (through Preflight Check, if it is on)
S	Cut at the playhead: the selected voiceover, camera take or music item, or else the screen clip
Delete or 	Delete the selection. With only a pointer range selected, delete the keyframes inside it
Esc	Clear the selection and the pointer range
Z	Add a zoom point at the playhead, holding the zoom amount there
K	Add a click at the playhead
M	Add a marker at the playhead, or remove the marker already there
V	Start or stop a voiceover at the playhead
T	Turn a dissolve on or off at the cut nearest the playhead
C	Turn cycle mode on or off
P	Turn pointer path editing on the preview on or off
H	Hide the pointer from the playhead, or show it again

While recording a voiceover

Key	Action
Space	Pause or resume the voiceover (and the timeline). While the picture is held, carry on playing
 Space	Hold the picture while the voiceover keeps recording, or carry on playing. Each hold becomes a freeze frame
M	Add a marker at the playhead
V	Stop and keep the voiceover
Esc	Stop and discard the voiceover

Other editor keys are ignored while a voiceover is recording.

Preflight Check, countdown and window picking

Where	Key	Action
Preflight Check	Return	Start Recording
Preflight Check	Esc	Cancel and return to the editor
Countdown	Esc	Cancel the recording
Let Me Choose...	Esc	Stop choosing a window

Menu commands

Menu	Command	Keys
Retake Pro	Check for Updates...	—
Retake Pro	Check for Updates Automatically	—
Retake Pro	License...	—
Retake Pro	Setup Assistant...	—
Retake Pro	Hide Retake Pro	 H
Retake Pro	Hide Others	  H
Retake Pro	Quit Retake Pro	 Q
File	New Project...	 N
File	Open Project...	 O
File	Open Recent	—
File	Close Project	  W
File	Import Audio...	 I
File	Show Project in Finder	—
File	Export...	 E
File	Close Window (closing the last project window shows the Welcome window)	 W
Edit	Undo	 Z
Edit	Redo	  Z

Menu	Command	Keys
Edit	Cut or copy the timeline selection; paste it at the playhead	 X ,  C ,  V
Edit	Cut, Copy, Paste, Select All (in text fields)	 X ,  C ,  V ,  A
Edit	Split at Playhead	 B
Edit	Join Clips	 J
Edit	Transcribe Narration	—
Record	Start / Stop Recording (from the menu, opens Preflight Check first if it is on)	   R
Record	Record Voiceover at Playhead	  V
View	Timeline at the Bottom	—
View	Timeline on the Left	—
View	Show Pointer Overlay	— ( in the editor)
View	Cycle	— ( in the editor)
View	Actual Size	 1
View	Fit in Window	 2
View	Enter Full Screen	  F
Window	Minimize	 M
Window	Editor	 0
Help	Show Interactive Help	—
Help	Keyboard Shortcuts	 /
Help	User Manual (PDF): opens this manual	—

Project commands are unavailable while no project is open.

Mouse and trackpad modifiers

Where	Action	Result
Timeline	 -click an object	Add it to the selection
Timeline	 -click or  -click an object	Add it to the selection or remove it
Timeline	Drag across empty space in a lane (with  to add,  or  to toggle)	Select the objects in that lane under the box
Timeline	 -drag a cut in the Capture or System audio lane	Roll edit: move the cut between two clips
Timeline	Double-click an edge	Move that edge to the playhead
Timeline	 or  and scroll, or pinch	Zoom the timeline around the pointer
Timeline	 and scroll, or scroll sideways	Move through time
Mouse lane	 -click a keyframe	Add it to the selected keyframes
Preview, path editing on	 -click the path	Add a keyframe
Preview, path editing on	 -click a keyframe, or  -drag a box	Add keyframes to the selection
Preview	Pinch; double-click	Magnify the preview; fit it again
Camera preview while recording	Hold  and drag	Keep the preview visible and move it

Editing text on the timeline

Key	Action
Return	Keep the edited caption
Esc	Discard the change to the caption

Troubleshooting

Retake Pro needs permissions from macOS for some of what it records. The Setup Assistant (**Retake Pro › Setup Assistant...**) goes through them one at a time and tests each one: Screen Recording, Camera, Microphone and Keystrokes (Input Monitoring). Only Screen Recording is required. You can run the Setup Assistant again at any time.

At launch, if a permission Retake Pro needs is missing, the Setup Assistant opens at that step. Screen Recording is always checked. Camera is checked only when **Record camera** or **Record camera with voiceover** is on, and Microphone only when **Record microphone** is on.

Screen Recording permission

Without Screen Recording permission, Retake Pro cannot record, list windows or show the Preflight Check preview (which reads *Needs Screen Recording access*). Starting a recording opens the Setup Assistant at the Screen Recording step.

1. In the Setup Assistant, click **Allow Screen Recording...**. If no request from macOS appears, click **Open System Settings**.
2. In **System Settings › Privacy & Security › Screen & System Audio Recording**, switch **Retake Pro** on. If Retake Pro is not in the list, drag the Retake Pro tile from the Setup Assistant into the list.
3. Click **Quit & Reopen** in System Settings. Retake Pro reopens at the same step of the Setup Assistant.
4. Click **Test: Take a Screenshot**. The Setup Assistant shows the screenshot and *Retake Pro can see your screen and hear system audio*.

During the test, macOS may ask a second time whether Retake Pro may record the screen and system audio. Click **Allow**. If the test reports *The capture came back blank*, the permission is not yet in effect: check the switch and reopen Retake Pro.

If screen capture works but system audio does not, the test says *Retake Pro can see your screen, but couldn't capture system audio*, with the reason. You can continue; computer sound is optional.

Retake Pro is switched on but still not allowed

macOS ties the Screen Recording permission to the app's code signature. If an older copy of Retake Pro, or a copy signed differently, was allowed before, the switch in System Settings may belong to that copy and have no effect on the one you are running.

1. In the Screen Recording step, click **Already switched on, but still asked?** (after a relaunch this section is shown automatically).
2. In System Settings › Privacy & Security › Screen & System Audio Recording, select Retake Pro in the list and click – to remove it. Then click + and add Retake Pro from the Applications folder, or drag the Retake Pro tile from the Setup Assistant onto the list.
3. Switch Retake Pro on, then click **Quit & Reopen**.

The Setup Assistant also has a **Reset Retake Pro's Screen Recording Entry** button, which removes Retake Pro's entries from the list for you, including those of other copies; macOS then asks again, with its own **Open System Settings** button.

Camera and Microphone permissions

If Retake Pro is not allowed to use the camera or microphone, recording the screen with them, or recording a voiceover, stops with the message *Retake Pro needs Microphone access to record from the microphone* or *Retake Pro needs Camera access to record from the camera*. The message has an **Open System Settings** button that opens the matching privacy page.

- In the Setup Assistant, the Camera and Microphone steps have **Allow Camera** and **Allow Microphone** buttons the first time. If access was declined before, they show **Open Camera Settings...** and **Open Microphone Settings...** instead.
- In System Settings, go to **Privacy & Security › Camera** or **Privacy & Security › Microphone** and switch Retake Pro on. The Setup Assistant picks up the change within a second, without a relaunch.
- The microphone meter in the Microphone and Recording tabs shows *needs Microphone access* while the permission is missing.

Both are optional. Without them, turn off **Record microphone** and **Record camera** in the Recording tab.

Microphone or camera problems

Symptom	What to check
The level meter does not move when you speak	Check Voice input in the Microphone tab. The meter follows the chosen device and reconnects when a device is plugged in or removed. A Bluetooth headset's microphone can take a couple of seconds to start.
<i>Couldn't use the microphone "name". Try choosing it again, or reconnecting it.</i>	The device could not be opened. Choose it again in Voice input , or disconnect and reconnect it.
<i>No microphone was found. or No camera was found.</i>	No device of that kind is connected. Connect one, or turn off the microphone or camera in the Recording tab or Preflight Check.
A different microphone or camera was used	When the chosen device is not connected, Retake Pro uses the system default. Check the choice in the Microphone and Camera tabs, or in Preflight Check.

Symptom	What to check
No microphone take after a screen recording	Record microphone was off. It is in the Recording tab and on the Microphone card in Preflight Check.
No computer sound in a recording	Record computer sound was off, or macOS's second consent for system audio was not given. Run the Screen Recording test in the Setup Assistant again. Retake Pro's own sound is never recorded.
The camera does not show in the video	Check Show camera in video in the Camera tab. On the Camera lane, footage marked <i>hidden</i> is left out; double-click it to show it. Footage under another camera take stacked above it does not play.
Your speakers are heard in a voiceover	Turn on Mute timeline while recording in the Voiceover tab.

Keystrokes not captured

Keystroke capture needs the Input Monitoring permission. Without it:

- The Source menu shows **Capture Keystrokes (needs Input Monitoring)**, and the Keystrokes card in Preflight Check shows *Needs Input Monitoring*.
- Recording goes ahead without keystrokes, and the status message says *Recording without keystrokes: allow Input Monitoring in Retake Pro › Setup Assistant...*
- If capture could not start during a recording, the status message says *Keystrokes weren't captured: allow Retake Pro in Input Monitoring, then quit and reopen Retake Pro*.

To allow it, open the Setup Assistant and go to step 4, **Keystrokes**. Click **Allow Input Monitoring...** (or **Open System Settings**), switch Retake Pro on in **Privacy & Security › Input Monitoring** (drag the Retake Pro tile into the list if it is missing), then click **Quit & Reopen**.

If keys were captured but do not show in the video, check the following:

- **Capture Keystrokes** was on in the Source menu or Preflight Check.
- **Show keystrokes** is on in the Keys tab's **Keystroke Overlay** section.
- **Show** is set to **All Keys** if you want typing shown. **Shortcuts Only** shows only keys pressed with ,  or .
- The key is not marked **Hidden**. Hidden keys are dim on the Keys lane.

Keys typed into password fields are never captured, because macOS does not deliver them.

Transcription not available

Transcription runs on this Mac. When it fails, the status message says *Couldn't transcribe the narration:* followed by the reason. Choose **Edit › Transcribe Narration** to try again once the cause is fixed.

Message	Cause
<i>Transcription isn't available in your language on this Mac.</i>	macOS has no on-device speech model for your Mac's current language.
<i>On-device transcription isn't available on this Mac.</i>	The Mac does not support on-device speech recognition, or the speech model is not available.
<i>Retake Pro needs Speech Recognition access to transcribe.</i>	macOS 15 only. Allow Retake Pro in System Settings › Privacy & Security › Speech Recognition .
<i>The recording has no sound to transcribe.</i>	The recording has no audio track.

On macOS 26 and later, the first transcription may download the speech model. The status message shows *Downloading the speech model...* until it is installed.

Captions appear in exported movies only when **Show captions** is on in the Captions tab.

Recording does not start

Message	What to do
<i>Choose a window to record (Source menu › Window), or switch to Screen.</i>	Window is the source but no window is chosen. Choose one, or choose Screen . Window choices are not kept between launches.
<i>The selected display is not available.</i>	The chosen display is disconnected. Choose another display, or Display under pointer .
<i>No frames were captured.</i>	Recording stopped before any picture arrived. Record again.

A recording or project is missing

- If Retake Pro quit before a new take was saved into the project, the take is recovered the next time the project opens. It is added at the end of the timeline, and the status message says *Recovered* and the take's name.
- If the project file cannot be read, Retake Pro keeps a copy of it in the project, named `project-unreadable-` followed by a number, and says so in the status message. Recordings in the project are recovered onto the timeline.

An export is refused for Full Version features

In Trial Mode, a project that uses the Full Version features (the Export sheet lists them) is not exported; turn them off, or activate a licence. Click **Activate...** in the Export sheet, or choose **Retake Pro › License...**, and enter your name and licence key. **Buy a License...** in the same window opens the pricing section of retake-pro.com.

If a licence with an end date has expired, the top bar shows **License expired on** and the date, and the Full Version features are locked again until you enter a renewed key.