



## **A few basic things about this release of CapScribe Open, 300-series release**

CapScribe works on an Intel Mac, with at least a Core Duo 2 processor and Mac OS 10.5 (Leopard) or greater.

At the very least you should have 1.5GB RAM but 2GB RAM and greater is much, much better – especially if you are planning to work with video that runs more than 1/2 hour in length and there's a lot of dialog, e.g., exceeding 700 or so captions. More RAM is always better. As always, when you work with video, make sure you have plenty of free hard drive space available. (We're using a Macbook Pro early 2011 model with 8GB RAM which does a great job handling movie sizes of an hour and a half as well a large number of captions. Note that individual experiences may differ.)

There's an interactive movie called "captiontutor-clickToAdvance.mov" on the server that can serve as a Quick Start guide. It's dated with regards to interface and features, but it's still quite useful.

### **I. Important Information about how CapScribe Manages Project Files**

CapScribe creates *project folders*, not just files. CapScribe places relevant files into a project folder when you begin a new project. These folders *need* to stay within the CapScribe folder along with the CapScribe application. You can only open these folders by selecting a project to work with from CapScribe's File menu.

CapScribe itself should be placed in a folder; you can name it something like "CapScribe Folder". Better yet, just use the folder that opens up when you unzip CapScribe. Place this folder inside the Applications Folder on your Mac and you're ready to go. To launch CapScribe, just click on the CapScribe App within this folder.

### **II. Several Ways to Make Accessible Videos Using CapScribe**

CapScribe's native way for generating captions is via QuickTime. But it will also export caption files that can be used with other media platforms, including Flash and YouTube. Various options are listed under the File menu.

Two basic approaches that will give you functional QuickTime caption movie:

#### **1) Single Quicktime File under the video.**

When you do this, the captioned and/or description content is embedded in the movie itself. To use the single file approach, go to either the "Quicktime Captions Under Video" or the "Quicktime Descriptive Video Options" items under the File menu.

The resulting file requires QuickTime for playback.

BTW, you can prep this format to work in other formats by using QuickTime 7 Pro to "export" the movie to another format, depending on the codecs available in QuickTime Pro. The resulting file flattens the captions and/or video description into the main video and audio tracks.

## **2) SMIL-Quicktime Movie**

In this instance, several files are placed in a folder:

- a) a text file with a .mov ending which opens QuickTime and tells it what to do - you launch this file to play the captioned video,
- b) a text file with a .txt ending that contains captions,
- a) and the actual movie.

The nice thing about the .SMIL approach is that you can get at and modify the caption .txt file at any time to make corrections. The not-great-thing about SMIL is that the format is on its way to being unsupported, from what we can tell.

## **3) Exporting to Other formats**

Or you can choose another file format that creates a caption file which is ready to work with other media players that support captions (e.g., Flash, YouTube, Flowplayer, etc.)

Several formats are supported including one that works with YouTube as well as one for DFXP (Flash). (Other formats have or will be released as Plug-Ins for CapScribe Open in the near future, including one for DVD Studio Pro subtitles and another for Adobe's Premiere Pro with Encore DVD. Some of these will be free and others will have a charge associated with them.)

There are here are several accessible Flash players for the web that you can use the DFXP caption file with, including the NCAM player (at [http://ncam.wgbh.org/invent\\_build/web\\_multimedia/tools-guidelines/ccforflash](http://ncam.wgbh.org/invent_build/web_multimedia/tools-guidelines/ccforflash)) and the JW Player (at <http://www.longtailvideo.com>). You'll have to look at the examples on these site to create embed scripts for the respective players. We plan to release some Plug-In modules that will simplify this effort. We also have an accessible Flash player which is currently in development.

One more comment about caption files for Flash playback – you can use various text styles in CapScribe and they will work with QuickTime playback, but this is not the case with other file formats at this time. Future releases will address some of these shortcomings and others!

There'll may be a few gotchas along the way. If you get stumped, give us a shout and we'll try to help you out. Email us at [info@inclusivemedia.ca](mailto:info@inclusivemedia.ca) with your questions.

### III. Gotchas

- a) If you're using Perian (a third party plug-in for QuickTime that goes into the Systems Preferences), turn it off. Perian will cause some CapScribe to crash upon waking up from sleep.
- b) CapScribe works best with videos that run for less than an hour, or 1000 captions, whichever comes first. Once you pass 1000 captions in your project, CapScribe may take a bit longer to perform some basic operations. It's a limitation that we hope to address sometime in the next year.

In the meantime, as mentioned earlier, one "cure" for big projects is to increase the amount RAM you have. Ideally, 4GB of RAM (and more if your machine supports it) will make a big difference. We're running a 2011 Macbook Pro with 8GB of RAM and are happy with long videos of an hour or longer and well over 1000 captions. That said, your machine may perform differently.

If more RAM isn't an option, you can split up the project; break it into multiple projects. Combining the project when you're done depends on what player you are looking at. QuickTime SMIL and other export files create their own caption files. You can combine the actual captions from different files – but do this carefully. We'll try to simplify this process soon, but in the meanwhile, write us if you get stuck and we'll help you out.

- c) Don't try to rename a project by changing the names of projects or the main folder that is part of the project. There are two functions in CapScribe that you can use.

To rename any project other than the one you are currently working on, select "Open Project" under the File menu and choose "Rename Project As" button in the dialog box.

You can also create copy and rename a project by selecting "Clone Project" under the file menu.

- d) The Quicktime SMIL Project Playback Folder may prompt you to download QuickTime 7 on Mac OS X Snow Leopard or greater. (This is not yet a problem for Windows users.) You might want to go with the a single file captioned QuickTime file option instead.
- e) Video Descriptions are fun to create but this is the least used part of CapScribe Open and more testing and user feedback is needed.

When you create a video description project, Preview and SMIL are fine to use unless you are using the "Pause Video" option – where the video is delayed to play the description. In this case, the Preview and SMIL options won't delay your video

and the description files will play alongside the video.

If you want to export a file that works properly with "pause video", go to "Quicktime Descriptive Video Options" under the File menu. This option will let you create a standalone description video. Note that captions can now be included if you check on the "Include Captions" checkmark box.

For even an more compact file size, open your resulting file inside of QuickTime 7 Pro and export the file as a .mov or .mp4 file. Your captions will be burned into the video track and your audio descriptions will be merged with your main audio track. The results will be an open caption and open description video file that can be transcoded to the video format of your choice. Your file size may be smaller as well.

Be careful about the size of each individual video description that you generate in a project. Each description is an actual file and it's very important to keep these files small. Having many descriptions running 20-30 seconds or greater is risky and could cause CapScribe to crash, especially with older Macs and less RAM. With 4-8MB of RAM and a 2011 MacBook Pro we haven't experienced crashes with larger file sizes.

#### **IV. Questions, Help, etc.**

Have questions? Email us at [info@inclusivemedia.ca](mailto:info@inclusivemedia.ca) and we'll be try to help you out. We're also available for training and consulting around CapScribe and other DIY solutions.