

## **Release Notes**

### ***ATTENTION all previous version customers!***

Version 9 is a paid upgrade and requires a new serial number if you are upgrading from versions 4 or 5. Version 6, 7, and 8 users will retain the same serial number when upgrading to version 9. Versions 1, 2, and 3 are not eligible for upgrade pricing.

**If you install version 9 and attempt to complete a project without purchasing a new license or upgrade, your videos exported from ScreenFlow 9 will contain a watermark. Once you have entered a valid version 9 serial, projects that were created in demo mode can be re-exported to remove the watermark.**

To obtain the upgrade pricing:

- Version 6+:
  - Install ScreenFlow 9 and use a buy link in the ScreenFlow menu or Preferences>License panel.
    - Your prior version serial number must be activated in the ScreenFlow Preferences> License panel of ScreenFlow 9 before initiating the upgrade process.
    - Unable to launch a prior version or having other upgrade issues? Use our [Web Upgrade Tool](#).
- Version 4 and 5:
  - You **must** use our [Web Upgrade Tool](#).
  - Alternatively, you can contact our sales team for assistance, though the Web Upgrade tool is strongly recommended for the quickest experience.

Mac App Store Customers:

Unfortunately, the Mac App Store does not allow for product upgrades. If you missed the launch day pricing, you have three options:

1. You can purchase ScreenFlow 9 from the Mac App Store at full price. This option would allow you to run ScreenFlow on as many devices as the Mac App Store allows.
2. You may use our [Web Upgrade Tool](#) to obtain upgrade pricing. This will require that you transfer your license to a Telestream license, upgrade to ScreenFlow 9, and run it on one device at a time per the Telestream EULA.
3. If you are running Mac App Store ScreenFlow version 6.2.3 or 7.3.1 and it is no longer operational due to OS compatibility updates, you can transfer your license to a Telestream license and you will be issued a complimentary version 6.2.4 or 7.3.2 serial number which have compatibility fixes to operate on macOS 10.13 High Sierra and macOS 10.14 Mojave respectively.

[Differences between Telestream version and Mac App Store version](#)

### ***System Requirements:***

- Apple Silicon + Intel-based<sup>1</sup> Mac<sup>2</sup> with 64-bit processor – Core i3+ recommended
- Operating Systems
  - macOS 10.15 Catalina, macOS 11 Big Sur, macOS 12 Monterey, & macOS 13 Ventura
- Minimum 4 GB RAM
- 20 GB hard drive
- Apple macOS approved graphics card<sup>3,4,5</sup> required
- Cameras using the DV and/or HDV codec are not supported. [Click here to learn more.](#)

<sup>1</sup>Intel GMA chips are unable to support Motion Blur and some Callout features

<sup>2</sup>ScreenFlow does not support “Hackintosh” systems

<sup>3</sup>ScreenFlow requires a GPU officially supported by Apple

<sup>4</sup>ScreenFlow does not support NVIDIA “Web Drivers”

<sup>5</sup>eGPU (external thunderbolt GPU) workflows are not yet supported by ScreenFlow

### ***Supported UVC capture devices:***

The following UVC capture cards have been tested and are supported by ScreenFlow 9 and higher:

- Magewell USB Capture
- Epiphan AV.IO
- AJA U-Tap
- Elgato CamLink 4K

### **9.0.9- Fixes**

#### **Fixes:**

- **FLOW-11632:** Editing audio in ScreenFlow on Ventura causes audio glitch

### **9.0.8- Fixes**

#### **Fixes:**

- **FLOW-11590:** Moving objects not shown to move in Canvas in Ventura latest beta

### **9.0.7- Improvements & Fixes**

#### **Improvements:**

- **IMPROVED** – Enabled the hardware H.264 encoder for Apple Silicon hardware (it's fast!)

#### **Fixes:**

- **FIXED** – Fixed a bug that could cause webcams + microphones to be out of sync on Intel hardware
- **FIXED** – Fixed a bug on Apple Silicon that could cause text to have the wrong alignment
- **FIXED** – Fixed a recording bug on Apple Silicon that could result in corruption in recordings

### **9.0.6- Improvements & Fixes**

ScreenFlow is now fully compatible with Apple Silicon hardware and macOS 11 Big Sur! Enjoy incredible performance & battery life on M1 hardware.

#### **Improvements:**

- **IMPROVED** – ScreenFlow 9.0.6 is now a universal (Apple Silicon + Intel) app. All SSE and AVX2 code has been ported to NEON for best performance
- **IMPROVED** – Improved look of welcome window on macOS 11 Big Sur
- **IMPROVED** – Updated app icon for macOS 11 Big Sur

#### **Fixes:**

- **FIXED** – Fixed crash on macOS 11 when selecting a custom mouse cursor
- **FIXED** – Fixed position of timeline scrubber on macOS 11 Big Sur

### **9.0.5 - Improvements & Fixes**

## Improvements:

- **IMPROVED** – Ability to customize start position of Clock Wipe transition
- **IMPROVED** – Add more saving logging to ScreenFlow for potential saving issue diagnosis.
- **IMPROVED** – Add trace logging for tracking potential recording issue diagnosis.
- **IMPROVED** – Localize the google security text that appears within the YouTube publishing window
- **IMPROVED** – Option to set export resolution to 4K
- **IMPROVED** – Prompt the user when a proxy is unable to be created due to cache limit size

## Fixes:

- **FIXED** – 9.0.5 (31554) build shows an Async Readback crash when trying to export
- **FIXED** – Annotation color does not update correctly when changing color using the color picker boxes
- **FIXED** – Annotation thumbnails show as white boxes
- **FIXED** – Background color and text box background same in canvas, different on export.
- **FIXED** – Batch export does not work with "Single File Documents"
- **FIXED** – Document crashes ScreenFlow: net.telestream.screenflow.thumbnailgenerator
- **FIXED** – Dragging an unsupported media file over the timeline can sometimes show a blank unable to import error
- **FIXED** – Freehand annotation does not appear correctly after being drawn
- **FIXED** – In/Out points are not being recognized correctly when adding from Clip Editor to a Timeline that has a different fps
- **FIXED** – Mac Pro: Crash when adding or selecting a text box
- **FIXED** – Mac Pro: Crash when selecting an annotation on the timeline
- **FIXED** – Real time audio degrades and disappears after 15 minutes
- **FIXED** – Selecting a partial size option after first selecting 3840x2160 option causes the selection to move off screen
- **FIXED** – Templates do not save correctly when default save is set to Single File Format
- **FIXED** – Text box background not matching color on screen recording and export
- **FIXED** – Text box thumbnails not appearing in the timeline
- **FIXED** – Unable to drag a single file document onto the Batch Export window
- **FIXED** – Using Keyboard shortcut for partial screen recording twice consecutively puts computer/screen in an odd state
- **FIXED** – Using media files from the Global Library in combination with the Clip Editor causes ScreenFlow to crash/show a Runtime Error
- **FIXED** – Video freezes/shows a freeze frame when adding a Video Filter to a media file that has had a proxy made

### **9.0.4 - Improvements & Fixes**

#### **Improvements:**

- **IMPROVED** - Add help buttons to Shortcuts, Proxy, and Licenses tabs within ScreenFlow preferences

#### **Fixes:**

- **FIXED** - 10.15: Dragging an unloaded Stock Media Library asset to the Canvas/Timeline shows a runtime error
- **FIXED** - com.apple.main-thread crash occurs with multiple testing scenarios
- **FIXED** - Exporting from a proxy shows the export being 1 frame ahead of the non-proxy exported file
- **FIXED** - Exporting from a proxy shows the export having darker colors compared to the non-proxy exported file
- **FIXED** - Exporting from a proxy shows the export not retaining the GOP structure from the non-proxy exported file
- **FIXED** - Font Panel - Selecting Strikethrough Text does nothing
- **FIXED** - Low resolution exports can occur when using proxy.
- **FIXED** - Occasional lower quality export after creating proxy file on timeline
- **FIXED** - MAS: Trying to download a SML file can sometimes cause a runtime error to appear
- **FIXED** - net.telestream.screenflow.audiowaveformqueue crash can sometimes occur when drawing waveforms
- **FIXED** - Saving a ScreenFlow document containing SML content, in the Single File format can result in error upon reopening
- **FIXED** - Unable to delete Stock Media files from Global Library if they are being used on the timeline.
- **FIXED** - Unable to read text in description box when publishing to Vimeo or YouTube with Dark Mode on
- **FIXED** - User accidentally changed "proxy" location instead of "scratch" location that led to "general" data loss due to chosen location
- **FIXED** - User can get multiple keystrokes where the physical input is singular

### **9.0.3 - Improvements & Fixes**

#### **Fixes:**

- **FIXED** - Required updates to the YouTube publish API

### **9.0.2 - Improvements & Fixes**

#### **Fixes:**

- **FIXED** - Callouts can cause clip to flip vertically

- **FIXED** – Callouts sometimes show incorrectly for multi-monitor screen recordings
- **FIXED** – Cursor does not update when trying to adjust timeline size after playing/adjusting scrubber position
- **FIXED** – Dual Desktop Recording is sometimes reverse of System Preferences Display Arrangement.
- **FIXED** - Importing unsupported file directly to the Timeline can cause software to crash
- **FIXED** – In/Out points are not always being recognized correctly for SML media when adding from the Clip Editor
- **FIXED** – Previewing audio within the different libraries no longer works when using the preview slider
- **FIXED** – ScreenFlow will show a Runtime error then Crash when after deleting a SML video/image file while it's downloading
- **FIXED** – Speech clip text is same color as background when editing in dark mode OS
- **FIXED** – Waveforms are not drawing correctly when adding a SML audio file from the Clip Editor multiple times to the Timeline

### **9.0.1 - Improvements & Fixes**

#### **Fixes:**

- **FIXED** – MAS: ScreenFlow 9.0 does not recognize ScreenFlow 8 SML entitlement on upgrading
- **FIXED** – Recording Dual Monitor Cursor appears on both monitors simultaneously
- **FIXED** - Export using Motion Blur shows a memory leak with ScreenFlow
- **FIXED** - Adding a SML file from the Clip Editor to the Timeline shows a Domain Error when unlicensed
- **FIXED** - MAS user's SML 9 purchase not recognized in library for SF 9

### **9.0 - New Features**

#### **What's New:**

**Simultaneous Multi-screen Recording** – Record multiple screens simultaneously!

- Ever wish you just had more screen real estate for your recordings, or the ability to reference another application in your screen casts without covering up content? Well now you can!
- Easily create beautiful motion affects back and forth between multi-screen recorded content.

**Timeline Tools Palette** – ScreenFlow 9 adds the Timeline Tools Palette found in other high-end professional non-linear video editors!

- Hand - scroll around the timeline by clicking and dragging with the mouse
- Zoom - click and drag to select a region to zoom in on. If the mouse is clicked once (without drag) zoom into the timeline one "step". If 'Option' is held, the mouse cursor will change to a zoom out and when clicking the timeline will zoom out one step.
- Blade - When rolling over the timeline, a red line will follow the cursor. If the mouse is clicked, the timeline will have all clips split at that mouse position
- Track Select - Cursor will change to a right facing arrow in this mode. When clicking on the

timeline in this mode, clips will be selected forward of the current selection (from left to right).  
This is on a track by track basis.

**Clip Editor** - ScreenFlow 9 adds a new clip editing feature that allows the user to select an individual clip and view it on the left-hand side of the main document user interface.

- From there, the user can preview the video & audio, and perform quick edits to the clip, adding the resulting clip directly to the timeline.

#### **New Click Effects –**

- New radar effect, sizing,

**Media Proxy** - Proxy, a well-known tool found in professional non-linear video editing suites is now in ScreenFlow 9

- When editing large resolution files, or long GOP files that will give any editor a run for its money, a lower resolution variant of the file called a proxy can be made to edit and operate with a more “ideal” format in relation to system resources.
- What does this mean? You can edit and playback more demanding projects on the same machine. Faster!

#### **UVC Capture Card Support –**

- Looking to ingest a high-quality camera with HDMI or SDI output into ScreenFlow as your camera source? ScreenFlow now works with UVC capture devices!
  - Tested Devices:
    - Elgato CamLink 4k
    - AJA U-Tap HDMI
    - Epiphan AV.IO SDI
    - Magewell USB Captured HDMI G1

#### **Manual Media Management –**

- Many customers have asked for manual media management so that they can store, manage and re-use content more easily.
- Well, to help those power users, you now have the option during saving to save as a packaged document (includes all your media in the same document package) or, a flat document with manual media management.
- Manual media management will place all of your media files and Stock Media Library downloads in a user accessible location.

#### **Default Canvas Color –**

- Not everyone wants their project canvas color to be black.
- Now in ScreenFlow 9, you can set the default color of your canvas for all future projects within ScreenFlow preferences.

#### **Apple Hardened Runtime & Notarization –**

- ScreenFlow 9 has implemented the new Hardened Runtime and Notarization security implementations within macOS 10.15 Catalina





## **9.0 - Improvements & Fixes**

### **Improvements:**

- **IMPROVED** - Add preference for user to select behavior when double clicking on items in Media Catalog
- **IMPROVED** - 4K / UHD Canvas & Screen Capture preset
- **IMPROVED** - Implement thumbnail image cache
- **IMPROVED** - Increased Thumbnail performance
- **IMPROVED** - Factor out 'Record Computer Audio' code from the main controller into own class
- **IMPROVED** - Move scratch disc default from TMP location to another location. This should help with data loss when a project is left open for many days, and macOS performs garbage collection on temp folders.
- **IMPROVED** - Enable AppleEvent permission workflow in 10.14+
- **IMPROVED** - iOS recording has shown an OS level intermittent issue. Now, when no frames are detected from the source, a warning will display.

### **Fixes:**

- **FIXED** - "Save as" will throw saving error when SML present in the project
- **FIXED** - 10.15: Allow ScreenFlow to capture computer screen prompt causes first recording to be green
- **FIXED** - 10.15: iOS + Screen or Video recording creates a timeline with an incorrect duration
- **FIXED** - 10.15: No prompt to allow ScreenFlow to capture screen shows when recording after **denying/deselecting option**
- **FIXED** - 10.15: Saving error shows when trying to save a document with an iOS + Screen or Video recording
- **FIXED** - 10.15: Unable to record iOS devices when iOS device is the only option selected
- **FIXED** - 10.15: Waveforms show incorrectly when adjusting a clips split point using the rolling edit function
- **FIXED** - Can't save document if any Stock Media Library content added
- **FIXED** - Demo Welcome Screen does not scroll with canvas when using scroll bars
- **FIXED** - Denying access to microphone in security settings mutes ability to record computer audio when screen capturing.
- **FIXED** - Hover over snapping icons there is an extra space after the period and "This".
- **FIXED** - Internal validation error shows when setting 'Record Audio from' gear option to 301% or higher
- **FIXED** - Keyboard Accessibility message appears when not capturing the desktop

- **FIXED** - Marching ants color hard to read when system set to dark appearance
- **FIXED** - Option to change the default canvas background color
- **FIXED** - Radar effect squished when partial Screen Recording (portrait), is added to an existing Doc (landscape)
- **FIXED** - Runtime Error encountered when undoing a framerate change with 'Command+Z'.
- **FIXED** - Screen recording action option - transparent cursor background color circle
- **FIXED** - ScreenFlow 10.14 SDK build randomly crashing after playing back content
- **FIXED** - ScreenFlow does not stop recording when disk runs out of space
- **FIXED** - SMPTE preferences only holds for the duration ScreenFlow is open
- **FIXED** - Stock Media Library 'Learn More' text is not localized
- **FIXED** - Timing issue with imported jpegs with playback in SF, but not on export
- **FIXED** - Unable to select the caption gear with a multiple layered timeline
- **FIXED** - When you select ScreenFlow Help in any 8 version the web page tab that opens shows ScreenFlow 7 Help.
- **FIXED** - Zoom to Fit will zoom to height but not width of canvas

## Known Issues:

- **ISSUE** - Exports with motion blur leaks memory. On high end machines, this may not be noticed, but on lower end or older machines, it could lock up ScreenFlow. We plan to fix this in a 9.0.1 hotfix as soon as possible.
- **ISSUE** - Adding a Stock Media Library to the clip editor and then the timeline when you have not purchased the Stock Media Library, will show a catalog error rather than a message to inform you that Stock Media Library requires purchase.

*Version 9.0 contains hundreds of bug fixes, not all of which can be listed here. There are also additional user interface/user experience enhancements, and improvements to the general stability and performance of the application, that are not able to be listed here.*

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