quote:Originally posted by Havoc 89: quote:Originally posted by SomeRhino:Blazer told me that he made his videos by outputting the video to another computer's video capture card. I did something similar. I output to a VCR and recorded the gameplay to a VHS tape. After the testing was done, I captured the portions of the video that I wanted back into my computer. I then used MGI VideoWave III to compile the video. Thanks for the comments, and yes, of course you can talk to me, Andre.huh???   thats so confusing. can you plz tell me what you mean, i dont understandSpecifically:I have a Geforce2 GTS with an S-Video out. I grabbed an S-Video cable and plugged it into my VCR and switched my computer's video output to S-Video. I then hit the record button on my VCR as we were beta testing my map, so I ended up with an hour or so of video on a tape.I then plugged the s-video cable into my VCR's output, and plugged the other end into my computer's video capture card. I fired up Videowave, and recorded the portions of the video that I wanted onto my computer's hard disk. Then I kept getting low disk errors even though I had 5 Gig left. Anyways, I then compiled the final video in Videowave with Bodyjar-Not the same as the background music. After producing the video, I used the MS Video encoder to compress it down from 1.10 gigs to 10 Megabytes, zipped it up and uploaded it to the domain.