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oCam
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Today's Tip

[Tips]How to improve the recording quality and sound quality of oCam

To record losslessly, refer to the link below.

<http://cafe.naver.com/ohsoft/619>

How to improve recording quality

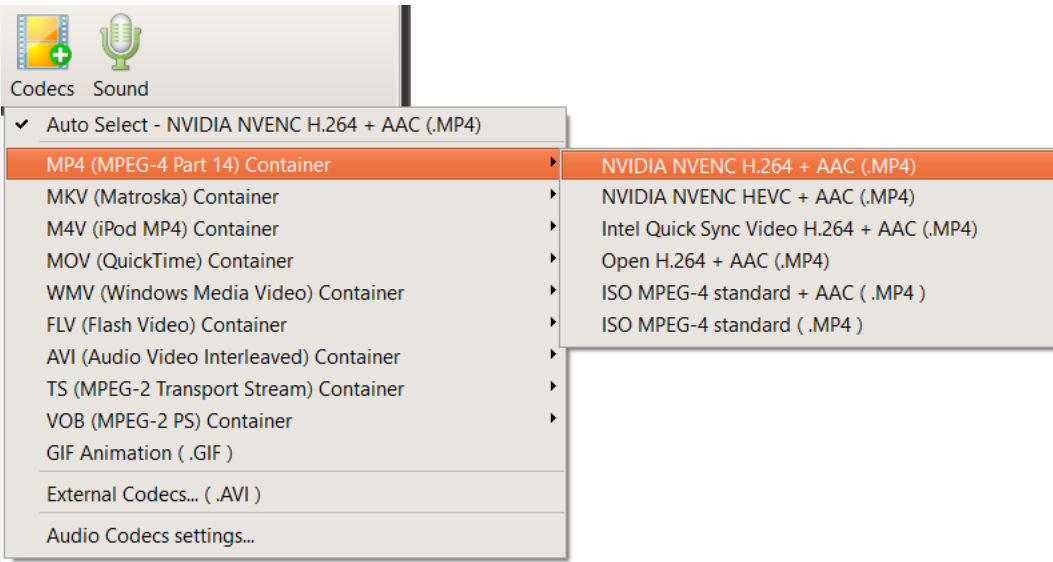
oCam is basically

I am using the MPEG-4 video codec.

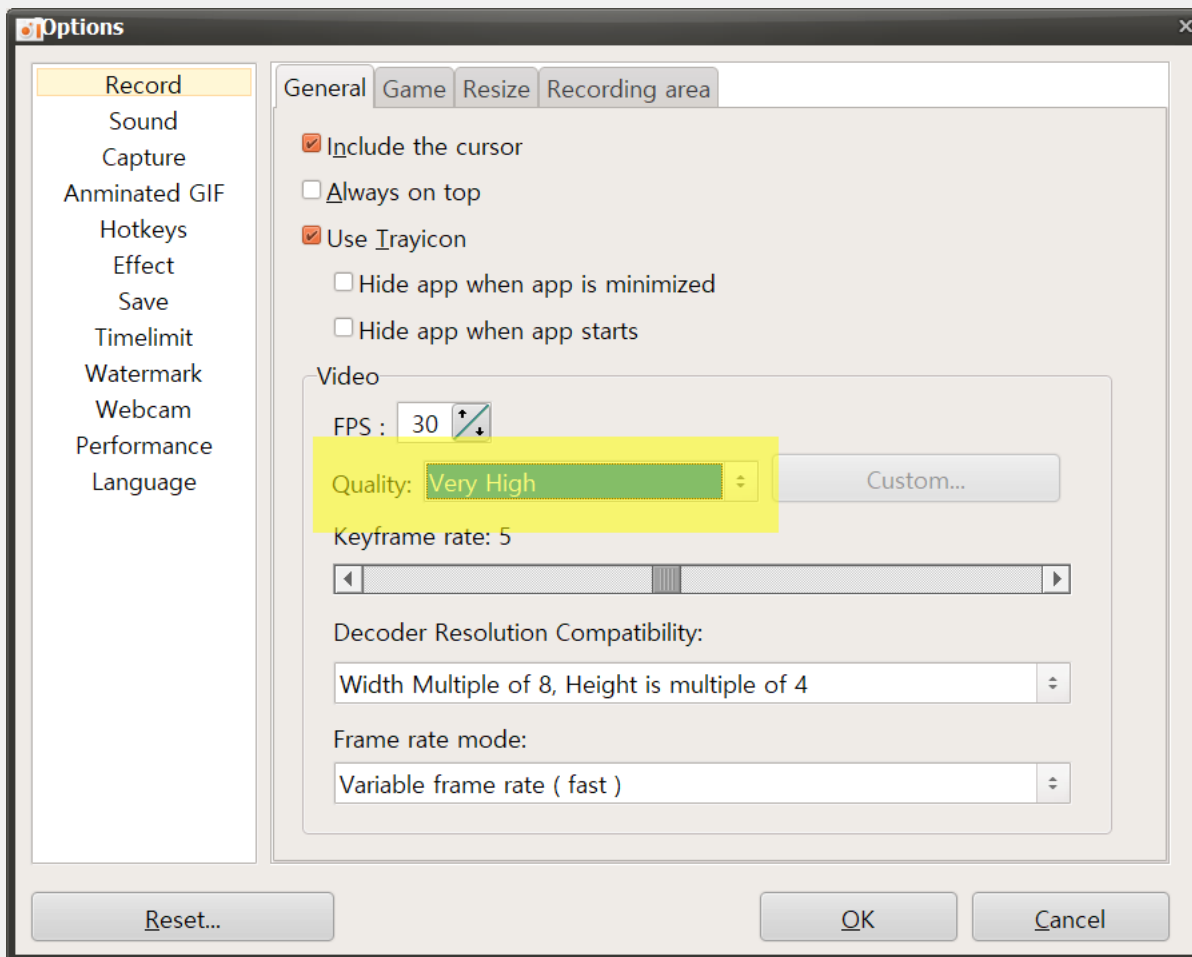
The MPEG-4 codec, which is basically a codec, shows a moderate quality due to the codec characteristics, but it is suitable for recording on low and medium-sized computers (some video players) without using a hardware encoder. It is set by default.

If you have an NVIDIA graphics card (GTX Desktop 600 or higher or GTX 650M or higher for a laptop) or have high CPU performance, you can use NVENC H.264 encoding.

Click the Codec button in the Ocam main window as shown below and select Nvidia NVENC H.264 (if your graphics card does not support it, it will fail with an error if you



For the Open H.264 codec, the best video quality is obtained when the Recording-Normal-Quality is set to Very High in the following settings. (For NVIDIA NVENC H.264 codec, the following settings are not affected. You can change the settings in Codec-Hard



* In case of Open H.264 codec, the picture quality is good when the quality is set to very high, but it consumes a lot of CPU, so it may drop a lot of frames when recording a 4 codec if performance is not supported. .

* Since Nvidia NVENC codec is a hardware encoder, there is almost no frame drop than any built-in codec of OCAM for game recording, and it has the best recording performance, so it is best to use NVENC codec if the graphics card supports it.

* Using Nvidia NVENC codec, some games use a lot of GPU memory, but it also uses a lot of GPU memory for encoding, so recording may fail if there is not enough GPU

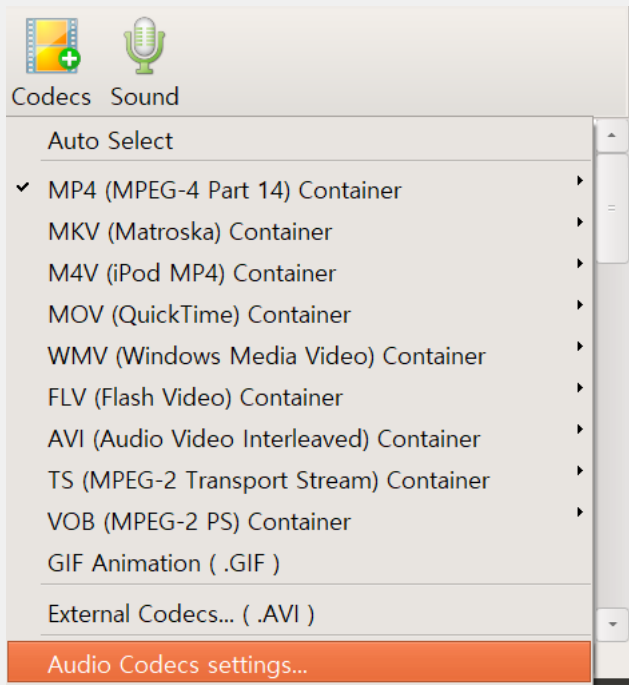
* In the picture above, MP4 container is used. It can be used in MKV, M4A, MOV, and AVI containers.

How to improve sound quality

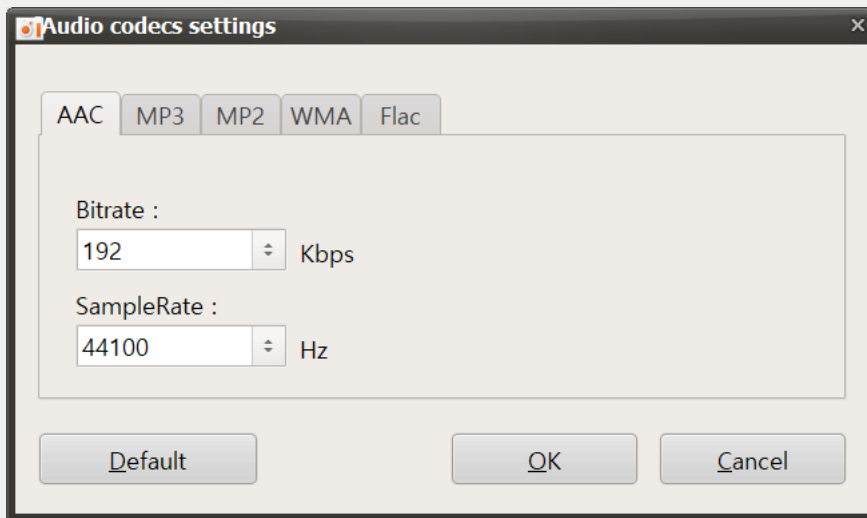
oCam is basically

I am using AAC audio codec (192 kbps).

To change the sample code or bit rate of an audio codec, click the Codec button in Ocam's main window, then click Set Audio Codec.



Then the following window will appear.



As shown in the figure above, the supported audio codecs support AAC, MP3, MP2, WMA, and Flac.

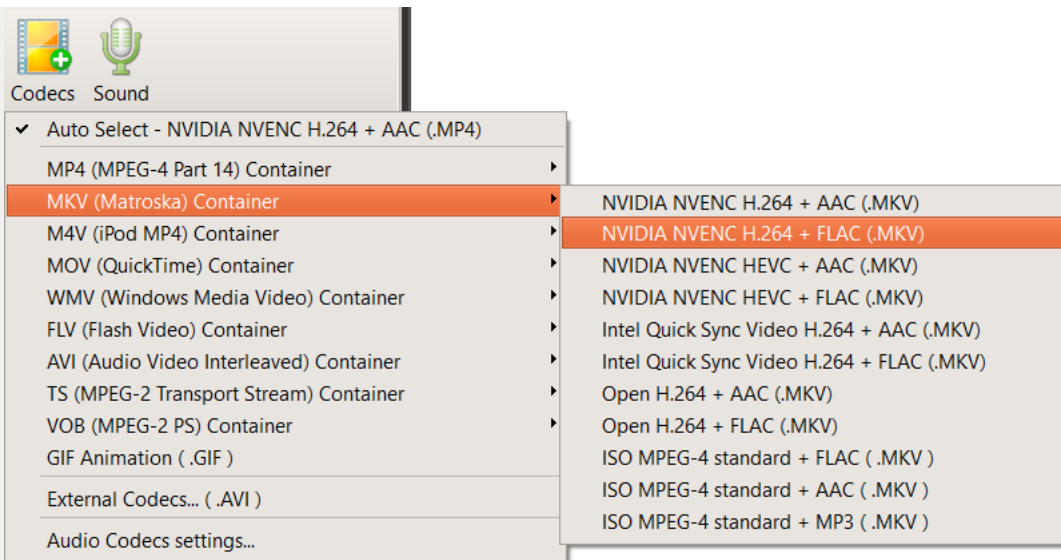
I personally recommend using the most widely used and compatible AAC codec.

You can improve the sound quality by changing the bit rate or sample rate.

For AAC codec, the supported bitrate is up to 512kbps and the sample rate is up to 96000khz.

You can use Flac codec to record losslessly, but recording file size can be large.

To change the audio codec you want to record, click the codec button of Ocam and select the container you want (for example, if you use mkv). Then select the codec with t



* Check out various tips.

- [\[HOWTO\]oCam main screen configuration and features](#)
- [\[HOWTO\]Record your screen](#)
- [\[HOWTO\]Record only sound](#)
- [\[HOWTO\]Capture screen](#)
- [\[HOWTO\]Resizing the recording area](#)
- [\[HOWTO\]Setting codec-selecting video codec](#)
- [\[HOWTO\]Setting Codec-Selecting Video External Codec \(VFW\)](#)
- [\[HOWTO\]Setting codec-Setting audio quality of audio codec](#)
- [\[HOWTO\]Record microphone and system sounds](#)
- [\[HOWTO\]Game recording](#)
- [\[HOWTO\]Setting up oCam - Record - General tab](#)
- [\[HOWTO\]Setting up oCam - Record - Game Tab](#)
- [\[HOWTO\]Setting up oCam - Record - Resize](#)
- [\[HOWTO\]Setting up oCam - Sound](#)
- [\[HOWTO\]Setting up oCam - Capture](#)
- [\[HOWTO\]Setting up oCam - Animated GIF](#)
- [\[HOWTO\]Setting up oCam - Hotkeys](#)
- [\[HOWTO\]Setting Up oCam - Effect - Click Effect](#)
- [\[HOWTO\]oCam settings- Effect - Highlight effect](#)
- [\[HOWTO\]oCam settings - Effect - Cursor Size](#)
- [\[HOWTO\]Setting up oCam-Save](#)
- [\[HOWTO\]How to reduce the size of recorded video files during game recording \(For NVIDIA codec\)](#)
- [\[HOWTO\]Setting the frame rate mode - VFR \(Variable frame rate\) or CFR \(Constant frame rate\)](#)
- [\[HOWTO\]Frequently Asked Questions about Variable frame rate \(VFR\) and Constant frame rate \(CFR\)](#)
- [\[HOWTO\]How to reset oCam's settings](#)
- [\[Tips\]How to record the microphone and computer sound together during recording \(Windows Vista, 7, 8, 10\)](#)
- [\[Tips\]How to record sound when using the USB audio interface](#)
- [\[Tips\]Rename files saved when recording, recording, or capturing](#)
- [\[Tips\]Installing oCam in a Different Path](#)
- [\[Tips\]How to record what you hear while recording](#)
- [\[Tips\]Download external codecs](#)
- [\[Tips\]How to improve the recording quality and sound quality of oCam](#)
- [\[Tips\]How to make recorded video recoverable even if app is forcibly terminated during recording](#)
- [\[Tips\]Using the x264vfw External Codec](#)
- [\[Tips\]Lossless recording-using x264vfw](#)
- [\[Tips\]Nox App \(Android Player\) Solution for the rack that occurs badly when recording a game](#)
- [\[Tips\]To use an external codec - Xvid codec](#)
- [\[Tips\]Adding a watermark](#)
- [\[Tips\]Tips for adjusting to elaborate the recording area window](#)
- [\[Tips\]To move the recording area when you recording](#)
- [\[Tips\]To set the image quality at the time of recording \(from high quality to low quality\)](#)
- [\[Tips\]In Windows 7 and later, useful tips during microphone recording](#)
- [\[Tips\]Way to record the sound of the microphone and the computer together at the time of recording \(of Windows Vista, 7,8\)](#)
- [\[FAQ\]lg_pDSCapture-> CreateCaptureBuffer \(hr = 0x88780064\) error appears \(Windows XP\)](#)
- [\[FAQ\]When you start recording, Error message appears Failed to initialize sound library. Check the Windows Audio service is running.](#)
- [\[FAQ\]If you get an error 'The endpoint device is already in use' at the start of recording](#)
- [\[FAQ\]If sound comes from only one speaker when recording microphone](#)
- [\[FAQ\]If you get an error when installing oCam](#)
- [\[FAQ\]Recording does not start with error message 'Failed to url_fopen'](#)
- [\[FAQ\]Error appears when recording starts 'Failed to av_image_alloc'](#)
- [\[FAQ\]Automatic shutdown after a few seconds after running oCam](#)

- [\[FAQ\]7 Days to die Game can't recognize game recording \(AntiCheat related\)](#)
- [\[FAQ\]Game bounces immediately after starting Minecraft recording with oCam \(Nvidia graphics card\)](#)
- [\[FAQ\]The sound becomes loud or torn when playing back the recorded video on the daum pot player](#)
- [\[FAQ\]Workaround for voice sync when editing in Adobe Premiere](#)
- [\[FAQ\]'Failed to get path of 64-bit Common Files directory' Error when installing oCam](#)
- [\[FAQ\]Error while writing video frame \(error = -28\)](#)
- [\[FAQ\]Please do not install absolutely portable version.](#)
- [\[FAQ\]What is a digital container format and codec?](#)
- [\[FAQ\]Container format and video codecs that are support?](#)
- [\[FAQ\]System is slow at the time of recording.](#)
- [\[FAQ\]Please let me disable the deep screen function when avast vaccine has been installed.](#)
- [\[FAQ\]Can I save to mp3 only the sound of the computer system?](#)
- [\[FAQ\]When you are recording, and how to ensure that does not contain the main window](#)
- [\[FAQ\]WASRecord: pAudioClient->Initialize failed. \(hr=0x80070005\) Error](#)
- [\[FAQ\]'is dangerous, so Chrome has blocked it.' Google Chrome Not Downloading Files](#)
- [\[FAQ\]Cause: Failed to avio_open \(error=-13\)](#)

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