
Macros are a form of automation in which certain commands are performed once, usually in a series, without a human operator. KEYMACRO can be used to edit macros and to create new ones. It allows you to import or save macros and read, edit or create new macros. A Macro can also be assigned to a keystroke. KEYMACRO can store new macro definitions that are imported when the program is launched. The macro definitions imported are added to the list of commands assigned to the function key, allowing you to edit or create new macros, even if you have not opened the macro editor in the past. When you have a macro assignment, the keyboard's function key will behave as you have defined in the settings. With the macro editor you can edit the definition of any macro. You can also assign an action to any macro to perform a series of commands on the file. KEYMACRO can run macros and run macros on your hard disk. This is known as a macro loop. This process is repeated as long as a macro is assigned to the function key. KEYMACRO is very easy to use and has a friendly GUI (Graphical User Interface). KEYMACRO is intended for professional use. It is easy to install, configure, use and it has a lot of features. KEYMACRO has many functions, and many languages are available, including English, Spanish, French and German. What's new in version 3.0.00.15: - Improved stability of the software - Improved functionality of the software - Improved data recovery for images in locked mode - Improved functionality of the settings - Bug fixes System Requirements: - Windows 95/98/NT4/Me/2000/XP/2003 or later - 2 GB of free hard drive space - Minimum 512 MB RAM - OpenGL 2.0 compatible graphics card Language: English, French, German and Spanish Requires: - DirectX 9.0c or higher - Java JDK 5 or higher What's new in version 2.0.0.30: - New and improved graphical user interface - New and improved hardware support - Bug fixes System Requirements: - Windows 95/98/NT4/Me/2000/XP/2003 or later - 2 GB of free hard drive space - Minimum 512 MB RAM - OpenGL 2.0 compatible graphics card Language: English, French, German and Spanish Requires: - DirectX 7.0 or higher

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This macro helps you to convert mp4 video. FFmpeg supports many container formats such as mp4, m4v, avi, mkv, mov, etc. Keywords: Convert Video Converter FFmpeg FFmpeg MPEG-4 It supports many container formats such as mp4, m4v, avi, mkv, mov, etc. * How to Use: 1. Click 'Add Files' or 'Add Folder' button. 2. Browse and find the files you want to convert and add them to the conversion queue. 3. If necessary, select the video profile to make an adjustment to the video encoding and the audio profile to make an adjustment to the audio encoding. 4. When all the files have been added to the conversion queue, click the start button. 5. When the conversion has finished, you can click the output file to save the output file. * Notes: If the files have been added to the conversion queue, you may click the start button without selecting the video profile and the audio profile. Ask HN: How can I test my idea at scale? - mdlollo I've spent the last few days building a new site. I like it, but it's still a beta, and since I'm new to this site, I need people to try it out and provide me feedback. The problem is I'm not sure how to go about that. At the moment, I have an account at elance.com, and I'm looking for someone to test the site and provide me feedback. I'm not asking for money, and I'm only looking for feedback in the next few days, so it's not going to take long. That's not going to help much with the site itself, though. I'm looking for feedback at a larger scale, like how would users find the site, what would make them want to use it, what would make them want to come back to it? Is there a place where I can post this type of question? Or a site like that where I can post my website and get feedback? Thanks in advance! ===== binxbolling I think a good model would be . They may not be able to help you directly, but they can point you in the right direction.

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