

# What does the HTTP Capture setting do

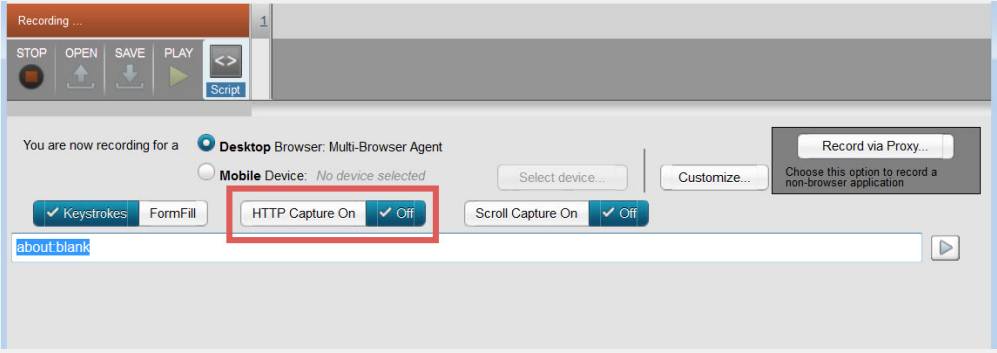
## Information:

Environment
Dynatrace Recorder

### Solution

The HTTP Capture feature creates static requests for any objects generated through a particular plug-in on the page, for example Flash or Silverlight. If a Flash object on the page generates images or objects, HTTP Capture manually calls those objects to be downloaded.

When **Enable Flash Playback** and **Enable Silverlight Playback** are selected in the playback settings, HTTP Capture becomes redundant and you may see duplicates of the objects if HTTP Capture is also selected. This is why this feature is set to **Off** by default. The only time you need to use HTTP Capture is when Flash or Silverlight interaction is not working properly and therefore some objects need to be called manually.



The screenshot shows the Dynatrace Recorder interface. At the top, there is a 'Recording ...' status bar with a 'Script' button. Below it is a control bar with 'STOP', 'OPEN', 'SAVE', 'PLAY', and navigation arrows. The main area shows recording settings for a 'Desktop Browser: Multi-Browser Agent'. There are radio buttons for 'Desktop Browser: Multi-Browser Agent' (selected) and 'Mobile Device: No device selected'. A 'Record via Proxy...' button is also present. Below these are several checkboxes: 'Keystrokes' (checked), 'FormFill' (unchecked), 'HTTP Capture On' (checked and highlighted with a red box), and 'Scroll Capture On' (checked). A 'Customize...' button is also visible.