



# Apple Media Tool 2.1

## Features

### Ease of use

- Lets you "drag and drop" media objects onto screens
- Displays a map of all project screens and the links between them
- Allows you to assign interactive actions (such as responses to mouse clicks) through simple menu choices
- Lets you integrate QuickTime VR movies without scripting

### Support for multiple technologies

- Enables you to deliver the same multimedia content for both Mac OS-based and Windows software-based systems
- Supports popular sound, graphics, text, and video formats (including QuickTime VR)
- Works with AppleScript to automate parts of a project and create links to other applications
- Enables launching of external applications, including web browsers with multiple URL access
- Lets you use hypertext to link keywords to other media objects

### Efficiency

- Allows creative team members to work simultaneously on various aspects of the same project, reducing overall production time
- Stores media separately from the application, facilitating easy content substitution and reducing application size
- Utilizes the same cross-platform media for both Mac OS and Windows projects, requiring no duplication
- Features an intuitive user interface and Browser that let you create projects quickly
- Runs completed projects faster than many other multimedia tools

### Extensibility with Apple Media Tool Programming Environment

- Allows programmers to customize Apple Media Tool features
- Provides framework to optimize Apple Media Tool projects
- Supports extensions for database access and links to other programs

**Greater authoring control, web URL access.** Bring your visions to life! With Apple Media Tool (AMT) software, you can create dynamic multimedia projects for business, education, entertainment, and the home. And you can share them with almost anyone, because finished projects can run on both Macintosh and Windows software-based systems.

Apple Media Tool makes development of sophisticated multimedia titles easy. Its visual authoring environment lets you assemble graphics, text, sound files, and QuickTime and QuickTime VR movies into exciting, interactive multimedia programs. It's so easy to use, you don't need to write programming code or deal with a complex user interface.

Navigating your project with the intuitive AMT Browser, you import the media elements you need for each screen, then assign actions that allow users to interact with them. You can create any number of links between different screens, giving users nearly unlimited options for exploring the subject matter. And now you can provide users with access to other applications or World Wide Web URLs by using the new Launch Application

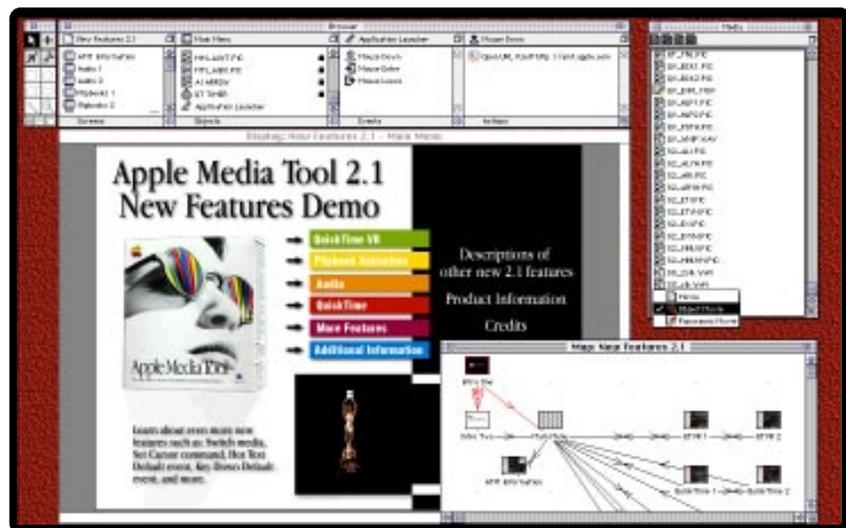
feature to launch your favorite Internet browser. If you like, you can add music or other sounds that will play without interruption as users move from screen to screen.

Apple Media Tool helps you create higher-quality projects because you can focus on content and flow instead of on writing scripts. You can even reuse the structure of a project with different content. You can also assign each part of a project to the person best qualified to create it, then integrate everyone's work into a polished multimedia project.

Previous versions of Apple Media Tool have won numerous accolades, including the 1993 *MacUser* Editor's Choice Award for Best New Multimedia Software. Version 2.1 brings greater authoring control and many other features to this already popular software.

For complex projects requiring advanced interactive features, Apple also offers the Apple Media Tool Programming Environment (must be purchased separately). Using its object-oriented programming language and application framework, programmers can optimize and extend projects created with the Apple Media Tool.

Apple Media Tool is the easy way to create cross-platform multimedia projects.





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## Ordering Information

### Apple Media Tool

Order No. 412100Z

- One CD-ROM containing the following software:
  - Apple Media Tool
  - Runtime Maker
  - QuickTime
  - QuickTime for Windows

- *Getting Started Guide*
- *Apple Media Tool User's Guide*
- *Apple Media Tool 2.1 Addendum*

Visit our website at  
<http://amt.apple.com>.

For more information or to order Apple Media Tool, call Claris at 1-800-544-8554 in the U.S. or 1-800-361-6075 in Canada. In other countries contact your Apple or Claris representative.

The Apple Media Tool Programming Environment is sold separately and available through the *Apple Developer Catalog*.\*\* Also available is the Apple Media Tool Evaluation CD which includes a limited version of Apple Media Tool, sample projects, tutorials, and electronic documentation (including source-code samples)

To order the Programming Environment or the Evaluation CD, call 1-800-282-2732 in the U.S., 1-800-637-0029 in Canada, or 1-716-871-6555 from other countries. You can also send a fax message to 1-716-871-6511.

Claris distributes Apple software products and is a wholly owned subsidiary of Apple Computer, Inc.

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**Claris Canada, Inc.**  
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Toronto, Ontario M5E 1M2  
1-800-361-6075

*For presales or technical information:*

**Apple Computer, Inc.**  
1 Infinite Loop  
Cupertino, CA 95014  
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## Technical Specifications

### New features in version 2.1

- Application launching
- Open URL command
- Variable warp correction modes for QuickTime VR
- Automatic return to last QTVR movie angle
- Single extensible engine
- QuickTime Movie step navigation
- Dynamic Media Switching
- Event Timing and synchronization
- Picture View and Offset user interface control
- Picture Scrolling
- New Print Architecture
- Flexible Cursor setting
- Hot Text and Key Down Defaults
- Text object margin field

### Standard Features

- Use intuitive Browser for easy project navigation
- Build QuickTime VR movies into projects without scripting
- Enable hypertext linking
- Create flipbook animation from PICT file
- Apply continuous sound throughout a project
- Prioritize first, second, and third run-time bit-depth choices
- Use custom color palettes for each screen
- Record and automate projects with AppleScript
- Customize features and projects with Apple Media Tool Programming Environment (sold separately)
- No licensing fees

### Media formats supported

- QuickTime and QuickTime VR movies
- PICT graphics
- SND, AIFF, and WAV sound files
- RTF text files (including hypertext files)

### To create a simple interactive multimedia title

- Open new project
- Create and position screens
- Name screens
- Connect screens (thereby creating a project map)

### To add new media to a project

- Add a media object (movie, graphic, text, or sound) using Media menu
- Drag and drop media onto project screen

### To add interactivity to a project

- Within the AMT Browser, select an object (such as movie, graphic, text, or sound) within a screen
- Select event (such as Mouse down)
- Select desired action (for example Command, Effect, Link) associated with the event
- To test interactivity, select Run in Window menu

### To create a cross-platform run-time title

- Save the project as a text file
- Open Runtime Maker
- Check Windows run-time box
- Select and open project file (this simultaneously creates run-time files for both Macintosh and Windows software-based systems)

### System requirements

- To develop Apple Media Tool titles, you will need:
  - A Macintosh system with a 68030 or later processor, or a Power Macintosh system
  - 8MB of total RAM (12MB recommended)
  - 5MB of available RAM (8MB recommended)
  - A CD-ROM drive
  - System software version 7.1 or later
  - QuickTime 2.5 or later software
- To play Apple Media Tool titles on a Macintosh system, you will need\*:
  - A Macintosh system with a 68020 or later processor, or a Power Macintosh system
  - 3MB of available RAM
  - System software version 7.1 or later
  - QuickTime 2.5 or later software
- To play Apple Media Tool titles on a Windows software-based system, you will need\*:
  - A computer with an 80386 or later processor
  - 3MB of available RAM
  - Graphics and sound support
  - Windows 95 or Windows 3.1 software
  - QuickTime for Windows 2.1.2 or later software

\* System requirements for playback systems can vary considerably depending on the specific Apple Media Tool project file being played.

### Self-paced Training

\*\* A self-paced training course, entitled "Multimedia Authoring with Apple Media Tool" is now available through the Apple Developer Catalog. A free sample of the training may be accessed via the Apple Developer website under online training at: <http://www.devworld.apple.com/dev/du.shtml>.

Product specifications are subject to change. Check with your Apple reseller for the most current information about product specifications and configurations.

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