



Apple QuickTime

Features

- Pervasive playback standard for CD-ROM and Internet content. With more than 1,500 leading title developers already licensing QuickTime, and over 100 new QuickTime enhanced titles introduced each month, QuickTime continues as the standard format for CD-ROM and Internet content delivery.
- Support for multiple data types. QuickTime enables developers to provide customers such unique features as multiple-language text tracks. Data types supported include video, sound, graphics, animation, text, music/MIDI, MPEG, sprite 3D, and copyright.
- Multiplatform playback. Develop once and deliver on many platforms. Avoid time-consuming platform conversion tasks and reach millions of Macintosh and Windows users. Shared Mac OS and Windows data files allow production of hybrid disks.
- Built-in synchronization. QuickTime makes it easy to synchronize sound, video, music, and other data tracks to a common time base.

QuickTime is the industry-standard multimedia architecture used by software tool vendors and content creators to integrate, edit, synchronize, store, and playback video, sound, graphics, text, and music.

QuickTime is open, published, and extensible allowing developers and creative professionals to create stunning content and titles for delivery on CD-ROM, Internet, and professional video.

Available for Macintosh, Windows 3.1, Windows 95, Windows NT, OS/2, and other platforms, QuickTime makes "author once, playback anywhere" a reality.

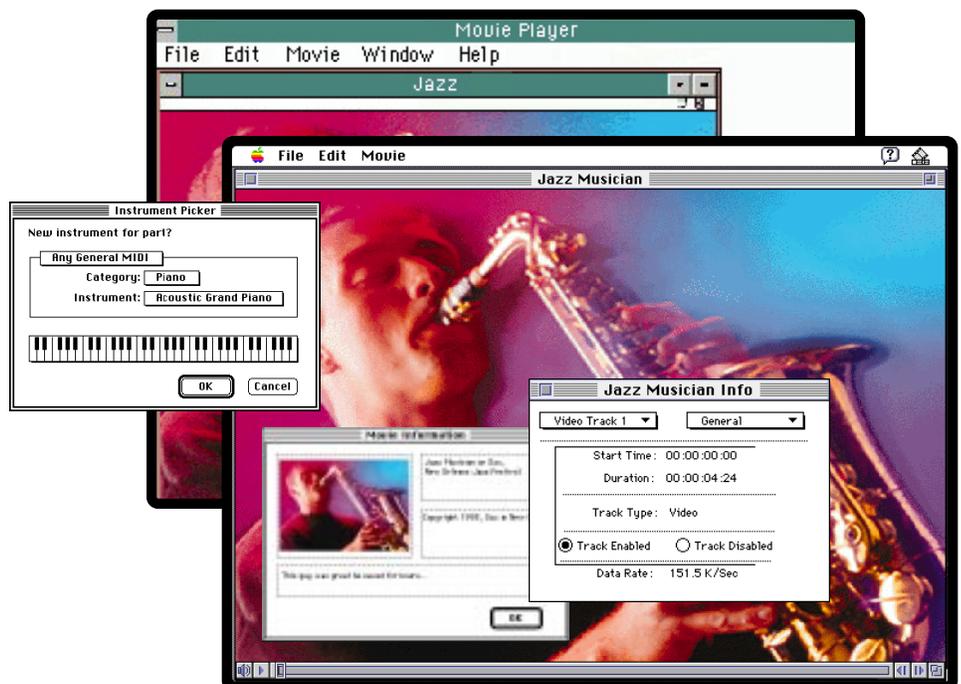
QuickTime supports any compression/decompression standard including M-JPEG, Cinepak, Indeo, and others, minimizing the size and

maximizing the playback quality of your multimedia content.

For digital video professionals, QuickTime supports multiprocessing systems, enables professional-quality video editing, and supports SMPTE time code.

The powerful QuickTime Music Architecture provides music professionals and multimedia developers the opportunity to include custom sound synthesizers and instruments in music tracks, giving their content a distinctive aural presence.

Used by more Internet, content, and tool developers, QuickTime has become the most pervasive technology for creating and integrating multimedia content on CD-ROM and the Internet.





Apple QuickTime

Ordering Information

QuickTime for Macintosh

- Included with every new Macintosh, Performa, Power Macintosh, and PowerBook computer
- Included with Apple Macintosh system software version 7.5
- Disk version: Order No. M2920LL/A
- CD-ROM version: Order No. M2925LL/A

QuickTime for Macintosh and QuickTime for Windows

- Available at no charge (excluding any on-line service fees) from most on-line services and on the Internet World Wide Web site: <http://quicktime.apple.com>

QuickTime Developer Kit for Macintosh and Windows

- Available through the Apple Developer Catalog (call 1-800-282-2732 in the U.S., 1-800-637-0029 in Canada, or 1-716-871-6555 from international locations)

For information on licensing QuickTime for use in your products, please contact Apple Software Licensing at 1-512-919-2645, or e-mail: sw.license@applelink.apple.com.

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

Technical Specifications

QuickTime for Macintosh

Video

- Support for 30 frames per second at 640 x 480

Sound

- Compresses and decompresses 16-bit PCM audio
- Plays back CD-quality stereo sound at the same data rate as 8-bit mono sound (4:1 compression ratio)

Music

- Support of MIDI file playback using software synthesizer
- Open architecture for adding custom synthesizers and instruments
- MIDI files played back at CD-quality (16-bit 44-KHz) stereo
- Easy management of MIDI devices through OMS

Text

- Provides a synchronized text track with closed-caption capture ability, allowing fast text searching and cataloging of content
- Stores a compressed image of anti-aliased text, eliminating font availability issues
- Supports multiple languages

Time code

- Time code track for sharing and editing of SMPTE time code information

Sprite

- Sprite track for efficient animation

3D

- 3D sprites (3DMF objects) rendered using QuickDraw 3D engine

Color matching technology

- Supports ColorSync, Apple's color-matching technology
- Provides consistent color reproduction between various output devices

Hardware acceleration

- Provides video acceleration when used with popular Peripheral Component Interconnect (PCI) video cards
- Provides multiprocessor hardware support for significant performance gains

QuickTime for Windows

Video

- Support for up to 30 frames per second at 640 x 480

Sound

- Decompresses 16-bit PCM audio
- Plays back CD-quality stereo sound at the same data rate as 8-bit mono sound (4:1 compression ratio)

Music

- MIDI files played back using MIDI drive MPC-compliant computers

Text

- Provides a synchronized text track with closed-caption, allowing fast text searching and cataloging of content
- Stores a compressed image of anti-aliased text, eliminating font availability issues
- Supports multiple languages

System Requirements

Macintosh

- A Macintosh computer with a 68020, 68030, 68040, or PowerPC microprocessor
- At least 4MB of RAM and a hard disk
- System software version 6.0.7 or later

Windows

- A 386SX, 486, or Pentium computer
- At least 4MB of RAM and 6MB of free disk space, a minimum of a VGA display card, and a sound card (compatible with Sound Blaster or Windows)
- Windows 3.1, Windows 95, or Windows NT 3.5.1 or later



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