

Index

Symbols

2-216, 2-217 to 2-218, 2-219 to ??, 2-219 to 2-220, 2-277 to ??, 2-284 to 2-287, 2-345 to 2-346, 3-72 to 3-73
'@cpy' user data type 4-22
'@day' user data type 4-22
'@dir' user data type 4-22
'@ed1' to '@ed9' user data types 4-22
'@fmt' user data type 4-22
'@inf' user data type 4-22
'@prd' user data type 4-22
'@prf' user data type 4-22
'@req' user data type 4-22
'@src' user data type 4-22
'@wrt' user data type 4-22

A

accuracy
 decompression of sequences 3-138
 for a media 2-213 to 2-214
active movie segments
 defined 2-16, 2-113, 2-134
 repositioning at 2-113 to 2-114
 setting 2-134 to 2-136
AddFilePreview function 2-303
AddHiliteSample function 2-297 to 2-298
adding movie resources to movie files 2-102
adding to movie files 2-105 to 2-107
AddMediaDataRef function 2-216
AddMediaSample function 2-273 to 2-275
AddMediaSampleReference function 2-275 to 2-276
AddMovieResource function 2-61, 2-100, 2-102 to 2-103
AddMovieSelection function 2-250 to 2-251, 2-356
AddTESample function 2-295 to 2-297
AddTextSample function 2-293 to 2-295
AddTime function 2-333
AddUserData function 2-235 to 2-236
AddUserDataText function 2-236 to 2-237
Alias Manager, and the Movie Toolbox 2-64
aligning windows 3-147
alignment functions 3-159 to 3-160
alignment function structure 3-159 to 3-160
AlignmentProcRecord data type 3-160
AlignScreenRect function 3-150
AlignWindow function 3-147

'alis' data type 2-216, 2-217, 2-218, 4-33
alternate groups of tracks 2-207 to 2-215
 assigning 2-210
 defined 2-18
 disabling automatic selection of 2-89, 2-91, 2-92, 2-97, 2-109, 2-245
 enabling automatic selection 2-210
 finding 2-211
 language and quality of 2-19
 selecting for a movie 2-209
 in track header atoms 4-16
 and languages 2-18
Animation Compressor 3-11, 3-68
application-defined functions
 cover functions 2-155 to 2-157
 Movie Toolbox 2-71 to 2-73, 2-354 to 2-364
 callback event specification 2-364
 cover functions 2-357 to 2-358
 custom dialog functions 2-360 to 2-361
 error-processing functions 2-358
 file filter functions 2-360
 modal dialog filter functions 2-362
 movie callout functions 2-359
 progress functions 2-354 to 2-357
 standard file activation 2-363
 text 2-364 to 2-365
asynchronous image compression 3-123
asynchronous image decompression 3-123
atoms 4-5 to 4-47
 chunk offset 4-43 to 4-45
 clipping 4-23
 data information 4-31 to 4-33
 edit 4-25 to 4-26
 handler reference 4-19 to 4-20
 layout of 4-7
 leaf 4-7 to 4-8
 matte 4-24 to 4-25
 media 4-17 to 4-19
 media information 4-27 to 4-31
 movie 4-11 to 4-13
 overview of 4-8 to 4-9
 sample description 4-36
 sample size 4-42 to 4-43
 sample table 4-34 to 4-36
 sample-to-chunk 4-40 to 4-42
 sync sample 4-35, 4-39
 time-to-sample 4-37 to 4-38
 track 4-14 to 4-17
 types of 4-6 to 4-7

- user-defined data 4-20 to 4-22
- video media information 4-27 to 4-29
- atom types
 - 'clip' 4-6, 4-11, 4-14, 4-23
 - 'crgn' 4-6, 4-23
 - 'dinf' 4-6, 4-32
 - 'dref' 4-6, 4-33
 - 'edts' 4-6, 4-14, 4-26
 - 'elst' 4-6, 4-26
 - 'hdlr' 4-6, 4-17 to ??, 4-20
 - 'kmat' 4-6, 4-25
 - 'matt' 4-6, 4-14, 4-24
 - 'mdat' 4-5
 - 'mdhd' 4-6, 4-17, 4-18
 - 'mdia' 4-6, 4-14, 4-17
 - 'minf' 4-6, 4-17, 4-27, 4-28, 4-30
 - 'moov' 4-6, 4-11
 - 'mvhd' 4-6, 4-11, 4-13
 - 'smhd' 4-6, 4-27, 4-31
 - 'stbl' 4-6, 4-27, 4-34, 4-35
 - 'stco' 4-6, 4-43, ?? to 4-44
 - 'stsc' 4-6, 4-40
 - 'stds' 4-6, ?? to 4-36, ?? to 4-36
 - 'stsh' 4-6, 4-45 to 4-46
 - 'stss' 4-6, 4-39
 - 'stsz' 4-6, 4-42
 - 'stts' 4-6, 4-37
 - 'tkhd' 4-6, 4-14 to 4-16
 - 'trak' 4-6, 4-11, 4-14
 - 'udta' 4-6, 4-11, 4-14, 4-17, 4-22
 - 'vmhd' 4-6, 4-27 to 4-29
- audio compression 2-31
- audio properties of movies 2-29 to 2-31
- automatic selection, disabling 2-91

B

- balance. *See* sound balance
- banding images 3-49 to 3-50
- BeginMediaEdits function 2-271 to 2-272
- BeginUpdate function 2-62
- blend colors of a video media 2-288
- blend mattes 3-35, 3-37
- block size
 - of compressor component 3-59
 - and images 3-49
- boundary regions. *See* movie boundary regions
- buffers
 - screen and image 3-38 to 3-39

C

- callback events 2-335 to 2-341
 - assigning a callback function to 2-337, 2-339
 - cancelling 2-339
 - creating 2-336 to 2-337
 - determining time base 2-340
 - determining type 2-340
 - disposing of 2-339
 - removing 2-339
 - rescheduling 2-339
 - scheduling 2-337 to 2-339, 2-340
- callback functions
 - assigning to a callback event 2-337, 2-339
 - defined 3-52
 - identifiers 2-77
 - and the Image Compression Manager 3-52, 3-152 to 3-159
 - specifying optional data for 2-314
 - and time bases 2-335 to 2-341
- callback identifiers 2-77
- CallMeWhen function 2-337 to 2-339
- CancelCallBack function 2-339
- CDSequenceBusy function 3-123
- CDSequenceEnd function 3-37, 3-38, 3-43, 3-123
- 'cdvc' compressor type 3-68
- channel components 1-7
- chunk offset atoms 4-6, 4-43 to 4-45
 - in sample table atoms 4-35
 - tables 4-44 to 4-45
- ClearMovieChanged function 2-61, 2-102
- ClearMovieSelection function 2-251
- ClearMoviesStickyError function 2-86
- 'clip' atom type 4-6, 4-23
 - in movie atoms 4-11
 - in track atoms 4-14
- clipping
 - movies 2-24 to 2-25, 2-165 to 2-166
 - tracks 2-22 to 2-23
- clipping atoms 4-6, 4-11, 4-23
- clipping region atoms 4-6, 4-23
- clipping regions
 - in clipping atoms 4-23
 - determining movie 2-173 to 2-174
 - setting movie 2-173
 - setting track 2-178
- clock components
 - assigning to a movie 2-317
 - assigning to a time base 2-318
 - and callback events 2-335 to 2-341
 - determining time base 2-319
 - and QuickTime 1-7
 - .*See also* callback events
 - and time bases 2-8
- CloseMovieFile function 2-61, 2-99

- CodecFlags data type 3-62 to 3-65
- CodecInfo data type 3-56 to 3-59
- CodecManagerVersion function 3-28, 3-66 to 3-67
- CodecNameSpec data type 3-59 to 3-60
- CodecNameSpecList data type 3-60 to 3-61
- CodecQ data type 3-61 to 3-62
- CodecType data type 3-42, 3-67 to 3-68
- color ramps 3-43 to 3-45
- color tables
 - for compressed images 3-56, 3-91
 - custom 3-53, 3-56
 - custom, updating 3-91
- Compact Video Compressor 3-11, 3-68
- comparing images 3-75
- completion functions 3-158 to 3-159
 - performing compression asynchronously 3-117
 - performing decompression asynchronously 3-122
- completion function structure. *See*
 - CompletionProcRecord data type
- CompletionProcRecord data type 3-158, 3-160
- component instances 2-319 to 2-320
- Component Manager
 - and the Movie Toolbox 2-320
 - and QuickTime 1-6
- components
 - and connections 2-320
 - defined 1-4
 - in QuickTime applications 1-3
 - multiple clients and 2-320
 - supplied with QuickTime 1-7
- compressed images. *See* image description structures
- compressed matte atoms 4-6
- CompressImage function 3-32, 3-77 to 3-78
- compressing
 - accuracy 3-57
 - images 3-31 to 3-34, 3-77, 3-79
 - algorithms for 3-5 to 3-11
 - asynchronous 3-122 to 3-123
 - clipping 3-102 to 3-106
 - completion testing 3-123
 - converting formats 3-86 to 3-89
 - graphics objects 3-7
 - key frame rate 3-125 to 3-127
 - PICT files 3-97 to 3-101
 - pictures 3-8, 3-93 to 3-96
 - pixel depth conversion 3-12
 - pixel maps 3-7, 3-8, 3-77 to 3-92
 - and previous buffer 3-130 to 3-131
 - previous frame 3-128 to 3-129
 - quality of 3-7 to 3-8, 3-55, 3-61 to 3-62, 3-124 to 3-125, 3-132
 - in QuickTime applications 1-4
 - sample routines 3-31 to 3-45
 - .*See also* Image Compression Manager; image description structures
 - size of 3-36, 3-72 to 3-73, 3-76 to 3-77
 - spatial quality of 3-7, 3-113
 - temporal quality of 3-7, 3-111, 3-113, 3-124 to 3-125
 - time estimating 3-73 to 3-75
- sequences 3-28 to 3-29, 3-39 to 3-45
 - beginning 3-110 to 3-115
 - ending 3-123 to 3-124
 - key frames in 3-51, 3-64, 3-113, 3-125 to 3-131
 - number of frames 3-55
 - parameters for 3-124 to 3-131
 - previous buffer 3-130 to 3-131
 - quality of 3-55
 - sample routines for 3-31 to 3-45
 - setting previous frame characteristics 3-128
 - similarity between frames 3-75 to 3-76
- sound data 2-31
- compression
 - interframe 3-7, 3-51, 3-113, 3-125
 - intraframe 3-7, 3-125
 - quality of 3-55, 3-74, 3-132
 - constants for 3-61 to 3-62
 - setting 3-124 to 3-125
 - spatial 3-7, 3-10, 3-36, 3-55, 3-74, 3-92, 3-124 to 3-125, 3-132, 3-134
 - changing 3-77, 3-92
 - control flags for 3-61 to 3-62
 - defined 3-7
 - speed 3-9
 - temporal 3-7, 3-10, 3-13, 3-35, 3-36, 3-51, 3-55, 3-64, 3-71, 3-74, 3-110, 3-113, 3-114, 3-116, 3-124 to 3-126, 3-132
 - control flags for 3-61 to 3-62, 3-113, 3-116
 - defined 3-7
 - and image sequences 3-110
 - previous frame settings, used for 3-111, 3-112
 - using 3-36, 3-51, 3-71
- compression ratios 3-8 to 3-12
 - of image compressor component 3-59
 - for images 3-8 to 3-9
- compression speed 3-9
- compressor components 3-9 to 3-12
 - accuracy of 3-58
 - Animation Compressor 3-11
 - application-defined functions 3-152 to 3-160
 - block size of images 3-59
 - capabilities 3-28, 3-56 to 3-59, 3-66 to 3-71, 3-74
 - characteristics of 3-9 to 3-12, 3-52
 - Compact Video Compressor 3-11
 - compression ratios 3-59
 - data-loading functions 3-153 to 3-154
 - finding 3-70
 - format flags 3-57
 - functions 3-67 to 3-71
 - getting list of installed 3-67
 - Graphics Compressor 3-11 to 3-12

- information about 3-66 to 3-71
- names 3-59 to 3-61
- performance compared 3-9 to 3-26
- Photo Compressor 3-10
- and QuickTime 1-7
- Raw Compressor 3-12
- registered by Component Manager 3-52
- speed 3-58
- supplied by Apple 3-9 to 3-12
- type values 3-59, 3-67
- Video Compressor 3-10
- compressor information structure ?? to 3-59, 3-69
- compressor name list structure 3-60 to 3-69
 - disposing of 3-68
 - retrieving 3-60
- compressor name structure 3-59
- compressors. *See* compressor components
- compressor types 3-67 to 3-68
- CompressPictureFile function 3-97 to 3-98
- CompressPicture function 3-93 to 3-94
- CompressSequenceBegin function 3-36, 3-40, 3-61, 3-110 to 3-115
- CompressSequenceFrame function 3-36, 3-42, 3-51, 3-115 to 3-117
- CompressSequence function 3-42
- ConcatMatrix function 2-346
- constraining compressed data 3-131
- container atoms 4-7
- control flags, setting for time bases 2-330
- ConvertFileToMovieFile function 2-93 to 2-94
- ConvertImage function 3-86 to 3-89
- converting track time value to media time 2-193 to 2-194
- ConvertMovieToFile function 2-95
- ConvertTime function 2-334
- ConvertTimeScale function 2-334
- CopyMatrix function 2-343
- CopyMovieSelection function 2-248, 2-356
- CopyMovieSettings function 2-261 to 2-262
- copyright statement, user data type for 4-22
- CopyTrackSettings function 2-267 to 2-268
- CountUserDataTypes function 2-234
- cover functions 2-71 to ??, 2-71, ?? to 2-73, 2-155 to 2-157, 2-357 to 2-358
- CreateMovieFile function 2-61, 2-96 to 2-98
- creation time
 - for media atoms 4-19
 - for media structures 2-19, 2-221 to ??
 - for a movie 2-16
 - for movie atoms 4-13
 - for movies 2-219 to 2-222
 - for a track 2-18
 - for track atoms 4-16
 - for tracks 2-220 to 2-221
- 'crgn' atom type 4-6

- current error values, in Movie Toolbox 2-85, 2-84 to 2-85
- current selection, in movie 2-16
- current selection, in movies 2-243, 2-247 to 2-251
- current time
 - changing 2-186
 - for current selection in movie atom 4-13
 - defined 2-16
 - determining 2-187
 - setting 2-185 to 2-186
- custom color tables, updating 3-91
- CustomGetFilePreview function 2-68 to 2-71, 2-312 to 2-314
- CutMovieSelection function 2-247, 2-356

D

- data dependency 3-9
- data handlers 2-284 to 2-286
 - data reference information for 4-33
 - .See also* media handlers
 - in sound media information atoms 4-30
 - in video media information atoms 4-28
- data information atoms 4-6, 4-31 to 4-33
- data interchange 2-32
- data interchange format 4-3
- data-loading functions 3-48 to 3-49, 3-52, 3-153 to 3-154
 - assigning to an image 3-49
 - assigning to a sequence 3-139
 - identifying 3-86, 3-89, 3-144
 - minimum data size value 3-49
 - and spooling of compressed data 3-49
- data-loading function structure 3-153
- DataProcRecord data type 3-153
- data rate parameters structure 3-131
- DataRateParams data type 3-131
- data rates
 - constraining 3-11
 - functions for constraining data to 3-131
- data reference atoms 4-6, 4-33
- data reference container atoms 4-33
- data references
 - adding to a media 2-216
 - determining for a media 2-218
 - determining number in a media 2-219
 - format 4-33
 - introduced 2-13
 - resolving in a movie 2-89 to ??, 2-109
 - resolving in a movie resource 2-245
 - resolving in a movie ?? to 2-91
- data-unloading functions 3-48 to 3-49, 3-154 to 3-156
 - assigning to a sequence 3-130
 - and compressor components 3-52

- identifying 3-81, 3-90
- minimum data size value 3-49
- and spooling of compressed data 3-49, 3-152
- data-unloading structure 3-155
- DecompressImage function 3-34, 3-35, 3-82 to 3-83
- decompressing
 - images 3-34 to 3-35, 3-82 to 3-86
 - algorithms for 3-5 to 3-11
 - asynchronous 3-122 to 3-123
 - banding images 3-49 to 3-50
 - buffers 3-140 to 3-141
 - clipping regions, setting 3-102 to 3-106
 - image buffers 3-38 to 3-39
 - and key frames 3-38
 - key frames in 3-38, 3-51
 - mask region 3-136
 - matrices, setting 3-84, 3-118, 3-136
 - mattes, setting 3-85, 3-137 to 3-138, 3-143
 - quality of 3-61 to 3-62
 - sample routines 3-46 to 3-48
 - screen buffers 3-38, 3-63, 3-119
 - source rectangles, setting 3-135
 - speed of 3-9, 3-58
 - spooling of 3-48 to 3-49
 - starting sequences 3-118
 - testing for completion 3-123
 - transfer modes, setting 3-134
 - sequences 3-28, 3-37 to 3-38, 3-51, 3-110
 - beginning 3-117 to 3-120
 - and buffers 3-38
 - ending 3-123 to 3-124
 - key frames in 3-113
 - mask regions setting 3-136 to 3-137
 - matrices setting 3-136
 - mattes setting 3-137 to 3-138
 - offscreen image buffers 3-64
 - and parameters for 3-133 to 3-152
 - screen buffers 3-140 to 3-141
 - source rectangle setting 3-135
 - for still images 3-34 to 3-35
 - still images from 3-38
 - transfer modes, setting 3-134
- decompressing sequences
 - and key frames 3-38
- decompression
 - alignment and 3-146
 - speed 3-9
- decompressor components 3-6
 - accuracy of 3-58
 - block sizes for 3-59
 - capabilities 3-36, 3-56 to 3-59, 3-69
 - characteristics of 3-52
 - defined 3-6
 - finding 3-70
 - format flags 3-57
 - getting list of installed 3-67
 - loading data 3-139
 - registered by Component Manager 3-52
 - speed of 3-58
 - supplied by Apple 3-9 to 3-12
 - type values 3-52, 3-59, 3-67
- DecompressSequenceBegin function 3-37, 3-46, 3-118 to 3-120
- DecompressSequenceFrame function 3-38, 3-46, 3-110, 3-120 to 3-122
- DeleteMovieFile function 2-61, 2-100
- DeleteMovieSegment function 2-260
- DeleteTrackSegment function 2-266
- 'dinf' atom type 4-6, 4-32
- DisposeCallBack function 2-339
- DisposeCodecNameList function 3-68 to 3-69
- DisposeMatte function 2-181
- DisposeMovieEditState function 2-256
- DisposeMovie function 2-96
- DisposeMovieTrack function 2-152
- DisposeTimeBase function 2-316 to 2-317
- DisposeTrackEditState function 2-270 to 2-271
- DisposeTrackMedia function 2-154
- DisposeUserData function 2-241
- dithering, fast 3-51
- DragAlignedGrayRgn function 3-149 to 3-150
- DragAlignedWindow function 3-148
- dragging aligned windows 3-148
- DrawPictureFile function 3-101
- DrawTrimmedPictureFile function 3-105 to 3-106
- DrawTrimmedPicture function 3-102 to 3-104
- 'dref' atom type 4-6, 4-33
- duration
 - changing 2-270
 - defined 2-9
 - of media structures 2-194, 4-19
 - of movies 2-185, 4-13
 - samples of 2-273, 2-275
 - of tracks 2-9, 2-12, 2-191 to 2-192

E

- edit atoms 4-6, 4-14, 4-25 to 4-26
- editing media sessions 2-272
- editing movies 1-12, 2-254 to 2-262
- edit list atoms 4-6, 4-26
- edit list tables 4-26
- edit states
 - defined 2-254
 - disposing of 2-256
 - for movies 2-77, 2-255 to 2-256
 - for tracks 2-77, 2-268 to 2-271
- 'edts' atom type 4-6, 4-14, 4-26

- 'elst' atom type 4-6, 4-26
- empty space
 - inserting into a movie 2-259
 - inserting into a track 2-264
- EndMediaEdits function 2-49, 2-272
- EndUpdate function 2-62
- EnterMovies function 2-35, 2-82 to 2-83
- EqualMatrix function 2-343
- error codes, retrieving from Movie Toolbox 2-84 to 2-87
- events, callback. *See* callback events.
- exiting the Movie Toolbox 2-35
- ExitMovies function 2-35, 2-83 to 2-84
- extending images 3-49 to 3-50

F

- FCompressImage function 3-32, 3-79 to 3-82
- FCompressPictureFile function 3-98 to 3-101
- FCompressPicture function 3-94 to 3-96
- FDecompressImage function 3-35, 3-84 to 3-86
- file previews 2-65 to 2-71
 - adding 2-303
 - creating 2-301 to 2-303
 - displaying 2-304 to 2-314
 - System 6 2-65 to 2-68
 - System 7 2-68 to 2-69
- file types, 'MooV' 2-70, 2-100
- file types, 'MooV' 2-61, 4-3
- FindCodec function 3-70 to 3-71
- FindNextText function 2-298 to 2-299
- first chunk, in sample-to-chunk tables 4-41
- FixedPoint data type 2-79
- fixed points 2-79, 2-348
- fixed rectangles 2-79, 2-349
- FixedRect data type 2-79
- flags
 - for data reference atoms 4-6, 4-33
 - for data reference container atoms 4-33
 - for track atoms 4-6
 - function control 3-62 to 3-65
 - Image Compression Manager control 3-62 to 3-65
 - for matte atoms 4-6, 4-14, 4-24 to 4-25
 - media handler reference atoms 4-20
 - in media header atoms 4-19
 - for movie atoms 4-6
 - for sound media atoms 4-6
 - for time bases 2-330 to 2-331
 - for time-to-sample atoms 4-6
 - for video media atoms 4-6
- FlattenMovieData function 2-31, 2-62, 2-107 to 2-108, 2-355, 4-4
- FlattenMovie function 2-31, 2-53, 2-62, 2-105 to 2-107, 2-355

- FlushProcRecord data type 3-155
- Fract data type 2-28
- frame differencing 3-7, 3-51, 3-113, 3-125
- frames 3-7
- FSMakeFSSpec function 2-64
- FSpCatMove function 2-65
- FSpCreate function 2-64
- FSpCreateResFile function 2-65
- FSpDelete function 2-64
- FSpDirCreate function 2-64
- FSpExchangeFiles function 2-65
- FSpGetCatInfo function 2-65
- FSpGetFInfo function 2-64
- FSpOpenDF function 2-64
- FSpOpenResFile function 2-65
- FSpOpenRF function 2-64
- FSpRename function 2-65
- FSpRstFLock function 2-64
- FSpSetFInfo function 2-64
- FSpSetFLock function 2-64
- function control flags. *See* CodecFlags data type

G

- Gestalt Manager
 - and the Image Compression Manager 3-28
 - and the Movie Toolbox 2-33, 2-34
- GetBestDeviceRect function 3-151, 3-151
- GetCallbackTimeBase function 2-340
- GetCallbackType function 2-340 to 2-341
- GetCodecInfo function 3-36, 3-56, 3-69 to 3-70
- GetCodecNameList function 3-36, 3-60, 3-67
- GetCompressedImageSize function 3-76 to 3-77
- GetCompressedPixMapInfo function 3-145 to 3-146
- GetCompressionTime function 3-61, 3-73 to 3-75
- GetCSequenceDataParams function 3-133
- GetCSequenceFrameNumber function 3-128
- GetCSequenceKeyFrameRate function 3-127
- GetCSequencePrevBuffer function 3-130
- GetDSequenceImageBuffer function 3-140
- GetDSequenceScreenBuffer function 3-140 to 3-141
- GetImageDescriptionCTable function 3-91 to 3-92
- GetMatrixType function 2-342
- GetMaxCompressionSize function 3-32, 3-36, 3-72 to 3-73
- GetMediaCreationTime function 2-221
- GetMediaDataHandlerDescription
 - function 2-284 to 2-285
- GetMediaDataHandler function 2-285 to 2-286
- GetMediaDataRefCount function 2-219
- GetMediaDataRef function 2-217 to 2-218
- GetMediaDataSize function 2-224

- GetMediaDuration function 2-49, 2-54, 2-194
- GetMediaHandlerDescription function 2-282 to 2-283
- GetMediaHandler function 2-283
- GetMediaLanguage function 2-212 to 2-213
- GetMediaModificationTime function 2-222
- GetMediaNextInterestingTime function 2-201 to 2-202
- GetMediaQuality function 2-214 to 2-215
- GetMediaSampleCount function 2-225
- GetMediaSampleDescriptionCount function 2-225 to 2-227
- GetMediaSampleDescription function 2-226 to 2-227
- GetMediaSample function 2-277 to 2-279
- GetMediaSampleReference function 2-279 to 2-281
- GetMediaShadowSync function 2-144 to 2-145
- GetMediaTimeScale function 2-195
- GetMediaTrack function 2-206
- GetMediaUserData function 2-233
- GetMovieActive function 2-146
- GetMovieActiveSegment function 2-137
- GetMovieBoundsRgn function 2-171 to 2-172
- GetMovieBox function 2-20, 2-162
- GetMovieClipRgn function 2-173 to 2-174
- GetMovieCreationTime function 2-220
- GetMovieDataSize function 2-223
- GetMovieDisplayBoundsRgn function 2-163
- GetMovieDisplayClipRgn function 2-158, 2-166
- GetMovieDuration function 2-185
- GetMovieGWorld function 2-160 to 2-161
- GetMovieIndTrack function 2-203 to 2-204
- GetMovieMatrix function 2-170 to 2-171
- GetMovieModificationTime function 2-220
- GetMovieNextInterestingTime function 2-197 to 2-199
- GetMoviePict function 2-148 to 2-149
- GetMoviePosterPict function 2-149
- GetMoviePosterTime function 2-119
- GetMoviePreferredRate function 2-131
- GetMoviePreferredVolume function 2-133
- GetMoviePreviewMode function 2-122
- GetMoviePreviewTime function 2-123
- GetMovieRate function 2-188
- GetMovieSegmentDisplayBoundsRgn function 2-164
- GetMovieSelection function 2-247
- GetMoviesError function 2-85
- GetMoviesStickyError function 2-85
- GetMovieStatus function 2-128 to 2-129
- GetMovieTimeBase function 2-190 to 2-191
- GetMovieTime function 2-187
- GetMovieTimeScale function 2-190
- GetMovieTrackCount function 2-203
- GetMovieTrack function 2-204 to 2-205
- GetMovieUserData function 2-231 to 2-232
- GetMovieVolume function 2-182 to 2-183
- GetNextUserData type function 2-233 to 2-234
- GetPictureFileHeader function 3-106 to 3-107
- GetPosterBox function 2-118
- GetSimilarity function 3-75 to 3-76
- GetSoundMediaBalance function 2-289
- GetTimeBaseFlags function 2-330 to 2-331
- GetTimeBaseMasterClock function 2-319 to 2-320
- GetTimeBaseMasterTimeBase function 2-321
- GetTimeBaseRate function 2-326
- GetTimeBaseStartTime function 2-328
- GetTimeBaseStatus function 2-331
- GetTimeBaseStopTime function 2-329
- GetTimeBaseTime function 2-324 to 2-325
- GetTrackAlternate function 2-211 to 2-212
- GetTrackBoundsRgn function 2-175 to 2-176
- GetTrackClipRgn function 2-178 to 2-179
- GetTrackCreationTime function 2-220
- GetTrackDataSize function 2-224
- GetTrackDimensions function 2-177
- GetTrackDisplayBoundsRgn function 2-166 to 2-167
- GetTrackDuration function 2-191 to 2-192
- GetTrackEditRate function 2-268
- GetTrackEnabled function 2-147 to 2-148
- GetTrackID function 2-205
- GetTrackLayer function 2-169
- GetTrackMatrix function 2-175
- GetTrackMatte function 2-180
- GetTrackMedia function 2-206
- GetTrackModificationTime function 2-221
- GetTrackMovieBoundsRgn function 2-172
- GetTrackMovie function 2-205
- GetTrackNextInterestingTime function 2-199 to 2-200
- GetTrackOffset function 2-193
- GetTrackPict function 2-150
- GetTrackSegmentDisplayBoundsRgn function 2-167 to 2-168
- GetTrackStatus function 2-129
- GetTrackUsage function 2-116
- GetTrackUserData function 2-232
- GetTrackVolume function 2-184
- GetUserData function 2-235
- GetUserDataItem function 2-240
- GetUserDataText function 2-237 to 2-238
- GetVideoMediaGraphicsMode function 2-288
- GoToBeginningOfMovie function 2-113
- GoToEndOfMovie function 2-114
- Graphics Compressor 3-11, 3-68
- graphics devices, functions for 3-151
- graphics mode
 - in video media information atoms 4-29
 - for a video media 2-287 to 2-288

graphics worlds
 functions for working with 3-151
 for movies 2-160
 group, of samples 2-196, 2-201 to 2-202
 grouping tracks. *See* alternate groups of tracks

H

handle, loading a movie from 2-90 to 2-92
 handler reference atoms 4-6, 4-19 to 4-20
 layout of 4-19
 in media atoms 4-18
 in sound media information atoms 4-30
 handlers, data. *See* data handlers
 handlers, media. *See* media handlers
 HasMovieChanged function 2-61, 2-101
 'hdlr' atom type 4-6, 4-20
 in media atoms 4-17
 height, track. *See* track height
 highlighting atoms 2-290
 highlighting color atoms 2-291
 HiliteTextSample function 2-300
 human interface guidelines
 for movies in text documents 2-41 to 2-42
 getting movies from files 2-36 to 2-37
 playing movies 2-41 to 2-42

I

identifiers, track. *See* tracks
 identity matrices 2-26, 2-341, 2-342
 image buffers
 introduced 3-38
 for a sequence 3-140
 size of 3-72
 using 3-63, 3-119
 Image Compression Manager 3-5 to 3-186
 alignment functions and 3-159 to 3-160
 application-defined functions for 3-152 to 3-160
 completion functions and 3-158 to 3-159
 control flags 3-62 to 3-65
 data-loading functions and 3-153 to 3-154
 data structures in 3-53 to 3-65
 data-unloading functions and 3-154 to 3-156
 dithering, fast 3-51
 functions in 3-65 to 3-160
 compressing images 3-77 to 3-92
 compressor data 3-66 to 3-71
 decompressing images 3-77 to 3-92
 image data 3-71 to 3-77
 sequence compression parameters 3-124 to 3-133

 sequence decompression parameters 3-133 to 3-152
 working with pictures 3-92 to 3-107
 working with sequences 3-110 to 3-124
 working with thumbnails 3-107 to 3-110
 image compressor, choosing 3-9 to 3-12
 image decompressor, choosing 3-9 to 3-12
 and Movie Toolbox 3-8
 progress functions and 3-156 to 3-158
 and QuickTime 1-6
 . *See also* compressing; compressor components;
 decompressing; decompressor components;
 image description structures
 testing for availability 3-28
 version of 3-28, 3-66
 working with the StdPix function 3-141 to 3-146
 image compression. *See* compressing images
 image compressor, choosing 3-9 to 3-12
 image compressor components. *See* compressing
 images; compressor components; Image
 Compression Manager
 image decompression. *See* decompressing images;
 decompressor components
 image decompressor, choosing 3-9 to 3-12
 image decompressor components. *See* decompressing
 images; decompressor components; Image
 Compression Manager
 ImageDescription data type 3-53 to 3-56
 image description structures 3-49 to 3-50, 3-53 to 3-56
 color tables for 3-56, 3-91 to 3-92
 displaying 3-29
 getting image size from 3-34, 3-37
 information stored about 3-29
 resizing 3-89
 spooling 3-48 to 3-49
 trimming 3-89
 image quality, after compression 3-9
 images
 banding 3-49 to 3-50
 comparing 3-75 to 3-76
 extending 3-49 to 3-50
 sequences of
 creating key frames from 3-64, 3-116
 drawing 3-42 to 3-45
 'imco' component type value 3-52
 'imdc' component type value 3-52
 importing movies 4-3
 InsertEmptyMovieSegment function 2-259
 InsertEmptyTrackSegment function 2-264
 InsertMediaIntoTrack function 2-48, 2-265
 InsertMovieSegment function 2-257 to 2-259, 2-356
 InsertTrackSegment function 2-262 to 2-263, 2-356
 Int64 data type 2-78
 interesting times, finding 2-196 to 2-202
 interframe compression. *See* compression, interframe

interleaving movie data 2-30, 2-106, 2-108
 interpreting movies on non-Macintosh computers 4-3
 intraframe compression. *See* compression, intraframe
 InverseMatrix function 2-346 to 2-347
 IsMovieDone function 2-42, 2-125 to 2-126
 IsScrapMovie function 2-252
 items, user data. *See* user data items

J

Joint Photographic Experts Group (JPEG) 3-10
 'jpeg' compressor type 3-67, 3-68

K

key frames 2-134 to 2-135, 3-51
 adding to a media 2-274, 2-276
 defined 2-196, 3-51
 finding 2-196 to 2-202, 2-279, 2-281, 4-47
 rate 3-51, 3-113, 3-125, 3-126
 and repositioning movies 2-138, 2-139
 'kmat' atom type 4-6, 4-25

L

languages
 and media structures 2-18, 4-16, 4-19
 and movies 2-207 to 2-215
 .See also alternate groups of tracks
 layers
 in movies 2-10, 2-24
 in track atoms 4-16
 in tracks 2-168 to 2-169
 leaf atoms 4-7
 linear PCM 2-31
 lists, user data 2-230
 LoadMediaIntoRam function 2-143, 2-356
 LoadMovieIntoRam function 2-140 to 2-141, 2-356
 LoadTrackIntoRam function 2-142, 2-356
 lossless image compression 3-7
 lossy image compression 3-7

M

MACE. *See* Macintosh Audio Compression and Expansion
 Macintosh Audio Compression and Expansion tools (MACE) 2-31

MakeFilePreview function 2-302
 MakeThumbnailFromPictureFile function 3-108 to 3-109
 MakeThumbnailFromPicture function 3-107 to 3-108
 MakeThumbnailFromPixMap function 3-109 to 3-110
 MapMatrix function 2-352 to 2-353
 mask regions 3-35, 3-37, 3-119, 3-136
 master clock. *See* clock components
 master time bases 2-320 to 2-321
 MatchAlias function 2-64
 matrices 2-26 to 2-28, 3-142
 comparing 2-343
 concatenating 2-344
 copying 2-343
 creating inverse matrices 2-346
 for decompressing images 3-84, 3-136
 determining for a movie 2-170 to 2-171
 determining scaling operations 2-342
 functions for 2-341 to 2-353
 movies and 2-16, 2-24, 2-25
 multiplication and 2-28
 rotating 2-28, 2-342
 scaling 2-27, 2-28, 2-344, 2-351
 shearing 2-342, 2-345
 skewing 2-342, 2-345
 specifying scaling operations 2-344
 specifying translation operations 2-351
 testing for equality 2-343
 transforming points 2-348
 transforming rectangles 2-349 to 2-350
 transforming regions 2-350
 translating 2-27, 2-28, 2-342
 types 2-26 to 2-28, 2-342
 matrix structures
 for movies in movie atoms 4-13
 in track atoms 4-16
 'matt' atom type 4-6, 4-24
 in track atoms 4-14
 matte atoms 4-24 to 4-25
 matte data in compressed matte atom 4-25
 mattes 3-35, 3-37
 disposing of 2-181
 tracks and 2-22, 2-179 to 2-180
 using in decompressing images 3-85
 using with decompressing sequences 3-137
 using with StdPix 3-143
 'mdat' atom type 4-5
 'mdhd' atom type 4-6, 4-18
 in media atoms 4-17, 4-18
 'mdia' atom type 4-6, 4-14, 4-17
 in media atoms 4-17
 media
 assigning to a track 2-265
 determining duration 2-194

- finding data 2-277, 2-279
- getting data handler descriptions 2-284
- getting media handler descriptions 2-282
- getting media handlers 2-283
- .See also* media structures
- media atoms 4-6, 4-17 to 4-19
 - layout of 4-17
 - in track atoms 4-15
- media atom type. *See* 'mdia' atom type
- media data structures
 - media handlers 2-282, 2-284
 - quality of 2-214
 - region codes 2-212
 - sample descriptions 2-226
 - tracks, determining 2-206
- Media data type 2-77
- media handlers 2-19
 - component types 4-20
 - defined 2-13
 - functions 2-281 to 2-289
 - getting 2-283
 - getting descriptions of 2-282
 - in media atoms 4-18
 - .See also* handler reference atoms
 - selecting 2-282 to 2-287
 - setting 2-284
 - using sound 2-288 to 2-289
 - using video 2-287 to 2-288
- media header atoms 4-6, 4-17 to 4-19
- media information 2-19
- media information atoms 4-6, 4-18, 4-27 to 4-31
- MediaInformationHandle data type 2-407
- media rate, in edit list tables 4-26
- media structures 2-18 to 2-19
 - accuracy 2-214
 - adding samples to 2-274, 2-276
 - and blend color 2-288
 - and data handlers 2-275 to 2-277
 - and data references
 - adding 2-216
 - and time scales 2-195
 - and tracks
 - .See also* tracks
 - assigning to tracks 2-265
 - converting track time to media time 2-193 to 2-194
 - creating 2-153 to 2-154
 - creation time 2-19, 2-219, 2-221 to 2-222
 - and data 2-13
 - and data handlers 2-284, 2-287
 - and data information atoms 4-31 to 4-33
 - and data references
 - counting 2-219
 - getting a copy of 2-217, 2-218
 - data references
 - counting ?? to 2-219
 - and data structures 2-15
 - defined 2-5
 - displaying key frames 2-139
 - duration 2-12, 2-19, 2-191 to 2-192, 4-16
 - and edit atoms 4-8, 4-25 to 4-26
 - editing session, ending 2-272
 - graphics mode 2-287 to 2-288
 - groups of 2-197, 2-199, 2-201
 - identifiers 2-77
 - key frames, finding 2-279, 2-281, 4-47
 - languages and 2-19, 2-212 to 2-213, 4-16
 - loading into memory 2-143
 - media atoms 4-17 to 4-19
 - media handlers 2-13, 2-283
 - media sample descriptions
 - counting 2-225 to 2-226
 - finding 2-226 to ??
 - media sample descriptions. *See* media structures, sample descriptions
 - media samples 2-197 to 2-199
 - counting 2-225, ?? to 2-226
 - size of ?? to 2-224
 - modification time 2-19, 2-219, 2-222
 - quality of 2-19, 2-207 to 2-208, 2-213 to 2-215, 4-16
 - region codes 2-238
 - removing from a track 2-154
 - sample descriptions 2-225, 2-273 to 2-274, 2-276, 2-280
 - sample references ?? to 2-281
 - samples 2-196 to 2-202, 2-273 to 2-281
 - adding 2-271 to 2-275
 - counting 2-225 to 2-226
 - editing 2-275 to 2-277
 - getting 2-277 to 2-279, 4-47
 - searching for 2-196 to 2-197, 2-199, 2-201, 2-277
 - sample size atoms 4-42 to 4-43
 - segment 2-18
 - size of 2-224
 - sound balance 2-289
 - sync samples, searching for 2-197, 2-200, 2-201, 2-279, 2-281
 - time coordinate systems for 2-13, 2-19
 - and time scales 2-19
 - and tracks 2-18, 2-202 to 2-205
 - tracks, inserting into 2-252 to 2-254
 - type values 2-153
 - user data
 - adding items to 2-235, 2-236 to 2-237
 - determining number of 2-234
 - finding item 2-235, 2-237
 - removing item 2-238
 - type values 4-22
 - using movie time base 2-19
- media structures, sample references 2-273 to ??
- media time

- converting from track time 2-191, 2-193 to 2-194
 - in edit list tables 4-26
- MediaTimeToSampleNum function 2-228 to 2-229
- memory
 - loading a media into 2-143
 - loading a movie into 2-140
 - loading a track into 2-142
- 'minf' atom type 4-6, 4-17, 4-27, 4-28, 4-30
- modification time
 - for tracks 2-18
 - for media atoms 4-19
 - for media structures 2-19, 2-219, 2-220, 2-222
 - for movie atoms 4-13
 - for movies 2-16, 2-220
 - for track atoms 4-16
 - for tracks 2-221
- monaural sound 2-31
- 'moov' atom type 4-6
- 'Moov' file type 2-61, 2-100, 4-3
- movie atoms 4-6, 4-11 to 4-13
 - layout of 4-11
- movie boundary regions 2-24, 2-158, 2-163 to 2-164, 2-171 to 2-172
- movie boxes 2-20, 2-25, 2-161 to 2-162
- movie clipping regions 2-24 to ??, 2-172 to 2-174
- movie clipping regions of ?? to 2-25, 2-166 to ??
- movie clips, in movie atoms 4-11
- movie controller components
 - playing movies with 2-38
 - and QuickTime 1-7
- Movie data type 2-77
- movie display boundary regions 2-24
- movie display clipping regions 2-25, 2-165 to 2-166, ?? to 2-166
- MovieEditState data type 2-77
- movie edit state identifiers 2-77
- movie edit state. *See* undo for movies
- movie files 2-32, 2-34, 2-35 to 2-36, 4-4 to 4-5
 - closing 2-61, 2-99
 - creating 2-46 to 2-48, 2-61, 2-96 to 2-98, 2-107
 - deleting 2-100
 - loading a movie from 2-35, 2-61, 2-88 to 2-92
 - opening 2-47 to 2-48, 2-61, 2-98 to 2-99
 - resources 2-103 to 2-104
 - saving movies in 2-32, 2-61 to 2-62
 - single-fork 2-32, 2-99, 2-100, 2-110 to 2-111, 4-4 to 4-5
- movie header atoms 4-6, 4-12 to 4-13
- movie identifiers 2-77
- movie posters. *See* posters, movie
- movie previews. *See* previews, movie
- movie resource atoms. *See* 'moov' atom type
- movie resources 4-3 to ??
 - changing 2-103 to 2-104
 - clipping atoms 4-23
 - edit atoms 4-25 to 4-26
 - exchanging 4-3
 - format ?? to 4-47
 - introduced 4-3
 - media atoms 4-17 to 4-19
 - movie atoms 4-11 to 4-13
 - removing 2-104
 - saving movies in 2-32
 - track atoms 4-14 to 4-17
 - updating 2-103 to 2-104
 - user-defined data atoms 4-20
- movies
 - activating 2-89, 2-90, 2-92, 2-97, 2-109, 2-145 to 2-146
 - atoms 4-11 to 4-13
 - audio properties 2-30 to 2-31
 - changed flag 2-61, 2-101 to 2-102
 - characteristics 2-15 to 2-17
 - and the Clipboard 2-32
 - clipping regions of 2-25, ?? to 2-166, 2-172 to 2-174
 - and clock components 2-317
 - converting track time to media time 2-194
 - copying settings 2-261
 - creating 1-10, 2-45 to 2-61, 2-90, 2-92, 2-109, 2-146, 2-245
 - by copying from original 2-248 to 2-249
 - by cutting from original 2-247 to 2-248
 - empty 2-96 to 2-98
 - from a handle 2-90 to 2-92
 - pictures 2-148, 2-149
 - from a resource 2-90 to 2-92
 - from scrap 2-245 to 2-246
 - tracks 2-52 to 2-54, 2-151 to 2-152
- creation dates, user data type for 4-22
- creation time 2-16, 2-220
- credits in, user data type for 4-22
- current position in 2-16
- current selections 2-16, 2-247 to 2-251
- data references, resolving 2-89, 2-109, 2-245
- data structures in 2-15 to 2-17, 2-76 to 2-81
- defined 2-5, 2-9 to 2-11
- deleting 2-61, 2-108, 2-260
- director names, user data type for 4-22
- display boundary regions 2-24, 2-163
- display clipping regions of 2-24, 2-166
- display coordinate systems of 2-159 to 2-160
- displaying 2-42
- disposing of 2-96
- duration of 2-16, 2-185
- edit atoms 4-25 to 4-26
- edit dates and descriptions, user data type for 4-22
- editing 1-10
- edit states 2-254 to 2-256
- and event loops 2-124 to 2-129
- files. *See* movie files
- formats, user data type for 4-22
- graphics world for 2-93, 2-159 to 2-161

- hardware requirements, user data type for 4-22
- identifiers 2-77
- information about, user data type for 4-22
- interesting times, finding 2-196 to 2-202
- key frames 2-138
- layers in 2-10, 2-24, 2-169
- loading 2-35, 2-61, 2-88 to 2-90
- loading into memory 2-140
- locating a specified point 2-127
- and master time bases 2-318
- and matrices 2-24 to 2-28
 - determining 2-158, 2-170 to 2-171
 - getting 2-170 to 2-171
 - introduced 2-16, 2-26 to 2-28
 - setting 2-161 to 2-162, 2-170
- media handlers 2-284
- media sample descriptions
 - counting 2-225
- media sample references 2-275 to 2-277, 2-279 to 2-281
- media samples. *See* media structures, samples 2-222
- modification time 2-16, 2-220
- performers, user data type for 4-22
- playing 1-8 to 1-9, 2-41 to 2-45, 2-111 to 2-112
- playing with a movie controller 2-38 to 2-41
- prerolling 2-134, 2-135
- preview time 2-123
- producer, user data type for 4-22
- putting on the scrap 2-45, 2-244
- quality of 2-18, 2-207 to 2-215, 4-16
- rate 2-130 to 2-131, 2-188 to ??, 4-13
- rates ?? to 2-188
- region codes 2-208
- removing
 - resources from 2-104
 - tracks from 2-152
- removing segment from 2-251
- repositioning at beginning 2-113
- resolving data references 2-91
- resource ID values 2-88, 2-103
- resources. *See* movie resources
- saving 2-100 to 2-103
- and the scrap 2-32, 2-45, 2-61
- .*See also* Movie Toolbox
- segments
 - changing duration of 2-260 to 2-261
 - clearing 2-251
 - combining 2-257 to 2-259
 - copying 2-243, 2-248 to 2-249
 - cutting 2-247 to 2-248
 - deleting 2-247 to 2-248, 2-260
 - inserting 2-257 to 2-259
 - pasting 2-243, 2-249 to 2-250
 - scaling 2-260 to 2-261
- settings of
 - copying 2-261 to 2-262
 - preferred 2-111 to 2-112, 2-130 to 2-133
 - preferred volume 2-16, 2-29
- software requirements, user data type for 4-22
- sound 2-29 to 2-31
- sound volume 2-132 to 2-133, 4-13
 - determining 2-182 to 2-183
 - setting 2-182
- spatial properties 2-20 to 2-25, 2-158 to 2-181
- specifying 2-87, 2-93 to 2-95
- starting 2-111 to 2-112
- status of 2-128 to 2-129
- stopping 2-112
- storing 2-32, 4-4 to 4-5
- and time 2-9 to 2-12
- time bases 2-8, 2-16, 2-185, 2-190 to 2-191
- time coordinate systems 2-6 to 2-8, 2-191 to 2-194
- time scales 2-189 to 2-190, 4-11, 4-13, 4-19
- track atoms 4-14 to 4-17
- undo for 2-254 to 2-257
- update events 2-62 to 2-63
- updating display 2-42, 2-62, 2-126 to 2-127
- user data
 - type values 4-22
- video and sound 2-30 to 2-31, 2-42
- writers of, user data type for 4-22
- movies, playback rates. *See* playback rates, movie
- movies, segments, active. *See* active movie segments
- MoviesTask function 2-42, 2-62, 2-124 to 2-125
- Movie Toolbox 2-5 to 2-428
 - and Alias Manager 2-36, 2-63 to 2-64
 - application-defined functions 2-71 to 2-73, 2-354 to 2-365
 - and Component Manager 2-317, 2-319
 - current error values 2-85
 - displaying previews 2-304 to 2-314
 - editing movies 2-242 to 2-281
 - exiting 2-35
 - File Manager support 2-64
 - functions in 2-87 to 2-353
 - adding samples to media structures 2-271 to 2-281
 - alternate track functions 2-207 to 2-215
 - callback functions for time bases 2-335 to 2-341
 - characteristics for display 2-158 to 2-181
 - cover functions 2-71 to 2-73, 2-155 to 2-157, 2-357 to 2-358
 - creating and loading movies 2-87 to 2-100
 - creating file previews 2-301 to 2-315
 - creating tracks and media 2-150 to 2-154
 - for creation and modification time 2-219 to 2-222
 - for custom error-processing 2-358
 - data reference functions 2-215 to 2-219
 - data structures in 2-76 to 2-81
 - disabling movies and tracks 2-145 to 2-147
 - editing movies 2-242 to 2-262

- editing tracks 2-262 to 2-268
- enhancing movie playback performance 2-134 to 2-143
- error-processing 2-84 to 2-87, 2-358 to 2-359
- event loop functions 2-124 to 2-130
- finding interesting times 2-196 to 2-202
- generating pictures from movies 2-148 to 2-150
- getting and playing movies 2-81 to 2-157
- locating a movie's tracks and media 2-202 to 2-206
- matrix functions 2-116 to 2-117, 2-341 to 2-353
- for media handlers 2-281 to 2-301
- for media samples 2-222 to 2-230
- for media time 2-194 to 2-196
- modifying movie properties 2-157 to 2-242
- for movie time 2-184 to 2-191
- playing movies 2-111 to 2-114
- posters and previews 2-114 to 2-123
- preferred movie settings 2-130 to 2-134
- saving movies 2-100 to 2-111
- sound volume functions 2-181 to 2-184
- time base functions 2-315 to 2-341
- track time functions 2-191 to 2-194
- undo for movies 2-254 to 2-257
- undo for tracks 2-268 to 2-271
- user data functions 2-230 to 2-242
- initializing 2-35, 2-82 to 2-83
- low-level movie editing 2-257 to 2-268
- and QuickTime 1-6
- sound media handlers 2-288 to 2-289
- sticky error values 2-84, 2-85, 2-86
- and System 6 2-63 to 2-68
- testing for availability 2-33 to 2-34
- and time bases 2-315 to 2-341
- undo for tracks 2-268 to 2-271
- version number 2-33
- video media handlers 2-287 to 2-288
- movie user data atoms 4-22
- moving QuickTime movies to other computer systems 2-32, 2-107
- muting a movie 2-29
- 'mvhd' atom type
 - directive 4-6
 - in movie atoms 4-11
- MyActivateProc function 2-363
- MyAlignmentProc function 3-160
- MyCallback function 2-364
- MyCallOutProc function 2-359
- MyCompletionProc function 3-158
- MyCoverProc function 2-358
- MyDataLoadingProc function 3-153
- MyDataUnloadingProc function 3-155 to 3-156
- MyDlgHook function 2-361
- MyErrProc function 2-359
- MyFileFilter function 2-360
- MyModalFilter function 2-362

- MyProgressProc function 2-355 to 2-357, 3-157 to 3-158
- MyTextProc function 2-364

N

- NewAlias function 2-64
- NewAliasMinimalFromFullPath function 2-64
- NewCallback function 2-336 to 2-337
- NewImageGWorld function 3-151 to 3-152
- NewMovieEditState function 2-255
- NewMovieFromDataFork function 2-109 to 2-110
- NewMovieFromFile function 2-35, 2-61, 2-88 to 2-90
- NewMovieFromHandle function 2-61, 2-90 to 2-92
- NewMovieFromScrap function 2-45, 2-245 to 2-246
- NewMovie function 2-92 to 2-93
- NewMovieTrack function 2-48, 2-52, 2-151 to 2-152
- NewTimeBase function 2-316
- NewTrackEditState function 2-269
- NewTrackMedia function 2-48, 2-52, 2-153 to 2-154
- NewUserDataFromHandle function 2-242
- NewUserData function 2-240 to 2-241

O

- offset, determining track 2-193
- offset-binary sound data encoding 2-31, 2-80
- opcolors, for transfer modes 4-29
- OpenMovieFile function 2-35, 2-61, 2-98 to 2-99

P

- palindrome looping, of time bases 2-331
- parsing a sound resource 2-59
- PasteHandleIntoMovie function 2-252 to 2-253
- PasteMovieSelection function 2-249 to 2-250
- PCM (pulse-code modulation) 2-31
- Photo Compressor 3-10, 3-68
- PICT files
 - clipping images in 3-102 to 3-106
 - compressing 3-8, 3-28, 3-97 to 3-101
 - creating thumbnail from 3-108 to 3-109
 - drawing image from 3-101
 - getting picture frame 3-106
 - version 2 3-28
- picture frames, getting 3-106
- pictures
 - clipping compressed 3-104
 - compressing 3-8, 3-93 to 3-101

- creating from a movie 2-148
- creating from a movie's preview 2-148
- creating thumbnail from 3-107 to 3-109
- pixel depth conversion, image compression 3-12
- pixel maps
 - compressing 3-8
 - creating thumbnails from 3-109 to 3-110
- playback rates, movie 2-16, 2-130 to 2-131, 2-185, 2-187 to 2-188
- playing a movie 2-42
- playing a movie with a movie controller 2-38
- playing back a sequence 3-46 to 3-48
- PlayMoviePreview function 2-120 to 2-121
- points, transforming through a matrix 2-347
- position in a movie. *See* current time
- posters, movie 2-11, 2-114 to 2-116
 - boundary rectangle for 2-118
 - creating a picture from 2-149
 - defined 2-11, 2-16
 - time 2-118 to 2-119
 - time, in movie atoms 4-13
- preferred rates, movie
 - defined 2-16
 - getting 2-131
 - in movie atoms 4-13
 - setting 2-130 to 2-131
- preferred volume, movie
 - defined 2-16
 - getting 2-133
 - in movie atoms 4-13
 - setting 2-132 to 2-133
- PrerollMovie function 2-135
- preview components 1-7
- previews, files 2-65 to 2-71
- previews, movie 2-114 to 2-123
 - defined 2-10, 2-16
 - determining preview mode 2-122
 - determining preview time 2-123
 - duration, in movie atoms 4-13
 - playing 2-120
 - setting preview mode 2-121
 - setting preview time 2-122 to 2-123, 4-13
 - time, in movie atoms 4-13
- progress functions 2-155 to 2-156, 2-354 to 2-357, 3-52, 3-90, 3-99, 3-102, 3-105, 3-152, 3-156 to 3-158
 - assigning to an image 3-81, 3-86
 - creating a thumbnail 3-109
 - defined 2-71, 2-155
 - drawing a picture file 3-101
 - during picture compression 3-81, 3-90, 3-96
 - retrieving data about pixel map image 3-145
- progress function structure. *See* ProgressProcRecord data type
- ProgressProcPtr data type 3-156
- PtInMovie function 2-127

- PtInTrack function 2-128
- pulse-code modulation (PCM) 2-31
- PutMovieIntoDataFork function 2-110 to 2-111
- PutMovieIntoHandle function 2-104 to 2-105
- PutMovieIntoTypedHandle function 2-253 to 2-254
- PutMovieOnScrap function 2-45, 2-244
- PutUserDataIntoHandle function 2-241 to 2-242

Q

- QTCallback data type 2-77
- 'qtim' selector 2-33
- quality
 - of compressed images 3-55
 - determining compressor capability for 3-73 to 3-75
 - of images 3-9
 - for a media 2-19, 2-213 to 2-214, 4-19
 - for movies 2-18, 2-207 to 2-208
 - values for 3-61 to 3-62
- QuickTime for Windows 4-4

R

- random access operations 2-134
- rate
 - defined 2-8
 - determining for a time base 2-326
- rates, movie
 - getting 2-188
 - preferred 2-16, 2-130 to 2-131, 4-13
 - .*See also* playback rates, movie
 - setting 2-187 to 2-188
- Raw Compressor 3-12, 3-68
- 'raw ' compressor type 3-68
- 'raw ' enumerator 2-80
- recompressing images 3-86
- rectangles, transforming with a matrix 2-348 to 2-353
- RectMatrix function 2-351 to 2-352
- region bounding box, in clipping atoms 4-23
- region codes
 - media, determining 2-212 to 2-213
 - media, setting 2-212
 - movie, setting 2-208
- regions
 - clipping. *See* clipping regions
 - transforming with a matrix 2-350
- RemoveMovieResource function 2-61, 2-104
- RemoveUserData function 2-236
- RemoveUserDataText function 2-238
- removing
 - callback events 2-339

- part of a movie 2-260
- part of a track 2-266
- rescheduling a callback event 2-339
- resizing a compressed image 3-89
- resolution, horizontal 3-55
- resolution, vertical 3-55
- ResolveAliasFile function 2-64
- ResolveAlias function 2-64
- resource ID values for movies 2-88, 2-103
- resource types
 - 'SEQU' 3-46
 - 'snd' 2-59
- result codes, retrieving from Movie Toolbox 2-84, 2-85, 2-86
- 'rle' compressor type 3-68
- RotateMatrix function 2-345
- rotation operations, and matrices 2-28, 2-342
- 'rpza' compressor type 3-68

S

- sample count, in time-to-sample tables 4-38
- sample data
 - adding to a media 2-273 to 2-277
 - getting information about 2-279 to 2-281
 - getting from a media 2-277, ?? to 2-279
 - working with 2-275 to 2-277
- sample description atoms 4-6, 4-36
 - in sample table atoms 4-35
 - tables 4-36
- sample description atom type. *See* 'std' atom type
- SampleDescription data type 2-405
- SampleDescriptionHandle data type 2-405
- SampleDescriptionPtr data type 2-405
- sample description record. *See* SampleDescription data type
- sample descriptions. *See* media structures
 - sample descriptions 2-225
- sample duration in time-to-sample tables 4-38
- sample groups in a media 2-197, 2-199, 2-201
- SampleNumToMediaTime function 2-229 to 2-230
- sample rates, for sound data 2-31, 2-81
- sample references, media 2-279 to 2-281
- samples
 - finding in a media 2-201
- sample size atoms 4-6, 4-42 to 4-43
 - in sample table atoms 4-35
 - tables 4-43
- sample size of sound data 2-31
- samples per chunk, in sample-to-chunk tables 4-41
- samples. *Seemedia structures, samples*
- sample table atoms 4-6, 4-34 to 4-35
 - in sound media information atom 4-30

- in video media information atom 4-28
- sample-to-chunk atoms 4-6, 4-40 to 4-42
 - in sample table atoms 4-35
 - tables 4-41 to 4-42
- saving image sequences to disk files 3-40 to 3-42
- saving movies in movie files 2-61 to 2-62
- ScaleMatrix function 2-344
- ScaleMovieSegment function 2-260 to 2-261
- ScaleTrackSegment function 2-266 to 2-267
- scaling a movie segment 2-260 to 2-261
- scaling a track segment 2-266 to 2-267
- scaling operations
 - matrices for 2-27, 2-28, 2-342, 2-344, 2-351
- scrap
 - getting a movie from 2-245
 - and movies 2-32, 2-45
 - putting a movie on 2-244
- screen buffers
 - introduced 3-38
 - for a sequence 3-140 to 3-141
 - using 3-63, 3-119
- scroll delay atoms 2-291
- scrubbing 2-134
- selection duration
 - in movie atoms 4-13
 - movies 2-16
- selections, movie 2-16, 2-246 to 2-251
- selection time
 - in movie atoms 4-13
 - movies 2-16
- SelectMovieAlternates function 2-209
- sequence grabber channel components 1-7
- sequence grabber components 1-7
- sequence grabber panel components 1-7
- sequences, compressing. *See* compressing images
- sequences, decompressing. *See* decompressing sequences
- sequences, images. *See* image sequences
- 'SEQU' resource 3-40, 3-46
- SetAutoTrackAlternatesEnabled function 2-210
- SetCompressedPixMapInfo function 3-143 to 3-144
- SetCSequenceDataParams function 3-132
- SetCSequenceFlushProc function 3-129 to 3-130
- SetCSequenceFrameNumber function 3-127 to 3-128
- SetCSequenceKeyFrameRate function 3-51, 3-125 to 3-126
- SetCSequencePrev function 3-128 to 3-129
- SetCSequenceQuality function 3-124 to 3-125
- SetDSequenceAccuracy function 3-138
- SetDSequenceDataProc function 3-139
- SetDSequenceMask function 3-136
- SetDSequenceMatrix function 3-135 to 3-136
- SetDSequenceMatte function 3-137
- SetDSequenceSrcRect function 3-135
- SetDSequenceTransferMode function 3-134

- SetIdentityMatrix function 2-341
- SetImageDescriptionCTable function 3-91
- SetMediaDataHandler function 2-286 to 2-287
- SetMediaDataRef function 2-216 to 2-217
- SetMediaHandler function 2-284
- SetMediaLanguage function 2-212
- SetMediaPlayHints function 2-139 to 2-140
- SetMediaQuality function 2-213 to 2-214
- SetMediaSampleDescription function 2-227 to 2-228
- SetMediaShadowSync function 2-144
- SetMediaTimeScale function 2-195
- SetMovieActive function 2-145 to 2-146
- SetMovieActiveSegment function 2-136
- SetMovieBox function 2-20, 2-161 to 2-162
- SetMovieClipRgn function 2-172 to 2-173
- SetMovieCoverProcs function 2-156 to 2-157
- SetMovieDisplayClipRgn function 2-158, 2-165
- SetMovieGWorld function 2-159 to 2-160
- SetMovieLanguage function 2-208 to 2-209
- SetMovieMasterClock function 2-317
- SetMovieMasterTimeBase function 2-318
- SetMovieMatrix function 2-170
- SetMoviePlayHints function 2-137 to 2-138
- SetMoviePosterTime function 2-118 to 2-119
- SetMoviePreferredRate function 2-130 to 2-131
- SetMoviePreferredVolume function 2-29, 2-132 to 2-133
- SetMoviePreviewMode function 2-121
- SetMoviePreviewTime function 2-122 to 2-123
- SetMovieProgressProc function 2-155 to 2-156
- SetMovieRate function 2-187 to 2-188
- SetMovieSelection function 2-246
- SetMoviesErrorProc function 2-86 to 2-87
- SetMovieTime function 2-186
- SetMovieTimeScale function 2-189
- SetMovieTimeValue function 2-185 to 2-186
- SetMovieVolume function 2-29, 2-182
- SetPosterBox function 2-117
- SetSoundMediaBalance function 2-289
- SetTextProc function 2-301
- SetTimeBaseEffectiveRate function 2-326 to 2-327
- SetTimeBaseFlags function 2-330
- SetTimeBaseMasterClock function 2-318 to 2-319
- SetTimeBaseMasterTimeBase function 2-320 to 2-321
- SetTimeBaseRate function 2-325 to 2-326
- SetTimeBaseStartTime function 2-327
- SetTimeBaseStopTime function 2-328 to 2-329
- SetTimeBaseTime function 2-323
- SetTimeBaseValue function 2-324
- SetTimeBaseZero function 2-322
- SetTrackAlternate function 2-210 to 2-211
- SetTrackClipRgn function 2-178
- SetTrackDimensions function 2-176 to 2-177
- SetTrackEnabled function 2-147
- SetTrackLayer function 2-168 to 2-169
- SetTrackMatrix function 2-174
- SetTrackMatte function 2-179 to 2-180
- SetTrackOffset function 2-192
- SetTrackUsage function 2-115
- SetTrackVolume function 2-29, 2-183
- SetUserDataItem function 2-239
- SetVideoMediaGraphicsMode function 2-287
- SFGetFilePreview function 2-65 to 2-68, 2-306 to 2-307
- SFPGetFilePreview function 2-65 to 2-68, 2-308 to 2-310
- SFTypeList data type 2-307, 2-309, 2-311
- shadow sync atoms 4-6
- shadow sync samples 2-134
- shadow sync tables 4-46
- shear operations and matrices 2-345, 2-346, 2-342
- ShowMoviePoster function 2-116 to 2-117
- shrunk text box atoms 2-290
- similarity, in image sequence 3-75
- single-fork movie files 2-99, 2-100, 2-103, 2-107, 2-108, 4-4 to 4-5
- size
 - of compressed images 3-55, 3-72, 3-73
 - of media 2-224
 - of movie 2-223
 - of track 2-224
- skewing operations
 - determining matrices for 2-342
 - specifying matrices for 2-342
- SkewMatrix function 2-345 to 2-346
- skew operations and matrices 2-345
- 'smc' compressor type 3-68
- 'smhd' atom type 4-6, 4-27, 4-31
- 'snd' resource 2-52
- sound balance ?? to 2-30
 - determining media 2-289
 - in sound media information atoms 4-31
 - setting media 2-289
- sound data 2-29 to 2-31
 - interleaving in a movie 2-30, 2-106, 2-108
 - sample rate 2-31, 2-81
 - sound description structure and 2-79
 - storage formats 2-31, 2-80
- SoundDescription data type 2-79 to 2-81
- SoundDescriptionHandle data type 2-405
- SoundDescriptionPtr data type 2-405
- sound descriptions, creating 2-55 to 2-59
- sound description structure 2-79 to 2-81
- Sound Manager and the Movie Toolbox 2-42
- sound media handlers 2-288 to 2-289
- sound media information atoms 4-29 to 4-30

- sound media information header atoms 4-6, 4-30 to 4-31
- sound playback of movies 2-29 to 2-30
- sound resources, parsing 2-59 to 2-61
- sound tracks, creating 2-18, 2-52 to 2-54
- sound volume
 - of movies 2-29, 2-182 to 2-183
 - muting 2-29
 - of tracks 2-29
 - tracks, getting 2-184
 - tracks, setting 2-183
 - values 2-29
- 'soun' media type 4-20
- spatial compression of images 3-7, 3-125
- spatial dimensions, track 2-177
- spatial properties of movies and tracks 2-20 to 2-25
- speed
 - of compressor component 3-58
 - of decompressor component 3-58
 - of image compression 3-9
- spooling compressed images 3-48 to 3-49
- standard compression dialog components 1-7
- StandardGetFilePreview function 2-68 to 2-69, 2-310 to 2-311
- StartMovie function 2-111 to 2-112
- 'stbl' atom type 4-6, 4-27, 4-34, 4-35
- 'stco' atom type 4-6, 4-43, ?? to 4-44
- StdPix function 3-29, 3-142 to 3-143
- stereo sound 2-31
- sticky error values 2-84 to 2-86
- StopMovie function 2-112
- storing sound data 2-29 to 2-31
- 'stsc' atom type 4-6, 4-40
- 'stds' atom type 4-6, 4-36 to ??, 4-36, ?? to 4-36
- 'stsh' atom type 4-6, 4-45 to 4-46
- 'stss' atom type 4-6, 4-39
- 'stsz' atom type 4-6, 4-42
- 'stts' atom type 4-6, 4-37
- style atoms 2-290
- subordinate time base, setting offset 2-322
- subtracting time 2-333
- SubtractTime function 2-333 to 2-334
- sync sample atoms 4-6, 4-35, 4-39 to 4-40
- sync sample atom type. *See* 'stss' atom type
- sync samples 2-135, 2-196, 2-197, 2-200, 2-201
 - adding to a media 2-274, 2-276
 - finding in a media 2-279, 2-281
- System 6
 - and the Movie Toolbox 2-65 to 2-68
 - and previewing files 2-65 to 2-67

T

- temporal compression of images
 - controlling 3-113, 3-125
 - defined 3-7
 - and key frames 3-51
- text atoms 2-290
- TextDescription data type 2-291
- text description structure 2-291
- text media handlers 2-290 to 2-301
- thumbnails
 - creating 3-107 to 3-110
 - creating from pixel maps 3-109 to 3-110
 - defined 2-65
 - for previewing files 2-65
- time
 - .See also* time bases
- time, image compression, estimating 3-73
- time, media, determining for a sample 2-229
- time, movie, determining 2-187
- time, movie, setting 2-185, 2-186
- time, track. *See* track time
- time, units per second 2-6
- TimeBase data type 2-77
- time-based data 2-5
- time bases 2-5 to 2-8
 - adding time values 2-333
 - and callback events
 - cancelling 2-339
 - creating 2-336 to 2-337
 - determining 2-340
 - disposing of 2-339
 - scheduling 2-337 to 2-339
 - callback functions 2-335 to 2-341
 - and clock components 2-318 to 2-320
 - control flags 2-330 to 2-331
 - converting 2-334 to 2-335
 - creating 2-316
 - and current time 2-322 to 2-325
 - defined 2-6
 - disposing of 2-316 to 2-317
 - end times of 2-329
 - functions 2-315 to 2-341
 - identifiers 2-77
 - looping 2-330 to 2-331
 - offsets 2-322
 - rates of 2-326
 - start times of 2-328
 - status information from 2-331 to 2-332
 - time values 2-324 to 2-325
- time bases, master
 - assigning to a movie 2-318
 - assigning to a time base 2-320 to 2-321
 - determining 2-321
- time coordinate systems 2-5 to 2-8, 2-16

- TimeRecord data type 2-77
- times 2-5 to 2-8
 - adding 2-332 to 2-333
 - converting 2-334
 - .See also* time bases; time scales; time values
 - subtracting 2-333 to 2-334
 - units per second 2-6
- time scales 2-6 to 2-7
 - converting between 2-334
 - defined 2-6, 4-13
 - for media structures 2-195 to 2-196
 - for media 4-19
 - for movies 2-189 to 2-190, 4-13
- time specification 2-77
- time structures format 2-77 to 2-78
- time-to-sample atoms 4-6, 4-37 to 4-38
 - in sample table atoms 4-35
 - tables 4-37 to 4-38
- time units 2-6
- time values 2-7 to 2-8
 - converting between time bases 2-334
 - defined 2-7
 - subtracting 2-333
- 'tkhd' atom type 4-6
 - in track atoms 4-14
- track atoms 4-6
 - layout of 4-14 to 4-15
- track atom type. *See* 'trak' atom type
- track boundary regions 2-22
- track clipping regions
 - defined 2-22
 - determining 2-179
 - setting 2-178
- track clips in track atoms 4-14
- track coordinate systems 2-22
- Track data type 2-77
- track directories, in movie atoms 4-11
- track duration
 - in edit list tables 4-26
 - in track header atoms 4-16
- TrackEditState data type 2-77
- track edit state identifiers 2-77
- track edit state. *See* undo for tracks
- track header atoms 4-6, 4-15 to 4-17
- track header flags 4-16
- track height 2-22, 2-177, 4-17
- track identifiers 2-77
- track ID number
 - in movie atoms 4-13
 - next value 4-13
 - in track header atoms 4-16
- track matte atoms 4-6, 4-24
- track mattes
 - creating 2-73 to 2-75
 - defined 2-22
 - determining 2-180
 - setting 2-179 to 2-180
 - in track matte atoms 4-24
- track movie boundary regions
 - defined 2-23
 - for a segment 2-167 to 2-168
- track rectangles, determining 2-177
- tracks
 - adding to a movie 2-258
 - alternate groups of. *See* alternate groups of tracks
 - alternate groups. *See* alternate groups of tracks and media structures
 - number of samples in 2-225 to ??
 - clipping for display 2-179
 - converting track time to media time 2-193 to 2-194
 - coordinate systems 2-22
 - copying settings of 2-267 to 2-268
 - count 2-203
 - creating 2-45 to 2-61, 2-150 to 2-152
 - creating a media for 2-151, 2-153 to 2-154
 - creation time 2-18, 2-219, 2-220 to 2-221
 - data structures in 2-17 to 2-18
 - deep-mask operations on 2-22
 - defined 2-5, 2-12 to 2-13, 2-17 to 2-18
 - defining parts of a media to use in 4-25
 - deleting segments from 2-266
 - dimensions 2-177
 - display boundary regions of 2-166 to 2-168
 - duration of 2-9, 2-10, 2-12, 2-191 to 2-192
 - edit states
 - creating 2-269
 - removing 2-270 to 2-271
 - restoring to previous 2-270
 - enabled 2-10, 2-147 to 2-148
 - height of 2-22, 2-177
 - ID 2-205
 - identifiers 2-77, 2-203 to 2-204, 2-204
 - determining 2-151 to 2-152, 2-204
 - inserting empty segment into 2-264
 - inserting media segment into 2-265
 - interesting times, finding 2-196, 2-199 to 2-200
 - in key frames 2-196 to 2-200
 - layers in 2-10, 2-24, 2-169, 4-16
 - loading into memory 2-142
 - locating a specified point 2-128
 - matrices for 2-18, 2-23, 2-175, 4-16
 - and media edit lists 2-12, 2-18
 - media handlers for 2-284
 - and media samples in
 - getting 2-197, 2-199
 - groups of 2-197, 2-199, 2-201
 - and media structures
 - creating for 2-150 to 2-154
 - number of samples ?? to 2-225, ?? to 2-226
 - removing from 2-152, 2-154

- size of 2-223 to 2-224
- for a specific track 2-202 to 2-205
- modification time 2-18, 2-221
- movie ?? to 2-205
- movie boundary regions 2-23
- in a movie poster 2-10, 2-115, 2-116
- in a movie preview 2-10, 2-115 to 2-116
- and movies 2-12 to 2-13, 2-115 to 2-116
 - counting tracks in 2-203
 - finding specified track in 2-202 to 2-203, 2-205
 - removing tracks from 2-152
- offsets for 2-193
- point, locating in 2-124, 2-128
- removing
 - media from 2-153 to 2-154
 - from a movie 2-152
 - segment from 2-266
- scaling segments of 2-266 to 2-267
- segments
 - adding to media 2-250 to 2-251
 - changing duration of 2-266 to 2-267
 - empty, adding 2-264
 - inserting 2-249 to 2-250, 2-262 to 2-263
 - removing from 2-251
- setting matrices for 2-174
- setting mattes for 2-179 to 2-180
- size of 2-224
- sound volume 2-18, 2-29, 2-151, 2-183 to 2-184
- spatial properties 2-20 to 2-25
- status of 2-129
- time scale 2-12, 2-18
- track atoms 4-14 to 4-17
- transforming 2-18, 2-23 to 2-28, 2-175
- transforming for display 2-23
- undo for 2-269
- usage 2-115, 2-116
- user data in 2-18
- width of 2-22, 2-151, 2-177
- tracks, mattes for. *See* track mattes
- TrackTimeToMediaTime function 2-193 to 2-194
- track volume 4-16
- track width 2-151, 2-177
 - defined 2-22
 - in track header atoms 4-17
- 'trak' atom type 4-6, 4-14
 - in movie atoms 4-11
- transfer modes
 - opcolors for 4-29
 - setting for decompressing images 3-134
- transformation matrix 2-26 to 2-28
- TransformFixedPoints function 2-348
- TransformFixedRect function 2-349 to 2-350
- TransformPoints function 2-347
- TransformRect function 2-348 to 2-349
- TransformRgn function 2-350

- TranslateMatrix function 2-344
- translation operations
 - determining matrices for 2-342
 - and matrices 2-27, 2-28
 - specifying matrices for 2-351
- TrimImage function 3-89 to 3-90
- trimming
 - compressed PICT files 3-106
 - compressed pictures 3-104
 - PICT files 3-105 to 3-106
 - picture 3-102 to 3-104
- twos-complement sound data encoding 2-31

U

- 'udta' atom type 4-6, 4-22
 - in media atoms 4-17
 - in movie atoms 4-11
 - in track atoms 4-14
- undo for movies 2-254 to 2-257
- undo for tracks 2-269 to 2-271
- UpdateAlias function 2-64
- UpdateMovie function 2-62 to 2-63, 2-126 to 2-127
- UpdateMovieResource function 2-61, 2-103 to 2-104
- updating movie display 2-62
- usage, track
 - determining 2-116
 - setting 2-115
- UseMovieEditState function 2-255 to 2-256
- user data
 - adding text items 2-236 to 2-237
 - counting number of types 2-234
 - determining next data type 2-233 to 2-234
 - finding text items 2-237
 - getting access to media's list 2-233
 - getting access to movie's list 2-231
 - identifiers 2-77
 - items 2-230
 - adding 2-235
 - finding 2-235
 - removing 2-236, 2-238
 - list 2-230
 - in media 2-19
 - in movie atoms 4-11
 - in movies 2-17
 - in track atoms 4-15
 - in tracks 2-18
 - type values 2-230
- UserData data type 2-77
- user data list identifiers 2-77
- user data type values 4-22
- user-defined atoms 4-21
- user-defined data atoms 4-6, 4-20 to ??, 4-21 to 4-22

- layout of ?? to 4-21
- in track atoms 4-15
- user-defined data atom type. *See* 'udta' atom type
- UseTrackEditState function 2-270

V

- value 2-405
- version, Image Compression Manager 3-28, 3-66
- version 2 PICT files 3-28, 3-106 to 3-107
- version number of the Movie Toolbox 2-33
- 'vers' resource 2-33
- vertical resolution of compressed images 3-55
- 'vide' media type 4-20
- Video Compressor 3-10, 3-68
- video data
 - creating for a new movie 2-52
 - interleaving in a movie 2-30, 2-106, 2-108
 - storing in a movie 2-30
- video digitizer components 1-7
- videoFlagNoLeanAhead flag 4-29
- video media blend color 2-287 to 2-288
- video media handlers 2-287 to 2-288
- video media information atoms 4-27 to 4-28
- video media information header atoms 4-6, 4-28
- video samples, adding to a media 2-50 to 2-52
- video tracks, creating 2-48 to 2-49
- 'vmhd' atom type 4-6, 4-27 to 4-29
- volume, movie
 - current 2-29
 - determining 2-182 to 2-183
 - preferred 2-16, 2-29
 - setting 2-132 to 2-133
 - setting 2-151, 2-182
- volume, track 2-18, 2-29
 - getting 2-184
 - setting 2-183
 - in track atoms 4-16

W, X, Y, Z

- width, track. *See* track width
- width of compressed images 3-55
- Window Manager, and the Movie Toolbox 2-62, 2-126 to 2-127
- windows, aligning 3-146

