

# Welcome to Wild Magic

by David Fischer

brought to you by  
the Developer Group of Apple Computer, France.

v. 2.0

## Overview

Wild Magic is a control panel which extends QuickTime™ features with backward compatibility with most existing applications supporting PICTures. It will let you evaluate how dynamic information such as movies can be used in documents created with regular applications.

Wild Magic lets you copy a movie from MoviePlayer™ or any QuickTime-aware application that uses the standard Movie Controller (e.g. SimplePlayer) and paste it wherever you like: the Scrapbook, a word processor, a spreadsheet, etc.

## Installation

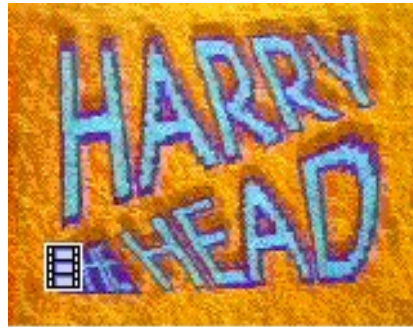
Wild Magic **REQUIRES** that you run System 7.0 or later. It will not run under System 6.0.x. Wild Magic also obviously requires QuickTime, version 1.0 or later.


To install Wild Magic, simply drag the file to your System Folder (it will automatically go into the Control Panels folder) and restart. **DO NOT** try to open the Control Panel before you restart.


## Using Wild Magic

First of all, you must copy a movie to the clipboard. To this effect, you can use any QuickTime-aware application, such as MoviePlayer™ or SimplePlayer™, in order to select a sequence of a movie (by shift-dragging the Movie Controller cursor or issuing a ‘Select All’ menu command) and then issue a ‘Copy’ (or ‘Cut’) command. **YOU MUST MAKE A SELECTION BEFORE COPYING**. Otherwise, nothing will be copied to the Clipboard.


Once pasted into a document, a movie displays its ‘poster’ with one movie-strip-like icon (“badge” in QuickTime jargon) on top of it, as illustrated below:





Clicking on the  icon makes the Movie Controller appear and starts playing the movie. From then on, you can use the standard controller as you would with any other QuickTime-aware application, until you click anywhere outside the movie+controller area (which stops the movie and makes the controller disappear).

**Note:** you can make a selection in a playing movie by shift-dragging the Movie Controller cursor, and if you press -c, the selection will be copied to the Clipboard. It will be available for pasting as soon as you dismiss the movie (by clicking outside the movie area).

Since you are running Sytem 7 (Wild Magic does not work under System 6), the alias manager is used. If you create documents refering to files located on removable devices or AppleShare™ servers, when you play the movie, Wild Magic will prompt you to insert the required removable device or to enter your password, if any. This way, you can distribute small documents refering to movies shared on a server or on a CD-ROM very conveniently.

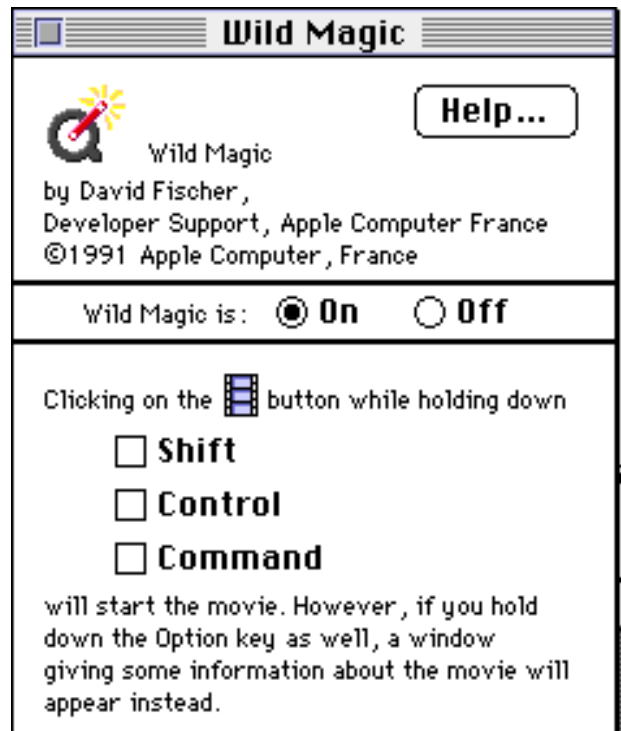
If you hold down the Option key while clicking on the  button, a window will pop up giving you some information about the location and name of the original movie file(s):



Using the two little  and  buttons, you can see the location of the files each track reads its data from. This dialog is important because Wild Magic uses Public Movie ("moov") resources which contain aliases to the movie files instead of the data itself. So, if you want to distribute your document, you should supply the right movie files with it (unless the files reside on a CD-ROM or an accessible file server).

## Changing the settings

If you open the Wild Magic Control Panel, you should see this window:



- the **Help...** button gives you a short on-line help.
- the ☒ **On** ☐ **Off** radio buttons let you activate or deactivate Wild Magic (including the movie scrap conversion).
- the ☐ **Control** ☐ **Shift** ☐ **Command** buttons let you choose which of these key(s) you should hold down while clicking on the [movie icon] button. The default is none.

## Getting Help

To get some help for elements of the various dialogs and windows, simply turn Balloon Help on.


## Technical Details


Wild Magic takes a Public Movie resource (of type 'moov') found in the Clipboard, and encapsulates it as a specific picComment inside a regular PICTure showing a still image ('poster') representative of the movie. The complete structure of 'Wild PICTs' can be obtained on request.

The Public Movie resource (see QuickTime documentation for details), in turn, contains specific information about the movie, including aliases to the files containing the various tracks. This is important, because when you distribute a document containing a movie picture created by Wild Magic, only the Public Movie is saved within the document, not the entire movie. The advantage is that the document remains VERY small, while the disadvantage is that you must not forget to distribute the movie files along with the document (but, again, they can reside on an accessible server or a CD-ROM). This is where Option-clicking on the [movie icon] button can prove useful.

## Troubleshooting

If Wild Magic does not work, first try to open the Control Panel. If something went wrong during Startup, it should tell you what happened. Also check the modifier keys settings.

If, after pasting a movie into a document, you see the  button but it doesn't react to mouse clicks, first check the Control Panel modifier keys settings. Then, change these settings to something like Command+Shift+Control and try again. If it still doesn't work, it usually means Wild Magic is not compatible with the application you're using.

If the movie you are pasting looks like a blank rect with a  button at the bottom, it could mean you did not make a selection in MoviePlayer before issuing the 'Copy' menu command.

## Keeping current

The latest version of Wild Magic is available on AppleLink, as well as other major BBSs. If you have access to AppleLink, be sure to check the Wild Magic folder (path: "Developer Support:QuickTime Talk:Code Exchange:Wild Magic"). There, you'll find not only Wild Magic and its documentation, but also a compatibility list and discussions for bug reports, suggestions, comments, etc.

## Known Bugs

- Wild Magic does not work with a few applications that draw to offscreen GWorlds

## Distribution

Wild Magic is provided free of charge to all Macintosh developers. It may be distributed freely, provided both the software and this documentation are always distributed together, unabridged and unchanged. Wild Magic may **not** be sold or offered for sale, or included with another software product offered for sale. Companies that distribute public domain/freeware/shareware software for profit are **expressly prohibited** from distributing Wild Magic. This restriction **does not** apply, however, to bulletin boards and commercial on-line services such as America Online, CompuServe, CalvaCom and GENie.

## Credits

Wild Magic was developed inside the Developer Group of Apple Computer France by David Fischer, from an original idea by Jean-Eric Garnier, with special help from Jean-Eric Garnier (marketing, testing), Brieuc Segalen (artwork), Eric Simenel and Etienne Vautherin (developer tech. support).

## Disclaimer

Wild Magic has passed limited testing and is given "as is" without any warranty of any kind, especially regarding its reliability or performance. It should be used for evaluation purposes only. Apple will not provide any support for Wild Magic. Sorry.

## Bug reports

I cannot provide any support for Wild Magic. But I would definitely like to receive bug reports and suggestions, on AppleLink (FISCHER.D), CalvaCom (DF21) or Internet (FISCHER.D@APPLELINK.APPLE.COM).

Have fun.



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