

New Technical Notes

Macintosh



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Developer Support

QuickTime for Windows Q&As

QuickTime

Revised by: Developer Support Center

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This Technical Note contains a collection of Q&As relating to a specific topic—questions you've sent the Developer Support Center (DSC) along with answers from the DSC engineers. While DSC engineers have checked the Q&A content for accuracy, the Q&A Technical Notes don't have the editing and organization of other Technical Notes. The Q&A function is to get new technical information and updates to you quickly, saving the polish for when the information migrates into reference manuals.

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New Q&A this month:

QuickTime for Windows 1.0 error code 0x8002

Trapping mouse clicks in QuickTime for Windows

QuickTime for Windows system requirements

QTW requires movie and controller to be in same window

QuickTime for Windows 1.0 error code 0x8002

Date Written: 12/14/92

Last Reviewed: 3/1/93

What does an error return code of 0x8002 signify? I didn't find it documented. We occasionally get this return value from MCControllerInfo.

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Error code 0x8002 means a badComponentSelector. As far as QuickTime for Windows is concerned, the controller you're passing to MCGetControllerInfo isn't good. You may be passing nil or a controller handle that has already been disposed of.

Trapping mouse clicks in QuickTime for Windows

Date Written: 11/12/92

Last Reviewed: 3/1/93

I realize that the function `MCIsPlayerMessage` traps all Window messages before the big switch statement. How do I trap the user's double click or single click in the movie window? How can I tell the coordinate of the single mouse click in the movie window in my application? How can I disable the double click effect (play movie)?

The interface doesn't provide an easy solution to your problem. There are different ways to do this depending on what you're trying to accomplish. The first one involves setting a filter proc for the controller to monitor changes of state in the movie. In this case you'd still need to make sure the mouse clicked on the movie and not in the play button which causes the same action.

The second option gives you more control but goes against all laws of coding decency since it implies splitting the processing of the message in such a way that you get the opportunity first to do what you want with mouse clicks as so on deferring to second place the controller and its own processing.

QuickTime for Windows system requirements

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What is QuickTime for Windows and what hardware do you need to run it?

QuickTime for Windows makes QuickTime a cross-platform technology that you can use in both the Macintosh and the Microsoft Windows programs that you're developing. With it, you can create multimedia programs on the Macintosh and be able to add the playback of QuickTime movies to any PC application running Microsoft Windows 3.1.

The *minimum* hardware configuration required for QuickTime for Windows is the following:

- A personal computer with an 80386SX or greater CPU
- A CPU speed of 20 MHz or higher
- 4 MB of conventional and extended memory
- A hard disk with at least 4 MB free for the basic QuickTime for Windows software
- A graphics adapter and mouse (or other pointing device) supported by Microsoft Windows

Optional hardware:

- A CD-ROM drive supported by Microsoft Windows (if installing from a CD)
- A sound card supported by Microsoft Windows
- Additional free disk space if you want to keep movies and pictures on your hard disk

The software requirement for running QuickTime for Windows is Microsoft Windows 3.1.

To write QuickTime for Windows programs, you must have (in addition to the QuickTime for Windows Developer's Kit) a development package such as Borland C++ 3.1 or Microsoft C/C++ 7.0.

The sample QuickTime for Windows executables may be played under Windows 3.1 immediately following QuickTime for Windows installation and configuration, without C or C++ being present.

QTW requires movie and controller to be in same window

Date Written: 11/3/92

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The current implementation of QuickTime for Windows prevents having a movie in one window and a controller in another. Both pieces are expected to share the same parent window. One way to get around this is to do the following:

1. Create a window in which you set up a movie and an invisible controller.
2. Create another window in which you set up the same movie attached to a visible controller, with the controller bounds set to be exactly equal to the controller rect so that the movie doesn't show at all.
3. Set an action filter proc for the second controller so that you know which actions take place because of user actions. See `MCSetActionFilter`.
4. Propagate the necessary actions to the first (invisible) filter to make the visible movie react to the controller action. See `MCDoAction`.

This requires a lot of redundancy, but it's a way to get the effect you want.