



Apple QuickTime

QuickTime Features

QuickTime for Macintosh

- Lets you integrate video, animation, high-quality still images, and high-quality sound into reports, letters, spreadsheets, presentations, and other projects
- Allows you to develop and integrate materials for multiple platform use via the Movie file format
- Lets you cut, copy, and paste movies from one document to another using intuitive commands
- Requires no additional hardware
- Works with hundreds of Macintosh applications, including the latest versions of popular word processing, database, spreadsheet, visualization, and presentation applications

QuickTime for Windows

- Integrates video, animation, high-quality still images, and high-quality sound with Windows applications—boosting the impact of all types of communications
- Requires no additional software for playback of QuickTime movies
- Lets you integrate media from multiple platforms via the Movie file format
- Integrates with Macromedia's Action 2.5 and Authorware Pro 2.0; and supports other applications through Windows 3.1 MCI (Media Control Interface) and OLE 1.0 (Object Linking & Embedding)
- Supports Visual Basic 2.0 for custom multimedia application development

QuickTime, Apple's cross-platform multimedia software technology, lets you integrate sound, video, graphics, and animation on your Macintosh personal computer or on personal computers running Windows. QuickTime provides standards to integrate and play media-rich data, all without the need for any additional hardware—everything is managed with the QuickTime architecture. Whether you're a business professional, a researcher, student, or home user, if you can copy and paste, QuickTime can make multimedia computing easy.

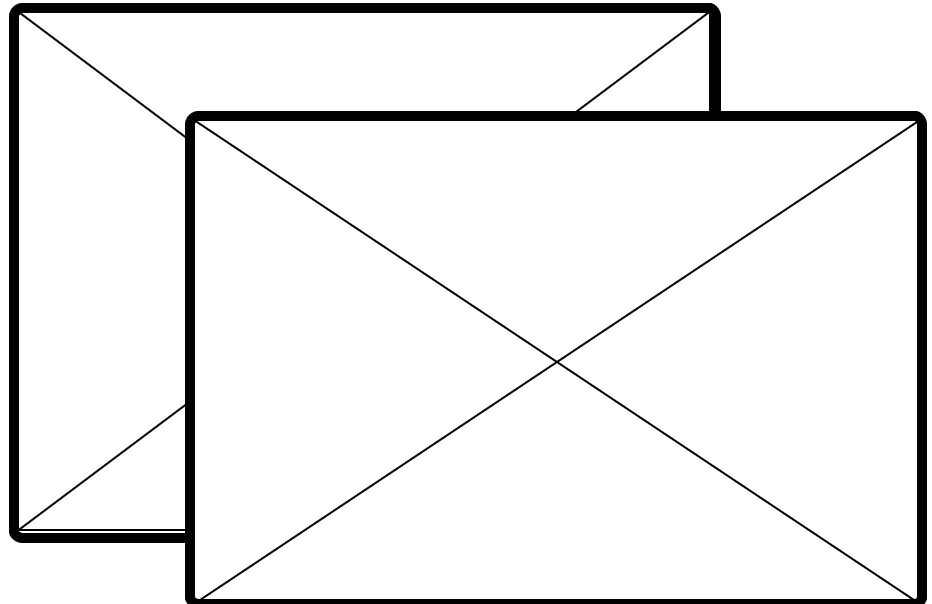
The system software handles the editing, cutting, copying, pasting, and playback of movies. With a QuickTime movie editor, such as Adobe Premiere or DIVA VideoShop, you can create special custom effects, select visual transitions, and precisely control when a sound track begins and ends.

Multiple, built-in compression schemes help minimize the size and maximize the playback quality of your QuickTime movies. Compress high-resolution, photographic-quality images with little or no loss of detail. The modular

architecture of QuickTime also supports future hardware and software compression schemes so you won't need to upgrade your software every time a new compression technology is announced.

QuickTime provides a standard file format—the Movie format—for sharing dynamic information, such as video, sound, or animation. And because the Movie format is available to all Macintosh and Windows software developers, you can integrate movies in any application that supports QuickTime as easily as you work with text and graphics today. All QuickTime products have the same look and feel that you've come to expect from Apple. Starting a movie is as easy as clicking the Play button on the movie window that appears on your Macintosh or Windows display.

With more than one million copies sold, and more than 300 software products that support QuickTime for Macintosh—and Windows developers rapidly adopting it as well—QuickTime is fast becoming the world leader in multimedia technology.





Ordering Information

QuickTime for Macintosh Developer Kit v.1.6

- APDA, Order No. R0147LL/C

QuickTime for Windows Developer Kit v.1.1

- APDA, Order No. R0453LL/B
- For development kit information on the Movie File Exchange Toolkit, call 1-800-282-2732 in the U.S. and 1-800-637-0029 in Canada
- For more information on QuickTime for Macintosh or QuickTime for Windows, call 1-800-776-2333.

Technical Specifications

QuickTime provides:

- Synchronization, editing, and playback of QuickTime movies
- Built-in compression schemes (Video, Animation, Graphics, Compact Video, and Photo) for compressing video, animation, and still image files to a fraction of their original size
- Scalable architecture supports hardware as well as software compression schemes
- Support for additional compression schemes like Intel's new Indeo software compression technology

QuickTime for Macintosh (Version 1.6):

Audio CD Import option

- Includes Movie Import component that allows you to open Audio CD tracks from QuickTime's Standard File Preview dialog—similar to opening PICS and AIFF files
- Convert tracks of your audio clip CDs to QuickTime movies with an Apple CD 300, Apple CD 300i drive, or Power CD-ROM drive

Sound Manager 3.0 enhancement option

- (available to developers through APDA)
- Allows you to mix multiple sound tracks onto one sound resource
- Plays sound more efficiently (10%-20% increase in performance when playing back QuickTime movies)
- Supports alternate sound output devices (must install a third-party sound hardware product for CD-quality, 16-bit, 44-kHz stereo sound output)
- Provides better control over multiple sound channels (sound overdubbing possible)
- Supports true balance control
- Includes new sound control panel that gives you more control over sound resources

PowerBook Support

- Supports fast dithering on all PowerBook computers that use 4-bit grayscale (PowerBook 160, 180, Duo 210, Duo 230)

Memory footprint

- Segmented code can be unloaded when not in use; further reducing memory requirements for such applications as movie playback
- Uses less than 20K of memory when installed but not in use

Macintosh Easy Open Support

- Provides document and clipboard translation for all applications
- Enables all non-QuickTime-aware applications to work automatically with QuickTime movies

Color Matching Technology

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

Macintosh System requirements

- A color-capable Macintosh computer with a 68020, 68030, or 68040 microprocessor
- At least 4 megabytes of RAM, a hard disk, and an Apple SuperDrive or SuperDrive-compatible floppy disk drive
- System software version 6.0.7 or later

QuickTime for Windows (Version 1.1):

Playback

- A suite of Dynamic Link Libraries (DLLs) that enable Windows 3.1 applications to play digital video, audio, and graphics on a PC

File Formats

- Cross-platform QuickTime Movie file format
- PICT and JPEG images

Integration with Windows applications

- Windows 3.1 MCI (Media Control Interface) for playback of QuickTime movies
- OLE 1.0 (Object Linking & Embedding) to embed QuickTime movies in applications such as WordPerfect 5.2, Microsoft Excel, Microsoft Word, Microsoft Windows Media Player, and Microsoft Windows Write
- Visual Basic 2.0 supported with a .vbx file for creation of custom Windows multimedia applications

Codecs

- Support the standard decompressors such as Apple video, graphics, and animation
- Supports Compact Video, which plays movies either four times as large (up to 320x240 screen size) or twice the frame rate (up to 30 frames per second) compared with using Apple Video codec in QuickTime 1.0
- Add-in decompressors, such as Intel Indeo

Windows System requirements

- A 386SX at 20 MHz to the latest 486 and Pentium computer
- At least 4 megabytes of RAM and an 80 megabyte hard disk, minimum of a VGA display card, and sound card (Sound Blaster or Windows compatible)
- Windows 3.1
- DOS 5.0
- Recommended: CD-ROM drive and graphic adapter displaying at least 256 colors