

Preface

This manual is for MAEStro authors, people who wish to use MAEStro to create multimedia documents. If you are a programmer and would like to write your own MAEStro applications, please see the *MAEStro Developer's Guide*.

Almost all of your work in MAEStro is done through applications with simple, straightforward graphic interfaces. The manual will teach you how to use these to edit and control sources of information and to build multimedia presentations.

The manual describes the various functions provided by MAEStro and the editors that control them. It is organized according to the various media you might want to include in your presentation, such as music and sound, or video. There is at least one editor for each medium covered in each chapter

This manual assumes you have a UNIX account and basic familiarity with workstations. You should know how to create files and directories and know how to navigate through paths. You do not need any programming skills. Only one MAEStro editor (ShellEdit) assumes a knowledge of UNIX commands, see *Chapter 7, Building Multimedia Documents (TimeLine Editor)*.

The manual also assumes that you already have MAEStro installed on your workstation or network. If you have not yet done so, see the installation file that accompanies this release.

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