

Contents

QuickTime for Windows Developer's Manual

[Preface](#)

Section I. QuickTime for Windows Overview

- [A. QuickTime for Windows Concepts](#)
- [B. The QuickTime for Windows Environment](#)
- [C. QuickTime for Windows Applications](#)
- [D. QuickTime for Windows vs. QuickTime for the Macintosh](#)
- [E. Preparing Macintosh movie and picture files for QuickTime for Windows](#)

Section 2. A QuickTime for Windows Tutorial

- [A. Introduction](#)
- [B. WINPLAY1 - Your First QuickTime for Windows Program](#)
- [C. STEREO - Managing Multiple Movies](#)
- [D. BIGEIGHT - Movie Controller Attributes](#)
- [E. FILTERS - Using Action Filters](#)

Section 3. Programmer's Reference

- [A. QuickTime for Windows API - Functions](#)
- [B. QuickTime for Windows API - Data Structures](#)

Appendices

- [Appendix A. QuickTime for Windows Error Codes](#)
- [Appendix B. Region Codes](#)

Preface

About the QuickTime for Windows Documentation

This document is the official programmer's manual for developers of QuickTime for Windows-aware applications in the Microsoft Windows environment. Unlike the Macintosh version, the current release of QuickTime for Windows handles movies in play mode only. As a result, this manual focuses on an QuickTime for Windows entity known as the Movie Controller. All movies must be under the direct supervision of movie controllers, and most of the programmatic interface presented in the *Tutorial* and *Programmer's Reference* sections of this on-line manual is devoted to supporting the creation and functionality of this entity.

This approach was taken because much of the existing documentation for QuickTime for Windows on the Macintosh covers implementation areas not yet available to the Windows developer. General architectural overviews and design perspectives of QuickTime for Windows *are* covered, but material which could distract or otherwise prevent developers from running movies in their Windows programs as soon as possible has been kept to a minimum. If the developer wishes further information on how movies are created and edited, or about the internals of QuickTime for Windows itself, he or she should consult the Apple QuickTime documentation.

To get the greatest benefit from this manual, the developer should already be familiar with the Windows development tools and the Microsoft C programming language environment.

A. QuickTime for Windows Concepts

As a QuickTime for Windows developer, you will need to understand the various high level strategies and paradigms that QuickTime for Windows incorporates before you design and code your own QuickTime for Windows applications. These concepts fall into several categories: what QuickTime for Windows is, how programs incorporate it, what is normal QuickTime for Windows behavior and what is the responsibility of the application, and so forth. This section gives you enough background on these concepts to proceed to the tutorial section and start writing your own QuickTime for Windows programs.

Related Topics:

- [1. What is QuickTime for Windows?](#)
- [2. Movies and Time](#)
- [3. Active and Inactive Movies](#)
- [4. The Movie Controller](#)
- [5. Initialization and Termination of QuickTime for Windows Programs](#)
- [6. Associating Movies with Movie Controllers](#)
- [7. Playing Movies through a Movie Controller](#)
- [8. Attached and Detached Movie Controllers](#)
- [9. Active and Inactive Movie Controllers](#)
- [10. Movie Size and Position](#)
- [11. Movie Controller Attributes](#)
- [12. Badges](#)
- [13. Actions and Filters](#)
- [14. Pictures](#)
- [15. Getting Pictures from Movies](#)
- [16. Getting User Data from Movies](#)
- [17. Getting System Data from Movies](#)
- [18. Cover Procedures](#)
- [19. QuickTime for Windows Error Handling](#)

1. What is QuickTime for Windows?

QuickTime for Windows is a technology that lets your Microsoft Windows programs play QuickTime movies and view QuickTime pictures. QuickTime is Macintosh-based software that can create movies as well as play them.

A movie playing in a Windows application can be directly manipulated by the user with a special control bar called a movie controller, usually found attached to the bottom of the movie window. Any Windows program can play one or more QuickTime for Windows movies, from sophisticated word processors and spreadsheets to standalone applications created specifically to play movies.

To make your Windows programs QuickTime for Windows-capable, you will have to modify their source code, recompile and relink them with the QuickTime for Windows libraries. This document will guide you through that process.

2. Movies and Time

A traditional movie, whether stored on film, laser disk or tape, is a continuous stream of data. To the Windows developer, a QuickTime movie is a standard DOS file with an extension of .MOV. A movie file contains digitized visual and sound data along with sequencing information describing the order in which the movie frames should be played. When the file is opened, the data is assigned a *movie object*. It is still not playable as a movie, however, until it is associated with a movie controller.

Movies may be played on Windows machines, but not saved in any form. You must use Macintosh-based QuickTime software to edit movies. An individual movie frame may be copied to the Windows clipboard. Of course, movie files can be copied or renamed outside of QuickTime for Windows applications just like any other DOS files. Further information on Macintosh QuickTime movie files can be found in the QuickTime documentation.

A QuickTime movie is completely self-contained. All of its visual and sound data exists in a single DOS file, which is referenced by a QuickTime for Windows program through QuickTime for Windows API calls when the time comes to load it. Your application need never work directly with movie data, as QuickTime for Windows routines allow your programs to manage movie content and characteristics while they are playing under Windows.

Movies are instantiated and later freed by several QuickTime for Windows functions. [OpenMovieFile](#) opens the file containing the movie, just like any DOS file. [NewMovieFromFile](#) extracts movie data from the opened file and assigns a movie object to that data. This object is the means by which the movie will be played. [CloseMovieFile](#) closes the file normally. [DisposeMovie](#) frees the movie object.

```
MovieFile mfMovie;

Movie mMovie;

•

•

OpenMovieFile ("MYMOVIE.MOV", &mfMovie, OF_READ);
NewMovieFromFile (&mMovie, mfMovie, NULL, NULL, 0, NULL);
CloseMovieFile (mfMovie);

•

•

DisposeMovie (mMovie);
```

Understanding time management of media is essential to understanding QuickTime for Windows routines and data structures. QuickTime for Windows defines *time coordinate systems* that anchor a movie to a common temporal reality--the second. A time coordinate system contains a time scale scored in time units. The number of units that pass per second quantifies the scale. For example, a time scale of 26 means that 26 units pass per second and each time unit is 1/26 of a second.

A time coordinate system also contains a duration, which is the length of the movie in number of time units it contains. Particular points in a movie can be identified by a time value, which is the number of time units to that point.

The last of QuickTime for Windows time-related concepts is the idea of rate. A movie's rate is expressed as a multiple of its time scale. For instance, in a movie with a time scale of 2 played at rate of 2.5, five time units would pass in one second.

3. Active and Inactive Movies

Movies have active and inactive states. The most distinctive feature of an inactive movie is that it simply cannot be played. QuickTime for Windows accomplishes this by not giving the movie any time slices from its internal scheduler. Visually, the movie appears to be paused, but any attempt to start it will fail until the movie is activated.

You can make a movie active or inactive when you extract it from a file, or change its state later. In the code fragment above, the movie is made inactive by setting the fifth parameter of NewMovieFromFile to 0. Using `newMovieActive` instead makes it active:

```
MovieFile mfMovie;
```

```
Movie mMovie;
```

-
-

```
NewMovieFromFile (&mMovie, mfMovie, NULL, NULL, newMovieActive, NULL);
```

To set the movie's state dynamically, you can use the routine SetMovieActive:

```
Movie mMovie;
```

```
BOOL bState;
```

-
-

```
SetMovieActive (mMovie, bState);
```

A movie's state can be queried via the function GetMovieActive.

It is good QuickTime for Windows style to keep a movie inactive until you are ready to play it, since active movies receive cycles from QuickTime for Windows' scheduler and are a drag on the system unless ready for play. You should therefore use normally 0 instead of `newMovieActive` when calling NewMovieFromFile, and subsequently SetMovieActive once you are ready to play the movie.

4. The Movie Controller

As noted above, the user interface to a QuickTime for Windows movie is the Movie Controller. Any movie played in a Windows application must be associated with one. Normally, a movie controller appears as a bar-shaped collection of controls attached to the bottom edge of a movie. Each of the individual elements in a movie controller dictates a specific action for a movie:

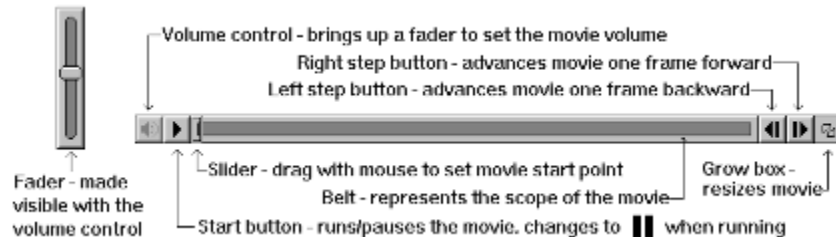


Figure 1. The Movie Controller

Under certain circumstances, some movie controller elements may not be present. For example, your application might need to restrict the operation of a controller by not displaying the step buttons. Or, the user could use the grow box to shrink it to the point where the controller itself must hide some of its elements, based on the available space it has to work with. A movie controller instance is created and later freed with the routines NewMovieController and DisposeMovieController:

```
RECT rcMovie;
Movie mMovie;
MovieController mcController;

•
•

mcController = NewMovieController (mMovie, &rcMovie, mcTopLeftMovie,
    hwndParent);

•
•

DisposeMovieController (mcController);
```

In Windows terms, a movie and its associated controller have a common parent window, generally the application in whose client area they both appear. When adding movie controllers to your applications, you can think of them as custom controls that are subject to the same conventions and programmatic considerations as standard Windows controls.

You should note that while destroying a window that contains a movie controller causes DisposeMovieController to be called internally, this is simply a safety feature. You should dispose your movie controllers explicitly as a matter of course.

Although the Movie Controller is clearly designed to accept mouse input, it has a keyboard interface as well. The following table applies to any movie controller with an enabled keyboard interface:

Key	Action
F1	Brings up the Help subsystem (not part this of interface per se-- actually the responsibility of the application)
Return/Space	Toggles Play/Pause state
Right Arrow	Step forward one frame

Left Arrow	Step backward one frame
Up Arrow	Increase volume (when sound is enabled)
Down Arrow	Decrease volume (when sound is enabled)
Home	Go to start of movie
End	Go to end of movie
Ctrl + Home	Go back to next interesting time*
Ctrl + End	Go forward to next interesting time*
Ctrl + Right Arrow	Play forward
Ctrl + Left Arrow	Play backward
Shift + (Return or Space)	Plays and selects while playing, until shift is released
Shift + Right Arrow	Extends selection criteria through the next frame
Shift + Left Arrow	Extends selection criteria through the previous frame
Shift + Home	Go to start of movie, extending selection back to start
Shift + End	Go to end of movie, extending selection to end
Ctrl + Shift + Home	Go back to next interesting time, extending selection*
Ctrl + Shift + End	Go forward to next interesting time, extending selection*

**Interesting times* are normally the start and end points of movies and selections (if any).

The focus of this manual will be the Movie Controller. The API is rich enough, however, to allow movies to be handled in a wide variety ways to make your QuickTime for Windows programs robust and interesting to use.

5. Initialization and Termination of QuickTime for Windows Programs

Initializing your applications to play movies is essentially a three-step process. First, links to QuickTime for Windows must be established. Second, you have to allocate QuickTime for Windows memory for your application. Finally, you must add a routine to your application's main window procedure.

```
OSErr oserrResult;
```

-
-

```
if ((oserrResult = QTInitialize (NULL)) != QT_OK)
{
    /* Take appropriate action, e.g. a message box saying movies won't */
    /* play but the program will continue to run. */
}

if (EnterMovies () != noErr)
{
    /* Take appropriate action, e.g. a message box saying movies won't */
    /* play but the program will continue to run. */
}
```

Establishing links to QuickTime for Windows is accomplished by calling the routine QTInitialize. Normally, this is done automatically when the first QuickTime for Windows call is executed, but it is good style to call it yourself. This function takes one parameter, the address of a variable which is filled with QuickTime for Windows version data that might be useful if your application depends on it. If no error condition is returned, you must call EnterMovies to allocate QuickTime for Windows memory for your application. If either QTInitialize or EnterMovies returns an error, such as incorrect Windows version or sub-386 CPU, your application will run normally but all subsequent movie-related calls will be ignored by QuickTime for Windows.

It is only necessary to call QTInitialize once in each of your applications. If a particular application employs DLLs that make QuickTime for Windows API calls, each DLL can initialize itself by calling QTInitialize explicitly. This is recommended as good QuickTime for Windows style and can be done in LibMain:

```
int FAR PASCAL LibMain (HINSTANCE hInst, WORD wDataSeg,
    WORD wHeapSize, LPSTR lpszCmdLine)
{
    OSErr oserrResult;

    •
    •

    if ((oserrResult = QTInitialize (NULL)) != QT_OK)
    {
        /* Take appropriate action, e.g. a message box saying movies */
        /* won't play but the program will continue to run. */
    }

    •
    •

    return 1;
}
```

Calling EnterMovies is necessary to play movies (your program might display just QuickTime for Windows

pictures, in which case the only initialization required is QTInitialize). EnterMovies only needs to be called once by your program (or its DLLs) to initialize it for playing movies--subsequent calls to EnterMovies are ignored by QuickTime for Windows.

The final piece of code required to make movies run is MCIsPlayerMessage, a function that must be placed in the application's window procedure. For each movie controller that your program creates, there must be a separate call to this routine in the movie controller's parent window procedure.

MCIsPlayerMessage processes all messages coming into the window procedure, but only messages directed to its associated controller receive attention. Movies are started and stopped, their states and attributes changes, etc., based on messages being routed to their controllers via this routine.

```
LONG FAR PASCAL WndProc (HWND hWnd, UINT uiMessage, WPARAM wParam,
    LPARAM lParam)
{
    if (MCIsPlayerMessage (mcController, hWnd, uiMessage, wParam,
        lParam))
        return 0;
    switch (uiMessage)
    {
        /* cases */
    }
    return DefWindowProc (hWnd, uiMessage, wParam, lParam);
}
```

Now that we have established the paradigm for what keeps movies running, we can make an exception to it. You don't always have to use MCIsPlayerMessage, especially if your program functions in an unusual way. There are essentially two QuickTime for Windows API calls that handle movie playing in this case: MCIdle and MCKey. You can refer to the information on these routines to see how they work. If your program can accommodate MCIsPlayerMessage, however, it is highly recommended that you code it that way.

At this point, your application as a whole is considered initialized under QuickTime for Windows, even though no movies or movie controllers have yet been instantiated.

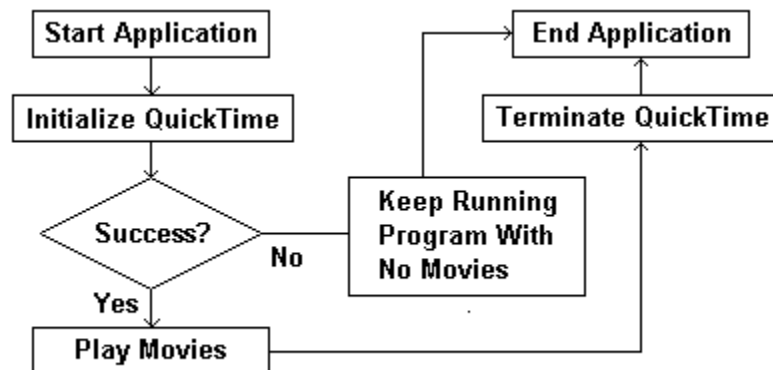


Figure 2. Initialization and Termination

Graceful termination of QuickTime for Windows programs that play movies is almost a mirror image of initialization. At some point in your program's termination activity, the routines that deallocate QuickTime for Windows memory and sever links to the QuickTime for Windows libraries must be called.

-
-

```
// Deallocate QuickTime for Windows memory
ExitMovies ();
// Sever links to QuickTime for Windows
QTTerminate ();
```

Although QTTerminate is called automatically when your program or DLL terminates, it is still good style to issue the call explicitly. In some cases, you may want to call it way before the normal end of your application (e.g., when system memory is at a premium and your program is finished playing movies).

If your program uses DLLs with QuickTime for Windows routines, each DLL can call QTTerminate. This is the recommended approach and can be done in the `WEP` function:

```
int FAR PASCAL WEP (int nParam)
{
    •
    •
// Sever links to QuickTime for Windows
QTTerminate ();
return 1;
}
```

QuickTime for Windows programs that do not call EnterMovies (e.g. those that display only individual QuickTime for Windows pictures) do not have to call ExitMovies. Like EnterMovies, you only need to call ExitMovies once during the life of your program.

6. Associating Movies with Movie Controllers

As noted earlier, a movie must be associated with a controller before it can be played. Several routines in the QuickTime for Windows API perform this operation. For an initial association, NewMovieController is commonly used, as we saw earlier.

For existing controllers, a good choice is MCNewAttachedController. You need to supply parameters for the existing movie and movie controller objects, the window handle of the parent application and the upper left corner of the movie rectangle.

```
Movie mMovie;
MovieController mcController;
POINT ptUpperLeft;
•
•
MCNewAttachedController (mcController, mMovie, hWnd, ptUpperLeft);
```

MCSetsMovie takes the same parameters and lets you set the movie object to NULL (second parameter) if you want to specifically disassociate the controller from the movie.

```
Movie mMovie;
MovieController mcController;
POINT ptUpperLeft;
•
•
MCSetsMovie (mcController, mMovie, hWnd, ptUpperLeft);
```

When a controller is associated with a movie, the movie object reference is recorded in the controller's data structure. A movie controller can be associated with many movies during its existence, but only one at a time (see figure 4, below). Movie data structures contain no elements which link them with movie controllers.

Once a movie is associated with a controller, it starts playing immediately (assuming it has a non-zero play rate, which is normally the case). To make a movie paused when first visible and associated with a new controller, you can use MCDoAction with an action of mcActionPlay and a play rate of 0. It is good style to do this as soon as possible after performing the association.

```
Movie mMovie;
MovieController mcController;
RECT rcMovie;
•
•
mcController = NewMovieController (mMovie, &rcMovie,
    mcTopLeftMovie + mcScaleMovieToFit, hWnd);
MCDoAction (mcController, mcActionPlay, 0);
```

If you want to play n cases of the same movie simultaneously, you have to open the file n times to get n unique movie objects, then associate n controllers.

Movie controllers remain associated with movies regardless of their states. If a controller is made invisible or inactive, for instance, it stays associated with its movie. Conversely, movies continue to play even if the

states of their associated controllers are changed while they are playing. If either one of an associated pair is destroyed, the other is not affected.

Association implies nothing about the proximity of movies and their controllers on the screen. It is simply the means by which any movie can be plugged in to any controller and played.

7. Playing Movies through a Movie Controller

A movie associated with a controller is ready for playing (if the movie is active). While the basic apparatus for this activity appears simple and straightforward, there are many subtleties in the relationship of the movie controller to the movie. In one sense, the Movie Controller is simply a human interface. In another, it is the mechanism through which large amounts movie data are focused and made meaningful to the user.

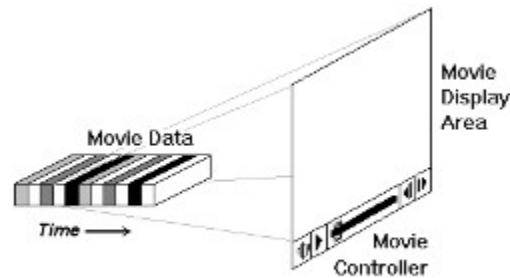


Figure 3. Relationship of Movie Controller to Movie Data

Individual elements of the controller calibrate this mechanism by determining movie sound volume, movie start point, movie display size, etc. Most of these elements change their appearance depending on the values they represent. One element, the volume fader, does not appear at all until specifically called up.

An important distinction needs to be made here: The visual representation of a movie is the sequence of images which flow through a rectangular area on your screen, even though the movie is actually the chunk of movie *data* sitting in memory. It is the Movie Controller, acting as a movie projector, that is the connection between the movie data and its presentation (i.e. it tells the movie to start and stop playing but also specifies the attributes of the area in which the movie will appear).

A movie is started by the function MCDoAction with the mcActionPlay action parameter and an appropriate play rate. This can happen internally when a movie controller's play button is clicked, or overtly at any appropriate place in your program.

```
Movie mMovie;  
MovieController mcController;  
  
LFIXED lfxRate;  
  
•  
•  
  
lfxRate = GetMoviePreferredRate (mMovie);  
MCDoAction (mcController, mcActionPlay, lfxRate);
```

As a movie plays, a synchronized stream of data in the form of still image frames is sent to the specified movie display area according to the settings held by the movie controller. Similarly, blocks of movie sound data are sent to your system's sound driver after being synchronized with the visual data.

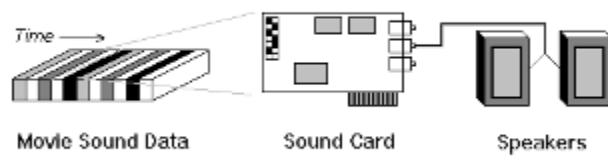


Figure 4. Movie Sound Data Handling

8. Attached and Detached Movie Controllers

Until now, we have only been concerned with one type of movie controller--the attached variety. A controller's underlying autonomy, however, is demonstrated by the fact that it can be visually detached from a movie and still play it. Detached controllers can be repositioned anywhere on the screen and still remain associated with their movies, just as if they were still physically attached. They may be disabled, hidden and resized in their detached state as well.

Detachment is a two-step process if you want the controller visually separated from the movie. The most commonly used routines are MCSetControllerAttached with its last parameter set `FALSE` (resets the attachment flags) and MCPositionController (specifies new coordinates):

```
MovieController mcController;
```

```
RECT rcMovie, rcController;
```

-
-

```
MCSetControllerAttached (mcController, FALSE);
```

```
MCPositionController (mcController, &rcMovie, &rcController, 0L);
```

Once detached, a movie controller can be easily re-attached via another call to the function MCSetControllerAttached, this time with `TRUE` as the last parameter. The controller will move back to its normal attached position beneath the movie it controls.

You can query the attachment state of a controller using `MCIsControllerAttached` and also resize it independently from its movie after it has been detached. A detached controller cannot resize its associated movie.

Note: A detached controller cannot be in a different window than that of its movie.

Although attached movie controllers are the most straightforward way to direct the operation of your movies, it is easy to conceive of interesting ways to use detached controllers. For instance, they could have specific meanings or implications in a customized user interface, or they could control movies which have been built into other graphical objects without getting in the way. Detachment can be viewed as simply an attribute of an associated movie/movie controller pair.

9. Active and Inactive Movie Controllers

Instantiated movie controllers exist in one of two states as far as QuickTime for Windows is concerned: active or inactive. When a controller is created, it is set to the active state by default. At any point in the program, it may be set to the inactive state by calling MCActivate with its last parameter set to `FALSE`. Calling the function with `TRUE` reactivates the movie controller.

```
MovieController mcController;
```

-
-

```
MCActivate (mcController, hWndParent, FALSE);
```

Generally, movie controllers behave very much like standard Windows controls. An inactive movie controller is especially analogous to a disabled Windows control in that it does not respond to mouse clicks. Additionally, all of its elements are grayed, the slider appears as an outline and the belt is hidden. Keyboard input is enabled/disabled separately.

QuickTime for Windows allows you to set the active or inactive state for as many movie controllers as you wish. If one of your applications requires that only a single controller have active status at any given time, you will have to devise your own scheme for managing these types of situations.

Both attached and detached movie controllers can be made inactive. Doing so has no effect on the movie with which either type is associated, except that the movie cannot be affected by the controller user interface until it is reactivated.

If a movie is running and its controller is inactive, you either have to call a function like MCDoAction with appropriate parameters or reactivate the controller to allow the user to stop the movie. There is no QuickTime for Windows function to specifically query the active state of a movie controller.

The ability to alter the state of a movie controller dynamically could be advantageous under a number of scenarios. For instance, you might have a movie that your application needs to play uninterrupted from beginning to end. In this instance, you would disable the controller when the movie was started and re-enable it when the movie was over.

Another example is the case mentioned earlier where you want only one of many movie controllers active at a time, so that keyboard input can be directed properly. As your QuickTime for Windows applications increase in complexity, this level of control will prove valuable.

10. Movie Size and Position

Bounds Rectangles

NewMovieController

MCSetControllerBoundsRect

MCPositionController

MCSetControllerAttached

MCNewAttachedController

MCSetMovie

MCGetControllerBoundsRect

GetMovieBox

Bounds Rectangles

The key to sizing and positioning movies and movie controllers is the controller's *bounds rectangle*. If the movie controller is attached, this is the area encompassed by the controller plus the movie rectangle. When a movie controller is detached, its dimensions alone determine the bounds rectangle. Rectangles specified by routines which move or create movie controllers become the bounds rectangles for those controllers. Depending on the particular function (and possibly its flags), the resulting bounds rectangle treats its contents in different ways. In some cases, the movie is scaled within the limits of the bounds rectangle. In others, the movie is resized to completely fill its assigned portion of the rectangle. After any call that resizes or repositions the bounds rectangle is processed, QuickTime for Windows calls MCDoAction with mcActionControllerSizeChanged. If your program has a filter, you can make it handle this action (see the section on filters for further information).

NewMovieController

This call creates a new attached controller in the bounds rectangle you provide. The movie and controller are positioned in the rectangle according to the creation flags specified. The following example shows how a new movie controller is created with a bounds rectangle matching the natural dimensions of a movie plus the controller, then how the dimensions of the bounds rectangle are retrieved so that the movie/movie controller pair can be exactly encompassed by the parent window:

```
MovieController mcController;

Movie mMovie;

RECT rcMovie;

•

•

// Get natural dimensions of movie
    GetMovieBox (mMovie, &rcMovie);
    OffsetRect(&rcMovie, -rcMovie.left, -rcMovie.top);
// Instantiate the controller
    mcController = NewMovieController (mMovie, &rcMovie,
        mcTopLeftMovie + mcScaleMovieToFit, hWnd);
// Get the new bounds rectangle
    MCGetControllerBoundsRect (mcController, &rcMovie);
    AdjustWindowRect (&rcMovie, WS_CAPTION | WS_OVERLAPPED, FALSE);
    OffsetRect(&rcMovie, -rcMovie.left, -rcMovie.top);
    SetWindowPos (hWnd, 0, 0, 0,
        rcMovie.right, rcMovie.bottom, SWP_NOMOVE | SWP_NOZORDER);
    ShowWindow (hWnd, nCmdShow);
    UpdateWindow (hWnd);
```

MCSetControllerBoundsRect

For detached movie controllers, MCSetControllerBoundsRect repositions and resizes the controller. For attached controllers, it repositions and resizes both the controller and the movie.

MCPositionController

This routine repositions the movie and movie controller for both attached and detached controllers:

Detached Controllers: Calling MCPositionController for a detached controller requires specifying two rectangles, one for the movie and one for the controller. The controller is always centered vertically in its rectangle. The function returns `controllerBoundsNotExact` if this rectangle is too big. The movie is repositioned and resized depending on the flags you provide.

Attached Controllers: Calling MCPositionController on an attached controller requires specifying only one rectangle for both the movie and the controller (the second rectangle is ignored and should be coded as NULL). The way the rectangle is used depends on the flags you provide.

MCSetControllerAttached

As discussed previously, MCSetControllerAttached attaches or detaches a movie controller. If the controller is made detached, only a logical operation takes place. It is not physically moved until a subsequent MCPositionController is issued. If the movie controller is made attached, it is moved underneath the movie.

MCNewAttachedController

MCNewAttachedController takes an existing movie controller, associates a movie with it and attaches the controller to the movie. The controller is made visible if it was not already. If the controller is detached when the call is issued, it is first attached. The controller bounds rectangle is then offset such that its top left corner is aligned with the point specified in the call.

MCSetMovie

MCSetMovie takes an existing controller and associates a new movie with it. The controller bounds rectangle is then offset such that its top left corner is aligned with the point specified in the call.

MCGetControllerBoundsRect

The function for retrieving the bounds rectangle is MCGetControllerBoundsRect, which fills a Windows `RECT` structure with the desired coordinates:

```
RECT rcBounds;
```

```
MovieController mcController;
```

-
-

```
MCGetControllerBoundsRect (mcController, &rcBounds);
```

GetMovieBox

You can always use [GetMovieBox](#) to obtain the coordinates of the movie only:

```
RECT rcMovie;
```

```
Movie mMovie;
```

-
-

```
GetMovieBox (mMovie, &rcMovie);
```

If no video information is available (see [GetVideoInfo](#)), the rectangle specified to receive the coordinates is made empty.

Note: All QuickTime for Windows routines referencing a RECT or POINT assume client device coordinates.

11. Movie Controller Attributes

Aside from features like attachment, activation state, size and position, movie controllers have other important attributes which can be manipulated by an application. Some of these attributes are stored in data structures which you can access as flags arranged in bit fields. Others are retrieved or set individually.

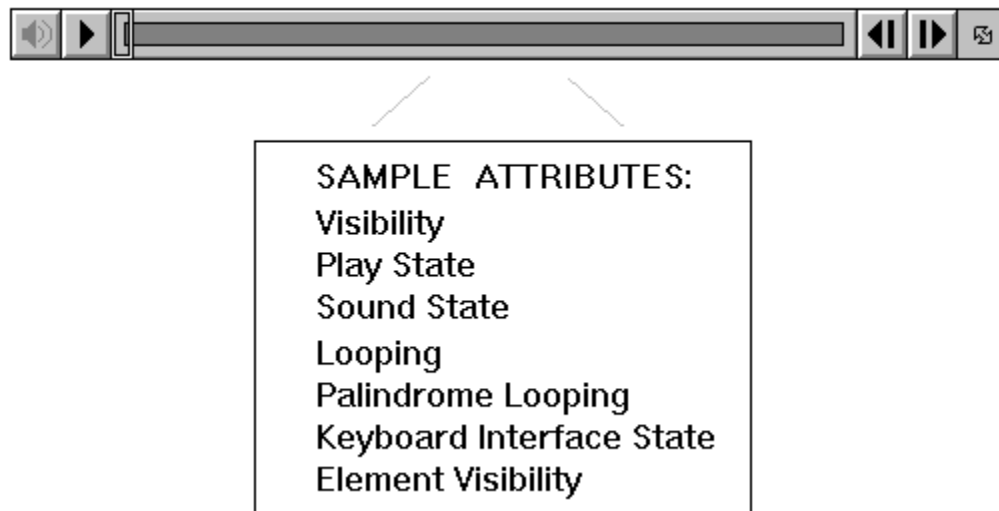


Figure 5. Movie Controller Attributes

If a movie controller needs to be hidden, for example, the easiest way to do it is to call the routine MCSetVisible (using `FALSE` makes the controller invisible):

```
BOOL bVisible;  
MovieController mcController;  
  
•  
•  
  
MCSetVisible (mcController, bVisible);
```

Invisible movie controllers may be attached, detached, active or inactive. You just can't see them. It is possible, however, to control a movie if its controller is not visible. For instance, you can stop or start a movie by single- or double-clicking (respectively) directly on it.

Also, you can use a movie controller's keyboard interface (if enabled) to stop, start or otherwise manipulate a movie. Finally, you can control a movie programatically using appropriate routines from the QuickTime for Windows API.

To query the visibility state of a movie controller, you can use the corresponding routine MCGetVisible. Setting visibility might be useful in applications handling multiple movies, special case movies and overall application aesthetics, just as you would detachment or activation.

The states of the Movie Controller's individual control elements are also considered attributes. To hide the speaker button or the left and right step buttons, you can use MCDoAction:

```
MovieController mcController;
```

-
-

```

MCDoAction (mcController, mcActionSetFlags,
            mcFlagSuppressStepButtons);
MCDoAction (mcController, mcActionSetFlags,
            mcFlagSuppressSpeakerButton);

```

To hide the grow box, you have to fill a Windows `RECT` structure with zeros, then pass its address to MCDoAction to use in setting the grow box bounds:

```

MovieController mcController;
RECT rcGrowBoxRect;
•
•
SetRectEmpty (&rcGrowBoxRect);
MCDoAction (mcController, mcActionSetGrowBoxBounds, &rcGrowBoxRect);

```

Enabling the keyboard interface for a movie controller is also done with MCDoAction, as is querying the state of a controller's keyboard interface:

```

MovieController mcController;
BOOL bActive;
•
•
MCDoAction (mcController, mcActionSetKeysEnabled, TRUE);
•
•
MCDoAction (mcController, mcActionGetKeysEnabled, &bActive);

```

If a movie controller's keyboard interface is enabled, the controller will accept keyboard input even if it has been set to the inactive state. Multiple controllers will receive the same keystrokes if their keyboard interfaces are enabled.

If you need to get more low-level information about a movie controller, the function MCGetControllerInfo is available. This call retrieves a long integer with bit flags denoting controller attributes such as whether the movie is playing, looping, looping back and forth, if the movie has sound, and so forth.

```

MovieController mcController;
LONG lMCInfoFlags;
•
•
MCGetControllerInfo (mcController, &lMCInfoFlags);
if (lMCInfoFlags & mcInfoHasSound)
{
•
•
}

```

12. Badges

A *badge* is a visual element displayed on the face of a movie to distinguish it from a static graphic when its movie controller is not visible. To be able to display a badge automatically, a movie controller must be created with the `mcWithBadge` creation flag.

Three conditions have to be met before a badge can be displayed automatically. First, the movie cannot be playing. Second, the badge flag must have been turned on when the movie controller was created (or with `mcActionSetUseBadge`). Third, your application must call `MCSetVisible` with `FALSE` as the second parameter, to make the movie controller invisible.

If the first two conditions are satisfied, calling `MCSetVisible` with `FALSE` (or creating the controller with `mcNotVisible`) hides the controller and causes the badge to be displayed.

```
Movie mMovie;
```

```
MovieController mcController;
```

```
RECT rcMovie;
```

-
-

```
mcController = NewMovieController (mMovie, &rcMovie, mcWithBadge, hWnd);
```

If a movie controller is displaying a badge, clicking the badge hides it and restores the movie controller (if the `mcWithBadge` flag is on).

A good point to remember is that badge visibility is not an attribute of a movie controller, while the ability to display a badge is. Although you can specify that ability when the controller is created, you cannot use `MCGGetControllerInfo` to query it.

If your application needs more control over displaying badges, you can use the function `MCDrawBadge`. This routine lets you display a badge at any time, regardless of whether `mcWithBadge` is on or the movie is playing. Calling the function does not affect the state of the `mcWithBadge` flag.

When you call `MCDrawBadge`, you must set the second parameter to `NULL`. The third parameter receives the address of a handle to a badge region, which your program can use later at its discretion.

```
MovieController mcController;
```

```
HRGN hrgnBadge;
```

-
-

```
MCDrawBadge (mcController, NULL, &hrgnBadge);
```

Obviously, under certain circumstances you can create a situation where both a badge and a movie controller are visible at once, which is not good QuickTime for Windows style.

13. Actions and Filters

The function MCDoAction is one of the most versatile in the QuickTime for Windows API. Although it is available to you for handling specific, low-level tasks, it is also used by various high-level functions in QuickTime for Windows. Along with a movie controller object, it takes parameters for the action desired and additional data specific to that action, often the address of a boolean value denoting whether the action item should be toggled on or off:

```
MovieController mcController;
```

```
BOOL bFlag;
```

-
-

```
MCDoAction (mcController, mcActionActivate, &bFlag);
```

As we have seen, MCDoAction can be used to do things like starting a movie and setting a movie's activation state. Many other actions can be effected by this routine, however, and it is worth exploring them all to get a sense of the power and flexibility that MCDoAction provides.

Closely related to MCDoAction is the function MCSetActionFilter, which gives you a way to intercept the MCDoAction call. The usefulness of this routine is hard to underestimate, since QuickTime for Windows itself uses MCDoAction so extensively--especially in processing user interaction.

For example, almost anywhere you click on the movie controller generates a MCDoAction call internally. By creating carefully-designed filter functions, you can customize the behavior of your movie controllers to almost any level you wish.

MCSetActionFilter inserts the address of a user-defined filter function in the movie controller's data structure. This filter function is called automatically when your program calls MCDoAction. MCSetActionFilter's last parameter is a `LONG` which can be used to pass additional information to the filter function (e.g. the address of a structure containing data necessary for complex processing).

```
BOOL CALLBACK __export MyFilter (MovieController, UINT, LONG);
```

```
MovieController mcController;
```

```
struct {...} *pData;
```

-
-

```
MCSetActionFilter (mcController, MyFilter, (LONG) pData);
```

If you compile your program using Borland *smart callbacks* or Microsoft's `-GEs` compiler option, or your filter function is in a dynamic link library, you do not need to use `MakeProcInstance` on your filter address before calling MCSetActionFilter.

If a filter function is used, it gets a chance to process the action item before the movie controller. Its return value must be a boolean: `TRUE` indicates that the controller doesn't have to handle it. `FALSE` tells the controller to complete any appropriate processing of the action item.

To remove a filter, you must call MCSetActionFilter with the filter function address set to `NULL`. Since a filter is essentially a *callback* function, it must be declared as `CALLBACK` and listed in the `EXPORTS` section of your `.DEF` file.

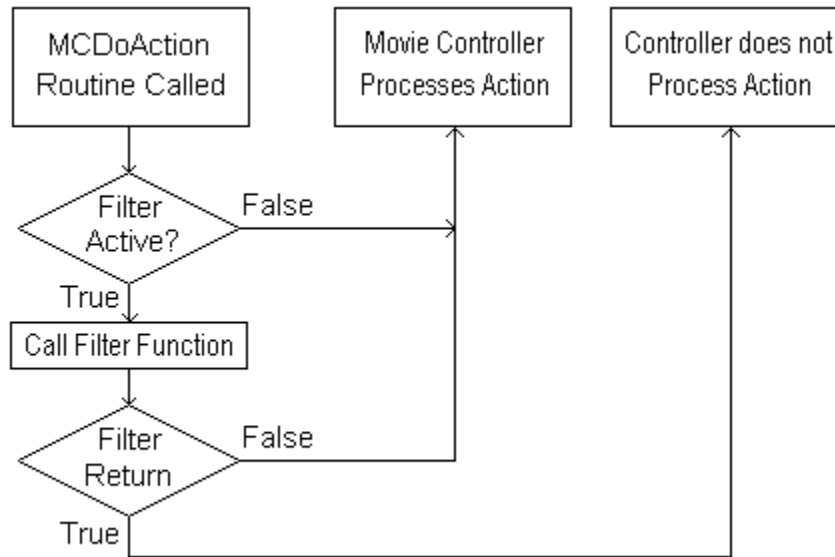


Figure 6. Using an Action Filter Function

You can view using an action filter as a kind of built-in subclassing. The following code fragment shows how you might set up your switch and case statements to handle a limited number of actions:

```

BOOL CALLBACK __export MyFilter (MovieController mcController,
    UINT uAction, LPVOID lpParam)
{
    switch (uAction)
    {
        case mcActionDraw:
            .
            .
            return TRUE;
        case mcActionPlay:
            .
            .
            return TRUE;
        case mcActionKey:
            .
            .
            return TRUE;
        case mcActionBadgeClick:
            .
            .
            return TRUE;
        default:
            return FALSE;
    }
}
  
```


14. Pictures

Like a movie, a QuickTime for Windows *picture* is a collection of data that can be rendered visually. Unlike a movie, a picture consists of a single complete image with no time coordinate system. This complete image is actually composed of one or more pieces, often arranged as bands within the area of the complete image.

Pictures are stored in picture files, from which they may be extracted using various QuickTime for Windows API routines and then displayed by your application. All of the pieces that comprise a complete image as described above are generally stored in the same picture file. Once extracted, a QuickTime for Windows picture is handled conceptually as a *picture object*, in a manner similar to a movie object.

QuickTime for Windows pictures are stored in the Macintosh PICT format (for a complete discussion of this format, refer to *Inside Mac Volumes V and VI*) or Macintosh JFIF format (see the document *JPEG File Interchange Format, Version 1.1*, available from C-Cube Microsystems, San Jose, CA 408-944-6335). Picture files and picture objects are manipulated by QuickTime for Windows API calls. For example, to extract a picture object:

```
PicHandle phPicture;
PicFile pfPicture;

•
•

if (OpenPictureFile ("PICTURE.PIC", &pfPicture, OF_READ) != noErr)
{
    phPicture = GetPictureFromFile (pfPicture);
    ClosePictureFile (pfPicture);
}

•
•

DisposePicture (phPicture);
```

As noted earlier, your QuickTime for Windows applications do not have to call EnterMovies if they are only going to deal with picture objects. QTInitialize is required, however, along with QTTerminate. Since picture objects occupy memory, they must be disposed of properly with DisposePicture (or its equivalent, KillPicture) when they are no longer needed. As with movies, a picture file should be closed as soon as possible once its picture is extracted.

The Macintosh PICT file format defines numerous *opcodes*, in much the same way as, for example, the TIFF format. Under QuickTime for Windows, however, only a subset of these opcodes are processed:

- 0x0090 - BitsRect
- 0x0091 - BitsRgn
- 0x0098 - PackBitsRect
- 0x0099 - PackBitsRgn
- 0x009A - DirectBitsRect (denotes a direct image)
- 0x009B - DirectBitsRgn (denotes a direct image)
- 0x8200 - Compressed QuickTime image
- 0x8201 - Uncompressed QuickTime image
- 0x0011 - Version

To draw the image contained in a picture object, you can use DrawPicture:

```
PicHandle phPicture;  
HDC hdc;  
RECT rcPicture;  
•  
•  
DrawPicture (hdc, phPicture, &rcPicture, NULL);
```

Certain pictures may be stored with additional data defining a custom palette. You can extract this palette with GetPicturePalette and then use it in your Windows application to obtain a more faithful rendering of a picture:

```
PicHandle phPicture;  
HDC hdc;  
HPALETTE hpalPicture  
RECT rcPicture;  
•  
•  
// Standard Windows call to see if driver can handle a palette  
if (GetDeviceCaps (hdc, RASTERCAPS) || RC_PALETTE)  
{  
    hpalPicture = GetPicturePalette (phPicture);  
    SelectPalette (hdc, hpalPicture,0);  
    RealizePalette (hdc);  
}  
•  
•  
DrawPicture (hdc, phPicture, &rcPicture, NULL);
```

Picture files cannot be created or edited, but the images in them may be converted to formats for editing and saving under Windows. For example, the following code puts a device independent bitmap, derived from a QuickTime for Windows picture, on the Windows clipboard:

```
PicFile pfPicture  
PicHandle phPicture;  
DIBHandle hdPicture;  
•  
•  
// Extract a picture and convert it to Windows Device Independent  
// Bitmap (DIB)  
if (OpenPictureFile ("PICTURE.PIC", &pfPicture, OF_READ) != noErr)  
{  
    phPicture = GetPictureFromFile (pfPicture);  
    ClosePictureFile (pfPicture);  
}
```

-
-

```

hdPicture = PictureToDIB (phPicture);
DisposePicture (phPicture);
// Put the DIB in the clipboard
OpenClipboard (hWnd);
EmptyClipboard ();
SetClipboardData (cf_DIB, hdPicture);
CloseClipboard ();

```

Some QuickTime for Windows API calls allow you to operate directly on a picture file without first extracting a picture object. For instance, DrawPictureFile draws the image contained in a file:

```

PicFile pfPicture;
RECT rcPict;
HDC hdc;
•
•
OpenPictureFile ("HOUSE.PIC", &pfPicture, OF_READ);
DrawPictureFile (hdc, pfPicture, &rcPict, NULL);
ClosePictureFile (pfPicture);

```

You can use GetPictureInfo to extract information about a picture object. Similarly, you can use GetPictureFileInfo to extract data directly from a picture file.

15. Getting Pictures from Movies

Movie data can be viewed as a collection of compressed still images. A routine that allows you to retrieve such individual images from a movie is GetMoviePict, which takes a specified movie time as a parameter.

MCGetCurrentTime retrieves the movie's current time, i.e. position on the movie's time axis. This function can be used whether a movie is playing or not.

```
Movie mMovie;  
MovieController mcController;  
PicHandle phMyPicHandle;  
TimeValue tvTime;  
TimeScale tsTime;  
•  
•  
tvTime = MCGetCurrentTime (mcController, &tsTime);  
phMyPicHandle = GetMoviePict (mMovie, tvTime);
```

The picture object obtained from GetMoviePict points to an image in a format unusable by Windows directly. If you want to convert it to a Windows format suitable for use by other Windows applications, you can do so using PictureToDIB. This routine returns a handle to a device-independent bitmap, which can then be used to put the picture in the Windows clipboard or send it to your printer.

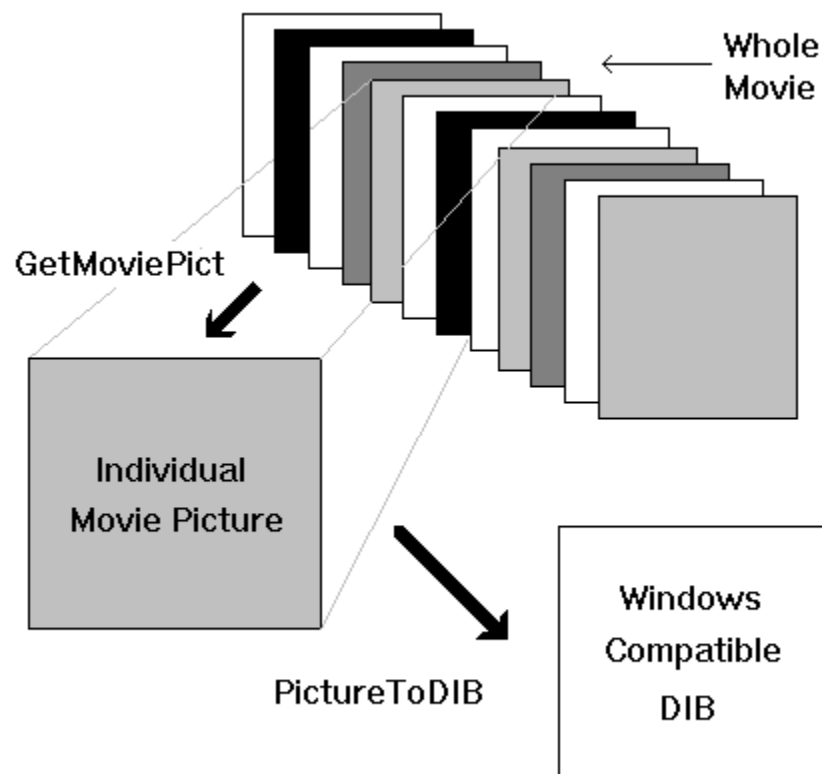


Figure 7. Retrieving a Picture from a Movie

The alternative to converting an image retrieved by GetMoviePict is to display it directly. Calling the

function DrawPicture puts the picture on the screen at coordinates you specify. You'll need to supply a device context, the picture object reference and a display rectangle. Whatever you decide to do with a movie picture object you retrieve, you must free it when you are done with it.

```
Movie mMovie;
MovieController mcController;
PicHandle phMyPicHandle;
TimeValue tvTime;
•
•
tvTime = MCGetCurrentTime (mcController, /* Time scale address */);
phMyPicHandle = GetMoviePict (mMovie, tvTime);
DrawPicture (hdcMyDevCon, phMyPicHandle, &rcPicture, NULL);
•
•
DisposePicture (phMyPicHandle);
```

As with picture objects extracted from picture files, pictures extracted from movies may also contain custom palette information. You can use GetPicturePalette to retrieve this data and set the Windows palette to better render these individual movie images.

A *movie poster* is a frame in a movie selected when the movie was created to represent the movie when it is not loaded or not being played. You have access to this picture with GetMoviePosterPict, which returns an image object created from the frame designated as the movie's poster. One interesting way to use movie posters might be in an open movie dialog box. When the name of the movie is highlighted in the list box, its poster would be displayed next to it.

```
case LN_SELECT:
•
•
OpenMovieFile (/* file name highlighted */, ...);
NewMovieFromFile (...);
phMyPicHandle = GetMoviePosterPict (/*NewMovieFromFile object */);
hDIB = PictureToDIB (phMyPicHandle);
/* Display DIB in dialog box using bitmap object. */
break;
```

16. Getting User Data from Movies

User data is typically inserted into a movie by its creator to identify special characteristics, production credits, and so forth. Any movie can contain a *user data list*, which is available for use by your application. A user data list comprises all the user data for a movie, and may contain one or more *user data items*. Each user data item has several attributes:

- The type identifier - denotes the specific type of the item, e.g. date, copyright, etc.
- The index value - a unique, one-based number denoting list position among like types
- The data itself - generally text, possibly other data

To get a handle to a movie's user data, you call GetMovieUserData:

```
Movie mMovie;
```

```
UserData udData;
```

-
-

```
udData = GetMovieUserData (mMovie);
```

With this handle, you can parse the data. Each of the other functions which handle user data has a specific purpose in this regard:

GetNextUserDataType takes the user data handle and desired user data type as parameters. If the type parameter is 0, the routine returns the first user type in the user data list. For subsequent calls (for example, in a loop to get all the user data), use the previous value returned by this function. The current format of the user data type identifier in a QuickTime movie is four-character constant, which is supported in the Macintosh environment, but not directly under Windows. You can create the equivalent, however, with the macro QTFOURCC.

```
UserData udData;
```

```
OSType osType;
```

-
-

```
osType = QTFOURCC('©','d','a','y');
```

```
osType = GetNextUserDataType (udData, osType);
```

Below are some common user data types (note they are case sensitive). By convention, text user data types start with a "©" symbol. Remember to use the QTFOURCC macro.

©cpy Copyright statement

©day Date the movie's content was created

©dir Name of movie's director

©ed1 to ©ed9 Edit dates and descriptions

©fmt Indication of movie format (computer-generated, digitized, etc.)

©inf Information about the movie

©prd Name of movie's producer

©prf Names of performers

©req Special hardware and software requirements

©src Credits for providers of movie source content

©wrt Name of movie's writer

LOOP Denotes that the movie expects to be played in loop mode. If the value of this user data type is empty or 0, normal loop mode is indicated. A value of 1 denotes palindrome loop mode.

WLOC Denotes that the last known position of the movie on the desktop is available, represented by two 16-bit integers contained in its associated value. Because movies are created on the Mac, this may not translate well to the Windows desktop.

CountUserDataType returns the number of items of a given type in a user data list. You pass it the handle to the user data list and the desired type:

```
UserData udData;
```

```
LONG lItemCount;
```

-
-

```
lItemCount = CountUserDataType (udData, QTFOURCC('©','d','a','y'));
```

GetUserData retrieves a specified user data item. You need to pass it the handle of a global memory block you have allocated, in which it will place the requested item. When you allocate the memory block, you should make it of an arbitrary size, since QuickTime for Windows will reallocate memory internally based on your handle if the data item requested is too big. You must free this handle explicitly when you are done with it.

In addition to the memory handle, you must also pass GetUserData the index value of the data item you want, and the address of a LONG which it fills with the size of the data item requested (in bytes).

```
UserData udData;
```

```
HGLOBAL ghMem;
```

```
LONG lIndex, lByteCount;
```

```
struct {...} *pData;
```

-
-

```
// Note arbitrary size of allocation request
```

```
if ((ghMem = GlobalAlloc (GMEM_MOVEABLE, 128)) == NULL);  
{
```

```
    /* Inform user of failure.*/
```

```
    return;
```

```
}
```

```
GetUserData (udData, &ghMem, QTFOURCC('t','e','s','t'), lIndex,  
    &lByteCount);
```

```
pData = GlobalLock (ghMem);
```

-
-

```
/* Do something with user data item. */
```

-
-


```
GlobalUnlock (ghMem);
```

```
GlobalFree (ghMem);
```

When you specify a type of user data in this routine, you must know its format in advance. One way to handle this is to have `GlobalLock` return a pointer to a structure type you declare which maps onto the structure of the user data type you are retrieving.

`GetUserDataText` retrieves the text associated with a particular user data text item. Its parameters are the same as for `GetUserData`, with one exception: the region code. A region code is a value representing a particular language or country.

```
UserData udData;
```

```
LONG lIndex, lByteCount;
```

```
HGLOBAL ghMem;
```

```
LPSTR lpstrText;
```

-
-

```
ghMem = GlobalAlloc (GMEM_MOVEABLE, 128); // Note arbitrary size
```

```
GetUserDataText (udData, &ghMem, QTFOURCC('@','d','a','y'),  
    lIndex, 0, &lByteCount);
```

```
lpstrText = (LPSTR) GlobalLock (ghMem);
```

```
lpstrText [lByteCount] = '\\0';
```

-
-

```
/* Do something with text string. */
```

-
-

```
GlobalUnlock (ghMem);
```

```
GlobalFree (ghMem);
```

In this example, 0 is the code for US (English).

17. Getting System Data from Movies

In addition to individual picture frames and user data, movies contain a substantial amount of other data that your QuickTime for Windows programs can make use of, such as preferred play settings, time-based information and so forth.

Preferred settings are data elements held by a movie that denote optimum performance characteristics. When a movie is created, the author has the opportunity to encode what he or she feels is the most suitable volume, play rate, etc., which can later be used to play the movie as the author intended.

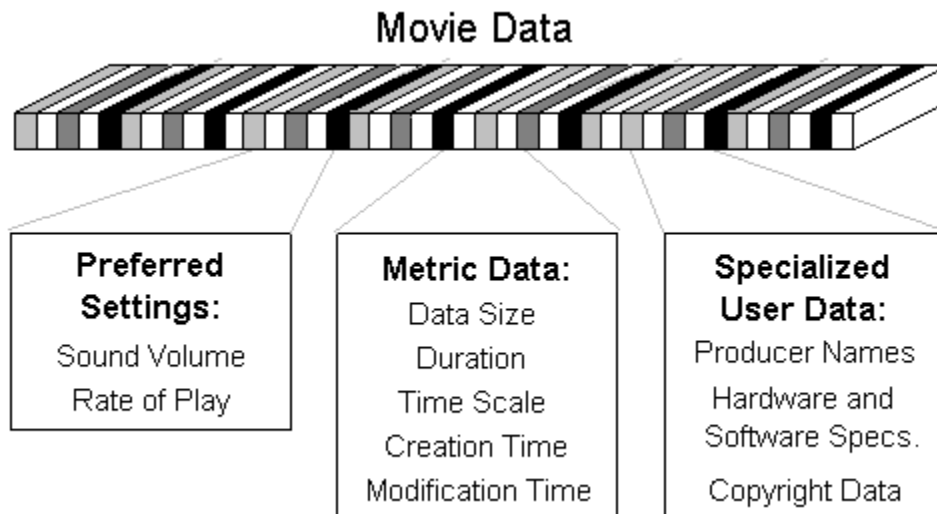


Figure 8. Available Movie System and User Data

For example, you can get the preferred volume with [GetMoviePreferredVolume](#), then use the return value to set the movie volume with a call to [MCDAction](#) with the [mcActionSetVolume](#) parameter.

To retrieve the preferred play rate, the call is [GetMoviePreferredRate](#). You can set the movie's play rate as above using the [mcActionPlay](#) action with the returned rate as the additional parameter.

The second category, metric data, is more diverse. You will be the best judge of how to use these particular routines in your QuickTime for Windows programs. The routine [GetMovieDataSize](#), for instance, returns (in bytes) the size of a specified movie segment, including sound.

[GetMovieTimeScale](#) returns the movie's time scale, which (as we noted earlier) is a specific fraction of a second. [GetMovieDuration](#) returns a movie's duration expressed in terms of its time scale.

You can manipulate a movie's time scale with [ConvertTimeScale](#). The timestamp functions, [GetMovieCreationTime](#) and [GetMovieModificationTime](#), return the values for when the movie was created and last modified, respectively.

18. Cover Procedures

QuickTime for Windows allows your application to perform custom processing whenever one of your movies covers a screen region or reveals a region that was previously covered. You perform this processing in cover procedures. Cover procedures are useful in handling movies with "empty segments," i.e. portions of movies intentionally lacking any visual element.

By default, QuickTime for Windows will display the normal background color during an empty segment. You can use a cover procedure to display other information meaningful to your application.

There are two types of cover procedures: those that are called when your movie covers a screen region, and those called when it uncovers a screen region, revealing a region that was previously covered. Cover procedures that are called when your movie covers a screen region are responsible for erasing the region--you may choose to save the hidden region in a bitmap. Cover procedures that are called when your movie reveals a hidden region must redisplay the hidden region.

Use SetMovieCoverProcs to set both types of cover procedures. The following example shows how to establish a cover procedure called when your movie uncovers a screen region.

```
OSErr CALLBACK __export CoverProc (Movie, HDC, LONG);  
  
•  
  
•  
  
HWND hWnd;  
Movie mMovie;  
  
•  
  
•  
  
SetMovieCoverProcs (mMovie, CoverProc, 5879);  
  
•  
  
•  
  
OSErr CALLBACK __export CoverProc (Movie m, HDC hdc, lID)  
{  
    RECT rcClip;  
    GetClipBox (hdc, &rcClip;  
    FillRect (hdc, &rcClip, GetStockObject (WHITE_BRUSH));  
    return 0;  
}
```

Note that the third parameter to SetMovieCoverProcs is an arbitrary constant passed directly to your routine. You can use this to distinguish invocations when your cover procedure is shared by two or more movies.

If you compile your program using Borland *smart callbacks* or Microsoft's `-GEs` compiler option, or your filter function is in a dynamic link library, you do not need to use `MakeProcInstance` on your cover procedure address before calling `SetMovieCoverProcs`. Since a cover procedure is essentially a *callback* function, it must be declared as `CALLBACK` and listed in the `EXPORTS` section of your `.DEF` file.

19. QuickTime for Windows Error Handling

The QuickTime for Windows API provides two routines for trapping non-Movie Controller function errors: GetMoviesError and GetMoviesStickyError. Movie Controller functions do not return error conditions.

B. The QuickTime for Windows Environment

1. Hardware Considerations
2. Developing QuickTime for Windows Programs
3. QuickTime for Windows On-line Help

1. Hardware Considerations

The supported environment for QuickTime for Windows is Windows 3.1, either standard or enhanced mode, running on an i386 or i486 machine. If a program incorporating QuickTime for Windows is run in a non-supported environment, QTInitialize will fail. If this happens, it is your responsibility not to execute any further QuickTime for Windows calls. QuickTime for Windows does provide some assistance in this area by making all of its calls no-ops when QTInitialize fails, but you should take the extra steps to not even call the functions in a non-QuickTime for Windows environment. Doing so will ensure that your applications continue to run normally when QuickTime for Windows is integrated, even when QuickTime for Windows cannot.

2. Developing QuickTime for Windows Programs

To start building QuickTime for Windows programs, you need to make four changes to your development environment and program source files:

- Include the library file QTW.LIB in the link line of your program's make file
- Add the line `#include QTW.H` to your program's source file
- Change the stack size to at least 16K in your program's .DEF file
- Check that the QuickTime for Windows installation program has updated the SET LIB, SET INCLUDE and PATH environment variables in your AUTOEXEC.BAT file to access all of the QuickTime for Windows development tools.

3. QuickTime for Windows On-line Help

If you have installed QuickTime for Windows from diskettes, all of the help files are in the directory \qtw\help. They are in the standard .HLP format, accessible with *Quick Help*. If you have installed from CD-ROM, you will have the standard .HLP files plus their source code files (with the extension .RTF) and their corresponding help project files (with the extension .HPJ), also in \qtw\help. Of particular note are the files for the Movie Controller, which you can integrate with your application's help system.

You can rebuild the compiled help files using the Windows help compiler. For example, to build the Movie Controller help file, you would invoke:

```
HC31 MCENU.HPJ
```

The three-letter "ENU" string in the file name indicates the U.S. English version. To compile help files for other languages, use the appropriate source files in \qtw\help.

C. QuickTime for Windows Applications

QuickTime for Windows provides two sample applications for viewing QuickTime movies and pictures: *Movie Player* and *Picture Viewer*. These programs use the Microsoft standard Multiple Document Interface (MDI) to view multiple movies or pictures, respectively. Complete source code is provided for each application for use as a learning tool. When running either program, you will find extensive on-line help available through the Help menu item or the F1 function key.

Related Topics:

- [1. The Movie Player](#)
- [2. The Picture Viewer](#)

1. The Movie Player

This application lets you play one or more movies in its main window. All movies run in standard MDI child windows. You can resize any of the movies by dragging on their borders, or by using the grow box in the lower right corner. Individual movie frames can be copied to the clipboard through the *Edit* menu item, and information about the movie is available under the *Movie* menu item. The Movie Player executable is in the `\qtw\bin` subdirectory. Its source code is in `\qtw\mplayer`. You can build PLAYER.EXE with the make file PLAYER.MAK (in standard NMAKE format), also located in this directory.

Online help files for the Movie Player are provided in two formats: PLAYENU.RTF (*rich text* format, only if you installed from CD-ROM) and PLAYENU.HLP (standard compiled help files, usable by the Windows help subsystem). These help files are in the directory `\qtw\help` and are currently localized for the U.S. English language. You can localize them for other languages at your discretion (no other localization is normally required for QuickTime for Windows programs). Help files for the Movie Controller, MCENU.RTF and MCENU.HLP, are in the same format and location.

2. The Picture Viewer

This application lets you view one or more pictures in its main window. All pictures are displayed in standard MDI child windows, which you can resize by dragging on their frame-sizing borders or by using the grow box in the lower right corner. Individual pictures can be copied to the clipboard through the *Edit* menu item, and information about the picture is available under the *Image* menu item. The Picture Viewer executable is in the `\qtw\bin` subdirectory. Its source code is in `\qtw\pviewer`. You can build VIEWER.EXE by executing the make file VIEWER.MAK (in standard NMAKE format), also located in this directory.

Online help files for the Picture Viewer are provided in two formats: VIEWENU.RTF (*rich text* format, only if you installed from CD-ROM) and VIEWENU.HLP (standard compiled help files, usable by the Windows help subsystem). These help files are in the directory `\qtw\help` and are currently localized for the U.S. English language. You can localize them for other languages at your discretion (no other localization is normally required for QuickTime for Windows programs).

D. QuickTime for Windows vs. QuickTime for the Macintosh

1. Summary
2. The Movie Controller
3. Initialization and Termination Differences
4. Picture Handling Differences
5. Other Differences
6. QuickTime API Calls Supported by QuickTime for Windows

1. Summary

As an experienced QuickTime programmer ready to use the QuickTime for Windows API, you know about differences between the Windows and Macintosh platforms. You should also be aware of how QuickTime and QuickTime for Windows themselves differ in implementation.

We noted earlier that QuickTime movies can be created and edited on the Macintosh, while they can be handled in playback mode only in the current version of QuickTime for Windows. It is also worth re-emphasizing that the primary focus of the QuickTime for Windows API and related documentation is the Movie Controller.

Although QuickTime for Windows' API is based as closely as possible on QuickTime's, the platform differences noted above have necessitated the creation of QuickTime for Windows calls with no counterpart on the Macintosh side. These are discussed in context in the material that follows. Equally important is that many of the QuickTime Toolbox routines available to the Macintosh developer are not exposed in the QuickTime for Windows API, since the focus is on the Movie Controller.

Finally, you should be aware of some additional QuickTime concepts not implemented or supported in this version of QuickTime for Windows:

- Tracks
- Media
- Components
- User-writable CODECs

2. The Movie Controller

The important ideas to keep in mind regarding the QuickTime for Windows Movie Controller are:

- Playing movies under QuickTime for Windows is possible only with the Movie Controller, as opposed to under QuickTime, which allows movies to be played using its Toolbox API.
- You cannot create a custom movie controller component.
- The QuickTime for Windows Movie Controller is functionally identical to the default movie controller under QuickTime.
- You can simulate the appearance of a QuickTime toolbox application using an invisible movie controller.

3. Initialization and Termination Differences

QuickTime is an operating system extension on the Macintosh and does not need to be explicitly initialized. Under QuickTime for Windows, any application that makes calls to the QuickTime for Windows libraries must first verify that the libraries are available on the system. This is accomplished with the new QuickTime for Windows-only routine QTInitialize, which establishes links to those libraries if they are indeed present. The bookend function, QTTerminate, also new to QuickTime for Windows, must be called before your QuickTime for Windows-enabled program is unloaded.

4. Picture Handling Differences

Since pictures on the Macintosh are also generally handled at the operating system level, there are a number of new routines to deal with individual QuickTime for Windows images.

ClosePictureFile

DisposePicture

DrawPicture

GetPictureFileInfo

GetPictureFromFile

GetPictureInfo

GetPicturePalette

KillPicture

OpenPictureFile

PictureToDIB

5. Other Differences

The following new routines are included in the QuickTime for Windows API to bridge other platform differences.

GetSoundInfo

GetVideoInfo

MAKELFIXED (macro)

MAKESFIXED (macro)

MCIsPlayerMessage (formerly `MCIsPlayerEvent`)

NormalizeRect

QTFOURCC (macro)

6. QuickTime API Calls Supported by QuickTime for Windows

Application Defined Movie Routines

[SetMovieCoverProcs](#)

Disabling Movies and Tracks

[GetMovieActive](#)

[SetMovieActive](#)

Enhancing Movie Playback Performance

[PrerollMovie](#)

Error Routines

[ClearMoviesStickyError](#)

[GetMoviesError](#)

[GetMoviesStickyError](#)

Movies and the Event Loop

[GetMovieStatus](#)

[PtInMovie](#)

[UpdateMovie](#)

Generating Pictures from Movies

[GetMoviePict](#)

[GetMoviePosterPict](#)

Initializing the Movie Toolbox

[EnterMovies](#)

[ExitMovies](#)

Movie Controller

[DisposeMovieController](#)

[MCActivate](#)

[MCDoAction](#)

[MCDraw](#)

[MCDrawBadge](#)

[MCGetControllerBoundsRect](#)

[MCGetControllerInfo](#)

[MCGetCurrentTime](#)

[MCGetMovie](#)

[MCGetVisible](#)

[MCIdle](#)

[MCIsControllerAttached](#)

[MCIsPlayerMessage](#)

[MCKey](#)

[MCNewAttachedController](#)

[MCPositionController](#)

[MCSetActionFilter](#)

[MCSetControllerAttached](#)

[MCSetControllerBoundsRect](#)

[MCSetVisible](#)

[NewMovieController](#)

Determining Movie Creation and Modification Time

[GetMovieCreationTime](#)

[GetMovieDataSize](#)

[GetMovieModificationTime](#)

Movie Routines

[CloseMovieFile](#)

[DeleteMovieFile](#)

[DisposeMovie](#)

[GetMovieBox](#)

[NewMovieFromDataFork](#)

[NewMovieFromFile](#)

[OpenMovieFile](#)

Working with Pictures and Picture Files

[DisposePicture](#)

[DrawPictureFile](#)

[GetPictureFileHeader](#)

[KillPicture](#)

Movie Posters and Movie Previews

[GetMoviePosterTime](#)

Preferred Movie Settings

[GetMoviePreferredRate](#)

[GetMoviePreferredVolume](#)

Time Base Routines

[AddTime](#)

[ConvertTimeScale](#)

[SubtractTime](#)

Working with Movie User Data

[CountUserDataTypes](#)

[GetMovieUserData](#)

GetNextUserDataTypes

GetUserData

GetUserDataText

Working with Movie Time

GetMovieActiveSegment

GetMovieDuration

GetMovieTime

GetMovieTimeScale

E. Preparing Macintosh movie and picture files for QuickTime for Windows

QuickTime movies prepared on the Macintosh to play under Windows need to have two related characteristics. They must be 1) self-contained, and 2) contained in a single fork file. These characteristics are set by the Macintosh application that saves the movie. Such an application is the Movie Converter, which is part of the QuickTime Starter Kit (M1269LL/A) available from Apple Dealers everywhere.

Macintosh QuickTime pictures may be transferred to a Windows machine directly (e.g., over a network or with a Mac to PC file transfer program) and viewed without any special preparation.

To use Movie Converter to create a movie file that can be ported to a Windows machine:

1. Launch Movie Converter
2. Open the QuickTime movie to be saved.
3. In the File Menu select "Save As_".
4. Click the "Make movie self-contained" button. This creates a movie that contains no references to other files.
5. Check "Playable on non-Apple computers". This creates a movie file that does not depend on resources.
6. Save the file.

The file just created can now be ported to a Windows machine (e.g., over a network or with a Mac to PC file exchange program) and viewed with any application that supports QuickTime for Windows. More Macintosh applications are expected to support this saving mode in the near future.

A. Introduction

The series of sample programs presented in this section of the on-line manual is intended as a learning tool. While they clearly demonstrate the power and flexibility of the QuickTime for Windows API, none of the programs should be taken out of context or used in production quality applications without careful consideration. Although the complete source code for each program is listed out in this section, the files are also in the `\qtw\samples` directory of your installed QuickTime for Windows environment.

B. WINPLAY1 - Your First QuickTime for Windows Program

1. Introduction
2. The WINPLAY1 Source Code
3. Building QuickTime for Windows Programs
4. Initializing QuickTime for Windows Programs
5. Loading a Movie
6. Creating a Movie Controller
7. Modifying the Window Procedure
8. Cleaning Up
9. Running WINPLAY1.EXE

1. Introduction

WINPLAY1 serves one purpose: it puts into context the essential steps for initializing, executing and disposing various QuickTime for Windows API components required to play a movie. Its user interface is a plain frame window completely filled by a single movie and attached movie controller.

2. The WINPLAY1 Source Code

- WINPLAY1.MAK is the standard make file.
- WINPLAY1.DEF is the module definition file.
- WINPLAY1.C is the C source file.

WINPLAY1.MAK

ALL : WINPLAY1.EXE

WINPLAY1.OBJ : WINPLAY1.C

cl -c -AS -DSTRICT -G2 -Zpe1 -W3 -WX -Od winplay1.c

WINPLAY1.EXE : WINPLAY1.OBJ WINPLAY1.DEF

link /nod /a:16 winplay1, winplay1.exe, nul, qtw libw slibcew, \
winplay1.def;
rc winplay1.exe

WINPLAY1.DEF

NAME WINPLAY1
DESCRIPTION 'Sample Application'
EXETYPE WINDOWS
STUB 'winstub.exe'
CODE PRELOAD MOVEABLE DISCARDABLE
DATA PRELOAD MOVEABLE MULTIPLE
HEAPSIZE 1024
STACKSIZE 16384

WINPLAY1.C

#include <windows.h>
#include <qtw.h>

long FAR PASCAL __export WndProc (HWND, UINT, WPARAM, LPARAM);

MovieFile mfMovie;
RECT rcMovie;
Movie mMovie;
MovieController mcController;

int PASCAL WinMain (HINSTANCE hInstance, HINSTANCE hPrevInstance,
LPSTR lpszCmdParam, int nCmdShow)
{
static char szAppName[] = "WinPlay1";
HWND hWnd;
MSG msg;
WNDCLASS wndclass;

// Establish links to QuickTime for Windows
if (QTInitialize (NULL))
{
MessageBox (NULL, "QTInitialize failure", szAppName, MB_OK);
return 0;

```

    }
// Allocate memory required for playing movies
if (EnterMovies ())
{
    MessageBox (NULL, "EnterMovies failure", szAppName, MB_OK);
    return 0;
}
// Register and create main window
if (!hPrevInstance)
{
    wndclass.style          = CS_DBLCLKS | CS_HREDRAW | CS_VREDRAW;
    wndclass.lpfnWndProc    = WndProc;
    wndclass.cbClsExtra     = 0;
    wndclass.cbWndExtra     = 0;
    wndclass.hInstance     = hInstance;
    wndclass.hIcon          = LoadIcon (NULL, IDI_APPLICATION);
    wndclass.hCursor        = LoadCursor (NULL, IDC_ARROW);
    wndclass.hbrBackground = (HBRUSH) (COLOR_WINDOW + 1);
    wndclass.lpszMenuName   = NULL;
    wndclass.lpszClassName = szAppName;
    if (!RegisterClass (&wndclass))
    {
        MessageBox (NULL, "RegisterClass failure", szAppName, MB_OK);
        return 0;
    }
}
hWnd = CreateWindow (szAppName, szAppName, WS_CAPTION | WS_SYSMENU |
    WS_CLIPCHILDREN | WS_OVERLAPPED, CW_USEDEFAULT, CW_USEDEFAULT,
    CW_USEDEFAULT, CW_USEDEFAULT, NULL, NULL, hInstance, NULL);
if (hWnd == NULL)
{
    MessageBox (NULL, "CreateWindow failure", szAppName, MB_OK);
    return 0;
}
// Instantiate the movie
if (OpenMovieFile ("SAMPLE.MOV", &mfMovie, OF_READ) != noErr)
{
    MessageBox (NULL, "OpenMovieFile failure", szAppName, MB_OK);
    return 0;
}
NewMovieFromFile (&mMovie, mfMovie, NULL, NULL, 0, NULL);
CloseMovieFile (mfMovie);
// Instantiate the movie controller
GetMovieBox (mMovie, &rcMovie);
OffsetRect(&rcMovie, -rcMovie.left, -rcMovie.top);
mcController = NewMovieController (mMovie, &rcMovie,
    mcTopLeftMovie + mcScaleMovieToFit, hWnd);
// Make the movie paused initially
MCDoAction (mcController, mcActionPlay, 0);
// Eliminate the grow box
SetRectEmpty (&rcMovie);
MCDoAction (mcController, mcActionSetGrowBoxBounds, &rcMovie);
// Make the frame just big enough for the movie
MCGetControllerBoundsRect (mcController, &rcMovie);
AdjustWindowRect (&rcMovie, WS_CAPTION | WS_OVERLAPPED, FALSE);
OffsetRect(&rcMovie, -rcMovie.left, -rcMovie.top);
SetWindowPos (hWnd, 0, 0, 0,

```

```

        rcMovie.right, rcMovie.bottom, SWP_NOMOVE | SWP_NOZORDER);
// Make the movie active
    SetMovieActive (mMovie, TRUE);
// Make the main movie visible
    ShowWindow (hWnd, nCmdShow);
    UpdateWindow (hWnd);
// Play the movie
    while (GetMessage (&msg, NULL, 0, 0))
    {
        TranslateMessage (&msg);
        DispatchMessage (&msg);
    }
// Destroy the movie controller
    DisposeMovieController (mcController);
// Destroy the movie
    DisposeMovie (mMovie);
// Cut the connections to QuickTime for Windows
    ExitMovies ();
    QTTerminate ();
// Return to Windows
    return msg.wParam;
}

long FAR PASCAL __export WndProc (HWND hWnd, UINT message,
    WPARAM wParam, LPARAM lParam)
{
    PAINTSTRUCT ps;
// Drive the movie controller
    if (MCIIsPlayerMessage (mcController, hWnd, message, wParam, lParam))
        return 0;
// Process the windows message
    switch (message)
    {
        case WM_PAINT:
            if (!BeginPaint (hWnd, &ps))
                return 0;
            EndPaint (hWnd, &ps);
            return 0;
        case WM_DESTROY:
            PostQuitMessage (0);
            return 0;
    }
// Return to Windows
    return DefWindowProc (hWnd, message, wParam, lParam);
}

```

3. Building QuickTime for Windows Programs

The most significant difference between WINPLAY1.MAK and an otherwise standard make file is in the link line: a file named QTW.LIB is specified in the library list. In general, the only change necessary for your existing Windows make files is to make sure QTW.LIB is added to your list of statically-linked libraries.

WINPLAY1.DEF is provided only to complete the source file set for this tutorial. Module definition files for your existing Windows programs generally will not have to be modified for QuickTime for Windows.

4. Initializing QuickTime for Windows Programs

The first QuickTime for Windows function in WINPLAY1.C is QTInitialize, which has a void parameter list and returns one of five possible values:

QTI_OK	Success
QT_FAIL_CORRUPTDLL	A QuickTime for Windows DLL failed to load
QTI_FAIL_NOEXIST	QuickTime for Windows is not installed
QTI_FAIL_286	QuickTime for Windows requires a 386 or better
QTI_FAIL_WIN30	Windows 3.1 or better required

This routine must be called before any other QuickTime for Windows function. Although it is performed automatically when any such function is executed, you should call it explicitly as a matter of programming style. Its primary purpose is to bind QuickTime for Windows-enabled applications to QuickTime for Windows at *run time*. Normally, a program utilizing DLLs is bound to them at link time; if calls to the DLLs are not resolved at load time, the program fails to load. The function QTInitialize provides access to QuickTime for Windows functions after the program has loaded. If QuickTime for Windows is not installed, the program will fail to play movies but otherwise run normally.

For instance, if you were the developer of an existing word processing program, you might want to add the ability to play movies in your documents but not cripple the product because it failed to load on a non-QuickTime for Windows system. QuickTime for Windows will accommodate you on both accounts. In effect, you can develop a QuickTime for Windows-enabled application without worrying about whether its DLLs will be present on future host systems.

QTInitialize also provides safety features to prevent a fatal failure if the application is running on a non-supported platform, or if the application accidentally makes a QuickTime for Windows call when QuickTime for Windows is not present. In these cases, all QuickTime for Windows calls are no-ops.

In WINPLAY1, a standard Windows message box is displayed if QTInitialize does not return QTI_OK, and the program exits when the message box is dismissed. If we fell through to the rest of the QuickTime for Windows functions, each of them would return unsuccessfully and no movie would be displayed. The program's main window would be created, however, and it would behave normally.

If QTInitialize returns successfully, the program calls EnterMovies to allocate memory required by QuickTime for Windows (not its movies), including the internal scheduler tables, etc., that will be used to track movies for this program. EnterMovies has a void parameter list and returns an `OSErr`. An `OSErr` is returned by a number of QuickTime for Windows functions. 0 indicates no error. Various other integer values denote QuickTime for Windows error conditions which your program may react to as you deem appropriate. Please see Appendix A for a breakout of these error codes.

WINPLAY1 checks the return and puts up a message box, followed by a program exit, if an error condition is indicated. An application may call EnterMovies multiple times, but memory will be allocated only for the first call.

As noted in the overview, QTInitialize and EnterMovies (if your program plays movies) only need to be called once during the life of your QuickTime for Windows application. Functions which deal with initializing individual movies, discussed next, need to be executed for each QuickTime for Windows movie your program incorporates.

5. Loading a Movie

Assuming WINPLAY1 has been successfully initialized for using the QuickTime for Windows libraries, it can now proceed to ready a specific movie for playing. OpenMovieFile is hardcoded to open the movie file SAMPLE.MOV, its first parameter. Its second parameter is the address of `mfMovie`, which will be passed to NewMovieFromFile.

The third parameter is an integer expressed as a standard file open flag as defined for the Windows `OpenFile` function, normally `OF_READ`, since movies generally cannot be opened other than read-only in the current version of QuickTime for Windows. OpenMovieFile returns an `OSErr`, which is checked and handled in the same way as it was for EnterMovies and QTInitialize.

Note: For overall clarity, return codes are not checked for QuickTime for Windows functions beyond this point. Of course, in production-grade code all QuickTime for Windows return values would be checked and handled appropriately.

To initialize a movie object to pass to NewMovieController, we have to call NewMovieFromFile. Its first parameter is the address of our movie object `mMovie`. Second is the `mfMovie` assigned by QuickTime for Windows when we called OpenMovieFile. The fifth parameter is hardcoded to 0 to mark it simply as inactive. The rest of the parameters are set to NULL in the current version of QuickTime for Windows. For each movie you want to play, you must call OpenMovieFile and NewMovieFromFile. WINPLAY1 only plays a single movie, and thus only makes the calls once.

CloseMovieFile is called next, since movie files should not be left open any longer than necessary. It takes the popular `mfMovie` as its only parameter.

6. Creating a Movie Controller

While NewMovieFromFile allocates and initializes all storage required for the movie and performs various internal tasks (e.g. telling QuickTime for Windows' scheduler to add the movie to its tables), there is still some conceptual distance to go before show time. What we have now is access to a sizable collection of movie data with no mechanism to play it. As explained in the overview, this is the role of the Movie Controller.

Before bringing up QuickTime for Windows' heavy artillery, we must first package up some data to pass it, specifically our movie's size and position within WINPLAY1's client area. The routine GetMovieBox provides these values, which are the natural dimensions of the movie as contained in the movie file (if the movie is freshly extracted with NewMovieFromFile).

We are now prepared to call NewMovieController, which must be done for each movie controller you wish to create (again, our sample program only has one, thus a single call). The parameters are:

- `mMovie`, the movie object assigned by QuickTime for Windows when it processed NewMovieFromFile
- the address of `rcMovie`, the structure we have just filled with our movie's desired dimensions and coordinates
- `mcTopLeftMovie` and `mcScaleMovieToFit`, standard controller creation flags for displaying the movie in the movie rectangle (`rcMovie`)
- `hWnd`, the window handle for WINPLAY1, whose window will be the parent for the new movie controller and associated movie.

NewMovieController returns a `MovieController` object, an entity which you will use extensively in subsequent QuickTime for Windows calls.

Several key things now happen involving the QuickTime for Windows internal functions and data structures. The visible effect, once the movie is made visible, is the creation of the movie controller and its individual controls.

Before we call ShowWindow, however, we have to make WINPLAY1's frame window just big enough to enclose the movie and movie controller. This is accomplished with a combination of Windows calls and the routine MCGetControllerBoundsRect.

As explained in the overview, once a movie is associated with a controller, it starts playing immediately (assuming it has a non-zero play rate, which is normally the case). To make a movie paused when first visible and associated with a new controller, you can use MCDoAction with an action of mcActionPlay and a play rate of 0. It is good style to do this as soon as possible after performing the association.

It is important to note again that movies and movie controllers are not married for life. Movie controllers can be dynamically reassigned to movies at any point in your program, providing they are properly initialized. Destroying one does not destroy the other, nor does disconnecting a movie/movie controller pair disable either component. You will learn various ways to exploit this feature as you explore this tutorial.

7. Modifying the Window Procedure

The single piece of QuickTime for Windows code in `WndProc` is the routine `MCIsPlayerMessage`, but it wields significant power. Its parameters are:

- `mcController`, the movie controller object initialized in `NewMovieController`
- `hWnd`, the main window handle of `WINPLAY1`
- `message`, `wParam` and `lParam`, the same parameters passed in to `WndProc`.

To elaborate on the overview, the job of `MCIsPlayerMessage` is to redirect all messages targeted for the movie controller. If a message received by `WndProc` is not meant for the movie controller, `MCIsPlayerMessage` returns 0 and the message gets processed normally. If the message is supposed to be handled by the movie controller, `MCIsPlayerMessage` returns non-zero and the message does not get switched.

Remember that for each movie controller you create, you have to code a separate call to `MCIsPlayerMessage` with the corresponding `mcController` variable as the first parameter. Since `WINPLAY1` creates a lone controller, we only make the call once.

8. Cleaning Up

Before WINPLAY1 exits, it needs to make sure it has not left any garbage lying around or kept any resources tied up. We do this in three stages, conceptually the reverse order of how the initialization was handled. First, we destroy the movie controller by calling DisposeMovieController, which takes the `mcController` object as its only parameter, and needs to be called for every movie controller you have created.

Second, the movie is released by executing DisposeMovie. This, too, is required for each movie you have instantiated, with the appropriate `mMovie` object as its sole parameter. Finally, ExitMovies (if your application plays movies) and QTTerminate are invoked. Like their counterparts that handle QuickTime for Windows initialization, they must only be called once by your program. As noted in the overview, executing QTInitialize is not required, but is recommended for good overall style.

Remember that while destroying a window with a movie controller in it causes the function DisposeMovieController to be called internally for that controller; this is a safety feature only. Good QuickTime for Windows style dictates specifically disposing the controller.

9. Running WINPLAY1.EXE

Having successfully compiled and linked WINPLAY1.EXE, you will want to fire it up and watch it play a movie. Before you do, however, you need to check that the movie name hardcoded in the OpenMovieFile routine matches the file name and location of the movie you expect to play. Since WINPLAY1.EXE only specifies the movie name (and not the path), make sure SAMPLE.MOV is in the same directory as WINPLAY1.EXE before you run it. If you want to play other movies without rebuilding WINPLAY1.EXE, you can copy any other sample movie files to the directory containing WINPLAY1.EXE, using the hardcoded movie name as a target file name.

Once you have made sure WINPLAY1.EXE can find its data, you should try to run it, preferably using the **Run** option under the Program Manager's **File** menu item. Clicking on the face of the movie window or the start button in the movie controller will run the movie. Now is probably a good time to experiment with the other movie controller buttons to get a feel for its basic operation.

C. STEREO - Managing Multiple Movies

1. Introduction
2. The STEREO Source Code
3. Understanding Active and Inactive Movie States
4. Visualizing Attached and Detached Movie Controllers
5. Attaching Movie Controllers to Movies
6. Detaching and Re-attaching a Movie Controller
7. Resizing Movies and Movie Controllers
8. Calling MCIPlayerMessage More than Once
9. Running STEREO.EXE

1. Introduction

Now that you can play a movie in a Windows program, you should next understand the issues of dealing with various movies in the same application. In this section, you will create a program called STEREO.EXE which plays two movies simultaneously and lets you dynamically detach their controllers.

The concepts we'll explore include:

- Active and inactive states of movies and movie controllers
- Attached and detached movie controllers
- Resizing movies and movie controllers
- Multiple calls to MCIPlayerMessage in a window procedure.

2. The STEREO Source Code

Before getting into the STEREO.C listing, you should note that the Common Dialog Box Library is used to create the Open Movie dialog box. COMMDLG.LIB is included on the link line of STEREO.MAK.

```
STEREO.MAK
```

```
ALL : STEREO.EXE
```

```
STEREO.OBJ : STEREO.C STEREO.H  
  cl -c -AS -DSTRICT -G2 -Zpel -W3 -WX -Od stereo.c
```

```
STEREO.RES : STEREO.RC STEREO.H  
  rc -r stereo.rc
```

```
STEREO.EXE : STEREO.OBJ STEREO.RES STEREO.DEF  
  link /nod /a:16 stereo, stereo.exe, nul, qtw commdlg libw slibcew, \  
    stereo.def;  
  rc stereo.res
```

```
STEREO.DEF
```

```
NAME          STEREO  
DESCRIPTION    'Sample Application'  
EXETYPE        WINDOWS  
STUB           'winstub.exe'  
CODE           PRELOAD MOVEABLE DISCARDABLE  
DATA           PRELOAD MOVEABLE MULTIPLE  
HEAPSIZE       1024  
STACKSIZE      16384
```

```
STEREO.H  
#define IDM_OPEN          1  
#define IDM_ATTACH        2  
#define IDM_DETACH        3
```

```
STEREO.RC
```

```
#include <windows.h>  
#include "stereo.h"
```

```
stereo MENU  
{  
  POPUP "&File"  
  {  
    MENUITEM "&Open...", IDM_OPEN  
  }  
  POPUP "&Action"  
  {  
    MENUITEM "&Attach Controller", IDM_ATTACH  
    MENUITEM "&Detach Controller", IDM_DETACH  
  }  
}
```

STEREO.C

```
#include <windows.h>
#include <commdlg.h>
#include <string.h>
#include <stdlib.h>
#include <direct.h>
#include <qt.h>
#include "stereo.h"

#ifdef __BORLANDC__
    #define _getcwd getcwd
#endif

long FAR PASCAL __export WndProc (HWND, UINT, WPARAM, LPARAM);
VOID CalcSize (HWND);

RECT rcLeft, rcRight, rcMovieBox, rcClient;
MovieController mcLeft, mcRight, mcActive;

int PASCAL WinMain (HINSTANCE hInstance, HINSTANCE hPrevInstance,
    LPSTR lpszCmdParam, int nCmdShow)
{
    static char szAppName [] = "Stereo";
    HWND          hWnd;
    MSG           msg;
    WNDCLASS      wndclass;
// Establish links to QuickTime for Windows
    if (QTInitialize (NULL))
    {
        MessageBox (NULL, "QTInitialize failure", szAppName, MB_OK);
        return 0;
    }
// Allocate memory required for playing movies
    if (EnterMovies ())
    {
        MessageBox (NULL, "EnterMovies failure", szAppName, MB_OK);
        return 0;
    }
// Register and create main window
    if (!hPrevInstance)
    {
        wndclass.style          = CS_DBLCLKS | CS_HREDRAW | CS_VREDRAW;
        wndclass.lpfnWndProc    = WndProc;
        wndclass.cbClsExtra     = 0;
        wndclass.cbWndExtra     = 0;
        wndclass.hInstance      = hInstance;
        wndclass.hIcon          = LoadIcon (NULL, IDI_APPLICATION);
        wndclass.hCursor        = LoadCursor (NULL, IDC_ARROW);
        wndclass.hbrBackground  = (HBRUSH) (COLOR_WINDOW + 1);
        wndclass.lpszMenuName    = szAppName;
        wndclass.lpszClassName   = szAppName;
        if (!RegisterClass (&wndclass))
        {
            MessageBox (NULL, "RegisterClass failure", szAppName, MB_OK);
            return 0;
        }
    }
}
```

```

    }
}
hWnd = CreateWindow (szAppName, szAppName, WS_OVERLAPPEDWINDOW |
    WS_CLIPCHILDREN, CW_USEDEFAULT, CW_USEDEFAULT, CW_USEDEFAULT,
    CW_USEDEFAULT, NULL, NULL, hInstance, NULL);
if (hWnd == NULL)
{
    MessageBox (NULL, "CreateWindow failure", szAppName, MB_OK);
    return 0;
}
// Show the main window
ShowWindow (hWnd, nCmdShow);
UpdateWindow (hWnd);
// Play the movies
while (GetMessage (&msg, NULL, 0, 0))
{
    TranslateMessage (&msg);
    DispatchMessage (&msg);
}
// Cut the connections to QuickTime for Windows
ExitMovies ();
QTTerminate ();
// Return to Windows
return msg.wParam;
}

long FAR PASCAL __export WndProc (HWND hWnd, UINT message,
    WPARAM wParam, LPARAM lParam)
{
    OPENFILENAME ofn;
    PAINTSTRUCT ps;
    BOOL bLeft;
    POINT ptMovie;
    MovieFile mfMovie;
    static Movie mLeft, mRight;
    static char szDirName [256];
    static char szFile [256];
    static char szFileTitle [256];

    // Drive the movie controllers
    if (MCIsPlayerMessage (mcLeft, hWnd, message, wParam, lParam)
        || MCIsPlayerMessage (mcRight, hWnd, message, wParam, lParam))
        return 0;
    // Process window messages
    switch (message)
    {
        // Create empty movie controllers when main window is created
        case WM_CREATE:
            SetRectEmpty (&rcMovieBox);
            SetRectEmpty (&rcClient);
            mcLeft = NewMovieController (NULL, &rcClient,
                mcNotVisible, hWnd);
            mcRight = NewMovieController (NULL, &rcClient,
                mcNotVisible, hWnd);
            return 0;
        // Process menu commands
        case WM_COMMAND:

```

```

switch (wParam)
{
// Use COMMDLG to open a movie file
case IDM_OPEN:
    memset (&ofn, 0, sizeof (ofn));
    ofn.lStructSize = sizeof (ofn);
    ofn.hwndOwner = hWnd;
    ofn.lpstrFilter = "Movies (*.mov)\0*.mov\0\0";
    ofn.nFilterIndex = 1;
    ofn.lpstrFile = szFile;
    ofn.nMaxFile = sizeof (szFile);
    ofn.lpstrFileName = szFileTitle;
    ofn.nMaxFileName = sizeof (szFileTitle);
    ofn.lpstrInitialDir =
        _getcwd (szDirName, sizeof (szDirName));
    ofn.Flags = OFN_PATHMUSTEXIST | OFN_FILEMUSTEXIST;
    if (GetOpenFileName (&ofn) &&
        (OpenMovieFile (ofn.lpstrFile, &mfMovie,
            OF_READ) == noErr))
    {
        RECT rcGrowBox;
// Dispose of any existing movies
        DisposeMovie (mLeft);
        DisposeMovie (mRight);
// Extract two instances of the same movie
        NewMovieFromFile (&mLeft, mfMovie, NULL, NULL,
            0, NULL);
        NewMovieFromFile (&mRight, mfMovie, NULL, NULL,
            0, NULL);
        CloseMovieFile (mfMovie);
// Get the normal dimensions of the movie
        GetMovieBox (mLeft, &rcMovieBox);
        OffsetRect (&rcMovieBox, -rcMovieBox.left,
            -rcMovieBox.top);
// Calculate initial positions of controllers
        GetClientRect (hWnd, &rcClient);
        rcLeft.top = rcRight.top = rcClient.top +
            (rcClient.bottom / 2) - (rcMovieBox.bottom / 2);
        rcLeft.bottom = rcRight.bottom = rcClient.top +
            (rcClient.bottom / 2) + (rcMovieBox.bottom / 2);
        rcLeft.left = (rcClient.right / 4)
            - (rcMovieBox.right / 2);
        rcLeft.right = rcLeft.left + rcMovieBox.right;
        rcRight.left = (rcClient.right / 2)
            + (rcClient.right / 4)
            - (rcMovieBox.right / 2);
        rcRight.right = rcRight.left + rcMovieBox.right;
// Associate the movies with the existing controllers
        ptMovie.x = rcLeft.left;
        ptMovie.y = rcLeft.top;
        MCSetMovie (mcLeft, mLeft, hWnd, ptMovie);
        ptMovie.x = rcRight.left;
        ptMovie.y = rcRight.top;
        MCSetMovie (mcRight, mRight, hWnd, ptMovie);
// Pause the movies
        MCDoAction (mcLeft, mcActionPlay, 0);
        MCDoAction (mcRight, mcActionPlay, 0);
    }
}

```



```

// Center the movies
    MCPositionController (mcLeft, &rcLeft,
        NULL, mcTopLeftMovie + mcScaleMovieToFit);
    MCPositionController (mcRight, &rcRight,
        NULL, mcTopLeftMovie + mcScaleMovieToFit);
// Make the controllers visible
    MCSetVisible (mcLeft, TRUE);
    MCSetVisible (mcRight, TRUE);
// Make both movies active and the right mc inactive
    SetMovieActive (mLeft, TRUE);
    SetMovieActive (mRight, TRUE);
    MCActivate (mcRight, hWnd, FALSE);
// Eliminate the grow boxes
    SetRectEmpty (&rcGrowBox);
    MCDoAction (mcLeft, mcActionSetGrowBoxBounds,
        &rcGrowBox);
    MCDoAction (mcRight, mcActionSetGrowBoxBounds,
        &rcGrowBox);
}
return 0;
// Change active controller to attached
case IDM_ATTACH:
    MCSetControllerAttached (mcActive, TRUE);
    return 0;
// Change active controller to detached
case IDM_DETACH:
    {
        RECT rcMCRect;
        SHORT sMCHeight;
// Detach the controller
        MCSetControllerAttached (mcActive, FALSE);
// Choose the appropriate movie/movie controller
        if (mcActive == mcLeft)
        {
            // Get the bounds rect for the controller only
            // since it is now detached
            MCGetControllerBoundsRect (mcLeft, &rcMCRect);
            OffsetRect (&rcMCRect, -rcMCRect.left, -rcMCRect.top);
            // Save the controller height
            sMCHeight = rcMCRect.bottom - rcMCRect.top;
            // Move the controller down
            memcpy (&rcMCRect, &rcLeft, sizeof (RECT));
            rcMCRect.top = rcLeft.bottom +
                (rcMovieBox.bottom / 2);
            rcMCRect.bottom = rcMCRect.top + sMCHeight;
            MCPositionController (mcLeft, &rcLeft, &rcMCRect,
                mcTopLeftMovie);
        }
        else
        {
            // Get the bounds rect for the controller only
            // since it is now detached
            MCGetControllerBoundsRect (mcRight, &rcMCRect);
            OffsetRect (&rcMCRect, -rcMCRect.left, -rcMCRect.top);
            // Save the controller height
            sMCHeight = rcMCRect.bottom - rcMCRect.top;
            // Move the controller down

```

```

        memcpy (&rcMCRect, &rcRight, sizeof (RECT));
        rcMCRect.top = rcRight.bottom +
            (rcMovieBox.bottom / 2);
        rcMCRect.bottom = rcMCRect.top + sMCHeight;
        MCPositionController (mcRight, &rcRight, &rcMCRect,
            mcTopLeftMovie);
    }
}
return 0;
}
return 0;
// Center the controllers in the left and right halves of the window
case WM_SIZE:
// Attach the controllers
MCSetsControllerAttached (mcLeft, TRUE);
MCSetsControllerAttached (mcRight, TRUE);
CalcSize (hWnd);
MCSetsControllerBoundsRect (mcLeft, &rcLeft);
MCSetsControllerBoundsRect (mcRight, &rcRight);
return 0;
case WM_LBUTTONDOWN:
{
    SFIXED sfxVolume;
// Activate the controller selected by the mouse click
    GetClientRect (hWnd, &rcClient);
    bLeft = (SHORT) (LOWORD (lParam)) < ((rcClient.right -
        rcClient.left) / 2);
    mcActive = bLeft ? mcLeft : mcRight;
    MCActivate (mcLeft, hWnd, bLeft);
    MCActivate (mcRight, hWnd, !bLeft);
// Disable sound and keyboard interface for appropriate controller
    if (mcActive == mcLeft)
    {
        MCDoAction (mcRight, mcActionGetVolume, (LPVOID)
            &sfxVolume);
        sfxVolume = - (abs (sfxVolume));
        MCDoAction (mcRight, mcActionSetVolume, (LPVOID) sfxVolume);
        MCDoAction (mcRight, mcActionSetKeysEnabled,
            (LPVOID) FALSE);
    }
    else
    {
        MCDoAction (mcLeft, mcActionGetVolume, (LPVOID) &sfxVolume);
        sfxVolume = - (abs (sfxVolume));
        MCDoAction (mcLeft, mcActionSetVolume, (LPVOID) sfxVolume);
        MCDoAction (mcLeft, mcActionSetKeysEnabled, (LPVOID) FALSE);
    }
// Enable sound and keyboard for active controller
    MCDoAction (mcActive, mcActionGetVolume, (LPVOID) &sfxVolume);
    sfxVolume = abs (sfxVolume);
    MCDoAction (mcActive, mcActionSetVolume, (LPVOID) sfxVolume);
    MCDoAction (mcActive, mcActionSetKeysEnabled, (LPVOID) TRUE);
}
return 0;
// Repaint the Window
case WM_PAINT:
    if (!BeginPaint (hWnd, &ps))

```

```

        return 0;
        EndPaint (hWnd, &ps);
        return 0;
// Destroy the movies and controllers when the window is destroyed
case WM_DESTROY:
    DisposeMovieController (mcLeft);
    DisposeMovieController (mcRight);
    DisposeMovie (mLeft);
    DisposeMovie (mRight);
    PostQuitMessage (0);
    return 0;
}
// Return to Windows
return DefWindowProc (hWnd, message, wParam, lParam);
}

VOID CalcSize (HWND hWndCaller)
{
    RECT rcBounds;

    GetClientRect (hWndCaller, &rcClient);
    MCGetControllerBoundsRect (mcLeft, &rcBounds);
    OffsetRect (&rcBounds, -rcBounds.left, -rcBounds.top);
    rcLeft.top = rcRight.top = rcClient.top +
        (rcClient.bottom / 2) - (rcBounds.bottom / 2);
    rcLeft.bottom = rcRight.bottom = rcClient.top +
        (rcClient.bottom / 2) + (rcBounds.bottom / 2);
    rcLeft.left = (rcClient.right / 4) - (rcBounds.right / 2);
    rcLeft.right = (rcClient.right / 4) + (rcBounds.right / 2);
    MCGetControllerBoundsRect (mcRight, &rcBounds);
    OffsetRect (&rcBounds, -rcBounds.left, -rcBounds.top);
    rcRight.left = (rcClient.right / 2) + (rcClient.right / 4)
        - (rcBounds.right / 2);
    rcRight.right = (rcClient.right / 2) + (rcClient.right / 4)
        + (rcBounds.right / 2);
}

```

3. Understanding Active and Inactive Movie States

As we learned in the overview, both movies and movie controllers have active and inactive states. While they are easy to set, it is still important to remember two things: these states do not affect QuickTime for Windows programs in parallel ways, and more than one movie or controller can be active simultaneously.

A movie's state can be set by SetMovieActive, whose parameters are the movie object and a value of either `TRUE` (for active) or `FALSE` (for inactive). An inactive movie simply is not played--it does not receive cycles from QuickTime for Windows' internal scheduler. Don't confuse a movie's active state with its playing/paused state. In other words, calling SetMovieActive should not be used to start or stop playing a movie.

A movie controller's state can be set by MCActivate with its last parameter set to `TRUE` or `FALSE`. Again, since movie controllers generally mirror the behavior of standard Windows controls, it is useful to view an inactive movie controller as a disabled Windows control. It cannot receive user input (i.e. mouse clicks, since keyboard input is enabled separately) and its appearance is grayed. Movie controllers are created with an active state by default.

A movie/movie controller pair can easily have opposing states. For instance, an active movie can have an inactive controller, and vice versa. In the former case, a playing movie's controller can be deactivated, graying it and prohibiting further user input, but the movie will keep playing. In the latter, clicking the start button on an inactive movie's active controller will not play the movie.

Since more than one movie or movie controller can have active or inactive status under QuickTime for Windows itself, it is the application's responsibility to identify and keep track of its own *application specific* active movies, movie controllers and controller attributes (e.g., sound and keyboard states). Any serious QuickTime for Windows program design must be aware of and incorporate this paradigm if it expects to effectively route events and call QuickTime for Windows functions with appropriate movie and movie controller objects.

STEREO addresses the issue in an elementary way using a variable called `mcActive`. Whenever a movie controller is activated by a user input event (i.e. a mouse click), the movie controller object linked to the window area which received the click is copied into this variable. (This is merely a convention used to simplify our sample program--see the code fragment below). As a result, routines using the program's active movie controller object pass `mcActive` instead of the variable that received the original controller object.

STEREO calls MCActivate on what it deems *its* non-active controller with the last parameter set to `FALSE`, setting it to a QuickTime for Windows inactive state. This in turn causes the controller's elements to be grayed (see Figure 21, below).

```
case WM_LBUTTONDOWN:
    •
    •
    // Activate the controller selected by the mouse click
    GetClientRect (hWnd, &rcClient);
    bLeft = (SHORT) (LOWORD (lParam)) < ((rcClient.right -
        rcClient.left) / 2);
    mcActive = bLeft ? mcLeft : mcRight;
    MCActivate (mcLeft, hWnd, bLeft);
    MCActivate (mcRight, hWnd, !bLeft);
    •
    •
    return 0;
```

4. Visualizing Attached and Detached Movie Controllers

A movie controller is attached to or detached from a movie also by an explicit QuickTime for Windows function call, such as MCSetControllerAttached. Once attached, it is automatically associated and normally appears joined to the bottom edge of the movie (under uncommon circumstances they may be programatically attached but not physically joined). When the controller is used for resizing, both it and the movie grow or shrink together. If the application repositions either one of them, they both travel in unison.

Detached movie controllers are not joined physically to their movies (as above, this is the normal condition--sometimes they may be programatically detached but not separated). Although they play their movies just like attached controllers, repositioning or resizing one does not necessarily affect the other. As you will see, detached movie controllers can perform some very useful functions.

You cannot create a detached movie controller from scratch. If your program requires one, you have to detach an existing attached controller. STEREO plays with this idea a little by creating a pair of movie controllers using NewMovieController with its first parameter set to NULL, then associating them with movies when they are opened.

The other parameters are the address of the `RECT` containing the controller's screen coordinates--in this case all zeros, the controller creation flags and the parent window handle.

STEREO's two movie controllers are created early (and invisibly) to simplify the flow of this tutorial application. Not only that, they also play the same movie--eventually. Nevertheless, the program demonstrates several important differences between attached and detached controllers, as well as QuickTime for Windows' high degree of flexibility in handling them and its other components.

5. Attaching Movie Controllers to Movies

As explained in the overview, the function MCNewAttachedController is often used to both associate and attach movies and movie controllers. STEREO uses MCSetMovie instead to simply associate them. Its significant parameters are `PtLeft` and `PtRight`, the upper left corners of the movies relative to their parent window.

STEREO calls MCSetMovie on its existing controllers as soon as a movie is selected for opening, detaches them for proper sizing of their movie rectangles, then re-attaches them and makes them visible. We now have two otherwise normal movies with attached movie controllers ready for playing. But this is not the only way to attach a movie controller to a movie, as you can infer by using the **Action** menu to dynamically detach and re-attach them even while they are running.

6. Detaching and Re-attaching a Movie Controller

Pulling down the **Action** menu gives you **Attach Controller** and **Detach Controller** options for the application's active movie controller. If the controller is not attached, selecting **Attach Controller** causes it to jump to its appropriate attached position. The routine used for this purpose is MCSetControllerAttached, which takes as parameters the movie controller object and the boolean value `TRUE`.

Selecting the **Detach Controller** menu item when the controller is currently attached to a movie triggers two significant events. First, MCSetControllerAttached is called with a value of `FALSE`. This alone, however, does not physically separate the movie controller from the movie. To split them apart you need MCPositionController.

The parameters of interest are the addresses of the `RECT` structures for the desired coordinates of the movie and the movie controller. If we had wanted to *query* the attachment state of the movie controller so we could, say, gray the appropriate menu item, we could have used the routine MCIsControllerAttached.

STEREO uses numbers which set the resulting detached controllers at arbitrary distances slightly below their movies, but your future programs could use values which have real meaning in developing a consistent user interface for your QuickTime for Windows applications. For example, your detached movie controllers could be handled like custom menus or tool bars in terms of their default positions and where the user of the application might expect to find them if not attached to their movies.

7. Resizing Movies and Movie Controllers

Just as it is the application's job to designate and track its own active movie controller(s), it must also handle changing movie and movie controller dimensions if the application's window is resized. STEREO does this under the WM_SIZE case in its window procedure, using the routine

MCSetControllerBoundsRect.

When a WM_SIZE message is received, the program gets the coordinates of the client rectangle. It then bisects that area vertically to derive left and right sub-rectangles for each movie, which are supplied with slight offsets to MCSetControllerBoundsRect. The function centers the resized movies and controllers in the new rectangles.

In your own QuickTime for Windows programs you may not want to resize your movies with your program windows. STEREO does it to show you the power of this particular call.

8. Calling `MCIsPlayerMessage` More than Once

Each movie controller that you want to receive messages must have a corresponding `MCIsPlayerMessage` call in the window procedure of its parent window. `STEREO.C` contains two instances of the routine, each one with a different controller object.

As your QuickTime for Windows programs get more complex, this is one of the points where you should carefully design the handling of their movie controller messages. For instance, you might keep an array of controller objects and call `MCIsPlayerMessage` in a `for` loop, passing specific objects conditionally, etc. Again, you will have to decide the best way to handle this.

9. Running STEREO.EXE

When STEREO.EXE is executed, the movie controllers will not be visible in the client area of the main window, since no movie is open yet. When a movie is opened from the file menu, each controller will become visible and attach itself to one of the two movies which will appear in STEREO's client area. The left one is initially set to an active state, and the right one made inactive.

As you experiment with the **Action** menu, your movie controllers will become detached and re-attached. You will notice that while the visual parts of both movies can play simultaneously, only the sound track of the active movie will be played. This is a Windows limitation--not a condition that can be controlled with the QuickTime for Windows API.

D. BIGEIGHT - Movie Controller Attributes

1. Introduction
2. The BIGEIGHT Source Code
3. The Power of MCDoAction
4. Actions and Flags
5. Regulating Movie Controller Attributes with MCDoAction
6. Using MCSetVisible
7. Badges
8. Running BIGEIGHT.EXE

1. Introduction

Beyond overt characteristics like association and attachment, movie controllers have many other useful attributes. The next sample program, BIGEIGHT.EXE, allows you to switch on and off eight of these attributes for a single detached movie controller. The attributes demonstrated are: controller visibility, speaker button visibility, step button visibility, grow box visibility, sound availability, keyboard interface availability, movie looping and palindrome looping modes.

2. The BIGEIGHT Source Code

BIGEIGHT.MAK

ALL : BIGEIGHT.EXE

BIGEIGHT.OBJ : BIGEIGHT.C

cl -c -AS -DSTRICT -G2 -Zpel -W3 -WX -Od bigeight.c

BIGEIGHT.RES : BIGEIGHT.RC BIGEIGHT.H

rc -r bigeight.rc

BIGEIGHT.EXE : BIGEIGHT.OBJ BIGEIGHT.RES BIGEIGHT.DEF

link /nod /a:16 bigeight, bigeight.exe, nul, qtw libw slibcew, \
bigeight.def
rc bigeight.res

BIGEIGHT.DEF

NAME BIGEIGHT
DESCRIPTION 'Sample Application'
EXETYPE WINDOWS
STUB 'winstub.exe'
CODE PRELOAD MOVEABLE DISCARDABLE
DATA PRELOAD MOVEABLE MULTIPLE
HEAPSIZE 1024
STACKSIZE 16384

BIGEIGHT.H

#define IDM_CONTROLLER 1
#define IDM_GROW_BOX 2
#define IDM_KEYBOARD 3
#define IDM_LOOPING 4
#define IDM_PALINDROME 5
#define IDM_SOUND 6
#define IDM_SPEAKER_BUTTON 7
#define IDM_STEP_BUTTONS 8

BIGEIGHT.RC

#include <windows.h>
#include "bigeight.h"

bigeight MENU

```
{  
    POPUP "&Attributes"  
    {  
        MENUITEM "&Hide Controller", IDM_CONTROLLER  
        MENUITEM "&Hide Step Buttons", IDM_STEP_BUTTONS  
        MENUITEM "&Hide Speaker Button", IDM_SPEAKER_BUTTON  
        MENUITEM "&Hide Grow Box", IDM_GROW_BOX  
        MENUITEM SEPARATOR
```

```

    MENUITEM "&Disable Keyboard Interface", IDM_KEYBOARD
    MENUITEM "&Disable Sound", IDM_SOUND
    MENUITEM "&Enable Looping", IDM_LOOPING
    MENUITEM "&Enable Palindrome Looping", IDM_PALINDROME
}
}

```

BIGEIGHT.C

```

#include <windows.h>
#include <qtwh.h>
#include "bigeight.h"

long FAR PASCAL __export WndProc (HWND, UINT, WPARAM, LPARAM);

MovieController mcController;

int PASCAL WinMain (HINSTANCE hInstance, HINSTANCE hPrevInstance,
    LPSTR lpszCmdParam, int nCmdShow)
{
    static char szAppName[] = "BigEight";
    HWND        hWnd;
    MSG          msg;
    WNDCLASS     wndclass;
    Movie        mMovie;
    RECT         rcMovie, rcMovieBox;
    MovieFile    mfMovie;

    // Establish links to QuickTime for Windows
    if (QTInitialize (NULL))
    {
        MessageBox (NULL, "QTInitialize failure", szAppName, MB_OK);
        return 0;
    }

    // Allocate memory required for playing movies
    if (EnterMovies ())
    {
        MessageBox (NULL, "EnterMovies failure", szAppName, MB_OK);
        return 0;
    }

    // Register and create main window
    if (!hPrevInstance)
    {
        wndclass.style          = CS_DBLCLKS | CS_HREDRAW | CS_VREDRAW;
        wndclass.lpfnWndProc    = WndProc;
        wndclass.cbClsExtra     = 0;
        wndclass.cbWndExtra     = 0;
        wndclass.hInstance      = hInstance;
        wndclass.hIcon           = LoadIcon (NULL, IDI_APPLICATION);
        wndclass.hCursor        = LoadCursor (NULL, IDC_ARROW);
        wndclass.hbrBackground  = (HBRUSH) (COLOR_WINDOW + 1);
        wndclass.lpszMenuName    = szAppName;
        wndclass.lpszClassName  = szAppName;
        if (!RegisterClass (&wndclass))
        {
            MessageBox (NULL, "RegisterClass failure", szAppName, MB_OK);

```

```

        return 0;
    }
}

hWnd = CreateWindow(szAppName, szAppName, WS_OVERLAPPEDWINDOW |
    WS_CLIPCHILDREN, CW_USEDEFAULT, CW_USEDEFAULT, CW_USEDEFAULT,
    CW_USEDEFAULT, NULL, NULL, hInstance, NULL);
if (hWnd == NULL)
{
    MessageBox (NULL, "CreateWindow failure", szAppName, MB_OK);
    return 0;
}

// Instantiate the movie
if (OpenMovieFile ("SAMPLE.MOV", &mfMovie, OF_READ) != noErr)
{
    MessageBox (NULL, "OpenMovieFile failure", szAppName, MB_OK);
    return 0;
}

NewMovieFromFile (&mMovie, mfMovie, NULL, NULL, 0, NULL);
CloseMovieFile (mfMovie);
// Instantiate the movie controller
GetMovieBox (mMovie, &rcMovieBox);
OffsetRect(&rcMovieBox, -rcMovieBox.left, -rcMovieBox.top);
GetClientRect (hWnd, &rcMovie);
rcMovie.top = (rcMovie.bottom / 2) - (rcMovieBox.bottom / 2);
rcMovie.bottom = rcMovie.top + rcMovieBox.bottom;
rcMovie.left = (rcMovie.right / 2) - (rcMovieBox.right / 2);
rcMovie.right = rcMovie.left + rcMovieBox.right;
mcController = NewMovieController (mMovie, &rcMovie,
    mcTopLeftMovie + mcScaleMovieToFit, hWnd);
// Make the movie paused initially
MCDoAction (mcController, mcActionPlay, 0);
// Enable the keyboard interface
MCDoAction (mcController, mcActionSetKeysEnabled, (LPVOID) TRUE);
// Make the movie active
SetMovieActive (mMovie, TRUE);
// Make the main window visible
ShowWindow (hWnd, nCmdShow);
UpdateWindow (hWnd);
// Play the movie
while (GetMessage (&msg, NULL, 0, 0))
{
    TranslateMessage (&msg);
    DispatchMessage (&msg);
}
// Destroy the movie controller
DisposeMovieController (mcController);
// Destroy the movie
DisposeMovie (mMovie);
// Cut the connections to QuickTime for Windows
ExitMovies ();
QTTerminate ();
// Return to Windows
return msg.wParam;
}

long FAR PASCAL __export WndProc (HWND hWnd, UINT message,
    WPARAM wParam, LPARAM lParam)

```

```

{
PAINTSTRUCT ps;
RECT        rcGrowBox;

static BOOL bControllerVisible = TRUE;
static BOOL bGrowBoxVisible = TRUE;
static BOOL bKeysEnabled = TRUE;
static BOOL bLoopingEnabled = FALSE;
static BOOL bPalindromeEnabled = FALSE;
static BOOL bSoundEnabled = TRUE;
static BOOL bSpeakerVisible = TRUE;
static BOOL bSteppersVisible = TRUE;

// Drive the movie controller
if (MCIIsPlayerMessage (mcController, hWnd, message, wParam, lParam))
    return 0;
// Process the windows message
switch (message)
{
case WM_COMMAND:
    {
        HANDLE hMenu;
        hMenu= GetMenu (hWnd);
        switch (wParam)
        {
            case IDM_CONTROLLER:
                {
                    if (bControllerVisible == FALSE)
                    {
                        // Change the controller menu item
                        ModifyMenu (hMenu, IDM_CONTROLLER, MF_BYCOMMAND |
                            MF_STRING, IDM_CONTROLLER,
                            (LPSTR) "Hide Controller");
                        bControllerVisible = TRUE;
                        // Show the controller
                        MCSetVisible (mcController, TRUE);
                        // Ungray the other menu itmes
                        EnableMenuItem (hMenu, IDM_STEP_BUTTONS, MF_ENABLED);
                        EnableMenuItem (hMenu, IDM_SPEAKER_BUTTON,
                            MF_ENABLED);
                        EnableMenuItem (hMenu, IDM_GROW_BOX, MF_ENABLED);
                        EnableMenuItem (hMenu, IDM_KEYBOARD, MF_ENABLED);
                        EnableMenuItem (hMenu, IDM_SOUND, MF_ENABLED);
                        EnableMenuItem (hMenu, IDM_LOOPING, MF_ENABLED);
                        EnableMenuItem (hMenu, IDM_PALINDROME, MF_ENABLED);
                    }
                }
            else
            {
                // Change the controller menu item
                ModifyMenu (hMenu, IDM_CONTROLLER, MF_BYCOMMAND |
                    MF_STRING, IDM_CONTROLLER,
                    (LPSTR) "Show Controller");
                bControllerVisible = FALSE;
                // Hide the controller
                MCSetVisible (mcController, FALSE);
                // Grey the rest of the menu items
                EnableMenuItem (hMenu, IDM_STEP_BUTTONS, MF_GRAYED);
            }
        }
    }
}

```



```

        EnableMenuItem (hMenu, IDM_SPEAKER_BUTTON, MF_GRAYED);
        EnableMenuItem (hMenu, IDM_GROW_BOX, MF_GRAYED);
        EnableMenuItem (hMenu, IDM_KEYBOARD, MF_GRAYED);
        EnableMenuItem (hMenu, IDM_SOUND, MF_GRAYED);
        EnableMenuItem (hMenu, IDM_LOOPING, MF_GRAYED);
        EnableMenuItem (hMenu, IDM_PALINDROME, MF_GRAYED);
    }
}
break;
case IDM_STEP_BUTTONS:
{
    LONG lFlags;
    if (bSteppersVisible == FALSE)
    {
        // Change the step button menu item
        ModifyMenu (hMenu, IDM_STEP_BUTTONS, MF_BYCOMMAND |
            MF_STRING, IDM_STEP_BUTTONS,
            (LPSTR) "Hide Step Buttons");
        bSteppersVisible = TRUE;
        // Restore the step buttons
        MCDoAction (mcController, mcActionGetFlags, &lFlags);
        lFlags &= ~mcFlagSuppressStepButtons;
        MCDoAction (mcController, mcActionSetFlags,
            (LPVOID) lFlags);
    }
    else
    {
        // Change the step button menu item
        ModifyMenu (hMenu, IDM_STEP_BUTTONS, MF_BYCOMMAND |
            MF_STRING, IDM_STEP_BUTTONS,
            (LPSTR) "Show Step Buttons");
        bSteppersVisible = FALSE;
        // Hide the step buttons
        MCDoAction (mcController, mcActionGetFlags, &lFlags);
        lFlags |= mcFlagSuppressStepButtons;
        MCDoAction (mcController, mcActionSetFlags,
            (LPVOID) lFlags);
    }
}
break;
case IDM_SPEAKER_BUTTON:
{
    LONG lFlags;
    if (bSpeakerVisible == FALSE)
    {
        // Change the speaker button menu item
        ModifyMenu (hMenu, IDM_SPEAKER_BUTTON, MF_BYCOMMAND |
            MF_STRING, IDM_SPEAKER_BUTTON,
            (LPSTR) "Hide Speaker Button");
        bSpeakerVisible = TRUE;
        // Restore the speaker button
        MCDoAction (mcController, mcActionGetFlags, &lFlags);
        lFlags &= ~mcFlagSuppressSpeakerButton;
        MCDoAction (mcController, mcActionSetFlags,
            (LPVOID) lFlags);
    }
}
else

```

```

    {
    // Change the speaker button menu item
    ModifyMenu (hMenu, IDM_SPEAKER_BUTTON, MF_BYCOMMAND |
        MF_STRING, IDM_SPEAKER_BUTTON,
        (LPSTR) "Show Speaker Button");
    bSpeakerVisible = FALSE;
    // Hide the speaker button
    MCDoAction (mcController, mcActionGetFlags, &lFlags);
    lFlags |= mcFlagSuppressSpeakerButton;
    MCDoAction (mcController, mcActionSetFlags,
        (LPVOID) lFlags);
    }
    }
    break;
case IDM_GROW_BOX:
    {
    if (bGrowBoxVisible == FALSE)
    {
    // Change the grow box menu item
    ModifyMenu (hMenu, IDM_GROW_BOX, MF_BYCOMMAND |
        MF_STRING, IDM_GROW_BOX, (LPSTR) "Hide Grow Box");
    bGrowBoxVisible = TRUE;
    // Set the grow box bounds to make it visible
    GetClientRect (hWnd, &rcGrowBox);
    MCDoAction (mcController, mcActionSetGrowBoxBounds,
        &rcGrowBox);
    }
    else
    {
    // Change the grow box menu item
    ModifyMenu (hMenu, IDM_GROW_BOX, MF_BYCOMMAND |
        MF_STRING, IDM_GROW_BOX, (LPSTR) "Show Grow Box");
    bGrowBoxVisible = FALSE;
    // Set the grow box bounds to all zeros to hide it
    SetRectEmpty (&rcGrowBox);
    MCDoAction (mcController, mcActionSetGrowBoxBounds,
        &rcGrowBox);
    }
    }
    break;
case IDM_KEYBOARD:
    {
    if (bKeysEnabled == FALSE)
    {
    // Change the keyboard interface menu item
    ModifyMenu (hMenu, IDM_KEYBOARD, MF_BYCOMMAND |
        MF_STRING, IDM_KEYBOARD,
        (LPSTR) "Disable Keyboard Interface");
    bKeysEnabled = TRUE;
    // Enable the keyboard interface
    MCDoAction (mcController, mcActionSetKeysEnabled,
        (LPVOID) TRUE);
    }
    else
    {
    // Change the keyboard interface menu item
    ModifyMenu (hMenu, IDM_KEYBOARD, MF_BYCOMMAND |

```

```

        MF_STRING, IDM_KEYBOARD,
        (LPSTR) "Enable Keyboard Interface");
    bKeysEnabled = FALSE;
// Disable the keyboard interface
    MCDDoAction (mcController, mcActionSetKeysEnabled,
        (LPVOID) FALSE);
    }
}
break;
case IDM_SOUND:
{
    SFIXED sfxVolume;
    if (bSoundEnabled == FALSE)
    {
        // Change the sound menu item
        ModifyMenu (hMenu, IDM_SOUND, MF_BYCOMMAND |
            MF_STRING, IDM_SOUND, (LPSTR) "Disable Sound");
        // Restore the sound
        MCDDoAction (mcController, mcActionGetVolume,
            (LPVOID) &sfxVolume);
        sfxVolume = abs (sfxVolume);
        MCDDoAction (mcController, mcActionSetVolume,
            (LPVOID) sfxVolume);
        bSoundEnabled = TRUE;
    }
    else
    {
        // Mute the sound
        MCDDoAction (mcController, mcActionGetVolume,
            (LPVOID) &sfxVolume);
        sfxVolume = -(abs (sfxVolume));
        MCDDoAction (mcController, mcActionSetVolume,
            (LPVOID) sfxVolume);
        bSoundEnabled = FALSE;
    }
}
break;
case IDM_LOOPING:
{
    if (bLoopingEnabled == FALSE)
    {
        // Change the looping menu item
        ModifyMenu (hMenu, IDM_LOOPING, MF_BYCOMMAND |
            MF_STRING, IDM_LOOPING, (LPSTR) "Disable Looping");
        bLoopingEnabled = TRUE;
        // Enable looping
        MCDDoAction (mcController, mcActionSetLooping,
            (LPVOID) TRUE);
    }
    else
    {
        // Change the looping menu item
        ModifyMenu (hMenu, IDM_LOOPING, MF_BYCOMMAND |
            MF_STRING, IDM_LOOPING, (LPSTR) "Enable Looping");
        bLoopingEnabled = FALSE;
        // Disable looping
        MCDDoAction (mcController, mcActionSetLooping,

```

```

        (LPVOID) FALSE);
    }
}
break;
case IDM_PALINDROME:
{
    if (bPalindromeEnabled == FALSE)
    {
        // Change the palindrome menu item
        ModifyMenu (hMenu, IDM_PALINDROME, MF_BYCOMMAND |
            MF_STRING, IDM_PALINDROME,
            (LPSTR) "Disable Palindrome Looping");
        bPalindromeEnabled = TRUE;
        // Enable palindrome looping
        MCDDoAction (mcController, mcActionSetLooping,
            (LPVOID) TRUE);
        MCDDoAction (mcController, mcActionSetLoopIsPalindrome,
            (LPVOID) TRUE);
    }
    else
    {
        // Change the palindrome menu item
        ModifyMenu (hMenu, IDM_PALINDROME, MF_BYCOMMAND |
            MF_STRING, IDM_PALINDROME,
            (LPSTR) "Enable Palindrome Looping");
        bPalindromeEnabled = FALSE;
        // Disable palindrome looping
        MCDDoAction (mcController, mcActionSetLooping,
            (LPVOID) FALSE);
        MCDDoAction (mcController, mcActionSetLoopIsPalindrome,
            (LPVOID) FALSE);
    }
}
break;
}
}
return 0;
case WM_PAINT:
    if (!BeginPaint (hWnd, &ps))
        return 0;
    EndPaint (hWnd, &ps);
    return 0;
case WM_DESTROY:
    PostQuitMessage (0);
    return 0;
}
// Return to Windows
return DefWindowProc (hWnd, message, wParam, lParam);
}

```

3. The Power of MCDoAction

One of the most powerful routines in the QuickTime for Windows API is MCDoAction. As you can see in the BIGEIGHT.C listing, this function is used to change and query Movie Controller attributes. In QuickTime for Windows' grand scheme, however, MCDoAction is a cornerstone routine which can be used to dictate most of the Movie Controller's behavior. It is so versatile, in fact, that several other QuickTime for Windows routines use it internally to accomplish their particular tasks.

MCDoAction works by taking as its second parameter a particular defined action. There are approximately thirty-five such *mcActions* in the QuickTime for Windows API, ranging from starting the movie to toggling low-level attributes. In most cases, a third parameter is required to modify the task of the *mcAction* parameter. Often this is a boolean value which turns a certain attribute on or off, or a pointer to a value holding state information:

```
MovieController mcController;
```

-

-

```
MCDoAction (mcController, mcActionSetKeysEnabled, (LPVOID) FALSE);
```

4. Actions and Flags

There are four components to the methods you use to determine attributes for a movie controller. The first is the collection of *mcActions* used by MCDoAction. A full listing of these actions is provided in the entry for the MCDoAction function.

Second is a group of flags used specifically by MCDoAction when it specifies the *mcActions* mcActionSetFlags or mcActionGetFlags:

Flag	Function
mcFlagSuppressStepButtons	Inhibit display of step buttons
mcFlagSuppressSpeakerButton	Inhibit display of speaker button
mcFlagsUseWindowPalette	Use a Windows palette to display movies

BIGEIGHT uses the first and second flags in the above list when it hides its movie controller's step and speaker buttons:

```
case IDM_SPEAKER_BUTTON:
    •
    •
    MCDoAction (mcController, mcActionGetFlags, &lFlags);
    lFlags |= mcFlagSuppressSpeakerButton;
    MCDoAction (mcController, mcActionSetFlags, (LPVOID) lFlags);
```

Use of the flag `mcFlagsUseWindowPalette` is slightly more complex, as it involves the Windows palette manager. Telling a movie controller to use this flag essentially enables it to construct a custom color palette based on the color values found in the movie.

For instance, a particular movie might be of a sunset with fifty shades of orange. If the normal palette is used, these would all be mapped to a much smaller number of orange-ish hues. If a custom palette is used, additional shades of orange will be available for a much more faithful display. You should note that using `mcFlagsUseWindowPalette` only works with display drivers that support palettes--typically drivers that handle colors at pixel depth eight.

Also be aware that any program you are running that calls `RealizePalette` will distort other visible movies or pictures. This is because the palette on which the other images were based has changed. To restore them as well as possible, it is recommended that each of your QuickTime for Windows applications trap the `WM_PALETTECHANGED` message in its main window procedure. When this message is received, they should repaint their main windows and all child windows (using `InvalidateRect` is recommended) to remap their colors as closely as possible to the newly realized system palette.

The third set of flags constitutes a long integer and can be referred to as the *mcInfoFlags*. These flags hold state information set by MCDoAction with one of its *mcActions*, and can be retrieved by the function MCGetControllerInfo, as we saw in the overview.

The last group of flags are used to set movie controller attributes at creation time, not in conjunction with a MCDoAction call:

Flag	Function
mcTopLeftMovie	positions movie in top left corner of Movie rectangle
mcScaleMovieToFit	makes movie fit exactly into movie rectangle
mcWithBadge	makes movie controller capable of badge display
mcNotVisible	makes movie controller invisible when created

These self-descriptive flags are used by the routine NewMovieController when a movie controller is created. The first two are used by MCPositionController when a controller is repositioned. BIGEIGHT uses two of them to instantiate its controller:

```
MovieController mcController;  
Movie mMovie;  
RECT rcMovie;  
•  
•  
mcController = NewMovieController (mMovie, &rcMovie,  
    mcTopLeftMovie + mcScaleMovieToFit + mcWithBadge, hWnd);
```

As the states of these flags are not maintained by a movie controller, the QuickTime for Windows API does not provide a way to query them.

5. Regulating Movie Controller Attributes with MCDoAction

One of the first uses BIGEIGHT makes of MCDoAction is to enable the movie controller's keyboard interface:

```
MovieController mc;
```

-
-

```
MCDoAction (mcController, mcActionSetKeysEnabled, (LPVOID) TRUE);
```

An inactive keyboard interface is the default attribute for a new movie controller, but you can enable it at any time by calling MCDoAction as above with the last parameter set to `TRUE`. BIGEIGHT lets you toggle this attribute on and off using its attributes menu. Since all movie controllers with their keyboard interface turned on receive keystrokes, you will have to manage this attribute for each controller in a multi-movie application.

The default visible attributes of a movie controller are the speaker button, the start/pause button, the slider, the step buttons and the grow box (for attached controllers only). Of these, the speaker, the steppers and the grow box can be made invisible, though not all in the same way.

A controller's speaker and step buttons may be hidden or restored using MCDoAction with mcActionSetFlags and either `mcFlagSuppressSpeakerButton` or `mcFlagSuppressStepButton`, respectively:

```
case IDM_STEP_BUTTONS:
```

-
-

```
MCDoAction (mcController, mcActionGetFlags, &lFlags);
```

```
lFlags |= mcFlagSuppressStepButtons;
```

```
MCDoAction (mcController, mcActionSetFlags, (LPVOID) lFlags);
```

In BIGEIGHT, the current flags are retrieved, modified and reset in as short a time as possible. This is good QuickTime for Windows programming style for a couple of reasons. First, you should not attempt to maintain a set of these flags yourself. They are managed by QuickTime for Windows and subject to its own internal functionality. Also, like Windows itself, QuickTime for Windows is a complex message-based entity that expects you to deal efficiently with any state information it makes available to you.

Hiding the grow box also uses MCDoAction, but with a different action parameter, namely mcActionSetGrowBoxBounds:

```
case IDM_GROW_BOX:
```

-
-

```
SetRectEmpty (&rcGrowBox);
```

```
MCDoAction (mcController, mcActionSetGrowBoxBounds, &rcGrowBox);
```

What actually hides the grow box are the dimensions of the third parameter, `rcMovie`, which have all been set to 0 by the Windows function `SetRectEmpty`. This is the only way to hide a movie controller's grow box.

BIGEIGHT calls MCDoAction the same way to restore the grow box, but with a non-zeroed rectangle. In this case, the client area of the parent window is used nominally.

The looping and looping palindrome attributes affect how a movie plays once it has been started by its controller. Simple looping specifies that the movie play continuously from start to finish until it is stopped by the user. Palindrome looping causes it to play continuously back and forth. MCDoAction has defined actions for both the looping and palindrome attributes. The third parameter in either case is a boolean, which is used to toggle the attributes on or off. For palindrome looping to work, both normal looping and palindrome looping have to be enabled.

```
case IDM_PALINDROME:
```



```
MCDoAction (mcController, mcActionSetLooping, (LPVOID) TRUE);  
MCDoAction (mcController, mcActionSetLoopIsPalindrome,  
    (LPVOID) TRUE);
```

To query the state of the looping attributes, you can call MCGetControllerInfo and then examine the variable it fills with the attribute flags discussed above.

Turning the sound off involves using MCDoAction to retrieve the volume value, negating it, then using MCDoAction again reset it to the negative value. To turn it back on, we retrieve the value and reset the absolute value of it.

```
case IDM_SOUND:  
{  
    SFIXED sfxVolume;  
    if (bSoundEnabled == FALSE)  
    {  
        // Restore the sound  
        MCDoAction (mcController, mcActionGetVolume, (LPVOID) &sfxVolume);  
        sfxVolume = abs (sfxVolume);  
        MCDoAction (mcController, mcActionSetVolume, (LPVOID) sfxVolume);  
        bSoundEnabled = TRUE;  
    }  
    else  
    {  
        // Mute the sound  
        MCDoAction (mcController, mcActionGetVolume, (LPVOID) &sfxVolume);  
        sfxVolume = -(abs (sfxVolume));  
        MCDoAction (mcController, mcActionSetVolume, (LPVOID) sfxVolume);  
        bSoundEnabled = FALSE;  
    }  
}  
break;
```

6. Using MCSetVisible

Setting the visibility attribute of a movie controller does not require MCDoAction. Rather it uses the function MCSetVisible, which takes the controller object and a `TRUE` or `FALSE` second parameter to either show or hide it:

```
MovieController mcController;  
BOOL bState;
```

-
-

```
MCSetVisible (mcController, bState);
```

As noted in the overview, you can hide or restore an existing movie controller to view at any time. You can also specify that it be hidden when created (using the controller creation flags discussed earlier), and then later change its visibility attribute by calling MCSetVisible with a value of `TRUE`.

7. Badges

When a movie controller is made invisible, a badge can appear on the face of its associated movie to distinguish it from other types of graphic objects. The ability to display a badge is an attribute set at creation time with the controller creation flag `mcWithBadge` or later with [MCDoAction](#). If this attribute is not set, no badge will appear. BIGEIGHT sets the badge attribute when it creates its controller:

```
Movie mMovie;
MovieController mcController;
RECT rcMovie;
•
•
mcController = NewMovieController (mMovie, &rcMovie,
    mcTopLeftMovie + mcScaleMovieToFit + mcWithBadge, hWnd);
```

Clicking on a badge will hide it and display the movie controller, providing that the `mcWithBadge` flag is set.

If you want to manipulate a badge manually, [MCDrawBadge](#) is available. Assuming you do not set the `mcWithBadge` flag, you must be prepared to call this function whenever you want the badge to appear. Since playing the movie will automatically write over an existing badge, there is no specific QuickTime for Windows routine to hide a badge. [MCDrawBadge](#) does not set the `mcWithBadge` flag.

The second parameter of [MCDrawBadge](#) should always be NULL in this version of QuickTime for Windows. The third is the address of a handle to the badge region (a standard Windows `HRGN`) subsequently available to your program. QuickTime for Windows creates a region describing the area in which it drew the badge, and returns that region to you. It is your responsibility to later delete this region.

```
MovieController mcController;
HRGN hrgnBadge;
•
•
MCDrawBadge (mcController, NULL, &hrgnBadge);
```

A badge is a movie controller attribute even though it is a separate visual object. This assertion is supported by the fact that its availability can be set and queried with [MCDoAction](#), and also at controller creation time along with other attributes.

8. Running BIGEIGHT.EXE

The first thing you see when you run BIGEIGHT is a movie positioned near the center of its client area. The program's single menu item allows access to options which toggle various attributes of the movie controller. For example, selecting **Hide Controller** makes the entire movie controller invisible. Clicking **Hide Step Buttons**, **Hide Speaker Button** or **Hide Grow Box** removes these elements from the controller. The other options are equally self-explanatory, and it is a good idea to play around with them to see how they work.

E. FILTERS - Using Action Filters

1. Introduction

2. The FILTERS Source Code

3. Declaring an Action Filter

4. Setting an Action Filter

5. Defining an Action Filter

1. Introduction

Action filters are the means by which you can customize movie controller behavior. When you set a filter, all subsequent MCDoAction calls will immediately call your filter function, giving you first crack at handling the action specified by MCDoAction. In Windows terms, you are essentially subclassing a movie controller. Additionally, your filter can tell MCDoAction to return immediately or pass the action through to the controller for normal processing.

FILTERS.EXE intercepts incoming movie controller bounds rectangle change messages (resulting, for example, from dragging the grow box) and then resizes the movie rectangle proportionately, i.e. preserving the original aspect ratio. The resulting bounds rectangle is scaled proportionately, adjusting the height to match the width to which it has been dragged.

2. The FILTERS Source Code

FILTERS.MAK

ALL : FILTERS.EXE

FILTERS.OBJ : FILTERS.C

cl -c -AS -DSTRICT -G2 -GA -GEs -Zpel -W3 -WX -Od filters.c

FILTERS.EXE : FILTERS.OBJ FILTERS.DEF

link /nod /a:16 filters, filters.exe, nul, qtw libw slibcew, \
filters.def;
rc filters.exe

FILTERS.DEF

NAME FILTERS
DESCRIPTION 'Sample Application'
EXETYPE WINDOWS
STUB 'winstub.exe'
CODE PRELOAD MOVEABLE DISCARDABLE
DATA PRELOAD MOVEABLE MULTIPLE
HEAPSIZE 1024
STACKSIZE 16384

FILTERS.C

#include <windows.h>
#include <qtwh.h>

long FAR PASCAL __export WndProc (HWND, UINT, WPARAM, LPARAM);
BOOL CALLBACK __export TestFilter (MovieController, UINT,
LPVOID, LONG);

MovieController mcController;
RECT rcNorm;
SHORT sMCHeight;

int PASCAL WinMain (HINSTANCE hInstance, HINSTANCE hPrevInstance,
LPSTR lpszCmdParam, int nCmdShow)
{
static char szAppName[] = "Filters";
HWND hWnd;
MSG msg;
WNDCLASS wndclass;
MovieFile mfMovie;
RECT rcMovie;
Movie mMovie;

// Establish links to QuickTime for Windows
if (QTInitialize (NULL))
{
MessageBox (NULL, "QTInitialize failure", szAppName, MB_OK);

```

        return 0;
    }
// Allocate memory required for playing movies
if (EnterMovies ())
{
    MessageBox (NULL, "EnterMovies failure", szAppName, MB_OK);
    return 0;
}
// Register and create main window
if (!hPrevInstance)
{
    wndclass.style          = CS_DBLCLKS | CS_HREDRAW | CS_VREDRAW;
    wndclass.lpfnWndProc    = WndProc;
    wndclass.cbClsExtra     = 0;
    wndclass.cbWndExtra     = 0;
    wndclass.hInstance     = hInstance;
    wndclass.hIcon          = LoadIcon (NULL, IDI_APPLICATION);
    wndclass.hCursor        = LoadCursor (NULL, IDC_ARROW);
    wndclass.hbrBackground = (HBRUSH) (COLOR_WINDOW + 1);
    wndclass.lpszMenuName   = NULL;
    wndclass.lpszClassName = szAppName;
    if (!RegisterClass (&wndclass))
    {
        MessageBox (NULL, "RegisterClass failure", szAppName, MB_OK);
        return 0;
    }
}
hWnd = CreateWindow(szAppName, szAppName, WS_OVERLAPPEDWINDOW |
    WS_CLIPCHILDREN, CW_USEDEFAULT, CW_USEDEFAULT, CW_USEDEFAULT,
    CW_USEDEFAULT, NULL, NULL, hInstance, NULL);
if (hWnd == NULL)
{
    MessageBox (NULL, "CreateWindow failure", szAppName, MB_OK);
    return 0;
}
// Instantiate the movie
if (OpenMovieFile ("SAMPLE.MOV", &mfMovie, OF_READ) != noErr)
{
    MessageBox (NULL, "OpenMovieFile failure", szAppName, MB_OK);
    return 0;
}
NewMovieFromFile (&mMovie, mfMovie, NULL, NULL, 0, NULL);
CloseMovieFile (mfMovie);
// Get the normal movie dimensions. We'll use these as the
// movie aspect ratio in the filter
GetMovieBox (mMovie, &rcNorm);
OffsetRect (&rcNorm, -rcNorm.left, -rcNorm.top);
// Build the movie rectangle
GetClientRect (hWnd, &rcMovie);
rcMovie.top = (rcMovie.bottom / 3) - (rcNorm.bottom / 2);
rcMovie.bottom = rcMovie.top + rcNorm.bottom;
rcMovie.left = (rcMovie.right / 3) - (rcNorm.right / 2);
rcMovie.right = rcMovie.left + rcNorm.right;
// Instantiate the movie controller
mcController = NewMovieController (mMovie, &rcMovie,
    mcTopLeftMovie + mcScaleMovieToFit + mcWithBadge, hWnd);
// Make the movie paused initially

```



```

    MCDoAction (mcController, mcActionPlay, 0);
// Calculate the controller height for use in filter
MCGetControllerBoundsRect (mcController, &rcMovie);
OffsetRect (&rcMovie, -rcMovie.left, -rcMovie.top);
sMCHeight = rcMovie.bottom - rcNorm.bottom;
// Set an action filter, passing in the parent window handle
MCSetActionFilterMCSetActionFilter (mcController, TestFilter, (LONG)
(LPVOID) hWnd));
// Enable the keyboard interface
MCDoAction (mcController, mcActionSetKeysEnabled, (LPVOID) TRUE);
// Make the movie active
SetMovieActive (mMovie, TRUE);
// Make the main window visible
ShowWindow (hWnd, nCmdShow);
UpdateWindow (hWnd);
// Play the movie
while (GetMessage (&msg, NULL, 0, 0))
{
    TranslateMessage (&msg);
    DispatchMessage (&msg);
}
// Destroy the movie controller
DisposeMovieController (mcController);
// Destroy the movie
DisposeMovie (mMovie);
// Cut the connections to QuickTime for Windows
ExitMovies ();
QTTerminate ();
// Return to Windows
return msg.wParam;
}

long FAR PASCAL WndProc (HWND hWnd, UINT message, WPARAM wParam,
LPARAM lParam)
{
    PAINTSTRUCT ps;
// Drive the movie controller
if (MCIsPlayerMessage (mcController, hWnd, message, wParam, lParam))
    return 0;
// Process the windows message
switch (message)
{
    case WM_PAINT:
        if (!BeginPaint (hWnd, &ps))
            return 0;
        EndPaint (hWnd, &ps);
        return 0;
    case WM_DESTROY:
        PostQuitMessage (0);
        return 0;
}
// Return to Windows
return DefWindowProc (hWnd, message, wParam, lParam);
}

BOOL CALLBACK __export TestFilter (MovieController mcCaller,
UINT uAction, LPVOID lpParam, LONG refcon)
{

```

```

RECT rcBounds;
static BOOL bBlock;

// Don't want to recursively call ourselves
if (bBlock)
    return FALSE;
// Respond to mcAction
switch (uAction)
{
case mcActionControllerSizeChanged:
    // Force a paint of the old client rectangle
    InvalidateRect ((HWND) refcon, NULL, TRUE);
    MCGetControllerBoundsRect (mcCaller, &rcBounds);
    // Calculate new bounds rect bottom
    rcBounds.bottom =
        rcBounds.top + MulDiv (rcBounds.right - rcBounds.left,
            rcNorm.bottom, rcNorm.right);
    // Add the controller height back in
    rcBounds.bottom += sMCHeight;
    bBlock = TRUE;
    MCSetControllerBoundsRect (mcCaller, &rcBounds);
    bBlock = FALSE;
    return TRUE;
default:
    return FALSE;
}
}

```

3. Declaring an Action Filter

Each movie controller in your program can have a unique action filter, but only one at a time. To be used successfully, an action filter must meet certain criteria:

- It must be a callback function
- It must be explicitly exported
- It must use a defined parameter list.

FILTERS uses an action filter named `TestFilter`:

```
BOOL CALLBACK __export TestFilter (MovieController, UINT FAR *,  
    LPVOID, LONG);
```

Like normal window or dialog procedures, it is declared as `CALLBACK`. It returns a boolean value denoting whether the action passed to it by `MCDoAction` should be processed normally when the filter returns (`FALSE`), or if `MCDoAction` should itself return at that point (`TRUE`).

The filter's first argument is the related movie controller object. Its second is the address of the *mcAction* item currently being handled by `MCDoAction`. The third is an additional value dependent on the second. Fourth is a variable for passing additional data to the filter. The first three arguments are essentially a pass-through of the parameters passed to `MCDoAction` when it was called.

4. Setting an Action Filter

The routine used to set an action filter is MCSetActionFilter:

```
HANDLE hInst;  
MovieController mcController;  
•  
•  
MCSetActionFilter (mcController, TestFilter, 0L);
```

You can set a new action filter at any time in your program. If you want to remove a filter, you must call MCSetActionFilter with a `NULL` filter parameter:

```
HANDLE hInst;  
MovieController mcController;  
•  
•  
MCSetActionFilter (mcController, (MCActionFilter) NULL, 0L);
```

Although not demonstrated above, the last parameter can be used to pass data such as a window handle or the address of a structure with useful information for the action filter. Filter functions may be defined in any of your application's modules, either the executable itself or a library.

5. Defining an Action Filter

The action filter used by FILTERS traps dragging the grow box. If you wished, you could code cases for all of the possible *mcActions* and create unusual behavior for each. The filter would still function normally, although your movie might not perform as well as expected. In other words, if your program needs a filter, be sure to plan carefully for all of the extra processing that will be involved.

The basic layout of a filter is similar to a window procedure. One difference to note is that the action parameter is actually the address of the action item.

```
BOOL CALLBACK __export TestFilter (MovieController mcCaller,
    UINT uAction, LPVOID lpParam, LONG lRefCon)
{
    switch (uAction)
    {
        /* cases */
    }
    return FALSE;
}
```

Each of your cases should return `TRUE` or `FALSE` when its processing is finished. Good QuickTime for Windows style specifies that the default return value be `FALSE`, causing the action to be handled normally by the movie controller if the filter didn't process anything. You should also note that you can dynamically change the action your filter is switching on, since you have received its address. This flexibility can be advantageous when you want to fall through to normal processing with a new *mcAction*:

```
switch (uAction)
{
    case mcActionControllerSizeChanged:

        uAction = mcActionBadgeClick;
        return FALSE;

    •
    •
}
```

The case `TestFilter` deals with is resizing the bounds rectangle if the grow box is dragged. This causes QuickTime for Windows to generate a `MCDoAction` all with an *mcAction* of `mcActionControllerSizeChanged`. The third parameter, `lpParam`, has no bearing on this particular action and is not handled. `TestFilter`'s last argument, `lRefCon`, receives the application's parent window handle so the filter can call `InvalidateRect`.

```
case mcActionControllerSizeChanged:
// Force a paint of the old client rectangle
    InvalidateRect ((HWND) refcon, NULL, TRUE);
    MCGGetControllerBoundsRect (mcCaller, &rcBounds);
// Calculate new bounds rect bottom
    rcBounds.bottom =
        rcBounds.top + MulDiv (rcBounds.right - rcBounds.left,
            rcNorm.bottom, rcNorm.right);
// Add the controller height back in
    rcBounds.bottom += SMCHeight;
    bBlock = TRUE;
    MCSetsControllerBoundsRect (mcCaller, &rcBounds);
    bBlock = FALSE;
    return TRUE;
```

When our grow box is dragged and released, QuickTime for Windows recalculates the controller's bounds rectangle. In this simplified example, we first ensure that no garbage is left on the screen by calling

`InvalidateRect`. We then retrieve the new rectangle with `MCGetControllerBoundsRect`. After subtracting the height of the movie controller derived in `WinMain`, we calculate a new depth for our movie based on its new width. The effect is to vary the height to preserve the original aspect ratio of the movie. Calling `MCSetControllerBoundsRect` displays the adjusted rectangle.

In general, if your application contains a movie controller with a grow box, you should use a filter to let the program know when the controller's size or position changes, since the program has no other way of knowing when this happens (you may have observed the consequences in `BIGEIGHT`). By providing such a filter, you can allow, say, a word processor to flow its text around a redimensioned movie, or simply let a program such as `FILTERS` clean up after itself.

A. QuickTime for Windows API - Functions

AddTime
ClearMoviesStickyError
CloseMovieFile
ClosePictureFile
ConvertTimeScale
CountUserDataTypes
CoverProc
DeleteMovieFile
DisposeMovie
DisposeMovieController
DisposePicture
DrawPicture
DrawPictureFile
EnterMovies
ExitMovies
GetMovieActive
GetMovieActiveSegment
GetMovieBox
GetMovieCreationTime
GetMovieDataSize
GetMovieDuration
GetMovieModificationTime
GetMoviePict
GetMoviePosterPict
GetMoviePosterTime
GetMoviePreferredRate
GetMoviePreferredVolume
GetMoviesError
GetMoviesStickyError
GetMovieStatus
GetMovieTime
GetMovieTimeScale
GetMovieUserData
GetNextUserDataTypes
GetPictureFileHeader
GetPictureFileInfo
GetPictureFromFile
GetPictureInfo
GetPicturePalette
GetSoundInfo
GetUserData
GetUserDataText
GetVideoInfo
KillPicture
MAKELFIXED
MAKESFIXED
MCActionFilter
MCActivate
MCDoAction
MCDoAction mcActionActivate
MCDoAction mcActionBadgeClick
MCDoAction mcActionControllerSizeChanged

MCDoAction mcActionDeactivate
MCDoAction mcActionDraw
MCDoAction mcActionGetFlags
MCDoAction mcActionGetKeysEnabled
MCDoAction mcActionGetLooping
MCDoAction mcActionGetLoopsPalindrome
MCDoAction mcActionGetPlayEveryFrame
MCDoAction mcActionGetPlayRate
MCDoAction mcActionGetPlaySelection
MCDoAction mcActionGetUseBadge
MCDoAction mcActionGetVolume
MCDoAction mcActionGoToTime
MCDoAction mcActionIdle
MCDoAction mcActionKey
MCDoAction mcActionPlay
MCDoAction mcActionSetFlags
MCDoAction mcActionSetGrowBoxBounds
MCDoAction mcActionSetKeysEnabled
MCDoAction mcActionSetLooping
MCDoAction mcActionSetLoopsPalindrome
MCDoAction mcActionSetPlayEveryFrame
MCDoAction mcActionSetPlaySelection
MCDoAction mcActionSetSelectionBegin
MCDoAction mcActionSetSelectionDuration
MCDoAction mcActionSetUseBadge
MCDoAction mcActionSetVolume
MCDoAction mcActionStep
MCDraw
MCDrawBadge
MCGetControllerBoundsRect
MCGetControllerInfo
MCGetCurrentTime
MCGetMovie
MCGetVisible
MCIdle
MCIsControllerAttached
MCIsPlayerMessage
MCKey
MCNewAttachedController
MCPositionController
MCSetActionFilter
MCSetControllerAttached
MCSetControllerBoundsRect
MCSetMovie
MCSetVisible
NewMovieController
NewMovieFromDataFork
NewMovieFromFile
NormalizeRect
OpenMovieFile
OpenPictureFile
PictureToDIB
PrerollMovie
PtInMovie
QTFOURCC
QTInitialize

QTTerminate
SetMovieActive
SetMovieCoverProcs
SubtractTime
UpdateMovie

AddTime

Syntax `VOID AddTime (TimeRecord FAR *lptrDst, const TimeRecord FAR *lptrSrc)`

`AddTime` adds two time records together, replacing the first with the result. A TimeRecord is a structure that references a particular point in a movie, or a duration within a movie.

Parameters TimeRecord FAR *lptrDst

The address of a time record containing the first operand for the addition. The TimeRecord referenced is overwritten by the result of the addition.

`const TimeRecord FAR *lptrSrc`

The address of a time record containing the second operand for the addition. The TimeRecord referenced remains unmodified by the operation.

Return None. The result is placed in the time record referenced by the first parameter. Use GetMoviesError and GetMoviesStickyError to test for failure of this call.

Comments If the time records contain different time scales, `AddTime` converts them as appropriate.

Example

```
MovieController mcController;
TimeRecord trOne, trTwo;
•
•
AddTime (&trOne, &trTwo);
MCDoAction (mcController, mcActionGoToTime, (LPVOID) &trOne);
```

See Also:

Functions ConvertTimeScale, GetMovieTimeScale, SubtractTime, GetMoviesError, GetMoviesStickyError

MCDoAction mcActionGoToTime

Data Types TimeRecord, `TimeValue`

ClearMoviesStickyError

Syntax `VOID ClearMoviesStickyError (VOID)`

`ClearMoviesStickyError` clears the sticky error value. The sticky error value is the first non-zero error code returned by an eligible QuickTime for Windows routine since `ClearMoviesStickyError` was last called. Eligible QuickTime for Windows routines operate on movies (as opposed to movie controllers) and require a movie object.

Parameters This routine takes no parameters.

Return None.

Comments A result code is not placed into the sticky error value until the field has been cleared. Your application should clear the sticky error value when necessary to ensure that it does not contain a stale result code.

Example

```
Movie mMovie;
LFIXED lfxRate;
•
•
// Assume call produces an error code

lfxRate = GetMoviePreferredRate (mMovie);

// Assume other calls follow with no errors
•
•
if (GetMoviesStickyError())
{
    MessageBox (NULL, "GetMoviePreferredRate Failure",
        "Program", MB_OK);
    ClearMoviesStickyError ();
}
```

See Also:

Functions [GetMoviesError](#), [GetMoviesStickyError](#)

CloseMovieFile

Syntax `OSErr CloseMovieFile (MovieFile mfMovie)`

`CloseMovieFile` closes an open movie file.

Parameters *MovieFile* mfMovie

The reference value assigned by [OpenMovieFile](#).

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values. You can also use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments It is good QuickTime for Windows programming style to close an opened movie file at the first opportunity, e.g. once the movie object has been extracted.

Example

```
MovieFile mfMovie;
Movie mMovie;
•
•
OpenMovieFile ("SAMPLE.MOV", &mfMovie, OF_READ);
NewMovieFromFile (&mMovie, mfMovie, NULL, NULL, 0, NULL);
CloseMovieFile (mfMovie);
```

See Also:

Functions [OpenMovieFile](#), [GetMoviesError](#), [GetMoviesStickyError](#)

ClosePictureFile

Syntax `OSErr ClosePictureFile (PicFile pfPicture)`

`ClosePictureFile` closes an open picture file.

Parameters `PicFile pfPicture`

The reference value assigned by [OpenPictureFile](#).

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values. You can also use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments It is good QuickTime for Windows programming style to close an opened picture file at the first opportunity, e.g. once the necessary data has been extracted.

Example

```
PicFile pfPicture;
•
•
if (OpenPictureFile ("PICTURE.PIC", &pfPicture, OF_READ))
{
    /* Inform user of failure. */
}
•
•
ClosePictureFile (pfPicture);
```

See Also:

Functions [OpenPictureFile](#), [GetMoviesError](#), [GetMoviesStickyError](#)

ConvertTimeScale

Syntax `VOID ConvertTimeScale (TimeRecord FAR *lptrInout, TimeScale tsNewScale)`

`ConvertTimeScale` converts a time from one time scale into a time relative to another time scale.

Parameters TimeRecord FAR *lptrInout

A pointer to a TimeRecord which you must populate with the `TimeValue` and the `TimeScale` you wish to convert.

`TimeScale` tsNewScale

The `TimeScale` to which you wish to convert.

Return None. The TimeRecord referenced by the first parameter is overwritten with the converted `TimeValue` and `TimeScale` values that were the basis of the conversion. Use GetMoviesError and GetMoviesStickyError to test for failure of this call.

Comments The time coordinate system contains a time scale scored in time units. The number of units that pass per second quantifies the scale: a time scale of 26 means that 26 units pass per second and each time unit is 1/26 of a second.

When the duration of all or part of a movie is needed, it is expressed as a number of time units. Particular points in a movie can be identified by a time value, which is the number of time units to that point from the beginning of the movie.

Different movies may have different time scales. Use `ConvertTimeScale` to compare `TimeValues` between different movies.

Example

```
Movie mMovieA, MovieB;
TimeRecord trRecord;
•
•
// Convert a TimeValue in Movie A to its TimeValue in Movie B

trRecord.value.dwLo = GetMoviePosterTime (mMovieA);
trRecord.value.dwHi = 0;
trRecord.scale = GetMovieTimeScale (mMovieA);
ConvertTimeScale (&trRecord, GetMovieTimeScale (mMovieB));
```

See Also:

Functions GetMovieDuration, GetMovieTimeScale, MCGetCurrentTime, GetMoviesError, GetMoviesStickyError

Data Types TimeRecord, `TimeValue`

CountUserDataType

Syntax	<code>LONG CountUserDataType (UserData udData, OSType ostType)</code> <code>CountUserDataType</code> determines the number of items of a given type in a user data list.
Parameters	<code>UserData udData</code> The handle to the user data list. <code>OSType ostType</code> The user data type.
Return	The number of items of the specified type in the user data list. You can use <u>GetMoviesError</u> and <u>GetMoviesStickyError</u> to test for failure of this call.
Comments	A movie's user data list is placed in a movie by its creator and may contain items of various types. A common type is text containing copyright data, names of people involved in the movie's production, special hardware and software requirements, and other types of information about the movie. By convention, text user data types start with a "©" symbol.
Example	See the example in the description of <u>GetUserDataText</u> .
See Also:	
Functions	<u>GetMovieUserData</u> , <u>GetNextUserData</u> , <u>GetUserData</u> , <u>GetUserDataText</u> , <u>GetMoviesError</u> , <u>GetMoviesStickyError</u>
Data Types	<code>UserData</code> , <code>OSType</code>

CoverProc

Syntax	<pre>OSErr CALLBACK CoverProc (Movie mMovie, HDC hdc, LONG lID)</pre> <p><code>CoverProc</code> is the prototype for the cover (or uncover) procedure set by the routine SetMovieCoverProcs. It shows the parameters you must pass to your cover procedure, and the value the procedure must return.</p>
Parameters	<p><i>Movie</i> mMovie</p> <p>The movie object.</p> <p><i>HDC</i> hdc</p> <p>The handle to a device context, whose clipping region is preset to the area being covered or uncovered.</p> <p><i>LONG</i> lID</p> <p>The reference constant supplied in the SetMovieCoverProcs call. You can use this value to allow a single cover procedure to handle multiple cases.</p>
Return	Your cover procedure should return <code>noErr</code> if it does not detect an error. Otherwise, return one of the values defined in Appendix A .
Comments	<code>CoverProc</code> is not a defined QuickTime for Windows function. It is a prototype only, used as a template for your cover procedures.
Example	<pre>OSErr CALLBACK __export MyCoverProc (Movie, HDC, LONG); • • HWND hWnd; Movie mMovie; • • SetMovieCoverProcs (mMovie, MyCoverProc, NULL, 5879); • • OSErr CALLBACK __export MyCoverProc (Movie m, HDC hdc, lID) { RECT rcClip; GetClipBox (hdc, &rcClip); FillRect (hdc, &rcClip, GetStockObject (WHITE_BRUSH)); return 0; }</pre>
See Also:	
Functions	SetMovieCoverProcs

DeleteMovieFile

Syntax `OSErr DeleteMovieFile (LPCSTR lpstrFileSpec)`

DeleteMovieFile **deletes a movie file.**

Parameters *LPCSTR lpstrFileSpec*

The name of the movie file, including the extension (.MOV).

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values. You can also use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments Physically deletes a movie file from the disk media.

Example [DeleteMovieFile](#) ("NEWSREEL.MOV");

See Also:

Functions [OpenMovieFile](#), [CloseMovieFile](#), [GetMoviesError](#), [GetMoviesStickyError](#)

DisposeMovie

Syntax `VOID DisposeMovie (Movie mMovie)`

`DisposeMovie` frees any memory being used by a movie. Your program should call this routine when it is done working with a movie.

Parameters `Movie mMovie`

The movie object whose memory is being released.

Return None. Use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments `DisposeMovie` must be called, ultimately, for each movie instantiated by your program. It does not affect the DOS file containing the movie or the movie controller to which it may be attached.

Example

```
Movie mMovie;
MovieFile mfMovie;
•
•
OpenMovieFile ("SAMPLE.MOV", &mfMovie, OF_READ);
NewMovieFromFile (&mMovie, mfMovie, NULL, NULL, 0, NULL);
CloseMovieFile (mfMovie);
•
•
DisposeMovie (mMovie);
```

See Also:

Functions [NewMovieFromFile](#), [DisposeMovieController](#), [GetMoviesError](#),
[GetMoviesStickyError](#)

DisposeMovieController

Syntax `VOID DisposeMovieController (MovieController mcController)`

`DisposeMovieController` **destroys** a movie controller.

Parameters `MovieController mcController`

The movie controller object being destroyed.

Return None.

Comments `DisposeMovieController` must be called, ultimately, for every movie controller created by your program. This function does not affect any movie associated with the controller being destroyed.

Example

```
MovieController mcController;  
Movie mMovie;  
RECT rcMovie;  
HWND hWnd;  
•  
•  
mcController = NewMovieController (mMovie, &rcMovie,  
    mcTopLeftMovie, hWnd);  
•  
•  
DisposeMovieController (mcController);
```

See Also:

Functions [NewMovieController](#), [DisposeMovie](#)

DisposePicture

Syntax	<code>VOID DisposePicture (PicHandle phPicture)</code> <code>DisposePicture</code> frees any memory being used by a QuickTime for Windows picture. Your program should call this routine when it is done working with a QuickTime for Windows picture.
Parameters	<i>PicHandle</i> phPicture The picture object whose memory is being released.
Return	None. Use <u>GetMoviesError</u> and <u>GetMoviesStickyError</u> to test for failure of this call.
Comments	Either <u>KillPicture</u> or <code>DisposePicture</code> must be called, ultimately, for each picture instantiated by your program. It does not affect the DOS file containing the picture.
Example	<pre>PicHandle phPicture; PicFile pfPicture; • • if (!<u>OpenPictureFile</u> ("PICTURE.PIC", &pfPicture, OF_READ)) { phPicture = <u>GetPictureFromFile</u> (pfPicture); <u>ClosePictureFile</u> (pfPicture); } • • <u>DisposePicture</u> (phPicture);</pre>
See Also:	
Functions	<u>GetPictureFromFile</u> , <u>OpenPictureFile</u> , <u>ClosePictureFile</u> , <u>KillPicture</u> , <u>GetMoviesError</u> , <u>GetMoviesStickyError</u>

DrawPicture

Syntax	<pre>OSErr DrawPicture (HDC hdc, PicHandle phThePict, const LPRECT lprcFrame, ProgressProcRecordPtr pprpProgressProc)</pre> <p>DrawPicture draws a picture in the QuickTime for Windows format.</p>
Parameters	<p><i>HDC</i> hdc</p> <p>The handle to the device context.</p> <p><i>PicHandle</i> phThePict</p> <p>The picture object.</p> <p><i>const LPRECT</i> lprcFrame</p> <p>The address of a rectangle in which the picture is to be drawn (in client area coordinates).</p> <p><i>ProgressProcRecordPtr</i> pprpProgressProc</p> <p>Reserved. Should be coded as NULL.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values. You can also use GetMoviesError and GetMoviesStickyError to test for failure of this call.
Comments	A picture is a still image held in memory (e.g. a frame from a movie), in a format usable by QuickTime for Windows. A <i>PicHandle</i> is an object reference to this type of image, obtained by a call such as GetMoviePict (see the description of this routine). The picture object must be freed when you are done with it. <i>Note: All QuickTime for Windows routines referencing a RECT or POINT assume client device coordinates.</i>
Example	<pre>Movie mMovie; MovieController mcController; PicHandle phPicture; RECT rcPicture; HDC hdc; TimeValue tvTime; • • // Retrieve last movie frame, display it at different location tvTime = GetMovieDuration (mMovie); if ((phPicture = GetMoviePict (mMovie, tvTime)) != NULL) DrawPicture (hdc, phPicture, &rcPicture, NULL); • • // Don't forget to free the picture object DisposePicture (phPicture);</pre>

See Also:

Functions [GetMoviePict](#), [PictureToDIB](#), [GetMoviesError](#), [GetMoviesStickyError](#)

DataTypes [PicHandle](#)

DrawPictureFile

Syntax `OSErr DrawPictureFile (HDC hdc, PicFile pfPicture, const LPRECT lprcFrame, ProgressProcRecordPtr pprpProgressProc)`

`DrawPictureFile` draws an image from the specified picture file.

Parameters `HDC hdc`

A handle to the device context.

`PicFile pfPicture`

The picture file reference value returned by [OpenPictureFile](#).

`const LPRECT lprcFrame`

A pointer to a rectangle where the picture is to be drawn (in client area coordinates).

`ProgressProcRecordPtr pprpProgressProc`

Reserved. Should be coded as NULL.

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values. You can also use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments This function is essentially the same as the [DrawPicture](#) function, except that it reads the picture from disk. Picture files are characterized by the DOS file suffix ".PIC", and are DOS versions of Macintosh PICT and JFIF files. *Note: All QuickTime for Windows routines referencing a RECT or POINT assume client device coordinates.*

Example

```
PicFile pfPicture;
RECT rcPict;
HDC hdc;
•
•
OpenPictureFile ("HOUSE.PIC", &pfPicture, OF_READ);
DrawPictureFile (hdc, pfPicture, &rcPict, NULL);
ClosePictureFile (pfPicture);
```

See Also:

Functions [ClosePictureFile](#), [DrawPicture](#), [GetPictureFileInfo](#), [GetPictureInfo](#), [GetMoviesError](#), [GetMoviesStickyError](#), [OpenPictureFile](#)

EnterMovies

Syntax `OSErr EnterMovies (VOID)`

`EnterMovies` allocates memory for QuickTime for Windows to run itself.

Parameters This function takes no parameters.

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values.

Comments `EnterMovies` only needs to be called once during the life of your programs that play movies. The memory allocated is not memory used for movies, but rather for global QuickTime for Windows activities. An application may call `EnterMovies` multiple times, but storage will only be allocated the first time.

Example

```
if (EnterMovies() != noErr)
{
    MessageBox (NULL, "EnterMovies failure", "WinPlay1",
                MB_OK);
    return 0;
}
```

See Also:

Functions [ExitMovies](#), [QTInitialize](#), [QTTerminate](#)

ExitMovies

Syntax `VOID ExitMovies (VOID)`

`ExitMovies` frees memory used by QuickTime for Windows to run itself.

Parameters This routine takes no parameters.

Return None.

Comments The memory released is the global memory used by QuickTime for Windows. It is not the memory used to store movies. QuickTime for Windows programs that do not call EnterMovies (e.g. those that display only individual QuickTime for Windows pictures) do not have to call `ExitMovies`.

Example

```
// Cut the connections to QuickTime for Windows

ExitMovies ();
QTTerminate ();
```

See Also:

Functions EnterMovies, QTInitialize, QTTerminate

GetMovieActive

Syntax	<code>BOOL GetMovieActive (Movie mMovie)</code> <code>GetMovieActive</code> queries the active state of a movie (whether or not it can be played).
Parameters	<code>Movie mMovie</code> The movie object.
Return	<code>TRUE</code> if the movie is active. <code>FALSE</code> if the movie is inactive. You can use <u>GetMoviesError</u> and <u>GetMoviesStickyError</u> to test for failure of this call.
Comments	A movie with an inactive state will remain visible but will not play, since it does not receive cycles from QuickTime for Windows' scheduler while inactive. Do not confuse a movie's active state with its playing/paused state, i.e. do not use <u>SetMovieActive</u> to start or stop playing a movie. You can set a movie's active state using <u>SetMovieActive</u> .
Example	<pre>Movie mMovie; • • // If the movie is active, make it inactive if (GetMovieActive (mMovie)) { <u>SetMovieActive</u> (mMovie, FALSE); }</pre>
See Also:	
Functions	<u>SetMovieActive</u> , <u>GetMoviesError</u> , <u>GetMoviesStickyError</u>

GetMovieActiveSegment

Syntax	<pre>VOID GetMovieActiveSegment (Movie mMovie, TimeValue FAR *, TimeValue FAR *)</pre> <p><code>GetMovieActiveSegment</code> determines which segment of a movie is currently selected for playing.</p>
Parameters	<p><i>Movie mMovie</i> The movie object.</p> <p><i>TimeValue FAR *tvStart</i> A pointer to the start time value.</p> <p><i>TimeValue FAR *tvDuration</i> A pointer to the duration time value.</p>
Return	<code>tvStart</code> and <code>tvDuration</code> are populated with the starting time and the duration of the active movie segment, respectively. You can use GetMoviesError and GetMoviesStickyError to test for failure of this call.
Comments	If the active segment is the entire movie, <code>tvStart</code> is set to -1 and <code>tvDuration</code> is set to zero.
Example	<pre>Movie mMovie; TimeValue tvStart, tvDuration; • • GetMovieActiveSegment (mMovie, &tvStart, &tvDuration); if (tvStart == -1) /* Code for when entire movie is active. */ else /* Code for when subset of entire movie is active. */</pre>
See Also:	
Functions	GetMovieActive , MCDoAction , GetMoviesError , GetMoviesStickyError
MCDoAction	mcActionSetSelectionBegin , mcActionSetPlaySelection , mcActionSetSelectionDuration

GetMovieBox

Syntax	<pre>VOID GetMovieBox (Movie mMovie, LPRECT lprcMovieRect)</pre> <p>GetMovieBox obtains the current dimensions of a movie rectangle.</p>
Parameters	<p><i>Movie mMovie</i> The movie object.</p> <p><i>LPRECT lprcMovieRect</i> The address of the movie rectangle.</p>
Return	The rectangle referenced by <i>lprcMovieRect</i> is populated with the movie's current dimensions. Use GetMoviesError and GetMoviesStickyError to test for failure of this call.
Comments	<p>The movie need not be visible on the screen for this function to provide its dimensions. Consequently, this call is quite useful for determining the optimum rectangle for displaying a movie when calling NewMovieController.</p> <p>If the rectangle referenced by <i>lprcMovieRect</i> is NULL, a sound-only movie is indicated. It is up to you to handle this condition however you wish.</p> <p><i>Note: All QuickTime for Windows routines referencing a RECT or POINT assume client device coordinates.</i></p>
Example	<pre>RECT rcMovie; Movie mMovie; MovieFile mfMovie; MovieController mcController; • • // Open the movie file if (OpenMovieFile ("NEWSREEL.MOV", &mfMovie, OF_READ)) { MessageBox (NULL, "Open failure", ...); } NewMovieFromFile (&mMovie, mfMovie, NULL, NULL, newMovieActive, NULL); CloseMovieFile (mfMovie); // Instantiate the movie controller GetMovieBox (mMovie, &rcMovie); OffsetRect (&rcMovie, -rcMovie.left, -rcMovie.top); mcController = NewMovieController (mMovie, &rcMovie, mcTopLeftMovie + mcScaleMovieToFit, hWnd);</pre>
See Also:	
Functions	MCGetControllerBoundsRect , GetMoviesError , GetMoviesStickyError

GetMovieCreationTime

Syntax `LONG GetMovieCreationTime (Movie mMovie)`

`GetMovieCreationTime` retrieves a movie's creation date and time.

Parameters *Movie* mMovie
The movie object.

Return A `LONG` containing the movie's creation date and time information. You can use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments The returned `LONG` may be decoded using the C language `ctime` function.

Example

```
LONG lDateTime;
Movie mMovie;
char buffer [80];
•
•
lDateTime = GetMovieCreationTime (mMovie);
wsprintf (buffer, "Movie created on %s", ctime (&lDateTime));
```

See Also:

Functions [GetMovieModificationTime](#), [GetMoviesError](#), [GetMoviesStickyError](#)

GetMovieDataSize

Syntax	<pre>LONG GetMovieDataSize (Movie mMovie, TimeValue tvStart, TimeValue tvDuration)</pre> <p><code>GetMovieDataSize</code> retrieves the size, in bytes, of the data in a segment of a movie. This size includes both video and sound data.</p>
Parameters	<p><i>Movie</i> mMovie</p> <p>The movie object.</p> <p><i>TimeValue</i> tvStart</p> <p>A time value specifying the starting point of the segment whose size is being queried.</p> <p><i>TimeValue</i> tvDuration</p> <p>A time value specifying the duration of the segment whose size is being queried.</p>
Return	A <code>LONG</code> that contains the size, in bytes, of the movie's data that lies in the specified segment. Use GetMoviesError and GetMoviesStickyError to test for failure of this call.
Comments	This function may be called whether a movie is playing or not. Use MCGetCurrentTime to retrieve the movie's current time.
Example	<pre>LONG lSize; Movie mMovie; TimeValue tvStart, tvDuration; MovieController mcController; • • // Get the number of bytes from the current position to two // seconds later tvStart = MCGetCurrentTime (mcController, NULL); tvDuration = 2 * GetMovieTimeScale (mMovie); lSize = GetMovieDataSize (mMovie, tvStart, tvDuration);</pre>
See Also:	
Functions	ConvertTimeScale , MCGetCurrentTime , GetMoviesError , GetMoviesStickyError , GetMovieTimeScale
Data Types	<code>TimeValue</code>

GetMovieDuration

Syntax	<pre>TimeValue GetMovieDuration (Movie mMovie)</pre> <p><code>GetMovieDuration</code> retrieves the duration of a movie, expressed in units of the movie's time scale.</p>
Parameters	<p><i>Movie mMovie</i></p> <p>The movie object.</p>
Return	A <code>TimeValue</code> containing the movie's duration, in units of the movie's time scale. Use GetMoviesError and GetMoviesStickyError to test for failure of this call.
Comments	<p>QuickTime for Windows' time coordinate system uses a time scale scored in time units. The number of units that pass per second quantifies the scale: a time scale of 26 means that 26 units pass per second and each time unit is 1/26 of a second.</p> <p>When the duration of all or part of a movie is needed, it is expressed in the number of time units it contains. Particular points in a movie can be identified by time values, which are the number of time units to those points from the beginning of the movie.</p> <p>Different movies may have different time scales. Use ConvertTimeScale to compare <code>TimeValues</code> between differently scaled movies.</p>
Example	<pre>LONG lSize; Movie mMovie; TimeValue tvDuration; • • // Get the number of bytes in this movie tvDuration = GetMovieDuration (mMovie); lSize = GetMovieDataSize (mMovie, 0, tvDuration);</pre>
See Also:	
Functions	ConvertTimeScale , GetMovieTimeScale , MCGetCurrentTime , GetMoviesError , GetMoviesStickyError
Data Types	<code>TimeValue</code>

GetMovieModificationTime

Syntax `LONG GetMovieModificationTime (Movie mMovie)`

`GetMovieModificationTime` retrieves a movie's last modification date and time.

Parameters *Movie* mMovie
The movie object.

Return A `LONG` containing the movie's last modification date and time. You can use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments The resulting `LONG` may be decoded using the C language `ctime` function.

Example

```
LONG lDateTime;
Movie mMovie;
char buffer [80];
•
•
lDateTime = GetMovieModificationTime (mMovie);
sprintf (buffer, "Movie modified on %s", ctime (&lDateTime));
```

See Also:

Functions [GetMovieCreationTime](#), [GetMoviesError](#), [GetMoviesStickyError](#)

GetMoviePict

Syntax `PicHandle GetMoviePict (Movie mMovie, TimeValue tvTime)`

`GetMoviePict` retrieves an individual image from a movie in the QuickTime for Windows picture format at a specified movie time.

Parameters *Movie* mMovie

The movie object.

TimeValue tvTime

The time value in the movie of the image to be retrieved.

Return A picture object. A NULL return indicates failure. You can also use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments This function may be called whether a movie is playing or not. The picture object returned is unusable by Windows directly. Use the function [PictureToDIB](#) to convert the image to a Windows Device Independent Bitmap (DIB). An alternative to converting the image is using [DrawPicture](#) to display it at specified coordinates.

Example

```
Movie mMovie;
MovieController mcController;
PicHandle phPicture;
RECT rcPicture;
HDC hdc;
TimeValue tvTime;
•
•
// Retrieve last movie frame then display it on the
// screen at another location

tvTime = GetMovieDuration (mMovie);
if ((phPicture = GetMoviePict (mMovie, tvTime)) != NULL)
    DrawPicture (hdc, phPicture, &rcPicture, NULL);
```

See Also:

Functions [DrawPicture](#), [GetMoviePosterPict](#), [MCGetCurrentTime](#), [PictureToDIB](#),
[GetMoviesError](#), [GetMoviesStickyError](#)

GetMoviePosterPict

Syntax	<code>PicHandle (Movie mMovie)</code> <code>GetMoviePosterPict</code> retrieves a movie's poster frame in the QuickTime for Windows picture format.
Parameters	<i>Movie</i> mMovie The movie object.
Return	A picture object. A NULL return indicates failure. You can also use GetMoviesError and GetMoviesStickyError to test for failure of this call.
Comments	This function may be called whether a movie is playing or not. The picture object returned is unusable by Windows directly. Use the function PictureToDIB to convert it to a Windows Device Independent Bitmap (DIB). An alternative to converting the image is using DrawPicture to display it at specified coordinates.
Example	<pre>Movie mMovie; PicHandle phPicture; RECT rcPicture; HDC hdc; • • // Retrieve Poster Frame, then display it on the screen if ((phPicture = GetMoviePosterPict (mMovie)) != NULL) DrawPicture (hdc, phPicture, &rcPicture, NULL);</pre>
See Also:	
Functions	DrawPicture , GetMoviePict , GetMoviePosterTime , PictureToDIB , GetMoviesError , GetMoviesStickyError

GetMoviePosterTime

Syntax	<pre>TimeValue GetMoviePosterTime (Movie mMovie)</pre> <p><code>GetMoviePosterTime</code> finds the poster's time in the movie.</p>
Parameters	<p><i>Movie mMovie</i></p> <p>The movie object.</p>
Return	The <code>TimeValue</code> of the poster frame. You can use GetMoviesError and GetMoviesStickyError to test for failure of this call.
Comments	The poster is an image from the movie which may be used to characterize it when the movie is not running. For example, the poster might serve as a visual representation of a movie's contents in an open dialog. To get the poster picture object itself use GetMoviePosterPict .
Example	<pre>TimeValue tvPoster; Movie mMovie; • • tvPoster = GetMoviePosterTime (mMovie);</pre>
See Also:	
Functions	ConvertTimeScale , GetMovieDuration , GetMoviesError , GetMoviePosterPict , GetMoviesStickyError , MCGetCurrentTime
Data Types	<code>TimeValue</code>

GetMoviePreferredRate

Syntax	<u>LFIXED</u> GetMoviePreferredRate (Movie mMovie) GetMoviePreferredRate determines the preferred rate at which a movie is played.
Parameters	Movie mMovie The movie object.
Return	An <u>LFIXED</u> value which is the preferred rate of the movie expressed as a multiplier of the recorded rate. For example, a return value of 1.0 means play the movie at the recorded rate. A return value of 1.5 would mean play the movie 1.5 times faster than its recorded rate. Use <u>GetMoviesError</u> and <u>GetMoviesStickyError</u> to test for failure of this call.
Comments	The return value can be passed on to <u>MCDoAction mcActionPlay</u> to play the movie at the preferred rate.
Example	<pre>Movie mMovie; MovieController mcController; <u>LFIXED</u> lfxRate; • • // Play the movie at the preferred rate lfxRate = <u>GetMoviePreferredRate</u> (mMovie); <u>MCDoAction</u> (mcController, <u>mcActionPlay</u>, (LPVOID) lfxRate);</pre>
See Also:	
Functions	<u>GetMoviePreferredVolume</u> , <u>GetMoviesError</u> , <u>GetMoviesStickyError</u>
MCDoAction	<u>mcActionPlay</u>

GetMoviePreferredVolume

Syntax	<u>SFIXED</u> GetMoviePreferredVolume (Movie mMovie) GetMoviePreferredVolume returns a movie's preferred volume setting.
Parameters	<i>Movie</i> mMovie The movie object.
Return	An <u>SFIXED</u> value ranging from 256 to -256. Negative values represent volume levels that play no sound but preserve the absolute value of the volume setting. Use <u>GetMoviesError</u> and <u>GetMoviesStickyError</u> to test for failure of this call.
Comments	The return value can be passed on to <u>MCDoAction</u> using the action <u>mcActionSetVolume</u> to play the movie at the preferred volume.
Example	<pre>Movie mMovie; MovieController mcController; <u>SFIXED</u> sfxVolume; • • // Set the volume to the preferred level sfxVolume = <u>GetMoviePreferredVolume</u> (mMovie); <u>MCDoAction</u> (mcController, <u>mcActionSetVolume</u>, (LPVOID) sfxVolume);</pre>
See Also:	
Functions	<u>GetMoviePreferredRate</u> , <u>GetMoviesError</u> , <u>GetMoviesStickyError</u>
MCDoAction	<u>mcActionSetVolume</u>

GetMoviesError

Syntax	<code>OSErr GetMoviesError (VOID)</code> <code>GetMoviesError</code> retrieves the current QuickTime for Windows movie error value and resets it to 0.
Parameters	This routine takes no parameters.
Return	The result code from the previous eligible QuickTime for Windows call. Eligible QuickTime for Windows calls are calls that operate on movies (as opposed to movie controllers) and require a movie object.
Comments	Use this call to obtain the result code for QuickTime for Windows movie calls that do not return an error as a function result. Even if a movie routine explicitly returns an error as a function result, the result is also available using the <code>GetMoviesError</code> function. See Appendix A for error condition values.
Example	<pre>Movie mMovie; LFIXED lfxRate; • • lfxRate = GetMoviePreferredRate (mMovie); if (GetMoviesError()) { MessageBox (NULL, "GetMoviePreferredRate Failure", "Program", MB_OK); }</pre>
See Also:	
Functions	<u>GetMoviesStickyError</u> , <u>ClearMoviesStickyError</u>
Data Types	<code>OSErr</code>

GetMoviesStickyError

Syntax `OSErr GetMoviesStickyError (VOID)`

`GetMoviesStickyError` retrieves the sticky error value. The sticky error value is the first non-zero result code returned by an eligible QuickTime for Windows routine since `ClearMoviesStickyError` was last called.

Parameters This routine takes no parameters.

Return The first non-zero result code from the previous eligible QuickTime for Windows calls since the sticky error value was last cleared. Eligible QuickTime for Windows calls operate on movies (as opposed to movie controllers) and require a movie object.

Comments Even if a movie routine explicitly returns an `OSErr`, the result is also available using the `GetMoviesStickyError` function.

The `GetMoviesStickyError` function does not clear the sticky error value. Use the `ClearMoviesStickyError` function for this purpose.

A result code will not be placed into the sticky error value until the field has been cleared. Your application should clear the sticky error value to ensure that it does not contain a stale result code.

Example

```
Movie mMovie;
LFXED lfxRate;
•
•
// Assume call produces an error code

lfxRate = GetMoviePreferredRate (mMovie);

// Assume other calls follow with no errors
•
•
if (GetMoviesStickyError())
{
    MessageBox (NULL, "GetMoviePreferredRate Failure",
        "Program", MB_OK);
    ClearMoviesStickyError();
}
```

See Also:

Functions `GetMoviesError`, `ClearMoviesStickyError`

GetMovieStatus

Syntax

OSErr GetMovieStatus (Movie
mMovie, LPVOID lpvReserved)

GetMovieStatus looks for defects in a movie and returns a defined error condition if any are found.

Parameters

Movie mMovie

The movie object.

LPVOID lpvReserved
Reserved.

Return

Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values. You can use GetMoviesError and GetMoviesStickyError to test for failure of this call.

Comments

Inconsistencies found in the movie data are reported.

Example

```
MovieFile mfMovie;  
Movie mMovie;  
LPVOID lpvReserved;  
•  
•  
OpenMovieFile  
("SAMPLE.MOV", &mfMovie,  
OF_READ);  
NewMovieFromFile  
(&mMovie, mfMovie, NULL,  
NULL, 0, NULL);  
CloseMovieFile  
(mfMovie);  
if (GetMovieStatus  
(mMovie, lpvReserved))  
{  
    /* Display error  
message. */  
}
```

See Also:

Functions

GetMoviesError, GetMoviesStickyError

GetMovieTime

Syntax	<pre>TimeValue GetMovieTime (Movie mMovie, <u>TimeRecord</u> FAR *trRecord)</pre> <p><code>GetMovieTime</code> retrieves the current time of a movie at the point that the routine is called.</p>
Parameters	<p><i>Movie</i> mMovie</p> <p>The movie object.</p> <p><u>TimeRecord</u> *trRecord</p> <p>The address of a <u>TimeRecord</u> which will be filled with the movie's time scale, time base and current time. The high 32 bits of the time value field are always 0, while the low 32 bits represent the same value as the returned <code>TimeValue</code>.</p>
Return	A <code>TimeValue</code> containing the movie's current time at the point the routine is called. Use <u>GetMoviesError</u> and <u>GetMoviesStickyError</u> to test for failure of this call.
Comments	<p>A movie's time coordinate system is based on a time scale scored in time units. The number of units that pass per second quantifies the scale: a time scale of 26 means that 26 units pass per second and each time unit is 1/26 of a second.</p> <p>When the duration of all or part of a movie is needed, it is expressed as the length of the portion of the movie in the number of time units it contains. Particular points in a movie can be identified by a time value, which is the number of time units to that point from the beginning of the movie.</p> <p>Different movies may have different time scales. Use <u>ConvertTimeScale</u> to compare <code>TimeValues</code> between different movies.</p>
Example	<pre>Movie mMovie; TimeValue tvCurrentTime; <u>TimeRecord</u> trTimeData; • • // Get the movie's current time tvCurrentTime = GetMovieTime (mMovie, &trTimeData);</pre>
See Also:	
Functions	<u>ConvertTimeScale</u> , <u>GetMovieDuration</u> , <u>MCGetCurrentTime</u> , <u>GetMovieTimeScale</u> , <u>GetMoviesError</u> , <u>GetMoviesStickyError</u>
Data Types	<code>TimeScale</code> , <code>TimeValue</code>

GetMovieTimeScale

Syntax	<pre>TimeScale GetMovieTimeScale (Movie mMovie)</pre> <p><code>GetMovieTimeScale</code> retrieves the time scale of a movie.</p>
Parameters	<p><i>Movie mMovie</i></p> <p>The movie object.</p>
Return	The time scale of the movie, i.e. the number of time units that pass per second. Use <u>GetMoviesError</u> and <u>GetMoviesStickyError</u> to test for failure of this call.
Comments	<p>A movie's time coordinate system is based on a time scale scored in time units. The number of units that pass per second quantifies the scale: a time scale of 26 means that 26 units pass per second and each time unit is 1/26 of a second.</p> <p>When the duration of all or part of a movie is needed, it is expressed as the length of the portion of the movie in the number of time units it contains. Particular points in a movie can be identified by a time value, which is the number of time units to that point from the beginning of the movie.</p> <p>Different movies may have different time scales. Use <u>ConvertTimeScale</u> to compare <code>TimeValues</code> between different movies.</p>
Example	<pre>LONG lSize; Movie mMovie; TimeValue tvStart, tvDuration; MovieController mcController; • • // Get the number of bytes from the current position to two // seconds later tvStart = MCGGetCurrentTime(mcController, NULL); tvDuration = 2 * <u>GetMovieTimeScale</u> (mMovie); lSize = <u>GetMovieDataSize</u> (mMovie, tvStart, tvDuration);</pre>
See Also:	
Functions	<u>ConvertTimeScale</u> , <u>GetMovieDuration</u> , <u>MCGGetCurrentTime</u> , <u>GetMoviesError</u> , <u>GetMoviesStickyError</u>
Data Types	<code>TimeScale</code> , <code>TimeValue</code>

GetMovieUserData

Syntax `UserData GetMovieUserData (Movie mMovie)`

`GetMovieUserData` retrieves a handle to a list of user data belonging to a movie. This handle is maintained internally by QuickTime for Windows. You do not need to free it when you are finished using it.

Parameters `Movie mMovie`
The movie object.

Return The handle to a list of user data. You can use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments A movie's user data list is placed in a movie by its creator and may contain items of various types. A common type is text containing copyright data, names of people involved in the movie's production, special hardware and software requirements, and other types of information about the movie. By convention, text user data types start with a "©" symbol. A list of commonly used text user data types may be found in [Section 16](#) of the overview.

Example See the example in the description of [GetUserDataText](#).

See Also:

Functions [CountUserDataTypes](#), [GetNextUserDataTypes](#), [GetUserData](#), [GetUserDataText](#), [GetMoviesError](#), [GetMoviesStickyError](#)

Data Types `UserData`

***GetNextUserData*Type**

Syntax `OSType GetNextUserData (UserData udData, OSType ostType)`

This function is used to retrieve the next user data type in a user data list.

Parameters *UserData* udData

The handle to the user data list.

OSType ostType

The user data type. If zero is used, the first user data type in the list is returned. If a user data type is used, the next user data type is returned.

Return The next user data type, or zero if no more types are present. You can use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments A movie's user data list is placed in a movie by its creator and may contain items of various types. A common type is text containing copyright data, names of people involved in the movie's production, special hardware and software requirements, and other types of information about the movie. By convention, text user data types start with a "©" symbol. A list of commonly used text user data types may be found in [Section 16](#) of the overview.

Example See the example in the description of [GetUserDataText](#).

See Also:

Functions [CountUserData](#)[Type](#), [GetUserData](#), [GetUserDataText](#), [GetMoviesError](#), [GetMoviesStickyError](#)

Data Types *UserData*

GetPictureFileHeader

Syntax	<code>OSErr GetPictureFileHeader (PicFile pfPicture, LPRECt lprcFrame, <u>OpenCPicParams</u> FAR *lpocppHeader)</code> <code>GetPictureFileHeader</code> retrieves the header to the picture file and the picture frame rectangle.
Parameters	<code>PicFile pfPicture</code> The picture file reference value returned by <u>OpenPictureFile</u> . <code>LPRECT lprcFrame</code> The address of the picture frame rectangle. <u><code>OpenCPicParams</code></u> FAR *lpocppHeader The address of the picture file header data.
Return	Zero if no error condition. Non-zero if error condition. See <u>Appendix A</u> for error condition values. The picture frame rectangle and picture file header referenced by the second and third parameters are populated with the retrieved data. You can use <u>GetMoviesError</u> and <u>GetMoviesStickyError</u> to test for failure of this call.
Comments	Picture files are characterized by the DOS file suffix ".PIC". They are DOS versions of Macintosh PICT and JFIF files. <i>Note: All QuickTime for Windows routines referencing a RECT or POINT assume client device coordinates.</i>
Example	<pre>PicFile pfPicture; <u>OpenCPicParams</u> ocppHeader; RECT rcFrame; • • <u>OpenPictureFile</u> ("HOUSE.PIC", &pfPicture, OF_READ); GetPictureFileHeader (pfPicture, &rcFrame, &ocppHeader); <u>ClosePictureFile</u> (pfPicture);</pre>
See Also:	
Functions	<u>ClosePictureFile</u> , <u>DrawPictureFile</u> , <u>GetPictureFileInfo</u> , <u>GetPictureInfo</u> , <u>GetMoviesError</u> , <u>GetMoviesStickyError</u> , <u>OpenPictureFile</u>
Data Types	<u>OpenCPicParams</u>

GetPictureFileInfo

Syntax `OSErr GetPictureFileInfo (PicFile pfPicture, ImageDescription FAR *idImageInfo)`

`GetPictureFileInfo` retrieves detailed information about a picture file.

Parameters *PicFile pfPicture*

The picture file reference value referred to by OpenPictureFile.

ImageDescription *FAR *idImageInfo*

The address of the image descriptor.

Return Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values. The image descriptor record is populated with information on the picture file. You can use GetMoviesError and GetMoviesStickyError to test for failure of this call.

Comments The information retrieved by `GetPictureFileInfo` is more detailed than that retrieved by GetPictureFileHeader. Picture files are characterized by the DOS file suffix ".PIC". They are DOS versions of Macintosh PICT and JFIF files.

Example

```
PicFile pfPicture;  
ImageDescription idImageInfo;  
•  
•  
OpenPictureFile ("HOUSE.PIC", &pfPicture, OF_READ);  
idImageInfo.idSize = sizeof (ImageDescription );  
GetPictureFileInfo (pfPicture, &idImageInfo);  
ClosePictureFile (pfPicture);
```

See Also:

Functions ClosePictureFile, GetPictureFileHeader, GetPictureInfo, GetMoviesError,
GetMoviesStickyError, OpenPictureFile

Data Types ImageDescription

GetPictureFromFile

Syntax `PicHandle GetPictureFromFile (PicFile pfPicture)`

`GetPictureFromFile` extracts a picture from a picture file.

Parameters `PicFile pfPicture`

The reference value assigned by [OpenPictureFile](#).

Return A `PicHandle` for subsequently referencing the picture, `NULL` if failure. You can also use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments You can use the picture object returned by `GetPictureFromFile` to create a Windows Device Independent Bitmap (DIB).

Example

```
PicFile pfPicture;
PicHandle phThePict;
•
•
if (!OpenPictureFile ("PICTURE.PIC", &pfPicture, OF_READ))
{
    phThePict = GetPictureFromFile (pfPicture);
    ClosePictureFile (pfPicture);
}
```

See Also:

Functions [OpenPictureFile](#), [ClosePictureFile](#), [GetMoviesError](#), [GetMoviesStickyError](#)

GetPictureInfo

Syntax `OSErr GetPictureInfo (PicHandle, ImageDescription FAR *)`

`GetPictureInfo` retrieves detailed information about an image.

Parameters `PicHandle phThePict`

The picture object.

ImageDescription FAR *idImageInfo

The address of the image descriptor.

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values. The image descriptor record referenced by the second parameter is populated with information about the image. You can use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments Pictures are created using [GetMoviePict](#), [GetMoviePosterPict](#) and [GetPictureFromFile](#). *Note: this routine is a limited version of its Macintosh counterpart, in that only information about the first picture is retrieved. Future releases of QuickTime for Windows will upgrade this function.*

Example

```
Movie mMovie;
PicHandle phThePict;
ImageDescription idImageInfo;
•
•
if ((phThePict = GetMoviePosterPict (mMovie)) != NULL)
{
    idImageInfo.idSize = sizeof (ImageDescription);
    GetPictureInfo (phThePict, &idImageInfo);
}
```

See Also:

Functions [GetPictureFileHeader](#), [GetPictureFileInfo](#), [GetMoviePict](#), [GetMoviePosterPict](#), [GetMoviesError](#), [GetMoviesStickyError](#)

Data Types [ImageDescription](#)

GetPicturePalette

Syntax `HPALETTE GetPicturePalette (PicHandle phThePict)`

`GetPicturePalette` retrieves a palette from a picture.

Parameters *PicHandle* phThePict
A picture object.

Return A handle to the picture's palette, `NULL` if the picture has no palette. You can use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments The returned `HPALETTE` can be used to display pictures using a Windows palette. You must free it, when you are done with it, using `DeleteObject`.

`GetPicturePalette` always attempts to return a palette. If the picture does not have one, it returns a default palette.

Example

```
PicFile pfPicture;  
PicHandle phThePict;  
HPALETTE hPal;  
•  
•  
if (!OpenPictureFile ("PICTURE.PIC", &pfPicture, OF_READ))  
{  
    phThePict = GetPictureFromFile (pfPicture);  
    hPal = GetPicturePalette (phThePict);  
    ClosePictureFile (pfPicture);  
}
```

See Also:

Functions [ClosePictureFile](#), [GetMoviesError](#), [OpenPictureFile](#), [GetMoviesStickyError](#),
[GetPictureFromFile](#)

GetSoundInfo

Syntax `OSErr GetSoundInfo (Movie, SoundDescription FAR *)`

`GetSoundInfo` retrieves information about a movie's sound.

Parameters `Movie mMovie`

The movie object.

`SoundDescription` `FAR *sdSoundInfo`

The address of the sound description data.

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values. The sound description record is populated with data about the movie's sound. You can use the routines [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments `GetSoundInfo` retrieves useful information about a movie's sound, such as number of channels, sample size and sampling rate. *Note: this routine is a limited version of its Macintosh counterpart, in that only information about the first track is retrieved (tracks are not meaningful under QuickTime for Windows). Future releases of QuickTime for Windows will upgrade this function.*

Example

```
Movie mMovie;
SoundDescription sdSoundInfo;
•
•
sdSoundInfo.descSize = sizeof (SoundDescription);
GetSoundInfo (mMovie, &sdSoundInfo);
if ((SHORT) sdSoundInfo.numChannels == 1)
{
    /* Tell user sound is mono. */
}
```

See Also:

Functions [GetVideoInfo](#), [GetMoviesError](#), [GetMoviesStickyError](#)

Data Types [SoundDescription](#)

GetUserData

Syntax

OSErr GetUserData (UserData
udData, LPHANDLE lphData,
OSType ostType, LONG lIndex,
LPLONG lplSize)

GetUserData retrieves data from an item in a user data list.

Parameters

UserData udData

The handle to the user data list.

LPHANDLE lphData

A handle for a block memory that will receive the requested data. This function will reallocate this memory to accommodate the data, if necessary.

OSType ostType

The user data type.

LONG lIndex

Each user data item is identified by a unique index value. Index values are assigned sequentially within a user data type starting with 1.

LPLONG lplSize

The size of the data returned.

Return

Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values. You can use the routines GetMoviesError and GetMoviesStickyError to test for failure of this call.

Comments

A movie's user data list is placed in a movie by its creator and may contain items of various types. A common type is text containing copyright data, names of people involved in the movie's production, special hardware and software requirements, and other types of information about the movie. By convention, text user data types start with a "Ó" symbol. A list of commonly used text user data types may be found in Section 16 of the overview.

Example See the example in the description of [GetUserDataText](#).

See Also:

Functions [CountUserDataTypes](#), [GetMovieUserData](#), [GetUserDataText](#),
[GetNextUserDataTypes](#), [GetMoviesError](#), [GetMoviesStickyError](#)

Data Types `UserData`

GetUserDataText

Syntax

OSErr GetUserDataText (UserData udData, LPHANDLE lphData, OSType ostType, LONG lIndex, UINT uRegionTag, LPLONG lplSize)

GetUserDataText retrieves text from an item in a user data list. Each user data text item may have alternative text. For example, multiple languages may be supported. Each alternative text value is identified by a region code. A table of these codes is provided in Appendix B.

Parameters

UserData udData

The handle to the user data list.

LPHANDLE lphData

A handle for a block memory that will receive the requested data. This function will reallocate this memory to accommodate the data, if necessary.

OSType ostType

The user data type.

LONG lIndex

Each user data item is identified by a unique index value. Index values are assigned sequentially within a user data type starting with 1.

UINT uRegionTag

A region tag that may identify alternate text. A table of these codes is provided in Appendix B.

LPLONG lplSize

The size of the text value returned.

Return

Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values. You can use the routines GetMoviesError and GetMoviesStickyError to test for failure of this call.

Comments

A movie's user data list is placed in a movie by its creator and may contain items of various types. A common type is text containing copyright

data, names of people involved in the movie's production, special hardware and software requirements, and other types of information about the movie. By convention, text user data types start with a "Ó" symbol. A list of commonly used text user data types may be found in Section 16 of the overview.

Example

```
// A function that steps through the user data list

void CheckUserDataFunctions (Movie mCheck, UINT uRegionTag)
{
    UserData udMovie;
    OSType  osType;
    LONG    lUserDataCount;
    LONG    i;
    LONG    lByteCount;
    HGLOBAL hgMem;
    char    szText [256];
    LPSTR   lpszText;

    // Get the user data handle

    udMovie = GetMovieUserData (mCheck);

    // Allocate memory - note 128 is arbitrary amount

    hgMem = GlobalAlloc (GMEM_MOVEABLE, 128);

    // Find the first user data type

    osType = GetNextUserDataTypes (udMovie, 0);

    // Parse the user data list

    while ( osType != 0)
    {
        lUserDataCount = CountUserDataTypes (udMovie, osType);
        for ( i = 1; i <= lUserDataCount; i++)
        {
            if (GetUserDataText (udMovie, &hgMem, osType, i,
                uRegionTag, &lByteCount) == 0)
            {
                lpszText = (LPSTR) GlobalLock (hgMem);
                lpszText [lByteCount] = '\0';
                /* Display the text. */
                wsprintf (szText, "User Data of Type: %ld/%ld/%s",
                    osType, i, lpszText);
                GlobalUnlock (hgMem);
            }
        }
        osType = GetNextUserDataTypes (udMovie, osType);
    }
}
```

```
// The program must free the memory  
  
GlobalFree (hgMem);  
}
```

See Also:

Functions [CountUserData](#)[Type](#), [GetMovieUserData](#), [GetUserData](#), [GetNextUserData](#)[Type](#),
[GetMoviesError](#) , [GetMoviesStickyError](#)

Data Types [UserData](#), [OSType](#)

GetVideoInfo

Syntax `OSErr GetVideoInfo (Movie mMovie, ImageDescription FAR *)`

`GetVideoInfo` retrieves information about a movie's video.

Parameters `Movie mMovie`
The movie object.

`ImageDescription` `FAR *idVideoInfo`
The address of the image description data.

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values. The image description data is populated with information about the movie's video data. Use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments `GetVideoInfo` retrieves useful information about a movie's video, such as horizontal and vertical resolution, frame count and compressor type.

Note: this routine is a limited version of its Macintosh counterpart, in that only information about the first track is retrieved (tracks are not meaningful under QuickTime for Windows). Future releases of QuickTime for Windows will upgrade this function.

Example `Movie mMovie;
PicHandle phThePict;
ImageDescription idVideoInfo;
•
•
idVideoInfo.idSize = sizeof (ImageDescription);
GetVideoInfo (mMovie, &idVideoInfo);`

See Also:

Functions [GetSoundInfo](#), [GetPictureInfo](#), [GetMoviesError](#), [GetMoviesStickyError](#)

Data Types [ImageDescription](#)

KillPicture

Syntax `VOID KillPicture (PicHandle phPicture)`

`KillPicture` frees any memory being used by a QuickTime for Windows picture. Your program should call this routine when it is done working with a QuickTime for Windows picture.

Parameters *PicHandle* phPicture

The picture object whose memory is being released.

Return None. Use `GetMoviesError` and `GetMoviesStickyError` to test for failure of this call.

Comments Either `KillPicture` or `DisposePicture` must be called, ultimately, for each picture instantiated by your program. It does not affect the DOS file containing the picture.

Example

```
PicHandle phPicture;  
PicFile pfPicture;  
•  
•  
if (!OpenPictureFile ("PICTURE.PIC", &pfPicture, OF_READ))  
{  
    phPicture = GetPictureFromFile (pfPicture);  
    ClosePictureFile (pfPicture);  
}  
•  
•  
KillPicture (phPicture);
```

See Also:

Functions `GetPictureFromFile`, `OpenPictureFile`, `ClosePictureFile`, `DisposePicture`,
`GetMoviesError`, `GetMoviesStickyError`

MAKELFIXED

Syntax `MAKELFIXED(integer, fract)`

`MAKELFIXED` is a macro used to construct an LFIXED variable.

Parameters *integer*

A signed sixteen-bit value representing the integral part of the LFIXED variable.

fract

An unsigned sixteen-bit value representing the fractional part of the LFIXED variable.

Comments LFIXED variables are normally used to hold movie rates in QuickTime for Windows. For example, the LFIXED value `0x0028000` could be used to represent a rate of 2.5.

Example

```
LFIXED lfxRate;  
  
// Set the movie rate to 2.5  
  
lfxRate = MAKELFIXED(0x0002, 0x8000);
```

See Also:

Functions MAKESFIXED (macro)

Data Types LFIXED, SFIXED

MAKESFIXED

Syntax `MAKESFIXED(integer, fract)`

`MAKESFIXED` is a macro used to construct an SFIXED variable.

Parameters *integer*

A signed eight-bit value representing the integral part of the SFIXED variable.

fract

An unsigned eight-bit value representing the fractional part of the SFIXED variable.

Comments SFIXED variables are normally used to hold movie sound track volumes in QuickTime for Windows. For example, the SFIXED value `0x0080` could be used to represent a sound volume of 0.5.

Example

```
SFIXED sfxVolume;  
  
// Set the movie sound volume to 0.5  
  
sfxVolume = MAKESFIXED(0x00, 0x08);
```

See Also:

Functions MAKELFIXED (macro)

Data Types LFIXED, SFIXED

MCActionFilter

Syntax	<pre>BOOL CALLBACK MCActionFilter (MovieController mcController, UINT uAction, LPVOID lpParam, LONG lRefCon)</pre> <p><code>MCActionFilter</code> is the prototype for the filter function set by the routine MCSetActionFilter. It shows the parameters you must pass to your filter, and the value your filter must return.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>The action to be filtered, which is the same as the one passed to MCDoAction.</p> <p><i>LPVOID</i> lpParam</p> <p>The optional extra parameter that modifies the action referenced by <code>uAction</code>, which is the same as the one passed to MCDoAction.</p> <p><i>LONG</i> lRefcon</p> <p>Additional data of use to the filter when processing the action. Should be coded as <code>0L</code> if not used.</p>
Return	<p><code>TRUE</code> indicates that the movie controller doesn't have to handle the action (since your filter has taken appropriate action), <code>FALSE</code> that it does.</p>
Comments	<p><code>MCActionFilter</code> is not a defined QuickTime for Windows function. It is a prototype only, used as a template for your filter functions.</p>
Example	<pre>BOOL CALLBACK __export MyFilter (MovieController, UINT, LPVOID, LONG); • • BOOL CALLBACK __export MyFilter (MovieController mcController, UINT uAction, LPVOID lpVoid, LONG lRefCon) { switch (uAction) { /* cases */ } return FALSE; }</pre>
See Also:	
Functions	MCSetActionFilter

MCActivate

Syntax	<pre>ComponentResult MCActivate (MovieController mcController, HWND hWnd, BOOL bActivate)</pre> <p>MCActivate sets a movie controller's state to active or inactive.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>HWND</i> hWnd</p> <p>The controller parent's window handle.</p> <p><i>BOOL</i> bActivate</p> <p>TRUE to set the controller active. FALSE to set the controller inactive.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	<p>An inactive movie controller cannot receive mouse clicks and its appearance is grayed. It can still receive keyboard input, if the keyboard interface is active. Movie controllers are created with an active state by default.</p> <p>A movie/movie controller pair can have opposing states. For example, a playing movie's controller can be deactivated, graying it and prohibiting further mouse input, but the movie will keep playing. In the case where the controller is active and the movie is inactive, the movie will receive no service from the QuickTime for Windows scheduler and will not play even though the controller is functional.</p> <p>More than one movie controller can be active at a time. Both attached and detached movie controllers can be made inactive.</p> <p>There is no QuickTime for Windows function to query the active state of a movie controller.</p>
Example	<pre>MovieController mcController; HWND hWndParent; • • // Make the controller inactive to prevent its use MCActivate (mcController, hWndParent, FALSE);</pre>
See Also:	
Functions	<u>GetMovieActive</u> , <u>SetMovieActive</u>
MCDoAction	<u>mcActionActivate</u>

MCDoAction

Syntax	<pre>ComponentResult MCDoAction(MovieController mcController, UINT uAction, LPVOID lpvParams)</pre> <p><code>MCDoAction</code> causes a movie controller perform a specified action, based on the parameters passed to it.</p>
Parameters	<p><code>MovieController mcController</code> The movie controller object.</p> <p><code>UINT uAction</code> An action flag parameter with the prefix "mcAction...". Each action flag parameter is documented in detail in the following pages.</p> <p><code>LPVOID lpvParams</code> A modifier of the <code>uAction</code> parameter.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	<p><code>MCDoAction</code> is a powerful and versatile routine, often called by QuickTime for Windows internally, that is used to dictate most of the movie controller's behavior by taking particular defined actions. There are many <code>mcActions</code> in the QuickTime for Windows API, ranging from starting the movie to toggling low-level attributes. In most cases, an additional parameter is required to modify the task of the <code>mcAction</code> parameter. Often this is a boolean value which can turn a certain attribute on or off, or a pointer to a value holding state information.</p> <p>For example, your application might define a menu item that stops all currently playing movies. When the user selects this menu item, your application could use the <code>MCDoAction</code> function to instruct each controller to stop playing. You would do so by specifying the <code>mcActionPlay</code> action with the last parameter set to specify that the controller stop playing the movie.</p> <p>Often you will issue a <code>MCDoAction</code> call in response to a user action, such as a menu selection. More importantly, you can trap a <code>MCDoAction</code> event issued by QuickTime for Windows itself in a filter, since QuickTime for Windows passes all <code>MCDoAction</code> calls through your filter (if you have one) before processing them. For further details, see MCSetActionFilter.</p>
Example	<pre>MovieController mcController; • • // Disable the keyboard interface MCDoAction (mcController, mcActionSetKeysEnabled, (LPVOID) FALSE);</pre>

See Also:

Functions

[MCSetActionFilter](#)

MCDoAction **mcActionActivate**

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionActivate parameter causes the movie controller to be activated.</p>
Parameters	<p><i>MovieController</i> mcController The movie controller object.</p> <p><i>UINT</i> uAction mcActionActivate</p> <p><i>LPVOID</i> lpvParams NULL</p>
Return	Zero if no error condition. Non-zero if error condition. See <u>Appendix A</u> for error condition values.
Comments	<p>An inactive movie controller cannot receive mouse clicks and its appearance is grayed. It can still receive keyboard input, if the keyboard interface is active. Movie controllers are created with an active state by default.</p> <p>A movie/movie controller pair can have opposing states. For example, a playing movie's controller can be deactivated, graying it and prohibiting further mouse input, but the movie will keep playing. In the case where the controller is active and the movie is inactive, the movie will receive no service from the QuickTime for Windows scheduler and will not play even though the controller is functional.</p> <p>More than one movie controller can be active at a time. Both attached and detached movie controllers can be made inactive.</p>
Example	<pre>MovieController mcController; • • // Activate the movie controller MCDoAction (mcController, mcActionActivate, NULL);</pre>
See Also:	
Functions	<u>MCActivate</u> , <u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionDeactivate</u>

MCDoAction **mcActionBadgeClick**

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p>Your filter receives a <code>mcActionBadgeClick</code> notification when the user has clicked on a movie's badge.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p><code>mcActionBadgeClick</code></p> <p><i>LPVOID</i> lpvParams</p> <p>NULL</p>
Return	<p>Zero if no error condition. Non-zero if error condition. See <u>Appendix A</u> for error condition values.</p>
Comments	<p>Your application should normally never issue this action. An action filter function may trap it when the user has clicked on a movie's badge. See the description of <u>MCSetActionFilter</u> for details on the filter procedure.</p> <p>If a controller's badge capability is enabled, then the badge is displayed whenever the controller is not visible. When the controller is visible, the badge is not displayed. If the badge capability is disabled, the badge is never displayed.</p>
Example	<p>See the sample program listing <u>FILTERS.C</u> in the QuickTime for Windows Tutorial section for further information about filters.</p>
See Also:	
Functions	<p><u>MCDoAction</u>, <u>MCSetActionFilter</u></p>
MCDoAction	<p><u>mcActionGetUseBadge</u></p>

MCDoAction **mcActionControllerSizeChanged**

Syntax ComponentResult MCDoAction (MovieController mcController, UINT uAction, LPVOID lpvParams)

Your filter receives a `mcActionControllerSizeChanged` notification when the user has resized the movie controller.

Parameters *MovieController* mcController

The movie controller object.

UINT uAction

`mcActionControllerSizeChanged`

LPVOID lpvParams

NULL

Return Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.

Comments Your application should normally never issue this action. An action filter function may trap it when the user has resized the movie controller. See the description of MCSetActionFilter for details on the filter procedure.

Example See the sample program listing FILTERS.C in the QuickTime for Windows Tutorial section for further information about filters.

See Also:

Functions MCDoAction, MCSetActionFilter

MCDoAction **mcActionDeactivate**

Syntax	<p>ComponentResult <u>MCDoAction</u>(MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionDeactivate parameter causes the movie controller to be deactivated.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionDeactivate</p> <p><i>LPVOID</i> lpvParams</p> <p>NULL</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	<p>An inactive movie controller cannot receive mouse clicks and its appearance is grayed. It can still receive keyboard input, if the keyboard interface is active. Movie controllers are created with an active state by default.</p> <p>A movie/movie controller pair can have opposing states. For example, a playing movie's controller can be deactivated, graying it and prohibiting further mouse input, but the movie will keep playing. In the case where the controller is active and the movie is inactive, the movie will receive no service from the QuickTime for Windows scheduler and will not play even if the controller is functional.</p> <p>More than one movie controller can be active at a time. Both attached and detached movie controllers can be made inactive.</p>
Example	<pre>MovieController mcController; • • // Deactivate the movie controller MCDoAction (mcController, mcActionDeactivate, NULL);</pre>
See Also:	
Functions	MCActivate , MCDoAction , MCSetActionFilter
MCDoAction	mcActionActivate

MCDoAction **mcActionDraw**

Syntax `ComponentResult MCDoAction (MovieController mcController, UINT uAction, LPVOID lpvParams)`

MCDoAction with the `mcActionDraw` parameter causes the movie image to be redrawn.

Parameters *MovieController* mcController

The movie controller object.

UINT uAction

`mcActionDraw`

LPVOID lpvParams

NULL

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values.

Comments Your application can use MCDoAction with this parameter to send an update event to a movie controller.

Example

```
MovieController mcController;  
•  
•  
// Update the movie image  
  
MCDoAction (mcController, mcActionDraw, NULL);
```

See Also:

Functions MCDoAction, MCDraw, MCSetActionFilter

MCDoAction mcActionGetFlags

Syntax	<p>ComponentResult <u>MCDoAction</u>(MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionGetFlags parameter retrieves a set of flag values that determine the behavior of the Movie Controller.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionGetFlags</p> <p><i>LPVOID</i> lpvParams</p> <p>A pointer to a long integer that contains the set of flag values:</p> <ul style="list-style-type: none">o mcFlagsUseWindowPaletteo mcFlagSuppressStepButtonso mcFlagSuppressSpeakerButton
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	<p>The retrieved flags are defined as follows:</p> <p>mcFlagSuppressStepButtons - Determines whether the movie controller displays the step buttons. The step buttons allow the user to step the movie forward or backward one frame at a time. If this flag is set, the controller does not display the step buttons.</p> <p>mcFlagSuppressSpeakerButton - Determines whether the movie controller displays the speaker button. The speaker button allows the user to control the movie's sound. If this flag is set, the controller does not display the speaker button.</p> <p>mcFlagsUseWindowPalette - Determines whether the movie controller constructs a custom color palette, based on the color values found in the movie. This flag only works with display drivers that support palettes, typically those drivers that handle colors at pixel depth eight.</p>
Example	<pre>MovieController mcController; LONG lFlags; • • // Hide the speaker button MCDoAction (mcController, mcActionGetFlags, (LPVOID) &lFlags); lFlags = mcFlagSuppressSpeakerButton; MCDoAction (mcController, mcActionSetFlags, (LPVOID) lFlags);</pre>

See Also:

Functions [MCDoAction](#), [MCSetActionFilter](#)

MCDoAction [mcActionSetFlags](#)

MCDDoAction **mcActionGetKeysEnabled**

Syntax	<p>ComponentResult <u>MCDDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDDoAction</u> with the mcActionGetKeysEnabled parameter determines whether a movie controller's keyboard interface is enabled.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionGetKeysEnabled</p> <p><i>LPVOID</i> lpvParams</p> <p>A pointer to a boolean, set to TRUE if keyboard interface is enabled, FALSE if not.</p>
Return	Zero if no error condition. Non-zero if error condition. See <u>Appendix A</u> for error condition values.
Comments	An inactive keyboard interface is the default attribute for a new movie controller. The keyboard interface will remain in an active state even if the controller is set inactive (i.e. grayed and unable to receive mouse clicks).
Example	<pre>MovieController mcController; BOOL bEnabled; • • // Enable keystrokes for movie if they're disabled MCDDoAction (mcController, mcActionGetKeysEnabled, (LPVOID) &bEnabled); if (!bEnabled) MCDDoAction (mcController, <u>mcActionSetKeysEnabled</u>, LPVOID) TRUE);</pre>
See Also:	
Functions	<u>MCDDoAction</u> , <u>MCSetActionFilter</u>
MCDDoAction	<u>mcActionSetKeysEnabled</u>

MCDoAction **mcActionGetLooping**

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the <code>mcActionGetLooping</code> determines whether looping is enabled for a movie controller</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p><code>mcActionGetLooping</code></p> <p><i>LPVOID</i> lpvParams</p> <p>A pointer to a boolean, set to <code>TRUE</code> if looping is enabled, <code>FALSE</code> if not.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	A movie controller with looping enabled plays a movie continuously, starting over at the beginning of the movie when the end is reached. Palindrome looping makes the movie play backward to the beginning before starting over.
Example	<pre>MovieController mcController; BOOL bLoop; • • // Turn looping on for a movie if it is off MCDoAction (mcController, mcActionGetLooping, (LPVOID) &bLoop); if (!bLoop) MCDoAction (mcController, <u>mcActionSetLooping</u>, (LPVOID) TRUE);</pre>
See Also:	
Functions	<u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionSetLooping</u> , <u>mcActionSetLoopsPalindrome</u>

MCDoAction mcActionGetLoopsPalindrome

Syntax ComponentResult MCDoAction (MovieController mcController, UINT uAction, LPVOID lpvParams)

MCDoAction with the mcActionGetLoopIsPalindrome determines whether palindrome looping is enabled for a movie controller.

Parameters *MovieController* mcController
The movie controller object.

UINT uAction
mcActionGetLoopIsPalindrome

LPVOID lpvParams

A pointer to a boolean, set to TRUE if palindrome looping is enabled, FALSE if not.

Return Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.

Comments A movie controller with looping enabled plays a movie continuously, starting over at the beginning of the movie when the end is reached. Palindrome looping makes the movie play backward to the beginning when it reaches the end. Normal looping must also be enabled in order for palindrome looping to work.

Example

```
MovieController mcController;  
BOOL bLoop;  
•  
•  
// Turn palindrome looping on for a movie if it is off  
  
MCDoAction (mcController, mcActionGetLoopIsPalindrome,  
            (LPVOID) &bLoop);  
if (!bLoop)  
{  
    MCDoAction (mcController, mcActionSetLooping,  
                (LPVOID) TRUE);  
    MCDoAction (mcController, mcActionSetLoopIsPalindrome,  
                (LPVOID) TRUE);  
}
```

See Also:

Functions MCDoAction, MCSetActionFilter

MCDoAction mcActionGetLooping, mcActionSetLooping, mcActionSetLoopsPalindrome

MCDoAction **mcActionGetPlayEveryFrame**

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionGetPlayEveryFrame parameter determines if the movie controller has been instructed to play every frame in the movie.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionGetPlayEveryFrame</p> <p><i>LPVOID</i> lpvParams</p> <p>A pointer to a boolean, set to TRUE if movie controller set to play every frame in the movie, FALSE if not.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	If the movie is playing every frame, the sound will automatically be muted.
Example	<pre>MovieController mcController; BOOL bPlay; • • // See if every frame is being played. If not, make it so. MCDoAction (mcController, mcActionGetPlayEveryFrame, (LPVOID) &bPlay); if (!bPlay) MCDoAction (mcController, <u>mcActionSetPlayEveryFrame</u>, (LPVOID) TRUE);</pre>
See Also:	
Functions	<u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionSetPlayEveryFrame</u>

MCDoAction **mcActionGetPlayRate**

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionGetPlayRate parameter determines the movie's play rate.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionGetPlayRate</p> <p><i>LPVOID</i> lpvParams</p> <p>Pointer to an <u>LFIXED</u> play rate value.</p>
Return	Zero if no error condition. Non-zero if error condition. See <u>Appendix A</u> for error condition values.
Comments	<p>Rate of play values greater than 0 correspond to forward rates; values less than 0 play the movie backward. A value of 0 stops the movie. The integer portion of the <u>LFIXED</u> value is signed. The fractional part is not.</p> <p>The <u>LFIXED</u> value is the rate of the movie expressed as a multiplier of the recorded rate. For example, a value of 1.0 means play the movie at the recorded rate. A value of 1.5 would mean play the movie one and 1/2 times faster than its recorded rate.</p> <p>Use <u>MCDoAction</u> with <u>mcActionPlay</u> to set a movie's playback rate.</p>
Example	<pre>MovieController mcController; LFXED lfxRate; • • // Get the movie's play rate. MCDoAction (mcController, mcActionGetPlayRate, (LPVOID) &lfxRate);</pre>
See Also:	
Functions	<u>GetMoviePreferredRate</u> , <u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionPlay</u>

MCDDoAction **mcActionGetPlaySelection**

Syntax	<p>ComponentResult <u>MCDDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDDoAction</u> with the <code>mcActionGetPlaySelection</code> parameter determines whether a movie is constrained to playing a selected portion of a movie.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p><code>mcActionGetPlaySelection</code></p> <p><i>LPVOID</i> lpvParams</p> <p>A pointer to a boolean, set to <code>TRUE</code> if the movie will play only its selected portion, <code>FALSE</code> if not.</p>
Return	Zero if no error condition. Non-zero if error condition. See <u>Appendix A</u> for error condition values.
Comments	A selection can be made and cleared using the movie controller. A darkened section of its slider represents the selected part of the movie.
Example	<pre>MovieController mcController; BOOL bPlaySel; • • // Turn off play selection if it is on MCDDoAction (mcController, mcActionGetPlaySelection, (LPVOID) &bPlaySel); if (bPlaySel) MCDDoAction (mcController, <u>mcActionSetPlaySelection</u>, (LPVOID) FALSE);</pre>
See Also:	
Functions	<u>MCDDoAction</u> , <u>MCSetActionFilter</u>
MCDDoAction	<u>mcActionSetPlaySelection</u> , <u>mcActionSetSelectionBegin</u> , <u>mcActionSetSelectionDuration</u>

MCDoAction **mcActionGetUseBadge**

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionGetUseBadge parameter determines whether a movie controller's ability to display a badge is enabled or disabled.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionGetUseBadge</p> <p><i>LPVOID</i> lpvParams</p> <p>A pointer to a boolean, set to TRUE if the badge can be used, FALSE if not.</p>
Return	Zero if no error condition. Non-zero if error condition. See <u>Appendix A</u> for error condition values.
Comments	If a controller's badge capability is enabled, then the badge is displayed whenever the controller is not visible. When the controller is visible, the badge is not displayed. If the badge capability is disabled, the badge is never displayed.
Example	<pre>MovieController mcController; BOOL bBadge; • • // Turn on the badge if it is off MCDoAction (mcController, mcActionGetUseBadge, (LPVOID) &bBadge); if (!bBadge) MCDoAction (mcController, <u>mcActionSetUseBadge</u>, (LPVOID) TRUE);</pre>
See Also:	
Functions	<u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionSetUseBadge</u> , <u>mcActionBadgeClick</u>

MCDoAction **mcActionGetVolume**

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionGetVolume parameter retrieves the movie's volume.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionGetVolume</p> <p><i>LPVOID</i> lpvParams</p> <p>A pointer to an <u>SFIXED</u> which will receive the volume.</p>
Return	Zero if no error condition. Non-zero if error condition. See <u>Appendix A</u> for error condition values.
Comments	Volume ranges in value from -256 to +256. A negative value indicates the sound is muted, while preserving the absolute value of the volume.
Example	<pre>MovieController mcController; <u>SFIXED</u> sfxVolume; • • // Get the movie's volume MCDoAction (mcController, mcActionGetVolume, (LPVOID) &sfxVolume);</pre>
See Also:	
Functions	<u>GetMoviePreferredVolume</u> , <u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionSetVolume</u>

MCDoAction **mcActionGoToTime**

Syntax	<p>ComponentResult <u>MCDoAction</u>(MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionGoToTime parameter causes the movie to be positioned at the specified time value.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionGoToTime</p> <p><i>LPVOID</i> lpvParams</p> <p>The address of a time record specifying the position at which the movie will be set.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	<p>The minimum <i>TimeValue</i> you can supply in the <u>TimeRecord</u> pointed to in the third parameter which is the very beginning of the movie. The <i>TimeValue</i> is expressed in time units which are related to the movie's time scale.</p> <p>The time coordinate system contains a time scale scored in time units. The number of units that pass per second quantifies the scale: a time scale of 26 means that 26 units pass per second and each time unit is 1/26 of a second.</p> <p>When the duration of all or part of a movie is needed, it is expressed as a number of time units. Particular points in a movie can be identified by a time value, which is the number of time units to that point from the beginning of the movie.</p> <p>Different movies may have different time scales. Use <u>ConvertTimeScale</u> to compare <i>TimeValues</i> between different movies.</p>
Example	<pre>MovieController mcController; TimeValue tvLocation; Movie mMovie; TimeRecord trRecord; • • // Advance the movie to the poster frame tvLocation = GetMoviePosterTime (mMovie); trRecord.value.dwLo = tvLocation; trRecord.value.dwHi = 0; trRecord.scale = GetMovieTimeScale (mMovie); MCDoAction(mcController, mcActionGoToTime, (LPVOID) &trRecord);</pre>

See Also:

Functions ConvertTimeScale, GetMoviePosterTime, GetMovieTimeScale, MCDoAction,
MCGetCurrentTime, MCSetActionFilter

MCDoAction* *mcActionIdle

Syntax	<code>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</code> <u>MCDoAction</u> with the <code>mcActionIdle</code> parameter allocates processing time to a movie controller.
Parameters	<code>MovieController mcController</code> The movie controller object. <code>UINT uAction</code> <code>mcActionIdle</code> <code>LPVOID lpvParams</code> <code>NULL</code>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	This action is used internally by QuickTime for Windows to keep movies playing. A filter you create can trap it and initiate further processing based on its being issued. In unusual cases where your program cannot use MCIsPlayerMessage , this action can be used directly to facilitate playing a movie.
Example	See the sample program listing FILTERS.C in the QuickTime for Windows Tutorial section for further information about filters.
See Also:	
Functions	<u>MCDoAction</u> , <u>MCIdle</u> , <u>MCSetActionFilter</u>

MCDoAction* *mcActionKey

Syntax	<code>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</code> <u>MCDoAction</u> with the <code>mcActionKey</code> parameter causes a Windows <code>WM_KEYDOWN</code> or <code>WM_KEYUP</code> message to be passed to a movie controller.
Parameters	<i>MovieController</i> mcController The movie controller object. <i>UINT</i> uAction mcActionKey <i>LPVOID</i> lpvParams The address of a Windows <code>MSG</code> structure..
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	This action is normally issued by QuickTime for Windows internally when a key is pressed. A filter you create can trap it and initiate further processing based on its being issued. In unusual cases where your program cannot use <u>MCIsPlayerMessage</u> , this action could be used directly to facilitate playing a movie.
Example	See the sample program listing <u>FILTERS.C</u> in the QuickTime for Windows Tutorial section for further information about filters.
See Also:	
Functions	<u>MCDoAction</u> , <u>MCSetActionFilter</u> , <u>MCKey</u>

MCDoAction **mcActionPlay**

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionPlay parameter causes the movie to play at a specified play rate.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionPlay</p> <p><i>LPVOID</i> lpvParams</p> <p><u>LFIXED</u> play rate value.</p>
Return	Zero if no error condition. Non-zero if error condition. See <u>Appendix A</u> for error condition values.
Comments	<p>Play rate values greater than 0 correspond to forward rates; values less than 0 play the movie backward. A value of 0 stops the movie. The integer portion of the <u>LFIXED</u> value is signed. The fractional part is not.</p> <p>The <u>LFIXED</u> value is the rate of the movie expressed as a multiplier of the recorded rate. For example, a value of 1.0 means play the movie at its normal rate. A value of 1.5 would mean play the movie one and 1/2 times faster than its normal rate.</p> <p>Use <u>MCDoAction</u> with <u>mcActionGetPlayRate</u> to determine a movie's playback rate.</p>
Example	<pre>Movie mMovie; MovieController mcController; <u>LFIXED</u> lfxRate; • • // Play the movie at 1.5 times its preferred rate. lfxRate = MAKELFIXED(0x0001, 0x8000); MCDoAction (mcController, mcActionPlay, (LPVOID) lfxRate);</pre>
See Also:	
Functions	<u>GetMoviePreferredRate</u> , <u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionGetPlayRate</u>

MCDoAction mcActionSetFlags

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionSetFlags parameter sets a defined collection of flags that determine the behavior of the Movie Controller.</p>
Parameters	<p><i>MovieController</i> mcController The movie controller object.</p> <p><i>UINT</i> uAction mcActionSetFlags</p> <p><i>LPVOID</i> lpvParams A long integer that contains the flags to be set: mcFlagsUseWindowPalette mcFlagSuppressStepButtons mcFlagSuppressSpeakerButton</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	<p>The following flags are defined:</p> <p>mcFlagSuppressStepButtons - Determines whether the movie controller displays the step buttons. The step buttons allow the user to step the movie forward or backward one frame at a time. If this flag is set, the controller does not display the step buttons.</p> <p>mcFlagSuppressSpeakerButton - Determines whether the movie controller displays the speaker button. The speaker button allows the user to control the movie's sound. If this flag is set, the controller does not display the speaker button.</p> <p>mcFlagsUseWindowPalette - Determines whether the movie controller constructs a custom color palette, based on the color values found in the movie. This flag only works with display drivers that support palettes, typically those drivers that handle colors at pixel depth eight.</p>
Example	<pre>MovieController mcController; LONG lFlags; // Show the speaker button MCDoAction (mcController, <u>mcActionGetFlags</u>, &lFlags); lFlags &= ~mcFlagSuppressSpeakerButton; MCDoAction (mcController, mcActionSetFlags, (LPVOID) lFlags);</pre>

See Also:

Functions MCDoAction, MCSetActionFilter

MCDoAction mcActionGetFlags

MCDoAction **mcActionSetGrowBoxBounds**

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionSetGrowBoxBounds sets the size of the rectangle in which a movie can be resized.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionSetGrowBoxBounds</p> <p><i>LPVOID</i> lpvParams</p> <p>A pointer to the bounds rectangle which defines the new limits.</p>
Return	Zero if no error condition. Non-zero if error condition. See <u>Appendix A</u> for error condition values.
Comments	Using an empty rectangle results in a movie controller not having a grow box. Using the current bounds rectangle (see <u>MCGetControllerBoundsRect</u>) allows resizing the movie smaller only. Using the client window rectangle allows resizing the movie up to the size of the client window.
Example	<pre>MovieController mcController; RECT rcBounds; • • // Allow resizing only less than current bounds MCGetControllerBoundsRect (mcController, &rcBounds); MCDoAction (mcController, mcActionSetGrowBoxBounds, (LPVOID) &rcBounds);</pre>
See Also:	
Functions	<u>MCDoAction</u> , <u>MCGetControllerBoundsRect</u> , <u>MCSetActionFilter</u>

MCDoAction **mcActionSetKeysEnabled**

Syntax ComponentResult MCDoAction (MovieController mcController, UINT uAction, LPVOID lpvParams)

MCDoAction with the mcActionSetKeysEnabled sets a movie controller's keyboard interface to the active or inactive state.

Parameters *MovieController* mcController
The movie controller object.

UINT uAction
mcActionSetKeysEnabled

LPVOID lpvParams
A boolean, set to **TRUE** to enable a keyboard interface, **FALSE** to disable it.

Return Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.

Comments An inactive keyboard interface is the default attribute for a new movie controller. The keyboard interface will remain in an active state even if the controller is set inactive (i.e. grayed and unable to receive mouse clicks).

Example

```
MovieController mcController;  
•  
•  
// Enable a movie controller's keyboard interface  
  
MCDoAction (mcController, mcActionSetKeysEnabled,  
            (LPVOID) TRUE);
```

See Also:

Functions MCDoAction, MCKey, MCSetActionFilter

MCDoAction mcActionGetKeysEnabled, mcActionKey

MCDoAction **mcActionSetLooping**

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionSetLooping parameter enables or disables looping for a movie controller.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionSetLooping</p> <p><i>LPVOID</i> lpvParams</p> <p>A boolean, set to TRUE to enable looping, FALSE to disable it.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	A movie controller with looping enabled plays a movie continuously, starting over at the beginning of the movie when the end is reached. Palindrome looping makes the movie play backward to the beginning before starting over.
Example	<pre>MovieController mcController; • • // Turn looping on for a movie MCDoAction (mcController, mcActionSetLooping, (LPVOID) TRUE);</pre>
See Also:	
Functions	<u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionGetLooping</u> , <u>mcActionSetLoopsPalindrome</u>

MCDoAction mcActionSetLoopIsPalindrome

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionSetLoopIsPalindrome parameter enables or disables palindrome looping for a movie controller.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionSetLoopIsPalindrome</p> <p><i>LPVOID</i> lpvParams</p> <p>A boolean, set to TRUE to enable palindrome looping, FALSE to disable it.</p>
Return	Zero if no error condition. Non-zero if error condition. See <u>Appendix A</u> for error condition values.
Comments	A movie controller with looping enabled plays a movie continuously, starting over at the beginning of the movie when the end is reached. Palindrome looping makes the movie play backward to the beginning when it reaches the end. Normal looping must also be enabled in order for palindrome looping to work.
Example	<pre>MovieController mcController; • • // Turn palindrome looping on for a movie MCDoAction (mcController, mcActionSetLooping, (LPVOID) TRUE); MCDoAction (mcController, mcActionSetLoopIsPalindrome, (LPVOID) TRUE);</pre>
See Also:	
Functions	<u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionSetLooping</u> , <u>mcActionGetLoopIsPalindrome</u>

MCDoAction mcActionSetPlayEveryFrame

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionSetPlayEveryFrame parameter instructs the movie controller to play every frame in the movie.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionSetPlayEveryFrame</p> <p><i>LPVOID</i> lpvParams</p> <p>A boolean, set to TRUE to play every frame in the movie, FALSE to play movie frames normally.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	Issuing this instruction will automatically mute the movie's sound.
Example	<pre>MovieController mcController; • • // Instruct the movie controller to play every frame MCDoAction (mcController, mcActionSetPlayEveryFrame, (LPVOID) TRUE);</pre>
See Also:	
Functions	<u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionGetPlayEveryFrame</u> , <u>mcActionPlay</u>

MCDoAction **mcActionSetPlaySelection**

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the <code>mcActionSetPlaySelection</code> parameter constrains or unconstrains a movie controller to playing only the current selection.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p><code>mcActionSetPlaySelection</code></p> <p><i>LPVOID</i> lpvParams</p> <p>A boolean, set to <code>TRUE</code> to constrain the controller to playing only its current selection, <code>FALSE</code> to unconstrain the controller.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	A selection can be made and cleared using the movie controller. A darkened section of its slider represents the selected part of the movie.
Example	<pre>MovieController mcController; • • // Constrain playing to the selection MCDoAction (mcController, mcActionSetPlaySelection, (LPVOID) TRUE);</pre>
See Also:	
Functions	<u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionGetPlaySelection</u> , <u>mcActionSetSelectionBegin</u> , <u>mcActionSetSelectionDuration</u>

MCDoAction **mcActionSetSelectionBegin**

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionSetSelectionBegin parameter sets the starting point of a selected portion of a movie.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionSetSelectionBegin</p> <p><i>LPVOID</i> lpvParams</p> <p>A pointer to a time record. You must specify the start time for the selection in the TimeValue field.</p>
Return	Zero if no error condition. Non-zero if error condition. See <u>Appendix A</u> for error condition values.
Comments	<p>This action has no effect unless a <u>mcActionSetPlaySelection</u> has been effected.</p> <p>A selection can be made and cleared using the movie controller. A darkened section of its slider represents the selected part of the movie.</p>
Example	<pre>MovieController mcController; TimeRecord trRecord; Movie mMovie; TimeValue tvStart, tvDuration; • • // Set the selection start time trRecord.value.dwLo = tvStart; trRecord.value.dwHi = 0; trRecord.scale = GetMovieTimeScale (mMovie); MCDoAction (mcController, mcActionSetSelectionBegin, (LPVOID) &trRecord); // Set the selection duration trRecord.value.dwLo = tvDuration; trRecord.value.dwHi = 0; trRecord.scale = GetMovieTimeScale (mMovie); MCDoAction (mcController, <u>mcActionSetSelectionDuration</u>, (LPVOID) &trRecord);</pre>

See Also:

Functions	<u>GetMovieActiveSegment</u> , <u>MCDoAction</u> , <u>MCSetActionFilter</u> <u>mcActionSetSelectionDuration</u> , <u>mcActionSetPlaySelection</u>
Data Types	TimeScale, TimeValue

MCDoAction **mcActionSetSelectionDuration**

Syntax ComponentResult MCDoAction (MovieController mcController, UINT uAction, LPVOID lpvParams)

MCDoAction with the `mcActionSetSelectionDuration` parameter sets the duration of a selected portion of a movie.

Parameters *MovieController* mcController

The movie controller object.

UINT uAction

`mcActionSetSelectionDuration`

LPVOID lpvParams

The address of a time record. You must specify the duration of the selection in the `TimeValue` field.

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values.

Comments This action has no effect unless a mcActionSetPlaySelection has been effected. A selection can be made and cleared using the movie controller. A darkened section of its slider represents the selected part of the movie.

Example

```
MovieController mcController;
TimeRecord trRecord;
Movie mMovie;
TimeValue tvStart, tvDuration;
•
•
// Set the selection start time

trRecord.value.dwLo = tvStart;
trRecord.value.dwHi = 0;
trRecord.scale = GetMovieTimeScale (mMovie);
MCDoAction (mcController, mcActionSetSelectionBegin,
            (LPVOID) &trRecord);

// Set the selection duration

trRecord.value.dwLo = tvDuration;
trRecord.value.dwHi = 0;
trRecord.scale = GetMovieTimeScale (mMovie);
MCDoAction (mcController, mcActionSetSelectionDuration,
            (LPVOID) &trRecord);
```

See Also:

Functions	<u>GetMovieActiveSegment</u> , <u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionSetSelectionBegin</u> , <u>mcActionSetPlaySelection</u> , <u>mcActionSetSelectionDuration</u>
Data Types	TimeScale, TimeValue

MCDoAction **mcActionSetUseBadge**

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the mcActionSetUseBadge parameter enables or disables a movie controller's ability to display a badge.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p>mcActionSetUseBadge</p> <p><i>LPVOID</i> lpvParams</p> <p>A boolean, set to <code>TRUE</code> to enable the ability to display a badge, <code>FALSE</code> to disable it.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	If a controller's badge capability is enabled, then the badge is displayed whenever the controller is not visible. When the controller is visible, the badge is not displayed. If the badge capability is disabled, the badge is never displayed.
Example	<pre>MovieController mcController; • • // Turn on the ability to display a badge MCDoAction (mcController, mcActionSetUseBadge, (LPVOID) TRUE);</pre>
See Also:	
Functions	<u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionGetUseBadge</u>

MCDoAction **mcActionSetVolume**

Syntax ComponentResult MCDoAction (MovieController mcController, UINT uAction, LPVOID lpvParams)

MCDoAction with the mcActionSetVolume parameter sets the movie's volume.

Parameters *MovieController* mcController

The movie controller object.

UINT uAction

mcActionSetVolume

LPVOID lpvParams

A SFIXED value indicating the volume.

Return Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.

Comments Volume ranges in value from -256 to +256. A negative value indicates the sound is muted, while preserving the absolute value of the volume.

Example

```
MovieController mcController;  
Movie mMovie;  
SFIXED sfxVolume;  
•  
•  
// Set the movie's volume to its preferred level  
  
sfxVolume = GetMoviePreferredVolume (mMovie);  
MCDoAction (mcController, mcActionSetVolume,  
            (LPVOID) sfxVolume);
```

See Also:

Functions GetMoviePreferredVolume, MCDoAction, MCSetActionFilter

MCDoAction mcActionGetVolume

MCDoAction ***mcActionStep***

Syntax	<p>ComponentResult <u>MCDoAction</u> (MovieController mcController, UINT uAction, LPVOID lpvParams)</p> <p><u>MCDoAction</u> with the <code>mcActionStep</code> parameter causes the movie to play a specified number of frames at a time.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>UINT</i> uAction</p> <p><code>mcActionStep</code></p> <p><i>LPVOID</i> lpvParams</p> <p>A <code>SHORT</code> indicating the number of frames in the step.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	Using a positive number of frames steps the movie forward. Using a negative number steps the movie backward.
Example	<pre>MovieController mcController; • • // Step the movie forward three frames MCDoAction (mcController, mcActionStep, (LPVOID) 3);</pre>
See Also:	
Functions	<u>MCDoAction</u> , <u>MCSetActionFilter</u>
MCDoAction	<u>mcActionPlay</u>

MCDraw

Syntax	<pre>ComponentResult MCDraw (MovieController mcController, HWND hWnd)</pre> <p>MCDraw redraws the movie image.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>HWND</i> hWnd</p> <p>The handle to the window.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	MCDraw calls MCDoAction with mcActionDraw . MCDraw is typically used to manually refresh the movie image.
Example	<pre>MovieController mcController; HWND hWnd; • • MCDraw (mcController, hWnd);</pre>
See Also:	
Functions	MCIsPlayerMessage
MCDoAction	mcActionDraw

MCDrawBadge

Syntax `ComponentResult MCDrawBadge (MovieController mcController, HRGN hrgnMovieRgn, HRGN FAR *lphrgnBadgeRgn)`

MCDrawBadge **displays a movie controller's badge.**

Parameters `MovieController mcController`

The movie controller object.

`HRGN hrgnMovieRgn`

Must be set to NULL

`HRGN FAR *lphrgnBadgeRgn`

The address of the handle to a windows region which will be set to the region occupied by the badge. If called as NULL, no region is returned.

Return Zero if no error condition. Non-zero if error condition. [See Appendix A](#) for error condition values. The window region referenced by the third parameter will be populated with information about the badge.

Comments The second parameter must be NULL.

A badge may be drawn whether the movie is paused or playing. Any new movie frame, however, will overlay it. The recommended method for displaying a badge is to specify the `mcWithBadge` flag when [NewMovieController](#) is called, which will display it automatically when the movie controller is hidden. You can also enable a controller to display a badge by using [MCDoAction](#) with [mcActionSetUseBadge](#).

MCDrawBadge ignores the `mcWithBadge` flag and will work even if the flag was not specified when the movie controller was created.

[MCSetVisible](#) also may be used to draw a badge by side effect, if the movie controller's visibility is set to `FALSE` and its badge flag is turned on.

Example

```
MovieController mcController;  
HRGN hrgnBadge;  
•  
•  
MCDrawBadge (mcController, NULL, &hrgnBadge);
```

See Also:

Functions [MCSetVisible](#)

MCDoAction [mcActionGetUseBadge](#), [mcActionSetUseBadge](#)

MCGetControllerBoundsRect

Syntax	<p>ComponentResult MCGetControllerBoundsRect (MovieController mcController, LPRECT lprcBounds)</p> <p>MCGetControllerBoundsRect retrieves the bounds rectangle of the movie and movie controller, or just the controller, depending on whether they are attached or detached.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>LPRECT</i> lprcBounds</p> <p>The address of the bounds rectangle.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values. The bounds rectangle is populated with the bounds coordinates.
Comments	<p>If the movie controller is attached to the movie, the bounds rectangle referenced by the second parameter is the smallest rectangle completely encompassing both the movie and movie controller. When a controller is detached, its dimensions alone determine the bounds rectangle.</p> <p><i>Note: All QuickTime for Windows routines referencing a RECT or POINT assume client device coordinates.</i></p>
Example	<pre>RECT rcBounds; MovieController mcController; • • MCGetControllerBoundsRect (mcController, &rcBounds);</pre>
See Also:	
Functions	<u>MCNewAttachedController</u> , <u>MCSetControllerAttached</u> , <u>MCSetControllerBoundsRect</u>

MCGetControllerInfo

Syntax	<p>ComponentResult MCGetControllerInfo (MovieController mcController, LPLONG lplMCInfoFlags)</p> <p>MCGetControllerInfo determines the current status of a set of movie controller flags.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>LPLONG</i> lplMCInfoFlags</p> <p>The address of a long integer which will contain the bit flags denoting various movie controller attributes:</p> <p>mcInfoHasSound</p> <p>mcInfoIsPlaying</p> <p>mcInfoIsLooping</p> <p>mcInfoIsInPalindrome</p>
Return	<p>Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values. The long integer referenced by the second parameter will be populated with flag settings indicating controller attributes.</p>
Comments	<p>The MCInfoFlags are defined as follows:</p> <p>mcInfoHasSound - Indicates the movie has a sound track.</p> <p>mcInfoIsPlaying - Indicates the movie was playing when the call was made.</p> <p>mcInfoIsLooping - Indicates the controller was playing the movie in looping mode when the call was made.</p> <p>mcInfoIsInPalindrome - Indicates the controller was playing the movie in palindrome mode when the call was made.</p>
Example	<pre>MovieController mcController; LONG lMCInfoFlags; • • // See if the movie has sound MCGetControllerInfo (mcController, &lMCInfoFlags); if (lMCInfoFlags & mcInfoHasSound) /* Appropriate action if movie has sound. */ else /* Appropriate action if movie has no sound. */</pre>
See Also:	
Functions	<u>MCDoAction</u>

MCDoAction mcActionSetLooping, mcActionSetLoopsIsPalindrome, mcActionPlay

MCGetCurrentTime

Syntax	<p>TimeValue MCGGetCurrentTime (MovieController mcController, TimeScale FAR *tsScale)</p> <p>MCGGetCurrentTime retrieves the time value represented by the slider control on the movie controller. It can also be used to obtain the time scale for this time value.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>TimeScale</i> FAR *tsScale</p> <p>A pointer to the TimeScale value. May be set to NULL if it is not needed.</p>
Return	<p>The TimeValue represented by the slider on the controller. If there are no movies associated with the controller, the returned TimeValue is set to zero.</p>
Comments	<p>This function may be called whether a movie is playing or not.</p>
Example	<pre>Movie mMovie; MovieController mcController; PicHandle phPicture; RECT rcPicture; HDC hdc; TimeValue tvTime; • • // Retrieve frame at current movie time plus two seconds tvTime = MCGGetCurrentTime (mcController, NULL) + (2 * GetMovieTimeScale (mMovie)); if ((phPicture = GetMoviePict (mMovie, tvTime)) != NULL) DrawPicture (hdc, phPicture, &rcPicture, NULL);</pre>
See Also:	
Functions	<u>MCDoAction</u>
MCDoAction	<u>mcActionGoToTime</u>
Data Types	TimeScale, TimeValue

MCGetMovie

Syntax `Movie MCGetMovie (MovieController mcController)`

`MCGetMovie` retrieves the movie object associated with a specified movie controller.

Parameters `MovieController mcController`

The movie controller object.

Return The movie object associated with the movie controller. NULL is returned if no movie is associated with the controller.

Comments The associated movie object is retrieved whether the controller is attached or not.

Example

```
MovieController mcController;  
Movie mMovie;  
•  
•  
mMovie = MCGetMovie (mcController);
```

See Also:

Functions [MCSetMovie](#)

MCGetVisible

Syntax	ComponentResult MCGetVisible (MovieController mcController) MCGetVisible determines whether a movie controller is visible.
Parameters	<i>MovieController</i> mcController The movie controller object.
Return	FALSE if the movie controller is invisible. TRUE if the movie controller is visible. See Appendix A for error condition values.
Comments	Use the function MCSetVisible to make a movie controller visible or invisible.
Example	<pre>MovieController mcController; • • // Make controller invisible if it is visible if (MCGetVisible (mcController)) { MCSetVisible (mcController, FALSE); }</pre>
See Also:	
Functions	MCSetVisible , MCActivate

MCIdle

Syntax ComponentResult MCIdle (MovieController mcController)

MCIdle is used to keep a movie playing when your program is unable to use MCIsPlayerMessage.

Parameters *MovieController* mcController

The movie controller object.

Return Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.

Comments MCIdle calls MCDoAction with mcActionIdle. Using the routine MCIsPlayerMessage is the recommended method to keep a movie playing, and you should use MCIdle only in special circumstances where you must micro-manage the movie controller or cannot use MCIsPlayerMessage.

See Also:

Functions MCDoAction, MCIsPlayerMessage

MCDoAction mcActionIdle

MCIsControllerAttached

Syntax	ComponentResult MCIsControllerAttached (MovieController mcController) MCIsControllerAttached determines whether a movie controller is attached to a movie.
Parameters	<i>MovieController</i> mcController The movie controller object.
Return	TRUE if the controller is attached, FALSE if not. Otherwise an error condition. See Appendix A for error condition values.
Comments	Use the MCSetControllerAttached function to attach or detach a movie controller. Remember not to confuse attachment with association. An attached controller is physically adjacent to the movie on the screen. An associated controller is used to run a movie, and need not be attached.
Example	<pre>MovieController mcController; RECT rcMovie, rcController; • • // Detach the controller and move it away from movie // But only if it is attached if (MCIsControllerAttached (mcController)) { MCSetControllerAttached (mcController, FALSE); MCPositionController (mcController, &rcMovie, &rcController, 0L); }</pre>
See Also:	
Functions	MCPositionController , MCSetControllerAttached

MCIsPlayerMessage

Syntax `ComponentResult MCIsPlayerMessage (MovieController mcController, HWND hWnd, UINT wMessage, WPARAM wParam, LPARAM lParam)`

`MCIsPlayerMessage` is the routine normally used to keep a movie playing. It is called in a program's window procedure and redirects all messages targeted for the movie controller.

Parameters `MovieController mcController`

The movie controller object.

`HWND hWnd`

The argument received by the window procedure.

`UINT wMessage`

The argument received by the window procedure.

`WPARAM wParam`

The argument received by the window procedure.

`LPARAM lParam`

The argument received by the window procedure.

Return If a message received by the window procedure is not meant for the movie controller, `MCIsPlayerMessage` returns `FALSE` and the message gets processed normally. If the message is handled by the movie controller, `MCIsPlayerMessage` returns `TRUE`.

Comments For each movie controller you create, you will have to code a separate call to `MCIsPlayerMessage` with the corresponding movie controller object as the first parameter

`MCIsPlayerMessage` is not the only method of playing a movie. However, it is highly recommended. See the descriptions of [MCIdle](#) and [MCKey](#).

Example

```
LONG FAR PASCAL WndProc (HWND hWnd, UINT msg, WPARAM wParam,
    LPARAM lParam)
{
    // Drive the movie controller

    if (MCIsPlayerMessage (mcController, hWnd, msg, wParam, lParam))
        return 0;

    // Process the windows message

    switch (msg)
    {
        •
        •
    }
```

```
}  
}
```

See Also:

Functions MCIdle, MCKey

MCKey

Syntax	<pre>ComponentResult MCKey (MovieController mcController, WPARAM wParam, LPARAM lParam);</pre> <p><i>MCKey</i> calls <u>MCDoAction</u> with <u>mcActionKey</u>, which causes a Windows <code>WM_KEYDOWN</code> or <code>WM_KEYUP</code> message to be passed to a movie controller.</p>
Parameters	<p><i>MovieController mcController</i> The movie controller object.</p> <p><i>WPARAM wParam</i> The argument received by the window procedure.</p> <p><i>LPARAM lParam</i> The argument received by the window procedure.</p>
Return	Zero if no error condition. Non-zero if error condition. See <u>Appendix A</u> for error condition values.
Comments	<i>MCKey</i> and <u>MCIdle</u> can be used instead of <u>MCIsPlayerMessage</u> when your program is unable to use that particular function.
See Also:	
Functions	<u>MCIsPlayerMessage</u> , <u>MCIdle</u>

MCNewAttachedController

Syntax	<pre>ComponentResult MCNewAttachedController (MovieController mcController, Movie mMovie, HWND hWnd, POINT ptUpperLeft)</pre> <p><code>MCNewAttachedController</code> attaches an existing movie to an existing movie controller.</p>
Parameters	<p><i>MovieController</i> mcController The existing movie controller object.</p> <p><i>Movie</i> mMovie The existing movie object.</p> <p><i>HWND</i> hWnd The parent window handle.</p> <p><i>POINT</i> ptUpperLeft The upper left corner of the movie rectangle.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	<p>When a movie is associated with a movie controller, a reference to the movie object is recorded in the controller's data structure. Movie data structures contain no elements which link them with movie controllers. The point specified by <code>ptUpperLeft</code> becomes the new upper left corner of the bounds rectangle.</p> <p>Once a movie is associated with a controller, it starts playing immediately (assuming it has a non-zero play rate, which is normally the case). To make a movie paused when first visible and associated with a new controller, you can use <code>MCDoAction</code> with an action of <code>mcActionPlay</code> and a play rate of 0. It is good style to do this as soon as possible after performing the association.</p> <p><i>Note: All QuickTime for Windows routines referencing a RECT or POINT assume client device coordinates.</i></p>
Example	<pre>Movie mMovie; MovieController mcController; POINT ptUpperLeft; • • MCNewAttachedController (mcController, mMovie, hWnd, ptUpperLeft);</pre>
See Also:	
Functions	<u>NewMovieController</u> , <u>MCSetMovie</u>

MCPositionController

Syntax	<pre>ComponentResult MCPositionController (MovieController mcController, LPRECT lprcMovieRect, LPRECT lprcControllerRect, LONG lControllerCreationFlags)</pre> <p>MCPositionController sets the size and position of a movie and its controller. This function works with both attached and detached movie controllers.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>LPRECT</i> lprcMovieRect</p> <p>The address of a RECT structure specifying the coordinates of the movie's bounds rectangle.</p> <p><i>LPRECT</i> lprcControllerRect</p> <p>The address of a RECT structure specifying the coordinates of the controller's bounds rectangle. Use NULL if the movie controller is attached.</p> <p><i>LONG</i> lControllerCreationFlags</p> <p>A LONG containing flags that modify the result of the routine. These are the same flags used with NewMovieController.</p> <p>If you set this parameter to 0, the movie will be centered in the movie rectangle and the movie will be scaled to fit in that rectangle. These flags are:</p> <p>mcTopLeftMovie - Places the movie at the top left hand corner of the movie rectangle specified.</p> <p>mcScaleMovieToFit - Resizes the movie to fit into the movie rectangle specified (excluding the area taken up by the controller).</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	<p>This is the recommended call to reposition and resize a movie with a detached controller. Remember not to confuse attachment with association. An attached controller is physically adjacent to the movie.</p> <p>An associated controller is used to run a movie, and need not be attached.</p> <p>Whenever the controller bounds rectangle changes, your action filter, if any, will get called with mcActionControllerSizeChanged after the changes to the rectangle have occurred.</p> <p><i>Note: All QuickTime for Windows routines referencing a RECT or POINT assume client device coordinates.</i></p>
Example	<pre>MovieController mcController; RECT rcMovie, rcController; •</pre>

- // Detach the controller and move it away from movie

 MCSetsControllerAttached (mcController, FALSE);
 MCPositionController (mcController, &rcMovie,
 &rcController, 0L);
-
- // Re-attach the controller

 MCSetsControllerAttached (mcController, TRUE);

See Also:

Functions MCIsControllerAttached, MCSetsControllerAttached, NewMovieController

MCSetActionFilter

Syntax

ComponentResult MCSetActionFilter
(MovieController mcController,
MCActionFilter lpfnFilter, LONG
lRefCon)

MCSetActionFilter sets an action filter function for a movie controller.

Parameters

MovieController mcController

The movie controller object.

MCActionFilter lpfnFilter

The address of the user-defined filter function.

LONG lRefCon

Additional data of use to the filter when processing the action. Should be coded as 0L if not used.

Return

Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.

Comments

An action filter intercepts the MCDoAction call, providing the opportunity to process the action item before the movie controller.

The filter function must return a boolean: `TRUE` indicates the controller doesn't have to handle the action. `FALSE` tells the controller to complete any appropriate processing of the action item.

To remove the filter, you must call `MCSetActionFilter` with the filter function address set to `NULL`. If you compile your program using Borland smart callbacks or Microsoft's -GEs compiler option, or your filter function is in a dynamic link library, you do not need to use `MakeProcInstance` on your filter address before calling `MCSetActionFilter`.

Example

```
// Filter function declaration
```

```
BOOL CALLBACK __export MyFilter (MovieController mcController,  
    UINT uAction, LPVOID lpParam, LONG lRefCon);
```

```

// The application window procedure

MovieController mcController;
struct {...} *pData;
•
•
MCSetActionFilter (mcController, MyFilter, (LONG) pData);

// The filter function

BOOL CALLBACK __export MyFilter (MovieController mcController,
    UINT uAction, LPVOID lpParam, LONG lRefCon)
{
    PVOID pStruct;

    switch (uAction)
    {
        case mcActionControllerSizeChanged:

            pStruct = (PVOID) lRefCon;

            /* Do something with structure whose address was passed. */
            •
            •
            return TRUE;

        default:
            return FALSE;
    }
}

```

See Also:

Functions MCDoAction, MCActionFilter

MCSetControllerAttached

Syntax `ComponentResult MCSetControllerAttached (MovieController mcController, BOOL bAttach)`

`MCSetControllerAttached` **attaches or detaches** a movie controller from a movie.

Parameters `MovieController mcController`

The movie controller object.

`BOOL bAttach`

`TRUE` **attaches** the movie controller, `FALSE` **detaches** it.

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values.

Comments Remember not to confuse attachment with association. An attached controller is physically adjacent to the movie on the screen. An associated controller is used to run a movie, and need not be attached.

If the controller is physically removed from the movie prior to attachment, it will jump to its normal attached position directly below the movie when `MCSetControllerAttached` is executed with `TRUE`.

Example

```
MovieController mcController;
RECT rcMovie, rcController;
•
•
// Detach the controller and move it away from movie

    MCSetControllerAttached (mcController, FALSE);
    MCPositionController (mcController, &rcMovie,
        &rcController, 0L);

// Re-attach the controller to the movie

    MCSetControllerAttached (mcController, TRUE);
```

See Also:

Functions [MCIsControllerAttached](#), [MCPositionController](#)

MCSetControllerBoundsRect

Syntax	<pre>ComponentResult MCSetControllerBoundsRect (MovieController mcController, const LPRECT lprcBounds)</pre> <p><code>MCSetControllerBoundsRect</code> resets the dimensions of a movie controller. If the controller is attached, the movie may be resized as well.</p>
Parameters	<p><code>MovieController mcController</code></p> <p>The movie controller object.</p> <p><code>const LPRECT lprcBounds</code></p> <p>The address of the new bounds rectangle.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	<p>When a movie controller is detached, its dimensions alone will be determined by the new bounds rectangle. A movie controller's height cannot be reset. If the rectangle has a height larger than the standard controller height, the movie controller is centered vertically.</p> <p><i>Note: All QuickTime for Windows routines referencing a RECT or POINT assume client device coordinates.</i></p> <p>When a movie controller is attached, the controller will use part of the new bounds rectangle for itself. The movie will be sized to fit the remaining portion of the rectangle.</p> <p>Whenever the controller bounds rectangle changes, your action filter, if any, will get called with mcActionControllerSizeChanged after the changes to the rectangle have occurred.</p>
Example	<pre>RECT rcBounds; MovieController mcController; • • MCSetControllerBoundsRect (mcController, &rcBounds);</pre>
See Also:	
Functions	MCGetControllerBoundsRect , MCNewAttachedController , MCSetControllerAttached

MCSetMovie

Syntax	<pre>ComponentResult MCSetMovie (MovieController mcController, Movie mMovie, HWND hWndMovieWindow, POINT ptUpperLeft)</pre> <p><code>MCSetMovie</code> associates or disassociates an existing movie controller with an existing movie. If the <code>mMovie</code> parameter is set to <code>NULL</code>, the movie controller is not associated with any movie.</p>
Parameters	<p><i>MovieController</i> mcController The existing movie controller object.</p> <p><i>Movie</i> mMovie The existing movie object.</p> <p><i>HWND</i> hWndMovieWindow The parent window handle.</p> <p><i>POINT</i> ptUpperLeft A new location on the screen for the movie controller bounds rectangle.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	<p><code>MCSetMovie</code> is identical to MCNewAttachedController except that it is possible to specify <code>NULL</code> as the movie object. The point specified by <code>ptUpperLeft</code> becomes the new upper left corner of the bounds rectangle. This routine is the best way to associate a different movie with a controller.</p> <p>If appropriate, the location of the controller can be changed. When the movie controller is attached, this moves the movie to another location of the screen.</p> <p>When a controller is associated with a movie, a reference to the movie object is recorded in the controller's data structure. A movie controller can be associated with many movies during its existence, but only one at a time. Movie data structures contain no elements which link them with movie controllers.</p> <p>Movie controllers remain associated with movies regardless of their states. If a controller is made invisible or inactive, for instance, it stays associated with its movie. Conversely, movies continue to play even if the states of their associated controllers are changed while they are playing. If either one of an associated pair is destroyed, the other is not affected.</p> <p>Once a movie is associated with a controller, it starts playing immediately (assuming it has a non-zero play rate, which is normally the case). To make a movie paused when first visible and associated with a new controller, you can use MCDoAction with an action of mcActionPlay and a play rate of 0. It is good style to do this as soon as possible after performing the association.</p> <p>Association implies nothing about the proximity of movies and their controllers on the</p>

screen. It is simply the means by which any movie can be plugged in to any controller and played.

Whenever the controller bounds rectangle changes, your action filter, if any, will be called with mcActionControllerSizeChanged after the changes to the rectangle have occurred.

Note: All QuickTime for Windows routines referencing a RECT or POINT assume client device coordinates.

Example

```
MovieController mcController;  
POINT ptUpperLeft;  
•  
•  
// Disassociate the movie controller from its movie  
  
MCSetMovie (mcController, NULL, hWnd, ptUpperLeft);
```

See Also:

Functions NewMovieController, MCNewAttachedController, MCSetControllerAttached

MCSetVisible

Syntax	<pre>ComponentResult MCSetVisible (MovieController mcController, BOOL bShow)</pre> <p><code>MCSetVisible</code> hides a visible movie controller and makes visible a hidden movie controller.</p>
Parameters	<p><i>MovieController</i> mcController</p> <p>The movie controller object.</p> <p><i>BOOL</i> bShow</p> <p><code>TRUE</code> makes the movie controller visible, <code>FALSE</code> hides it.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values.
Comments	<p>Invisible movie controllers can be attached, detached, active or inactive. You just can't see them. To query the visibility state of a movie controller, use MCGetVisible.</p> <p>Calling <code>MCSetVisible</code> with <code>FALSE</code> displays the badge if the badge flag is turned on. See the description of MCDrawBadge for more information about badges.</p>
Example	<pre>MovieController mcController; • • // Hide the movie controller MCSetVisible (mcController, FALSE);</pre>
See Also:	
Functions	MCDrawBadge , MCGetVisible , NewMovieController

NewMovieController

Syntax `MovieController NewMovieController (Movie mMovie, const LPRECT lprcMovieRect, LONG lControllerCreationFlags, HWND hWndParent)`

`NewMovieController` creates and attaches a movie controller to a movie.

Parameters `Movie mMovie`

The `mMovie` object to be associated with the new movie controller. This movie object was assigned by QuickTime for Windows when it processed [NewMovieFromFile](#). It can be NULL, which means that the new controller will not be associated with any movie.

`const LPRECT lprcMovieRect`

The address of a bounds rectangle which will determine the movie and movie controller's size and position, depending on the creation flags.

`LONG lControllerCreationFlags`

A `LONG` containing flags that modify the result of the routine. If you set this parameter to 0, the movie will be centered in the movie rectangle and the movie will be scaled to fit in that rectangle. These flags are:

`mcScaleMovieToFit` - Resizes the movie to fit into the movie rectangle specified (excluding the area taken up by the controller).

both `mcTopLeftMovie` and `mcScaleMovieToFit` - resizes the movie to fit into the movie rectangle specified, then expands the bounds rectangle to include the movie controller (without cutting into the movie area).

`mcWithBadge` - Determines whether the controller can display a badge.

`mcNotVisible` - Determines the initial visibility state of the movie controller.

`mcTopLeftMovie` - Places the movie at the top left hand corner of the movie rectangle specified.

`HWND hWndParent`

The parent window handle of the new movie controller.

Return A `MovieController` object. NULL indicates an error condition.

Comments `NewMovieController` creates the new controller within the bounds rectangle even when the movie object is NULL. For all but one configuration of the controller creation flags, the movie controller takes a portion out of the specified rectangle. The exception is when both `mcTopLeftMovie` and `mcScaleMovieToFit` are specified, in which case the movie controller is connected abutting the specified bounds rectangle.

To display the movie at optimum size with the correct aspect ratio, call [GetMovieBox](#) before `NewMovieController`, and use the retrieved rectangle as the bounds

rectangle. Then specify both the `mcTopLeftMovie` and `mcScaleMoveToFit` flags. Use the `mcWithBadge` flag to enable badge availability. This is the recommended method of working with badges.

Movies and movie controllers are not permanently associated. Movie controllers can be dynamically reassigned to movies at any point in the program provided they are properly initialized. Destroying one does not destroy the other, nor does disconnecting a movie from a movie controller disable either component.

When a controller is associated with a movie, a reference to the movie object is recorded in the controller's data structure. A movie controller can be associated with many movies during its existence, but only one at a time. Movie data structures contain no elements which link them with movie controllers.

Once a movie is associated with a controller, it starts playing immediately (assuming it has a non-zero play rate, which is normally the case). To make a movie paused when first visible and associated with a new controller, you can use `MCDoAction` with an action of `mcActionPlay` and a play rate of 0. It is good style to do this as soon as possible after performing the association.

To play n cases of the same movie simultaneously, the movie file must be opened n times to get n unique movie objects and then create or associate n movie controllers.

Note: All QuickTime for Windows routines referencing a RECT or POINT assume client device coordinates.

Example

```
Movie mMovie;
MovieController mcController;
HWND hWndParent;
RECT rcMovie;
•
•
// Instantiate movie controller
// Movie to display at optimum size & aspect ratio

GetMovieBox (mMovie, &rcMovie);
OffsetRect (&rcMovie, -rcMovie.left, -rcMovie.top);
mcController = NewMovieController (mMovie, &rcMovie,
    mcTopLeftMovie + mcScaleMovieToFit, hWndParent);
```

See Also:

Functions [DisposeMovieController](#), [MCNewAttachedController](#), [MCSetMovie](#)

NewMovieFromDataFork

Syntax `OSErr NewMovieFromDataFork (Movie FAR *fpmMovie, HFILE hFile, LONG lOffset, UINT uiNewMovieFlags)`

`NewMovieFromDataFork` initializes a movie object and associated storage in the same manner as [NewMovieFromFile](#), except that movie data is retrieved from an open DOS file, beginning at a specified offset.

Parameters `Movie FAR *fpmMovie`

The address of the movie object to be allocated.

`HFILE hFile`

The file handle of an open DOS file containing the movie data.

`LONG lOffset`

An offset into the DOS file representing the start of the movie data.

`UINT uiNewMovieFlags`

`newMovieActive` sets movie active, 0 sets it inactive.

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values. You can use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments This routine provides an alternative to [NewMovieFromFile](#) when movie data is stored in a non-standard movie file. Note that the movie object will be in a non-active state when it is extracted.

Also be aware that, unlike [NewMovieFromFile](#), you must not close the DOS file containing the movie until after you have called [DisposeMovie](#).

Example

```
Movie mMovie;
OFSTRUCT ofstruct;
LONG lOffset
HFILE fhHandle;
•
•
// Open the DOS file containing the movie data

    fhHandle = OpenFile ("NEWSREEL.BIN", &ofstruct, OF_READ);

// Extract a movie object

    NewMovieFromDataFork (&mMovie, fhHandle, lOffset);
•
•
// Free the movie memory

    DisposeMovie (mMovie);
```

```
// Close the DOS file  
_lclose (fhHandle);
```

See Also:

Functions [OpenMovieFile](#), [CloseMovieFile](#), [GetMoviesError](#), [GetMoviesStickyError](#),
[NewMovieFromFile](#)

NewMovieFromFile

Syntax `OSErr NewMovieFromFile (Movie FAR *fpmMovie, MovieFile mfMovie, SHORT FAR *lpsResID, LPSTR lpstrResName, UINT uiNewMovieFlags, BOOL FAR *lpbDataRefWasChanged)`

`NewMovieFromFile` initializes a movie object, allocates and initializes all storage required for the movie and performs various internal tasks such as telling QuickTime for Windows' scheduler to add the movie to its tables.

Parameters `Movie FAR *fpmMovie`

The address of the movie object.

`MovieFile mfMovie`

The reference value that refers to the open movie file. This is obtained from [OpenMovieFile](#).

`SHORT FAR *lpsResID`

Set to NULL.

`LPSTR lpstrResName`

Set to NULL.

`UINT uiNewMovieFlags`

`newMovieActive` sets movie active, 0 sets it inactive.

`BOOL FAR *lpbDataRefWasChanged`

Set to NULL.

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values. You can use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments For each movie you wish to play, you must call [OpenMovieFile](#) followed by `NewMovieFromFile`. As soon as possible after `NewMovieFromFile`, the movie file may be closed with [CloseMovieFile](#).

To play *n* cases of the same movie simultaneously, the movie file must be opened *n* times to get *n* unique movie objects and then associated with *n* movie controllers.

Example

```
MovieFile mfMovie;
Movie mMovie;
MovieController mcController;
RECT rcMovie;
•
•
// Open the movie file
```

```

    OpenMovieFile ("NEWSREEL.MOV", &mfMovie, OF_READ);

// Establish a movie object

    NewMovieFromFile (&mMovie, mfMovie, NULL, NULL, 0, NULL);

// Close the movie file

    CloseMovieFile (mfMovie);

// Get a bounds rectangle

    GetMovieBox (mMovie, &rcMovie);
    OffsetRect (&rcMovie, -rcMovie.left, -rcMovie.top);

// Create a movie controller

    mcController = NewMovieController (mMovie, &rcMovie,
        mcTopLeftMovie + mcScaleMovieToFit, hWndParent);

// Make the movie active

    SetMovieActive (mMovie, TRUE);

```

See Also:

Functions [OpenMovieFile](#), [CloseMovieFile](#), [GetMoviesError](#), [GetMoviesStickyError](#)

NormalizeRect

Syntax	<pre>VOID NormalizeRect (LPRECT lprcRect)</pre> <p><code>NormalizeRect</code> adjusts the width and height of a rectangle such that its aspect ratio matches that of a similar rectangle on the Macintosh.</p>
Parameters	<p><i>LPRECT lprcRect</i></p> <p>The address of the rectangle to normalize.</p>
Return	None. The normalized rectangle is placed in the rectangle referenced. You can use <u>GetMoviesError</u> and <u>GetMoviesStickyError</u> to test for failure of this call.
Comments	<p><code>NormalizeRect</code> uses the LOGPIXELSX and LOGPIXELSY values returned from the Windows function <code>GetDeviceCaps</code> to adjust the width and height of a rectangle. It ensures the correct aspect ratio of the movie rectangle.</p> <p><i>Note: All QuickTime for Windows routines referencing a RECT or POINT assume client device coordinates.</i></p>
Example	<pre>PicFile pfPicture; <u>OpenCPicParams</u> ocppHeader; OFSTRUCT ofsOpenFileStr; RECT rcFrame; • • <u>OpenPictureFile</u> ("HOUSE.PIC", &pfPicture, OF_READ); <u>GetPictureFileHeader</u> (pfPicture, &rcFrame, &ocppHeader); <u>ClosePictureFile</u> (pfPicture); <code>NormalizeRect</code> (&rcFrame);</pre>
See Also:	
Functions	<u>GetMoviesError</u> , <u>GetMoviesStickyError</u>

OpenMovieFile

Syntax `OSErr OpenMovieFile (LPCSTR lpstrFileSpec, SHORT FAR *MovieFile, int sOFlag)`

`OpenMovieFile` opens a file containing a movie.

Parameters `LPCSTR lpstrFileSpec`

The name of a string containing the movie file name.

`SHORT FAR *MovieFile`

The address of a reference value which will be assigned by this function, and which will be used by [NewMovieFromFile](#) and [CloseMovieFile](#). Valid values are in the range 0x000 through 0xFFFFE. 0xFFFF indicates an invalid value.

`int sOFlag`

An integer expressed as a standard file open flag as defined for the Windows `OpenFile` function. Movie files are normally opened as read only (use the `OF_READ` flag).

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values. You can use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments QuickTime for Windows movie file names have the DOS suffix ".MOV".

To play n cases of the same movie simultaneously, the movie file must be opened n times to get n unique movie objects and then associate n movie controllers.

Example

```
MovieFile mfMovie;
Movie mMovie;
•
•
if (!OpenMovieFile ("MOVIE.MOV", &mfMovie, OF_READ))
{
    NewMovieFromFile (&mMovie, mfMovie, NULL, NULL,
        newMovieActive, NULL);
    CloseMovieFile (mfMovie);
}
else
{
    MessageBox (hWnd, "OpenMovieFile failure",
        "Movie Initialization", MB_OK);
}
```

See Also:

Functions [NewMovieFromFile](#), [CloseMovieFile](#), [GetMoviesError](#), [GetMoviesStickyError](#)

OpenPictureFile

Syntax `OSErr OpenPictureFile (LPCSTR lpstrFileSpec, PicFile FAR *pfPicture, int sOFlag)`

`OpenPictureFile` opens a file containing a picture.

Parameters `LPCSTR lpstrFileSpec`

A pointer to a string containing the picture file name.

`PicFile FAR *pfPicture`

The address of a reference value which will be assigned by this function, and which will be used by [ClosePictureFile](#) and other routines that reference picture data. Valid values range from 0x000 through 0xFFFE. 0xFFFF indicates an invalid value.

`int sOFlag`

An integer expressed as a standard file open flag as defined for the Windows `OpenFile` function. Picture files are normally opened as read only (use the `OF_READ` flag).

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values. You can use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments QuickTime for Windows picture files are characterized by the DOS suffix ".PIC".

Example

```
PicFile pfPicture;  
•  
•  
if (OpenPictureFile ("PICTURE.PIC", &pfPicture, OF_READ))  
{  
    /* Inform user of failure. */  
}
```

See Also:

Functions [ClosePictureFile](#), [GetMoviesError](#), [GetMoviesStickyError](#)

PictureToDIB

Syntax	<code>DIBHandle PictureToDIB (PicHandle pcThePict)</code> <code>PictureToDIB</code> converts a QuickTime for Windows format picture to a Windows compatible Device Independent Bitmap (DIB) format.
Parameters	<i>PicHandle</i> pcThePict The QuickTime for Windows picture object.
Return	A handle to a Windows Device Independent Bitmap (DIB). You can use <u>GetMoviesError</u> and <u>GetMoviesStickyError</u> to test for failure.
Comments	The QuickTime for Windows format picture may be drawn directly to the screen without conversion to a Windows DIB by using the <u>DrawPicture</u> function. The object returned by <code>PictureToDIB</code> must be freed by the Windows <code>GlobalFree</code> function when you are through using it. It is, however, created with the <code>GMEM_SHARE</code> flag, so you can conveniently load the DIB to the Windows clipboard.
Example	<pre>Movie mMovie; PicHandle phPicture; DIBHandle hdPicture; • • // Get the poster frame and convert to Windows DIB phPicture = <u>GetMoviePosterPict</u> (mMovie); hdPicture = <u>PictureToDIB</u> (phPicture); // Put the DIB in the clipboard OpenClipboard (hWnd); EmptyClipboard (); SetClipboardData (cf_DIB, hdPicture); CloseClipboard (); <u>DisposePicture</u> (phPicture);</pre>
See Also:	
Functions	<u>DrawPicture</u> , <u>GetMoviePosterPict</u> , <u>GetMoviePosterTime</u> , <u>MCGetCurrentTime</u> , <u>GetMoviesError</u> , <u>GetMoviesStickyError</u>

PrerollMovie

Syntax	<pre>OSErr PrerollMovie (Movie mMovie, TimeValue tvTime, <u>LFIXED</u> lfxRate)</pre> <p><code>PrerollMovie</code> prepares a portion of a movie for playback, to enhance playback performance.</p>
Parameters	<p><i>Movie mMovie</i></p> <p>The movie object.</p> <p><i>TimeValue tvTime</i></p> <p>A <code>TimeValue</code> specifying the starting time of the movie segment to play.</p> <p><u>LFIXED</u> <i>lfxRate</i></p> <p>Specifies the anticipated rate at which the movie will play. Positive values indicate forward rates, negative values reverse rates. The rate is used as a multiplier for the movie's recorded rate.</p>
Return	Zero if no error condition. Non-zero if error condition. See Appendix A for error condition values. You can use GetMoviesError and GetMoviesStickyError to test for failure of this call.
Comments	Playback performance can be improved if <code>PrerollMovie</code> is called prior to playing a movie.
Example	<pre>Movie mMovie; TimeValue tvTime; <u>LFIXED</u> lfxRate; • • PrerollMovie (mMovie, tvTime, lfxRate);</pre>
See Also:	
Functions	GetMoviesError , GetMoviesStickyError
Data Types	<code>TimeValue</code> , <u>LFIXED</u>

PtInMovie

Syntax	<code>BOOL PtInMovie (Movie mMovie, POINT ptPoint)</code> <code>PtInMovie</code> determines whether a specified point lies in a movie.
Parameters	<code>Movie mMovie</code> The movie object. <code>POINT ptPoint</code> The point to test, in window coordinates.
Return	<code>TRUE</code> if the point is in the movie rectangle, <code>FALSE</code> if not. You can use <u>GetMoviesError</u> and <u>GetMoviesStickyError</u> to test for error conditions.
Comments	The specified point must be supplied in window coordinates. <i>Note: All QuickTime for Windows routines referencing a <code>RECT</code> or <code>POINT</code> assume client device coordinates.</i>
Example	<pre>Movie mMovie; POINT ptTest; • • if (PtInMovie (mMovie, ptTest)) { /* Take appropriate action. */ }</pre>
See Also:	
Functions	<u>GetMovieBox</u> , <u>GetMoviesError</u> , <u>GetMoviesStickyError</u>

QTFOURCC

Syntax QTFOURCC(ch0, ch1, ch2, ch3)

QTFOURCC is a macro used to construct a four-character constant, normally used to extract user data from a movie.

Parameters *ch0...ch3*

The four characters to be concatenated.

Comments Each parameter must be enclosed in single quotes.

Example

```
UserData udData;  
OSType osType;  
•  
•  
osType = QTFOURCC('@','d','a','y');  
osType = GetNextUserDataTypes(udData, osType);
```

QTInitialize

Syntax `OSErr QTInitialize (LPLONG lplVersion)`

`QTInitialize` binds applications to QuickTime for Windows at run time. It must be called before any other QuickTime for Windows function.

Parameters `LPLONG lplVersion`

The address of a value that will be filled with the current QuickTime for Windows version number.

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values. You can use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments This function must be called before any other QuickTime for Windows function. It is recommended that it be called before your program creates its main window. If your program employs DLLs that make QuickTime for Windows calls, each DLL must call `QTInitialize`, preferably in the `LibMain` function. `QTInitialize` only needs to be called once during the life of your program. The return codes can be used to determine whether QuickTime for Windows is installed and if the hardware is capable of running it.

If `lplVersion` is not coded as `NULL`, `QTInitialize` fills the value it points to with the current QuickTime for Windows version: bits 31-16, reserved, always 0; bits 15-12, major release level; bits 11-8, minor release level; bits 7-0, revision number. For example, `0x00001000L` is QuickTime for Windows version 1.0.0. A program can use this data to check if it is running under a certain QuickTime for Windows version, then react accordingly.

Example

```
LONG lVersion;
•
•
if ((QTInitialize (lVersion) != QTI_OK)
    || (lVersion < 0x00001000L))
{
    MessageBox (hWnd, "QuickTime for Windows not loaded"
        " or wrong version present.",
        "QuickTime for Windows Initialization", MB_OK);
    return 0;
}
```

See Also:

Functions [QTTerminate](#), [EnterMovies](#)

QTTerminate

Syntax `VOID QTTerminate (VOID)`

`QTTerminate` severs links to QuickTime for Windows.

Parameters None.

Return None.

Comments If your program uses DLLs, each must call `QTTerminate`, preferably in the `WEP` function.

Example

```
// Cut the connections to QuickTime for Windows  
QTTerminate ();
```

See Also:

Functions [QTInitialize](#), [ExitMovies](#)

SetMovieActive

Syntax `VOID SetMovieActive (Movie mMovie, BOOL bActive)`

`SetMovieActive` sets a movie's state to active or inactive.

Parameters `Movie mMovie`

The movie object whose state is to be changed.

`BOOL bActive`

`TRUE` sets the movie state to active, `FALSE` to inactive.

Return None. Use [GetMoviesError](#) and [GetMoviesStickyError](#) to test for failure of this call.

Comments An inactive movie does not receive cycles from QuickTime for Windows' internal scheduler, so it will not play. Setting a movie inactive can be used to control which one of several simultaneously playing movies will receive system resources. You can query a movie's active state using [GetMovieActive](#).

Simply setting a movie to the active state does not affect any of its attributes, such as visibility. You have to explicitly update a window in which a movie appears if the movie is made active.

Example

```
Movie mMovie;  
•  
•  
// Deactivate the movie  
  
SetMovieActive (mMovie, FALSE);  
  
// Re-activate the movie  
  
SetMovieActive (mMovie, TRUE);
```

See Also:

Functions [GetMovieActive](#), [GetMoviesError](#), [GetMoviesStickyError](#), [MCActivate](#)

SetMovieCoverProcs

Syntax	<pre>VOID SetMovieCoverProcs (Movie mMovie, CoverProc UncoverProc, CoverProc CoverProc, LONG lRefCon)</pre> <p>SetMovieCoverProcs sets cover and uncover procedures for your movie.</p>
Parameters	<p><i>Movie mMovie</i></p> <p>The movie object.</p> <p><i>CoverProc UncoverProc</i></p> <p>The address of the uncover procedure.</p> <p><i>CoverProc CoverProc</i></p> <p>The address of the cover procedure.</p> <p><i>LONG lRefCon</i></p> <p>A reference constant that is passed to the cover procedure.</p>
Return	None. You can use GetMoviesError and GetMoviesStickyError to test for failure of this call.
Comments	<p>This routine allows your program to perform custom processing whenever one of your movies covers a screen region or reveals a region that was previously covered. This activity is performed in cover procedures, of which there are two types: those called when your movie covers a screen region, and those called when your movie uncovers a screen region that was previously covered. The former is responsible for saving the region (you may choose to save the hidden region in an offscreen buffer).</p> <p>Cover procedures called when your movie reveals a hidden screen region may redisplay the hidden region. If no uncover procedure is supplied, the default action is to paint the uncovered region with the background brush saved when the movie was created (GetClassWord, GetObject and CreateBrushIndirect). If no background brush is found, a solid white brush will be used. There is no default action if you do not supply a cover procedure.</p> <p>If you compile your program using Borland <i>smart callbacks</i> or Microsoft's <code>-GEs</code> compiler option, or your filter function is in a dynamic link library, you do not need to use MakeProcInstance on your cover procedure address before calling SetMovieCoverProcs.</p>
Example	<pre>OSErr CALLBACK __export MyCoverProc (Movie, HDC, LONG); HWND hWnd; Movie mMovie; • • SetMovieCoverProcs (mMovie, MyCoverProc, NULL, 5879); • •</pre>

```
OSErr CALLBACK __export MyCoverProc (Movie m, HDC hdc, lID)
{
    RECT rcClip;
    GetClipBox (hdc, &rcClip);
    FillRect (hdc, &rcClip, GetStockObject (WHITE_BRUSH));
    return 0;
}
```

See Also:

Functions [CoverProc](#), [GetMoviesError](#), [GetMoviesStickyError](#)

SubtractTime

Syntax `VOID SubtractTime (TimeRecord FAR *lptrDst, const TimeRecord FAR *lptrSrc)`

`SubtractTime` subtracts one time from another.

Parameters TimeRecord *lptrDst

The address of a time record containing the first operand for the subtraction. The time record is overwritten by the result.

`const TimeRecord FAR *lptrSrc`

The address of a time record containing the second operand, which remains unmodified by the operation.

Return None. The result is in the time record referenced by the first parameter. Use GetMoviesError and GetMoviesStickyError to test for failure.

Comments If the time records have different time scales, `SubtractTime` converts them.

Example

```
MovieController mcController;
TimeRecord trOne, trTwo;
•
•
SubtractTime (&trOne, &trTwo);
MCDoAction (mcController, mcActionGoToTime, (LPVOID) &trOne);
```

See Also:

Functions ConvertTimeScale, GetMovieTimeScale, AddTime, GetMoviesError, GetMoviesStickyError

MCDoAction mcActionGoToTime

Data Types TimeRecord, `TimeScale`

UpdateMovie

Syntax `OSErr UpdateMovie (Movie mMovie)`

`UpdateMovie` paints the current movie image on demand, rather than at its scheduled time.

Parameters `Movie mMovie`
The movie object.

Return Zero if no error condition. Non-zero if error condition. See [Appendix A](#) for error condition values. You can use `GetMoviesError` and `GetMoviesStickyError` to test for failure of this call.

Comments `UpdateMovie` allows you to manually refresh the current movie image.

Example `Movie mMovie;`
•
•
`UpdateMovie (mMovie);`

See Also:

Functions [GetMoviesError](#), [GetMoviesStickyError](#)

B. QuickTime for Windows API - Data Structures

ImageDescription

Int64

LFIXED

OpenCPicParams

SFIXED

SoundDescription

TimeRecord

ImageDescription

Description The `ImageDescription` structure contains information about a picture file.

Syntax

```
typedef struct    // Hungarian: id (ImageDescription)
{
    LONG    idSize;
    DWORD    CodecType;
    DWORD    resvd1;
    WORD    resvd2;
    WORD    dataRefIndex;
    WORD    version;
    WORD    revLevel;
    DWORD    vendor;
    DWORD    temporalQuality;
    DWORD    spatialQuality;
    WORD    width;
    WORD    height;
    LFIXED    hRes;
    LFIXED    vRes;
    DWORD    dataSize;
    WORD    frameCount;
    char    name [32];
    WORD    depth;
    WORD    clutID;
} ImageDescription;
```

Fields

`idSize`

Specifies the structure size.

`CodecType`

Specifies the Codec Type:

- 'rpza' = Apple video
- 'jpeg' = Apple JPEG
- 'rle ' = Apple animation
- 'raw ' = Apple raw
- 'smc ' = Apple graphics
- 'cvid' = Compact Video

`resvd1`

Reserved, always 0.

`rsvd2`

Reserved, always 0.

`dataRefIndex`

Reserved, always 1.

`version`

Reserved, always 0.

`revLevel`

Reserved, always 0.

`vendor`

Reserved, always 0.

`temporalQuality`

Reserved, always 0.

`spatialQuality`

Reserved, always 0.

`width`

Specifies the Source image width in pixels.

`height`

Specifies the Source image height in pixels.

`hRes`

Specifies the horizontal resolution (e.g. 72.0).

`vRes`

Specifies the vertical resolution (e.g. 72.0).

`dataSize`

Reserved, always 0.

`frameCount`

Reserved, always 0.

`name [32]`

Specifies the compression algorithm (e.g. Animation).

`depth`

Specifies the pixel depth of the source image.

`clutID`

Reserved, always 0.

Comments This structure is populated by QuickTime for Windows calls that request information about a picture file (for example, [GetPictureInfo](#)).

Int64

Description The `Int64` structure defines a quad word for use in other structures.

Syntax `typedef struct // Hungarian: qw (quad word)`
 `{`
 `LONG dwLo;`
 `DWORD dwHi;`
 `} Int64;`

Fields `dwLo`
 Specifies the low order double word.

`dwHi`
 Specifies the high order double word.

Comments This structure is used by the [TimeRecord](#) structure.

LFIXED

Description	The <code>LFIXED</code> type defines a long integer where the high-order sixteen bits define a signed short integer representing an integral value and the low-order sixteen bits define an unsigned short integer representing a fractional value.
Comments	<code>LFIXED</code> variables are normally used to hold movie rates in QuickTime for Windows. For example, the <code>LFIXED</code> value <code>0x00028000</code> could be used to represent a rate of 2.5.
See Also:	
Functions	<code>MAKELFIXED</code> (macro)
Data Types	<u><code>SFIXED</code></u>

OpenCPicParams

Description	The <code>OpenCPicParams</code> structure defines the picture file header.
Syntax	<pre>typedef struct // Hungarian: ocp { RECT rect; <u>LFIXED</u> hRes; <u>LFIXED</u> vRes; WORD wVersion; WORD wReserved1; DWORD dwReserved2; } OpenCPicParams;</pre>
Fields	<div><div><code>rect</code> Specifies a picture rectangle.</div><div><code>hRes</code> Specifies the horizontal resolution (e.g. 72.0).</div><div><code>vRes</code> Specifies the vertical resolution (e.g. 72.0).</div><div><code>wVersion</code> Specifies the version.</div><div><code>wReserved1</code> Reserved, always 0.</div><div><code>dwReserved2</code> Reserved, always 0.</div></div>
Comments	This structure is populated by QuickTime for Windows calls that return the picture file header (for example, <u><code>GetPictureFileHeader</code></u>).

SFIXED

Description	The <code>SFIXED</code> type defines a short integer where the high-order eight bits define a signed integer value and the low-order eight bits define an unsigned fractional value.
Comments	<code>SFIXED</code> variables are normally used to hold movie sound track volumes in QuickTime for Windows. For example, the <code>SFIXED</code> value <code>0x0080</code> could be used to represent a sound volume of 0.5.
See Also:	
Functions	<code>MAKESFIXED</code> (macro)
Data Types	<u><code>LFIXED</code></u>

SoundDescription

Description The `SoundDescription` structure contains information about a movie's sound.

Syntax

```
typedef struct    // Hungarian: sd (SoundDescription)
{
    LONG  descSize;
    DWORD dataFormat;
    DWORD resvd1;
    WORD  resvd2;
    WORD  dataRefIndex;
    WORD  version;
    WORD  revLevel;
    DWORD vendor;
    WORD  numChannels;
    WORD  sampleSize;
    WORD  compressionID;
    WORD  packetSize;
    LFIXED  sampleRate;
} SoundDescription;
```

Fields

`descSize`
Specifies the structure size.

`dataFormat`
Specifies the data format (always 'raw').

`resvd1`
Reserved, always 0.

`resvd2`
Reserved, always 0.

`dataRefIndex`
Reserved, always 1.

`version`
Reserved, always 0.

`revLevel`
Reserved, always 0.

`vendor`
Reserved, always 0.

`numChannels`

Specifies the channels: 1 = mono, 2 = stereo.

sampleSize

Specifies the sample size: 8 = 8-bit sound, 16 = 16-bit sound.

compressionID

Reserved, always 0.

packetSize

Reserved, always 0.

sampleRate

Sample rate, e.g. 44100.0000 per second.

Comments

This structure is populated by QuickTime for Windows calls that request information about a movie file's sound (see [GetSoundInfo](#)).

TimeRecord

Description	The <code>TimeRecord</code> structure defines a point in a movie's time coordinate system.
Syntax	<pre>typedef struct // Hungarian: tr (TimeRecord) { Int64 value; TimeScale scale; TimeBase base; } TimeRecord;</pre>
Fields	<p><code>value</code></p> <p>Specifies a movie time value.</p> <p><code>scale</code></p> <p>Specifies the movie's time scale.</p> <p><code>base</code></p> <p>NULL - means that the <code>TimeRecord</code> specifies a duration, or <code>TIMEBASE_DEFALUT</code> - means that the <code>TimeRecord</code> specifies a time, relative to the start of the movie.</p>
Comments	<p>The minimum <code>TimeValue</code> is 0, which is the very beginning of a movie. A <code>TimeValue</code> is expressed in time units which are related to the movie's time scale.</p> <p>The time coordinate system contains a time scale scored in time units. The number of units that pass per second quantifies the scale: a time scale of 26 means that 26 units pass per second and each time unit is 1/26 of a second.</p> <p>When the duration of all or part of a movie is needed, it is expressed as the length of the portion of the movie in the number of time units it contains. Particular points in a movie can be identified by a time value, which is the number of time units to that point from the beginning of the movie.</p> <p>Different movies may have different time scales. Use <u>ConvertTimeScale</u> to compare <code>TimeValues</code> between different movies.</p>

Appendix A. QuickTime for Windows Error Codes

-2001	badImageDescription	Problem with this image description.
-2002	badPublicMovieAtom	Movie file corrupted.
-2010	invalidMovie	This movie is corrupted or invalid.
-2011	invalidSampleTable	This sample table is corrupted or invalid.
-2014	invalidDuration	This duration value is invalid.
-2015	invalidTime	This time value is invalid.
-2017	badEditList	This track's edit list is corrupted.
-2020	movieToolboxUninitialized	You haven't initialized the Movie Toolbox.
-2021	wffileNotFound	Cannot locate this file.
-2026	userDataItemNotFound	Cannot locate this user data item.
-2027	maxSizeToGrowTooSmall	Maximum size must be larger.
-2034	internalQuickTimeError	Internal value.
-2036	invalidRect	Specified rectangle has invalid coordinates.
-2039	invalidSampleDescIndex	Sample description index value invalid.
-2041	invalidSampleDescription	This sample description is invalid or corrupted.
-2043	dataNotOpenForRead	Cannot read from this data source.
-2045	dataAlreadyClosed	You have already closed this data source.
-2048	noMovieInDataFork	Toolbox cannot find a movie in the movie file.
-2053	featureUnsupported	Movie Toolbox does not support this feature.
-2054	noVideoTrackInMovie	No video track found in this movie.
-2055	noSoundTrackInMovie	No sound track found in this movie.
-2056	soundSupportNotAvailable	Sound support unavailable.
-2057	maxControllersExceeded	The limit on movie controllers has been reached.
-2058	unableToCreateMCWindow	Cannot create the Movie Controller window.
-2059	insufficientMemory	Memory allocation request failed.
-2060	invalidUserDataHandle	Request for user data failed based on handle used.
-2061	noPictureInFile	File is valid but contains no pictures.
-9995	editingNotAllowed	Editing is not supported.
-9996	controllerBoundsNotExact	The movie controller bounds are not exact.
0	mcEventNotHandled	Movie controller event not handled.
0	mcOK	Movie controller OK.
0	noErr	Action complete successfully.
0	QTI_OK	Initialization is OK.
1	mcEventHandled	Movie controller event handled.
1	QTI_FAIL_NOEXIST	Initialization failed, system not found.
2	QTI_FAIL_CORRUPTDLL	Corrupt DLL found at initialization.
3	QTI_FAIL_286	Cannot initialize on a 80286 platform.
4	QTI_FAIL_WIN30	Cannot initialize on Windows release 3.0.
0x80008001	badComponentInstance	Component instance not valid.
0x80008002	badComponentSelector	Component selector not valid.

Appendix B. Region Codes

The following codes are used to identify specific languages in the function `GetUserDataText` when alternative text or multiple languages are supported. See the description of [GetUserDataText](#) for further information.

verUS	0	verIceland	21
verFrance	1	verMalta	22
verBritian	2	verCyprus	23
verGermany	3	verTurkey	24
verItaly	4	verYugoCroatian	25
verNetherlands	5	verIndiaHindi	33
verFrBelgiumLux	6	verPakistan	34
verSweden	7	verLithuania	41
verSpain	8	verPoland	42
verDenmark	9	verHungary	43
verPortugal	10	verEstonia	44
verFrCanada	11	verLatvia	45
verNorway	12	verLapland	46
verIsrael	13	verFaeroelsl	47
verJapan	14	verIran	48
verAustralia	15	verRussia	49
verArabic	16	verIreland	50
verFinland	17	verKorea	51
verFrSwiss	18	verChina	52
verGrSwiss	19	verTaiwan	53
verGrverIceland	20	verThailand	54

