Chapter 2 MULTIMEDIA PLAYER

Multimedia "Objects"

MultiMedia Works is an "object-oriented" application both in its design and use. It lets you use different types of multimedia information in the same, easy way, whether your data is in a DOS file format or resides on an analog medium (e.g., a videotape).

MultiMedia Works treats all multimedia data as "objects," regardless of its type or format.

Throughout this *User's Guide*, the word "object" is used to imply any multimedia information that you can play in MultiMedia Works, regardless of its file format or storage media.

Some examples of objects include:

- An FLC animation file or any portion of this file on your hard drive

- A digital video file (or any portion of the file) in Microsoft's Video For Windows AVI format stored on a CD-ROM

- A selected segment of a videotape

- A portion of an audio track from an audio CD

- A graphic or document file from a diskette

Multimedia "Objects" (continued)

The Multimedia Player function of MultiMedia Works can play multimedia objects on your Windows-based computer by:

-   Dragging-and dropping a file from File Manager over the:

    -   MultiMedia Works application window, or

    -   MultiMedia Works icon in Program Manager, or

    -   current display window

-   Double-clicking on a file in File Manager. (You must use the *Register Extensions* command for this feature.)

-   Using a standard Windows *Open File* dialog box.

When playing an object, MultiMedia Works handles all necessary file- and device-related MCI drivers for the selected multimedia object (e.g., Microsoft Video for Windows and/or CD-ROM drivers).

For Analog Device Users...   If you will be using MultiMedia Works with analog devices (e.g., a video deck or laser disc player), you can also:
-   Create "objects" (i.e., files) for video and audio clips from analog media such as videotapes, laser discs and optical discs. These objects are saved as files in Lenel's .lda (if audio) or .ldv (if analog video) format.
-   Play these objects using the same drag-and-drop and clicking techniques.

The required Windows MCI driver(s) will be activated and the peripheral device will search to the first frame of the selected object. After playing the object, the software will stop the device.

When playing analog-based objects, MultiMedia Works will even prompt you to use a particular storage volume (e.g., a specific videotape or laser disc).

Creating and playing MultiMedia Works video and audio objects from analog devices is explained in the second section of this chapter (see page 2A-43).

Drag & Drop Object Play

Playing Individual Object Files

With the MultiMedia Works application software open:

1. Start Windows File Manager by:

    -   Selecting *Start File Manager* from MultiMedia Works' Control-Menu box, or

    -   Selecting the F4 function key (Start File Manager)

2. Resize the windows so that both the File Manager and MultiMedia Works windows are visible.

3. Select the desired file in File Manager and drag-and- drop it over the MultiMedia Works window.