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QuickTime: Hardware Products Will Have QuickTime Component

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TOPIC -----------------------------------------------------------

Will hardware vendors provide QuickTime components with their products?

DISCUSSION ------------------------------------------------------

Many companies with hardware products such as video boards, video
laser discs, VCRs, compressor boards, and so on, will provide QuickTime
components (drivers meeting QuickTime's API specifications).  These
components provide QuickTime with the code needed to control the device.
To some extent, this is similar to how the AppleTalk Manager needn't "know"
how to interact with a specific hardware layer because the Link Access
Protocol (LAP), and sometimes AppleTalk Address Resolution Protocol (AARP)
layers handle it.

Just as AppleTalk programmers aren't concerned with the details of sending
and receiving packets over LocalTalk, Ethernet, Token Ring, and so on,
software that supports QuickTime isn't concerned with  the details of
controlling a Sony EVO 9650 Hi8 Edit VCR, or a Truevision NuVista+ video
board.  These  applications only have to know that they're interacting with
devices having certain functional characteristics.  Some  examples of those
characteristics include:

- Playing a video segment, stopping, pausing, putting in fast
  forward or fast rewind mode, and possessing addressable frames.

- Capturing frames (single or sequence).

- Supporting actions such as fade in, fade out, chroma-keying, and so on.

Although all of this information relates to video and video equipment,
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please note that QuickTime isn't limited to video and/or audio
applications. Controlled devices could include scientific and
manufacturing equipment.

The important thing to remember about QuickTime is that it is a developer-
level technology. It provides software developers with a high-level API for
dealing with time-dependent data and devices. It also provides a flexible
file format for storing time-dependant data.

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