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QuickTime Movie Exchange Toolkit Formats (7/93)

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TOPIC -----

I work with digitized video and other media on several platforms. I'd like to use QuickTime Movie Exchange Toolkit. What formats does the QuickTime Movie Exchange Toolkit support? What are all the formats that can be read from and written to on each platform?

DISCUSSION -----

The QuickTime Movie Exchange Toolkit provides three applications:

- makemoov for Unix systems
- makemoov.exe for MS-DOS systems
- aamoov.exe for MS-DOS systems

The two makemoov applications accept the simplest possible file format, a raw stream of bytes, each representing a single color. It doesn't matter which computer is in use, the following formats are the only ones the makemoov applications support:

- RGB triples, one byte per color; three bytes per pixel
- Gray-scale data, one byte per pixel
- Pseudo-color data, one byte per pixel

You can add sound to a makemoov movie. The sound file needs to contain 22,254 6/11 linear samples per second with 0 as most negative, 128 as speaker at rest, and 255 as most positive.

The aamoov.exe is specifically for converting Autodesk Animator .fli files to QuickTime movies.

For the applications programmer, there's a C++ library (one for Unix and one

for MS-DOS) included with the Exchange Toolkit. Each library contains definitions of seven classes and a number of methods for adding QuickTime movie creation to your own application. If your application is capable of reading other file formats into memory, the library will provide tools for writing out a QuickTime movie.

The Toolkit creates only one type of output file -- a single fork QuickTime movie file format. On the Macintosh either a double fork or single fork QuickTime movie is acceptable to QuickTime.

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