Tech Info Library

Apple Media Tool 2.0: Specifications (1/96)

```
Revised:        1/8/96
Security:       Everyone


Apple Media Tool 2.0: Specifications (1/96)


=====================================================================


Article Created: 8 January 1996


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


This article provides the specifications for the Apple Media Tool 2.0.


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


New features in version 2.0
---------------------------
•       Use intuitive Browser for easy project navigation
•       Build QuickTime VR movies into projects without scripting
•       Enable hypertext linking
•       Create flipbook animation from PICT file
•       Apply continuous sound throughout a project
•       Prioritize first, second, and third run-time bit-depth choices
•       Use custom color palettes for each screen
•       Record and automate projects with AppleScript
•       Customize features and projects with Apple Media Tool Programming
Environment (sold separately)
•       No licensing fees



Media formats supported
-----------------------
•       QuickTime and QuickTime VR movies
•       PICT graphics
•       SND, AIFF, and WAV sound files
•       RTF text files (including hypertext files)



System requirements
-------------------
• To develop Apple Media Tool titles, you will need:
—       A Macintosh system with a 68030 or later processor, or a Power Macintosh
system
```

—   8MB of total RAM (12MB recommended)
—   5MB of available RAM (8MB recommended)
—   A hard disk drive with at least 10MB of available space
—   A CD-ROM drive
—   A display (color recommended)
—   System software version 7.1 or later
—   QuickTime 2.1 or later software

•   To play Apple Media Tool titles on a Macintosh system, you will need*:
—   A Macintosh system with a 68020 or later processor, or a Power Macintosh system
—   2MB of available RAM
—   A hard disk
—   System software version 7.1 or later
—   QuickTime 2.1 or later software

•   To play Apple Media Tool titles on a Windows software-based system, you will need*:
—   A computer with an 80386 or later processor
—   2MB of available RAM
—   Graphics and sound support
—   Windows 95 or Windows 3.1 software
—   QuickTime for Windows 2.0.3 or later software

* System requirements for playback systems can vary considerably depending on the specific Apple Media Tool project file being played.

Support Information Services

Copyright 1996, Apple Computer, Inc.

Tech Info Library Article Number:19171