Worldwide
Developers
Conference

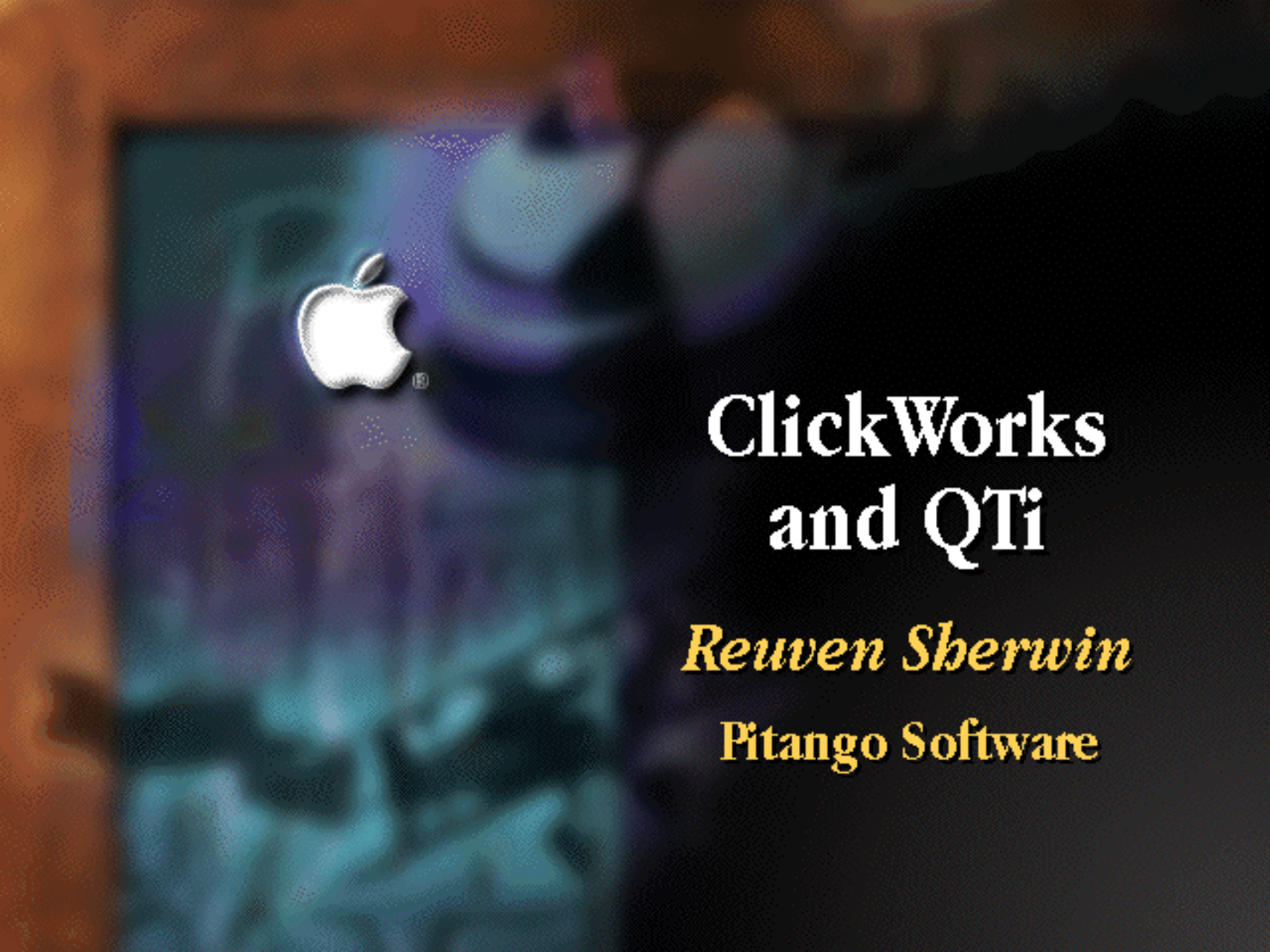
QuickTime
Futures
Kevin Calhoun
Peter Hoddie

QuickTime Interactive

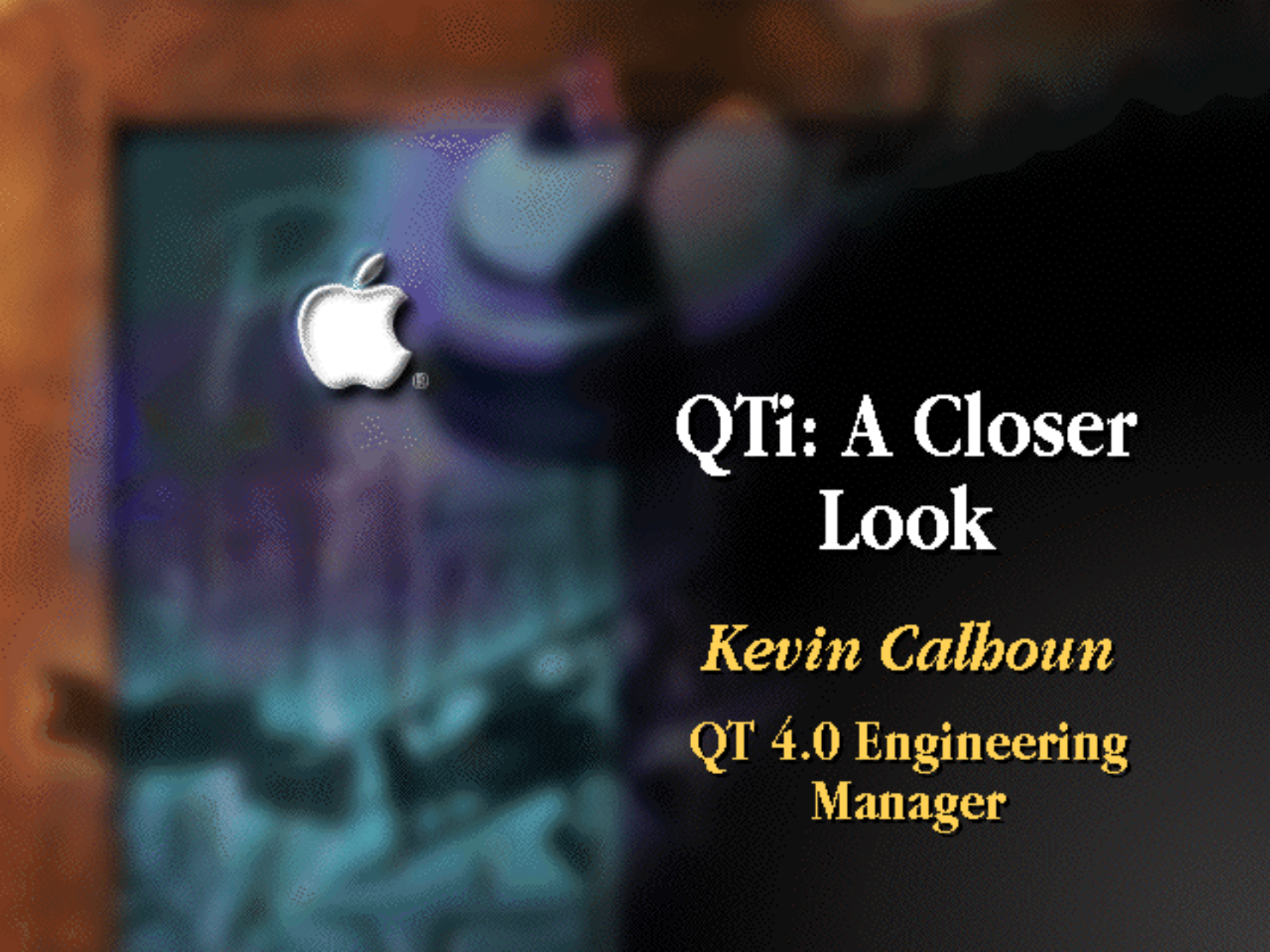
- It's QuickTime
- A platform for the delivery of media
  - Content
  - Structure
  - Behavior
- Integrates multimedia technologies
  - Video, Audio, Music, VR, 3D, Speech, etc.
- It's Open

It's QuickTime

- File format
  - Movies, tracks, and samples
- Content formats
  - Video, images, sounds, etc.
- Basic APIs
  - Component Mgr, Movie Toolbox
- Runtime model
  - Movie controller
- Time, effects, transitions, music, tweeners, sprites, etc.


ClickWorks
and QTi
Reuven Sherwin
Pitango Software

Demo



QTi: A Closer Look

Kevin Calhoun

QT 4.0 Engineering Manager

QTi Architecture

- Container tracks
- QTi Objects
- QTi Messages
- Compilers and Interpreters
- Media Content
  - Import
  - Access

QTi Architecture

Demo

QTi Objects

- Have properties
- Handle messages
  - Get / set properties
  - Events
  - Spatial
  - Timer
  - User defined
- Manage content

Demo

QTi Message Handlers

- Handle messages as subroutines
  - Analogous to XCMDs
- Have no persistent state

Demo

QTi Languages

- QTi is open to multiple languages
  - Compilers
  - Interpreters
- Built-in support
  - C, HyperTalk
- Your language here

Demo

Data Import

- Mapping between data types and object classes
- Drag and drop
- Clipboard
- Format conversion
- Your content format here

Demo

Data Access

- QTi is open to multiple forms of reference
  - Alias
  - In memory
  - URL
- Data handlers
  - Database queries, network protocols, etc.
- Your access method here

Demo

Authoring Tools

- Content models
  - Actors and scenes
  - Cards and stacks
  - Controls and forms
- Usage models
  - Object hierarchies
    - Media sharing
    - Message passing
  - Object behaviors
    - Configuring, Wiring, Scripting

Authoring Tools

- QTiMake
- AMT
- HyperCard
- ClickWorks
- Your authoring tools here

Demo

Q&A

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