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| Edizione | [1st edition] |
| Descrizione fisica | 1 online resource (358 pages) |
| Collana | QuickTime developer series |
| Disciplina | 006.6/865 |
| Soggetti | Digital video - Editing - Data processing Motion pictures - Editing - Data processing Microsoft .NET Framework Electronic books. |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Includes index. |
| Nota di contenuto | Front cover; QuickTime Developer Series; Title page; Copyright page; Table of contents; About the Author; Preface; QuickTime; What's in This Book?; Discovering QuickTime; Acknowledgments; 1 Introduction; Introduction; Why QuickTime?; Why .NET and COM?; COM; .NET; COM Interop; QuickTime Meets COM and .NET; Who Is This Book For?; What Should I Know Before Reading This Book?; Code Samples; Additional Resources; .NET, Visual Basic, and C#; Windows Scripting; QuickTime; 2 Getting Started with the QuickTime Control; Introduction; Hello World!; Simple Player - The Basics; Initialization Opening and Closing Movies Controlling the Movie; Getting Information about the Movie; Scaling the Movie; Full-Screen Movies; Automatically Sizing the Form; About...; Summary; 3 Using the QuickTime Control; Introduction; The Apple QuickTime Control; Get the Big Picture; Movies; Loading a Movie; Movie Scaling and Sizing; A Resizeable Window for Simple Player; Background and Border; Movie Controller; Auto Play; Control over Full-Screen Display; Initializing QuickTime; Is QuickTime Available?; Probing Deeper; Summary; 4 The QuickTime Object Model; Introduction; Object Models |

The QuickTime Object ModelQTMovie and Its Offspring; QTQuickTime and Its Offspring; Summary; 5 Diving Deeper; Introduction; QuickTime Events; Registering for QuickTime Events; Handling QuickTime Events; Sample: QuickTime Events Demo; QuickTime Metadata; Annotations; CFOObject and Its Uses; CFOObject Collection; The Annotations CFDictionary; Complex CFOObject Data Structures; Persistent CFOObject; Error Handling; Summary; 6 Create and Edit; Introduction; The Joy of Cut, Copy, and Paste; Implementing the Edit Menu; Saving the Movie; Creating a New Movie; Movie Builder; Assembling a Movie Adding an OverlaySubtitling the Movie; Summary of the Edit Capabilities of QTMovie; Creating a Movie from Images; SMIL the Movie; Creating a Movie Using GDI; Saving a New Movie; Summary; 7 Browsing the Media; For the Birds; Design Decisions; Implementation; Picking the Components; Building the Bare Bones; Directory Browsing; Media Display; Wiring Up the Connections; Adding the QuickTime Control; Media Inspector; A Tooltip; Summary; 8 Scripting QuickTime Player; Introduction; Scripting QuickTime on the Mac; Windows Scripting Host; COM (Automation) Server; QuickTime Player: A COM Server Opening and Playing a MovieThe QuickTime Player Object Model; Working with Players; A Movie Builder Script; Batch Export from the Command Line; Event Handlers; Script Droplets; Windows Scripting File (.wsf) Format; Summary; 9 QuickTime Meets Office; Introduction; Excel; Adding the QuickTime Control; ActiveX and Macro Security; Adding a Play/Stop Cell; Movie Inspector; Movie Inspector with Annotation Editing; Batch Processing: Movie Annotator; Access; Movie Display; QuickTime Event Handling; Summary; Appendix A: QuickTime COM Library Reference; QuickTime Control (QTOControlLib) QuickTime Object Library (QTOLibrary)

Sommario/riassunto

At the heart of Apple's hugely popular iLife software suite-iMovie, iPhoto, iDVD, GarageBand, and iTunes-is QuickTime, the powerful media engine that drives elegant applications for managing movies, images, and audio files. The enduring success of QuickTime is in no small part attributable to its component architecture. This key feature has allowed it to embrace emerging digital media technologies and standards one by one as they have appeared over the 12 or so years since its launch. None of the competing technologies even comes close, let alone on both Mac OS X and Windows.QuickTi
