QuickTime Conferencing: Description (8/95)

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TOPIC --

This article provides a description of QuickTime Conferencing.

DISCUSSION ---

Overview

Apple QuickTime Conferencing is a videoconferencing and collaboration solution
designed as the foundation for a broad range of Apple and third-party video and
document conferencing solutions.

QuickTime Conferencing is a system software extension. It includes an
application that allows users of Macintosh computers to work with colleagues or
customers around the corner or around the world without leaving the office.

You can share and annotate video, audio, text, images, and sound during your
conferencing sessions. You can save time and money using local-area networks
(LANs) such as Ethernet and Token Ring, and wide-area networks (WANs) such as
ISDN and the Internet to communicate more easily and effectively. In the future
IsoEthernet and Asynchronous Transfer Mode (ATM) will also be available.

QuickTime Conferencing has been designed to support open standards for
interoperability. It is therefore transport-, compression-, and
media-device-independent. And it provides a consistent cross-platform standard
for developers that will encourage the creation of consistent user interfaces
across platforms, services, and products.

Why choose QuickTime Conferencing?

• It's easy. QuickTime Conferencing is easy to set up and use. It integrates
hardware, software, and network capabilities already available on your computer,
allowing you to begin collaboration in a matter
of minutes.

It supports open standards for interoperability between various computer
platforms. This allows you to communicate with another user at their video-ready
desktop or meeting room.

QuickTime Conferencing also takes advantage of today's Apple products such as QuickTime and PowerTalk software, and will work with future Apple technologies such as OpenDoc.

• It costs less. QuickTime Conferencing takes advantage of built-in Macintosh audio/video (AV) capabilities and the advanced processing power of the PowerPC microprocessors built into Power Macintosh computers.

With Apple Macintosh AV technologies, you can connect a video camera and microphone (and external speakers, if you wish) directly to your Macintosh, without adding any special cards. And many Macintosh models and monitors include built-in speakers and microphones, making setup even easier.

With non-AV Macintosh models, QuickTime Conferencing will work with a variety of currently-available third-party video cards.

All these built-in technologies allow Apple and third-party developer partners to provide personal videoconferencing solutions at a low cost to customers.

This makes QuickTime Conferencing a videoconferencing solution that can be deployed affordably, quickly, and easily throughout large organizations.

• It's scalable. QuickTime Conferencing is extensible and scalable. It supports a range of solutions, from inexpensive software-only configurations to high-performance dedicated systems.

You pick the price/performance you desire. QuickTime Conferencing works best with Power Macintosh AV computers, but also works with Macintosh and PowerBook computers.

• It meets international and industry standards. And will establish new ones. QuickTime Conferencing supports both existing and emerging international (ITU-T) videoconferencing and networking standards.

Cross-platform support

• It supports the worldwide H.320 teleconferencing standard over ISDN (in conjunction with the Meet-Me product from SAT), providing connectivity solutions to other H.320 systems on Macintosh, IBM-PC-compatible, and UNIX systems, as well as room-based systems.

• It works with existing local and wide area networks including Ethernet, Token Ring, and ISDN and network protocols including AppleTalk and TCP/IP.

• Its software architecture supports emerging network technologies including IsoEthernet and ATM.

• It supports a variety of connection models including point-to-point videotelephony, multiparty videoconferencing, broadcast audio and video on a local area network, as well as audio-only or video-only for special applications.

Video format and compression support

• QuickTime Conferencing is compatible with a range of video input
formats including NTSC, PAL, and SECAM, in both composite and S-video modes.

• It's also compatible with software- and hardware-based video com-pression
standards including H.261 and JPEG, as well as Apple Video, and Indeo.

System requirements
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Hardware and software requirements

• Any 68040-based Macintosh; Power Macintosh; or PowerBook 520, 520c, 540, or
540c computer with at least 8 megabytes of memory (16 megabytes recommended),
running system software version 7.1 or later.

Network requirements

• A network interface such as Ethernet, IsoEthernet, Token Ring, ISDN, FDDI, or
ATM

Recommended hardware

• Power Macintosh AV or Macintosh AV computers allow digitizing of live video
and capture and of live audio.

• For non-AV Power Macintosh and Macintosh computers, video digitizers and video
sources (with appropriate driver software) enable the capture of live video.

• A sound digitizer allows the capture of audio.

Recommended software

• The QuickTime Conferencing system software extension works with System 7.5
features including Drag and Drop, WindowShade, and PowerTalk. And the QuickTime
Conferencing application uses the System 7.5 feature, Apple Guide, which is an
interactive help and learning system.

• QuickTime Conferencing works with the System 7.5 feature MacTCP for calling
other users via TCP/IP.

• The System 7.5 feature PowerTalk allows universal network browsing and calling
QuickTime Conferencing users via PowerTalk information cards.

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