



Tech Info Library

QuickTime: How to Read Macintosh Movies on Windows PCs (12/93)

Article Created: 14 December 1993

TOPIC -----

How do I read QuickTime movies on a Windows-compatible PC which have been made on a Macintosh?

DISCUSSION -----

When you created a QuickTime movie to be used on both Macintosh and Windows-compatible computers, there are two important things to remember:

First, the movie must be self-contained. That is, the movie must contain all of its video, sound, and all other data in the movie file.

Second, the movie must have a single fork (which is a data fork). This is because MS-DOS has no equivalent to the Macintosh Resource Manager or Alias Manager, which handles movies that reference other movie files.

Self-contained, single fork movies can play on both Macs and Windows-compatible PCs with no performance penalties and no conversion required. Macintosh applications like DiVA VideoShop allow users to save movies with these attributes already set.

The Movie Converter utility for Macintosh is included on floppy disk #6 in the QuickTime for Windows Programmer's Guide kit. Use the Save As menu item in Movie Converter to create self-contained, multi-platform Movies.

You can also convert multimedia application data which has been created on a non-Macintosh platform to QuickTime movies playable on a Macintosh with the QuickTime Movie Exchange ToolKit. The ToolKit includes applications for DEC VAX, IBM RS6000, SGI, Sun-4, Cray YMP, and MS-DOS/Windows that let you easily create a QuickTime movie with both sound (8-bit) and images (8- and 24-bit). The APDA part number for this kit is R0190LL/A.

Copyright 1993, Apple Computer, Inc.

Keywords: <None>

=====

This information is from the Apple Technical Information Library.

19960215 11:05:19.00

Tech Info Library Article Number: 14192