



# Apple Interactive Music Toolkit

.....

*Manual*

 Apple Computer, Inc.

© 1996 Apple Computer, Inc. All rights reserved.

Under the copyright laws, this manual may not be copied, in whole or in part, without the written consent of Apple. Your rights to the software are governed by the accompanying software license agreement.

The Apple logo is a trademark of Apple Computer, Inc., registered in the U.S. and other countries. Use of the “keyboard” Apple logo (Option-Shift-K) for commercial purposes without the prior written consent of Apple may constitute trademark infringement and unfair competition in violation of federal and state laws.

Every effort has been made to ensure that the information in this manual is accurate. Apple is not responsible for printing or clerical errors.

Apple Computer, Inc.  
1 Infinite Loop  
Cupertino, CA 95014-2084  
(408) 996-1010

Apple, the Apple logo, LaserWriter, LocalTalk, Macintosh, Performa, and PlainTalk are trademarks of Apple Computer, Inc., registered in the U.S. and other countries.

Apple Backup, Apple Desktop Bus, Apple Restore, AppleScript, Balloon Help, Disk First Aid, Extensions Manager, Finder, Macintosh PC Exchange, PowerTalk, and QuickDraw are trademarks of Apple Computer, Inc.

Adobe, Adobe Illustrator, Adobe Photoshop, and PostScript are trademarks of Adobe Systems Incorporated, which may be registered in certain jurisdictions.

ExposurePro is a registered trademark of Baseline Publishing, Inc.

Helvetica and Times are registered trademarks of Linotype Company.

IBM is a registered trademark of International Business Machines Corporation.

Portions of some screen shots © The Cryptic Corporation, 1996. All rights reserved. Some of the lyrics, song titles, and album artwork appearing in this manual are from Freak Show, an album by The Residents.

QMS is a registered trademark of QMS, Inc.

QuarkXPress is a registered trademark of Quark, Inc.

SuperPaint is a registered trademark of Aldus Corporation.

Tektronix is a registered trademark of Tektronix, Inc.

Simultaneously published in the United States and Canada.

Mention of third-party products is for informational purposes only and constitutes neither an endorsement nor a recommendation. Apple assumes no responsibility with regard to the performance or use of these products.



# Contents

.....

Communications regulation information   vii

## 1 Setting Up   1

Installing the software   2

    The tutorial   2

Preparations   2

## 2 Using the Apple Interactive Media Tool   3

Entering information in the Apple Interactive Media Tool   3

    Introduction   4

    Disc/File section   5

        About This Disc File—card 1   6

        About This Disc File—card 2   8

        Disc File Credits—card 1   9

        Disc File Credits—card 2   10

        Disc File Cast Cards   11

    Tracks section   12

        Track List   13

        Track Credits—card 1   14

        Track Credits—card 2   15

Cast Cards	18
Internet	19
AMT files	20
Using the Apple Media Tool Music Engine	20
Saving a work in progress	21
Making a QuAC file	21
Menu commands for the tool	22
File menu	22
Edit menu	23
Go menu	24

### 3 Using the Apple Media Tool Music Engine 25

Learning to use the Music Engine	25
AMT features included in the Music Engine	26
Media Types	26
Object Types	26
Event Types	26
Action Types	27
Features unique to the Music Engine	28
Event	28
Actions	28
Menu commands for the Music Engine	29
File menu	29
Edit menu	31
Media menu	32
Label menu	34
Object menu	34
Action menu	36
Window menu	38





# 1

## Setting Up



The Apple Interactive Music Tool and Apple Media Tool Music Engine let you create QuickTime Album Container (QuAC) files. A QuAC file can be placed on an enhanced CD or distributed on its own, to be played back on the Apple CD Player along with the audio CD the file was made for.

### *In this chapter*

- instructions for installing the Apple Interactive Music Tool and Apple Media Tool Music Engine
- suggestions for preparing the PICT files, and QuickTime movie files that you want to include in your interactive multimedia presentation

## Installing the software

- 1 Insert the Apple Interactive Music Toolkit CD in the CD-ROM tray.
- 2 If necessary, double-click the CD icon to open it.
- 3 Double-click the Installer icon.
- 4 In the window that appears, read the software license agreement, then click Continue.
- 5 In the Installer dialog box, click Install.

Notice that by installing the software, you have accepted the terms of the software license agreement.

- 6 The Installer installs the software you need for the toolkit.

<<Will a Restart be required??>>

## The tutorial

The CD contains a tutorial to give you some practice working with the Apple Media Tool Music Engine. If you plan to use the Tutorial, you must install that yourself. Open the CD, find the Tutorial folder, and drag it to your hard disk.

Inside the Tutorial folder is a Media folder, containing a number of media items required for the tutorial. Once you complete the tutorial and feel comfortable with the Music Engine, you can discard the Tutorial folder and all its contents.

## Preparations

Before you can use the Apple Media Tool Music Engine and Apple Interactive Media Tool to organize the pieces of your presentation and create a QuAC file, you must prepare the pieces. For example, you may want to include photographs of the artists in PICT file format and QuickTime movies containing music samples and bits of interviews. Here are some tips to help you assemble the media that will produce the results you want:

- <<Useful tip>>
- <<Useful tip>>



# 2

## Using the Apple Interactive Music Tool

.....

You use the Apple Interactive MusicTool to create QuickTime Album Container (QuAC) files.

### *In this chapter*

- entering information
- creating QuAC files

### Entering information in the Apple Interactive MusicTool

You use the tool to enter information that describes the audio CD for which you are creating an interactive media track:

- Disc/File—information about the entire CD
- Tracks—information about all of the tracks on the CD, including the list of tracks, song titles, and details about each song.
- Internet—URLs for internet sites to which the CD has access
- AMT Files—access to interactive media presentations and custom controllers, prepared with the Apple Media Tool Music Engine for your CD

Most of the information is optional. To meet Blue Book specifications for an Enhanced CD, you are required only to enter the album title, the name of the principal artist, and a photo of the album's front jacket.

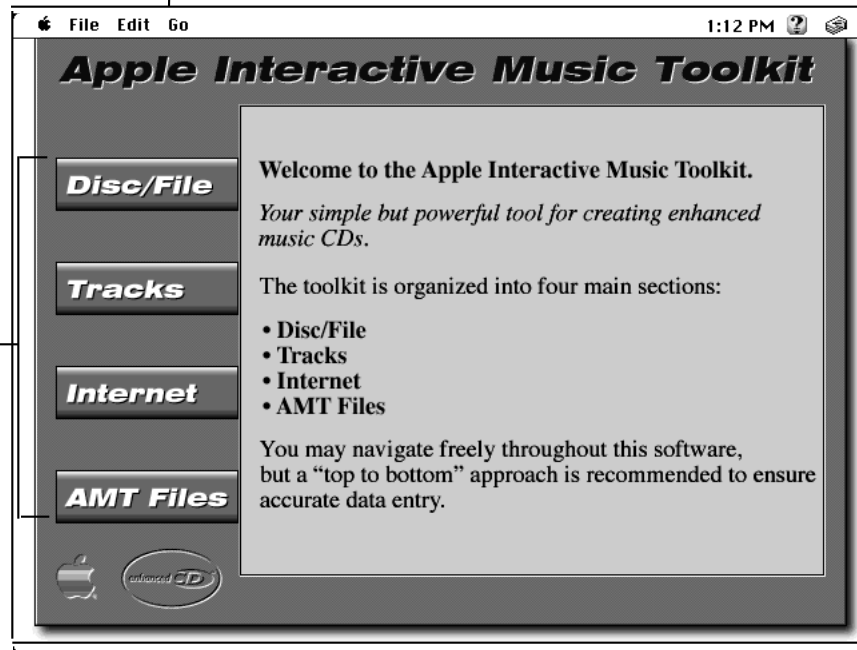
To open the Apple Interactive Media Tool:

- Double-click the Apple Interactive Music Tool icon.

## Introduction

In the Introduction card, you'll find a brief description of how to navigate.

If this card does not appear, choose Information from the Go menu.



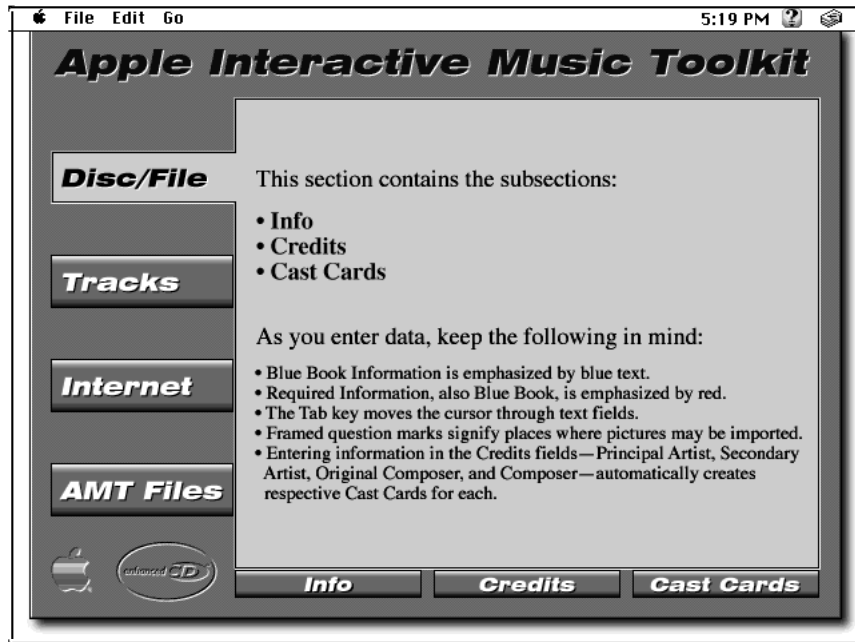
To go to a section, click its button. It is recommended that you click Disc/File first.

To go to one of the sections:

- Click a section button on the Introduction card.

## Disc/File section

The introduction to the Disc/File section provides useful information about entering data.



## About This Disc File—card 1

The About This subsection contains two cards. Enter the required information and any other information you want. What you enter here appears in the Apple CD Player when you play the CD.

**Principal Artist:**

**Disc Title:**

**Format:** ☒ ECD ☐ UCD

**Disc:**  **of:**  **Blue Book:**  **QuAC File:**

**UPC:**

**ISBN:**

**Genre:**

**Info** **Credits** **Cast Cards**

To go to card 2, click here.

## Required information

**Principal Artist:**

**Disc Title:**

Principal Artist and Disc Title must be filled in (required according to the Blue Book standard).

### General information (optional)

If you plan to put the QuAC file on an Enhanced CD, click ECD to select it.

To distribute the QuAC file separate from the disc, click VCD (virtual CD).

VCD shows the album title, the principal artist , and whether you have interactive AMT files.

**Format:** ☒ ECD ☐ VCD **Disc:**  **of:**  **Blue Book:**  **QuAC File:**

**UPC:**  **ISBN:**

**Versions**

Enter the number of discs in the album (optional). For example, some albums are a two-disc set.

### Genre (optional)

**None**

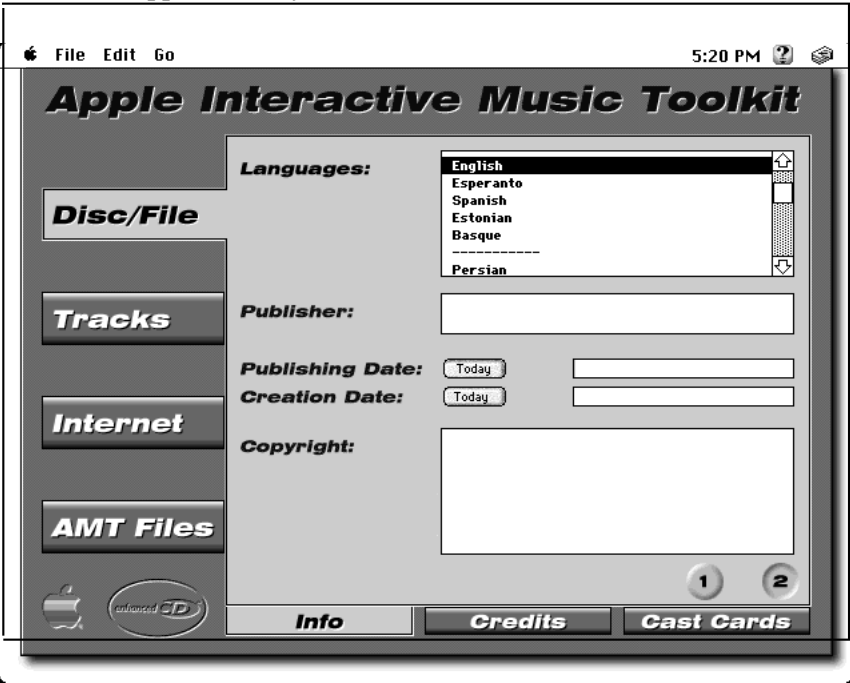
**Adult Contemporary**  
**Alternative Rock**  
**Childrens Music**  
**Classical**  
**Contemporary Christian**  
**Country**  
**Dance**  
**Easy Listening**  
**Erotic**  
**Folk**  
**Gospel**  
**Hip Hop**  
**Jazz**  
**Latin**  
**Musical**  
**New Age**  
**Opera**  
**Operetta**  
**Pop Music**  
**• RAP**  
**Reggae**  
**Rock Music**  
**Rhythm & Blues**  
**Sound Effects**  
**Sound Track**  
**Spoken Word**  
**World Music**

The genres listed are registered with the Recording Industry Association of America (RIAA).

You can choose up to four genres for one album. (In the Tracks section, you can also choose up to four genres for each track on the album.)

## About This Disc File—card 2

The information on the second card is optional (not required to meet the Blue Book standard). If you enter information here, it appears when you play the CD in the Apple CD Player.



## Language (optional)

Scroll to find the language used on the album.

*Note:* In this version of the software, only one language is available (English).



## File information and history (optional)

<b>Publisher:</b>	<input type="text"/>
<b>Publishing Date:</b>	<input type="button" value="Today"/> <input type="text"/>
<b>Creation Date:</b>	<input type="button" value="Today"/> <input type="text"/>
<b>Copyright:</b>	<input type="text"/>

## Disc File Credits—card 1

The Credits subsection contains two cards. Enter the required information and any other information you want. The information you enter appears when you play the CD in the Apple CD Player.

The Disc Title and Principal Artist are required. If you have already entered the title and artist's name on the About This card, that information appears here automatically.

The screenshot shows the Apple Interactive Music Toolkit (AMT) window. The title bar includes the Apple logo, menu items (File, Edit, Go), the time (5:21 PM), and help icons. The main window has a dark gray background with the title "Apple Interactive Music Toolkit" in a bold, italicized font. On the left side, there is a vertical stack of buttons: "Disc/File", "Tracks", "Internet", and "AMT Files". The "Disc/File" button is currently selected. The main area of the window contains the following fields:

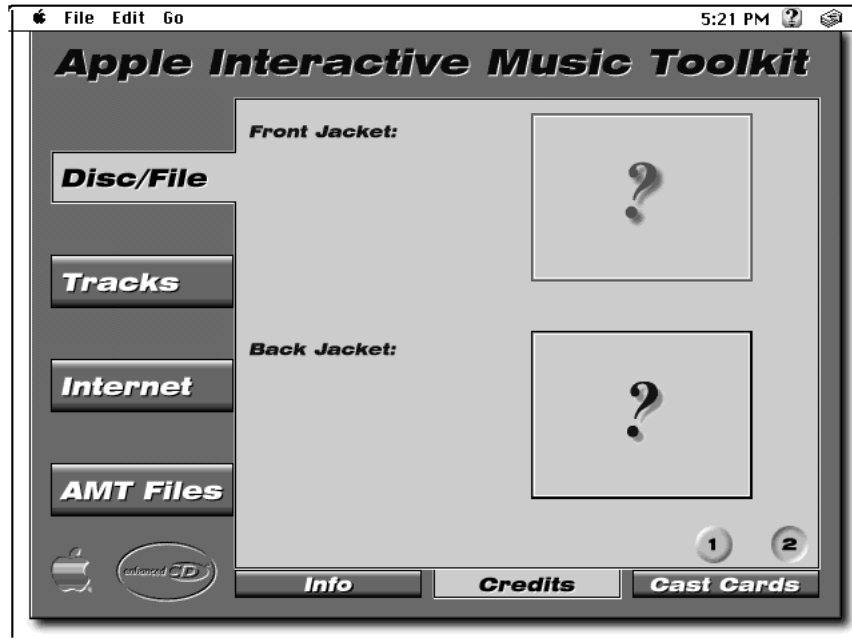
- Disc Title:**
- Principal Artist:**
- Secondary Artist:**
- Composer:**
- Original Composer:**

At the bottom of the window, there are three buttons: "Info", "Credits", and "Cast Cards". The "Credits" button is highlighted. To the right of the "Credits" button, there are two circular buttons labeled "1" and "2". A line points from the text "To go to card 2, click here." to the "2" button.

To go to card 2, click here.

## Disc File Credits—card 2

To meet the Blue Book standard, the file must include the Front Jacket image.



### Front Jacket image (required)

You can specify the PICT files that show the front and back of the album.

- 1 Double-click the Front Jacket box.



- 2 In the dialog box that appears, locate the PICT file you want.
- 3 Click Open.

The image appears in the box you selected in step 1. You can repeat the process for the Back Jacket box if you want to.



## Disc File Cast Cards

Use cast cards to enter information about the artists who appear on the album. This information is optional.

<<Idle curiosity: What happens to the Notes when the QuAC file is created, toasted, burned onto CD? Do CD owners ever see them? Who does?>>

To add a credit for the next artist, click New.

To delete the credit currently shown, click Delete.



## Artist's image (optional)

You can import a PICT file showing an image of the artist.

- 1 Double-click the box provided for the image.

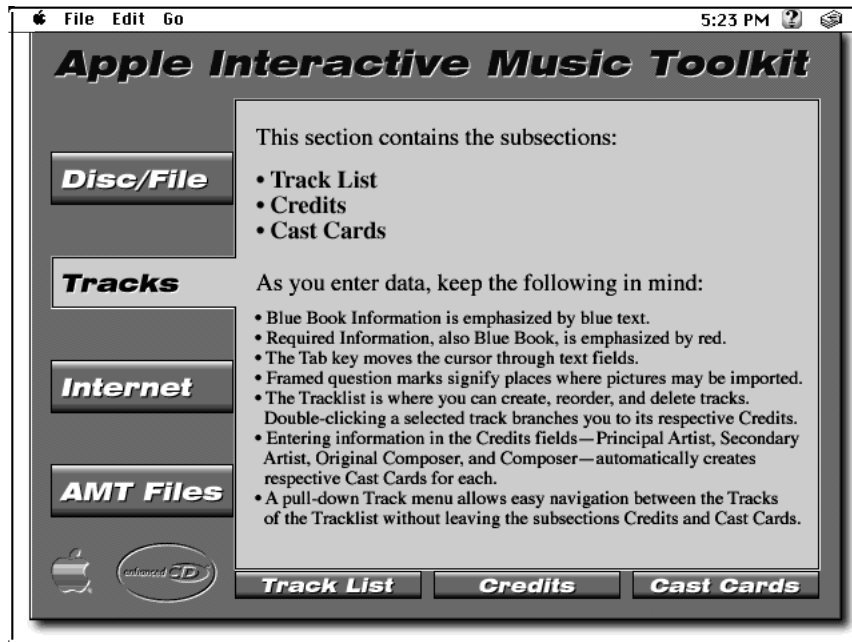


- 2 In the dialog box that appears, locate the PICT file you want.
- 3 Click Open.

The image appears in the box.

## Tracks section

The introduction to the Tracks section provides useful information about entering data.

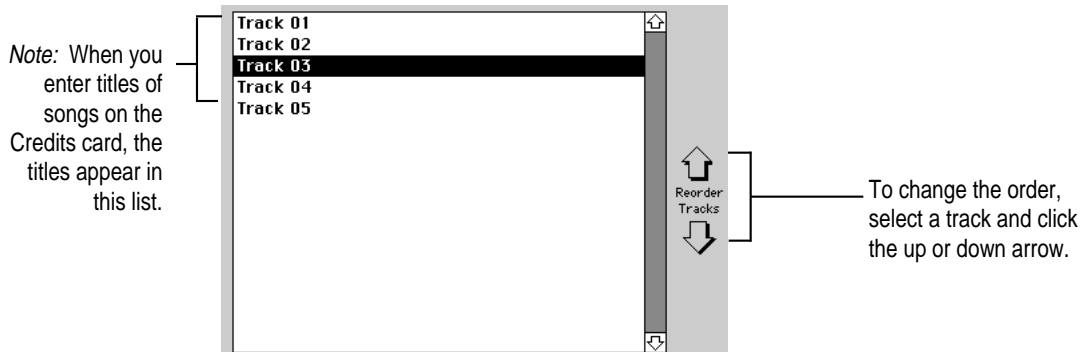


## Track List

Use this card to list all the tracks on the album.



To change the order of tracks in the list, click a track to select it, and then click the up or down arrow to move the track to a different position.



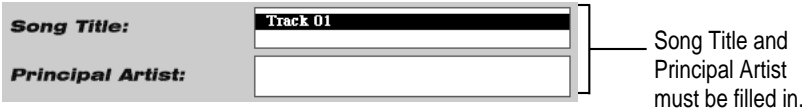
To enter detailed information about each track, click Credits or double-click the track in the list.

# Track Credits—card 1

Enter the information you want attached to your QuAC file. What you enter here appears in the Apple CD Player when you play the CD.



## Required information



## General information (optional)

<b>Secondary Artist:</b>	<input type="text"/>
<b>Composer:</b>	<input type="text"/>
<b>Original Composer:</b>	<input type="text"/>
<b>Publisher:</b>	<input type="text"/>
<b>Copyright:</b>	<input type="text"/>
<b>ISRC:</b>	<input type="text"/>

## Track Credits—card 2

Enter the information you want attached to your QuAC file. This information is optional. If you enter information here, it appears when you play the CD in the Apple CD Player.



### Track tempo, length, and key (optional)

Enter the tempo  
(beats per minute)  
of the song.

Choose the key of  
the song from the  
pop-up menu.

Tempo

Length

Key

To get an exact reading of the  
track time, put the CD into the  
CD ROM tray, close the tray,  
and click this clock.

### Genre (optional)

None

Adult Contemporary

Alternative Rock

Childrens Music

Classical

Contemporary Christian

Country

Dance

Easy Listening

Erotic

Folk

Gospel

Hip Hop

Jazz

Latin

Musical

New Age

Opera

Operetta

Pop Music

• RAP

Reggae

Rock Music

Rhythm & Blues

Sound Effects

Sound Track

Spoken Word

World Music

The genres listed are registered with  
the Recording Industry Association  
of America (RIAA).  
You can choose up to four genres for  
each track on the album.

## Lyrics and MIDI information (optional)

To open a file of lyrics for this track, click here.

To open a standard MIDI file for this track, click here.

Lyrics...	
MIDI...	

*Note:* In this version of the software, the MIDI access is not supported. The feature will be available in future versions.

To learn how to create a lyrics file, using LyrAssist, see Chapter 4.

## Changing to a different track

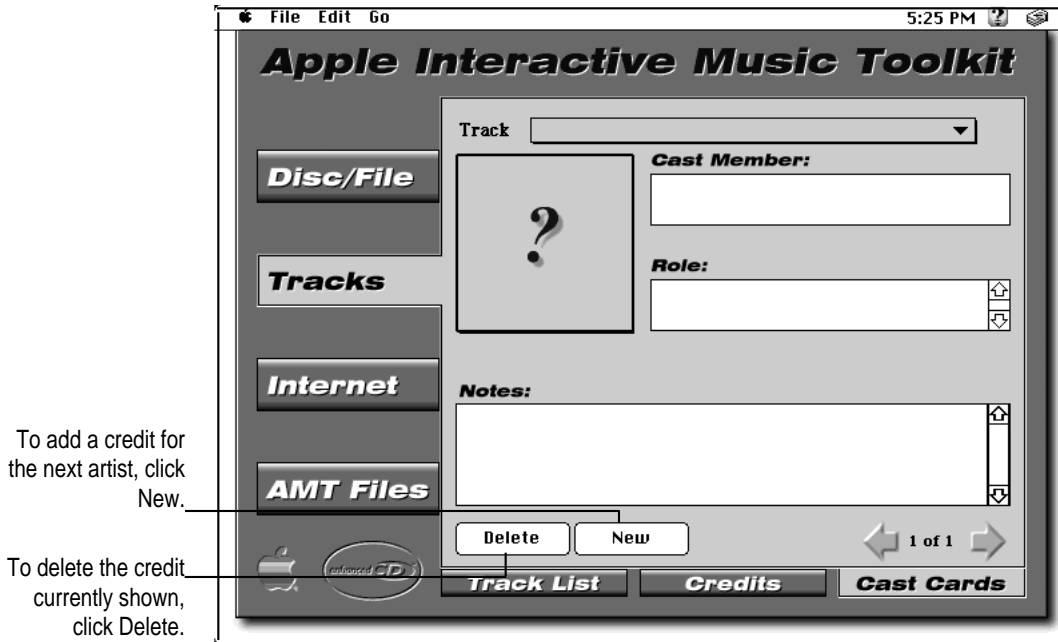
Use the pop-up menu to go to the information about any of the tracks listed.

Track	Track 01 ▼	01
-------	------------	----

When a song title appears on the pop-up menu, this number tells you the song's position in the tracklist.

## Cast Cards

Use these cards to enter information about the artists who appear on the album. Information you enter appears when you play the CD in the Apple CD Player.



## Artist's image (optional)

You can import a PICT file showing an image of the artist.

- 1 Click the box provided for the image.



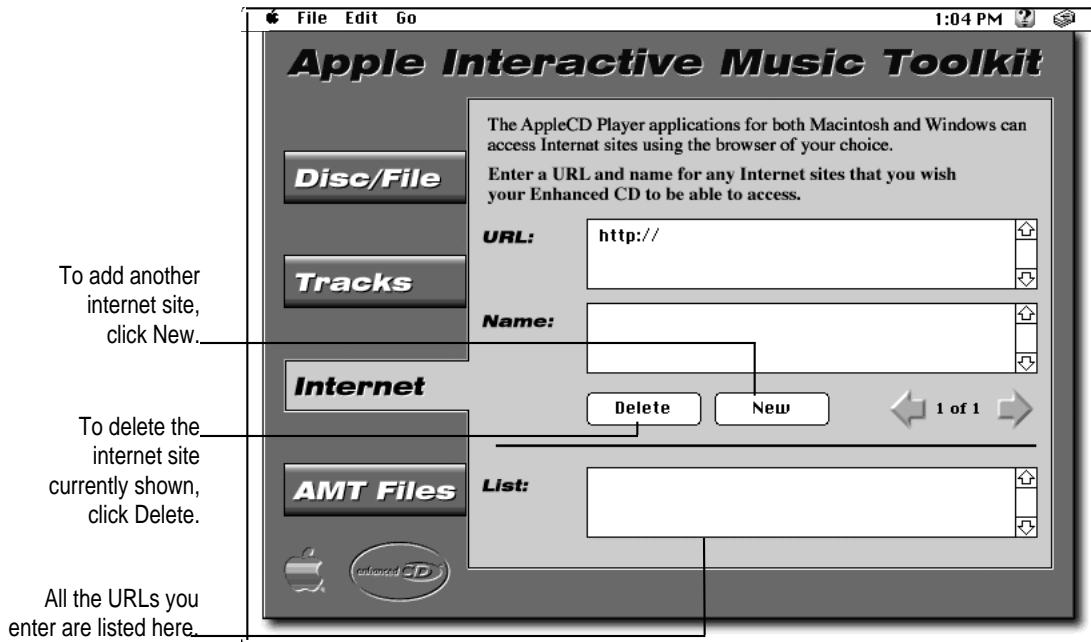
- 2 In the dialog box that appears, locate the PICT file you want.
- 3 Click Open.



The image appears in the box.

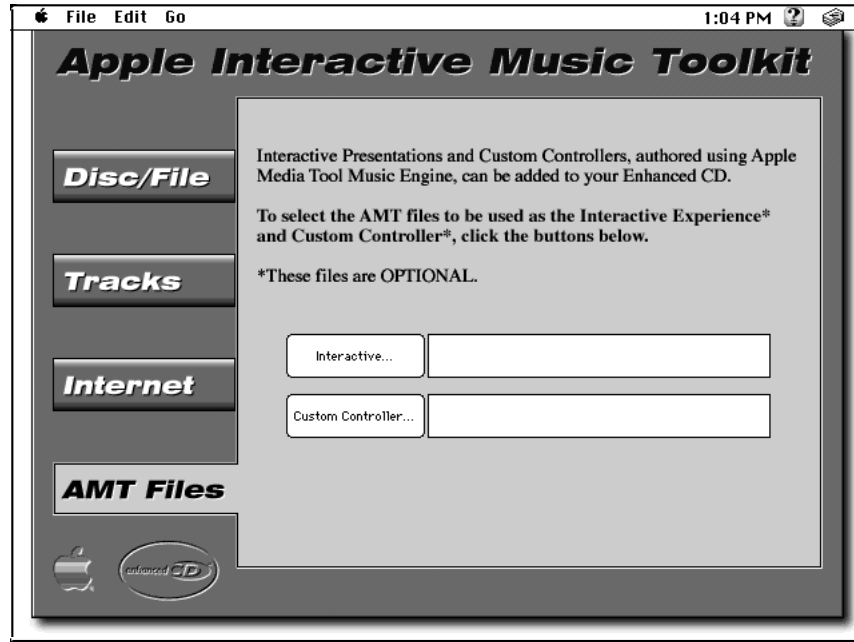
## Internet

Use this card to enter information about an Internet site you want the CD to have access to. (You can enter only one URL for each card.)



## AMT Files

Use this card to enter information about interactive presentations and custom controllers you want to include in the QuAC file you create. If you enter information here, it appears when you play the CD in the Apple CD Player.



- 1 Click the Interactive or Custom Controller button.
- 2 In the dialog box that appears, locate the file you want.
- 3 Click Open.

The pathname to the AMT file you've chosen appears in the scrolling box.

## Using the Apple Media Tool Music Engine

For practice using the Apple Media Tool Music Engine to create interactive presentations, see the tutorial, "Using the Music Engine." For information on the menu commands available in the Apple Media Tool Music Engine, see Chapter 3

## Saving a work in progress

It's a good idea to choose Save As from the File menu at frequent intervals while you work on a file.

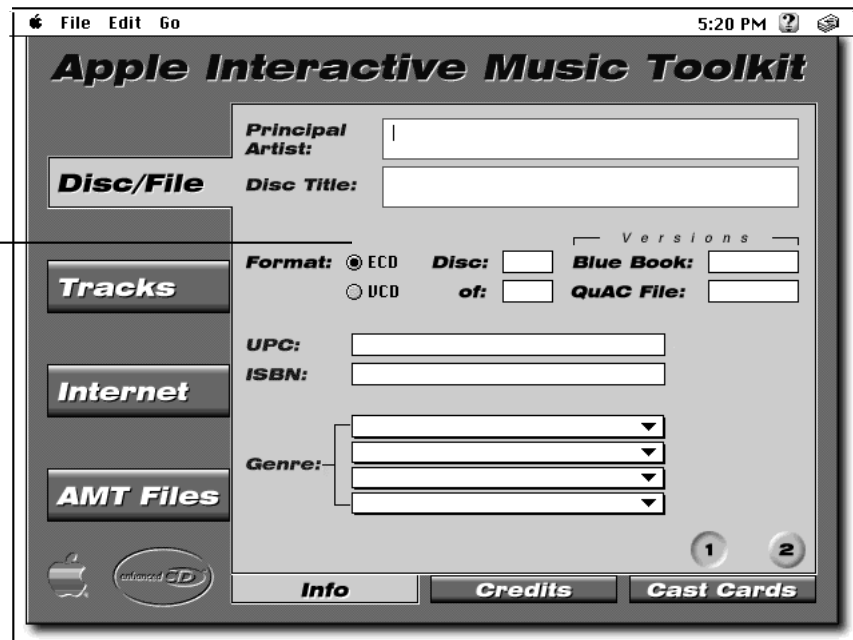
## Making a QuAC file

When you have entered the information you want, you are ready to create the QuAC file.

- 1 Make sure you have selected the appropriate type, Enhanced CD (ECD) or virtual CD (VCD) for your QuAC file.

If you plan to put the QuAC file on an Enhanced CD, click ECD to select it.

To distribute the QuAC file separate from the disc, click VCD (virtual CD). VCD shows the album title, the principal artist, and whether you have interactive AMT files.



- 2 Choose Make QuAC File from the File menu.
- 3 In the dialog box that appears, type a name for the file.
- 4 Click Save.
- 5 You can start work on a new QuAC file or choose Quit from the File.

## Menu Commands for the tool

This section explains the commands available from the menu bar when you're using the tool to create a QuAC file.

### File menu

File	
New...	⌘N
Open...	⌘O
Save as...	⌘S
Make QuAC File	⌘M
Quit	⌘Q

- **New:** Brings up a card with no entries. If you choose New while you have an unsaved card open, a message asks whether you want to save the card you were working on.
- **Open:** Brings up a dialog box which lets you locate and open files you've created with the Apple Interactive Music Tool.
- **Save As:** Saves the file you are working on. After the first time you save the file, Save As lets you save the file with a different name, or in a different folder, or on a different disk.
- **Make QuAC File:** Creates the QuAC file. Any information you enter into the QuAC file and burn onto a music CD appears when you play the CD in the Apple CD Player.
- **Quit:** Ends a session with the Apple Interactive Music Tool.

## Edit menu

Edit	
Undo	⌘Z
Cut Text	⌘H
Copy Text	⌘C
Paste	⌘U
Clear Text	

- **Undo:** Cancels your most recent changes to the file. For example, if you select and delete some text from the Notes area, you can choose Undo to cancel the deletion. When an action cannot be undone, the command is dimmed.
- **Cut Text:** Removes the text you have selected and places it on the Clipboard.
- **Copy Text:** Copies the text you have selected to the Clipboard. The original text stays where it was when you selected it.
- **Paste:** Copies the text on the Clipboard to the location you indicate.
- **Clear Text:** Removes the text you have selected without placing it on the Clipboard. (The contents of the Clipboard, if any, stay intact.) This command accomplishes the same objective as pressing the Delete key when text has been selected.

## Go menu

Go	
Introduction	⌘1
Disc/File Info	
Disc/File Credits	
Disc/File Roles	
Track List	
Track Credits	
Track Cast/Roles	
Internet	
AMT Files	
Previous	⌘2
Next	⌘3
Last	⌘4

This menu provides another way to navigate among the cards.

# 3

## Working With the Apple Media Tool Music Engine



The Apple Media Tool Music Engine lets you create multimedia presentations that you can include in your QuickTime Album Container (QuAC) files. The Music Engine is a trimmer version of the full-featured Apple Media Tool. That is, this version does not support all the same features as Apple Media Tool. In addition, the Music Engine has some unique features not found in the standard Apple Media Tool. This chapter explains the differences.

### *In this chapter*

- Apple Media Tool (AMT) features that are supported by the Music Engine
- features that are unique to the Music Engine
- reference section explaining the commands available with the Music Engine.

### Learning to use the Music Engine

To practice creating an interactive multimedia presentation with the Music Engine, see the tutorial, “Using the Music Engine.” The Installer does not install the tutorial for you. To install what you need, copy the Tutorial folder to your hard disk. Inside the folder, you’ll find the tutorial in PDF format and a Tutorial Media folder. To open the tutorial, double-click the *Using the Music Engine* icon and follow the instructions. You may find it more convenient to print the tutorial before you start creating the presentation.

## AMT features included in the Music Engine

These features are supported by the Apple Media Tool Music Engine.

### Media Types

- Picture—a QuickDraw picture (PICT) file
- Movie—a QuickTime movie file

### Object Types

- Picture—a QuickDraw picture (PICT) file
- Movie—a QuickTime movie file
- Movie Controller—a QuickTime movie with the addition of a standard QuickTime movie controller giving user direct control over movie playback
- Empty—an invisible object that can receive mouse events (useful in creating buttons that overlay other elements)

### Event Types

- Before Display—sent to objects before the screen is initially drawn
- After Display—sent to objects after the screen is initially drawn
- Mouse Down—sent to an object when the mouse is pressed while over the object's active area
- Mouse Up—sent to an object when the mouse is released while over the object's active area
- Finished—sent to an object when its duration or playback elapses
- Mouse Enter—sent to an object when the mouse enters the object's active area
- Mouse Leave—sent to an object when the mouse leaves the object's active area
- Track Changed—<<Is this one of the “unique to AIMT features”?>>



## Action Types

There are three kinds of actions: commands, links, and CD commands.

### Command Actions

- Show—display an object
- Hide—erase an object and remove it from the screen
- Show⇄Hide—toggle between showing and hiding an object
- Enable—make an object responsive to mouse events
- Disable—make an object unresponsive to mouse events
- Enable⇄Disable—toggle between enabling and disabling the responsiveness of an object
- Start—start playing a movie (or show a PICT that's not shown)
- Stop—stop playing a movie (or hide a PICT that's shown)
- Start⇄Stop—toggle between playing or stopping a movie (or showing or hiding a PICT)
- Go to Start—set the current time of a movie to the earliest time (doesn't start playing the movie)
- Go to End—set the current time of a movie to its duration
- Go to Time—set the current time of a movie to the time specified in the “time” parameter
- Find Text—in the text track of a movie, search for the text specified in the “textToFind” parameter, and set the time of a movie to the time when that text starts

### Link Actions

- Go to Screen—switch to the screen specified
- Go Back—go to previous screen, if any
- Quit—Close the interactive experience

## CD Command Actions

- Play—start playing of CD audio
- Pause—pause playing of CD audio
- Previous Track—set the current CD audio track to the previous track
- Next Track—set the current CD audio track to the next track
- Go to Track—set the current CD track to the track specified
- Show Interactive Window—run the interactive experience, if available
- Show Media Window—show or bring to the front the media window

## Features unique to the Music Engine

The Apple Media Tool Music Engine allows authoring of one event and seven actions that are related to the Apple CD Player application.

### Event

- CD Track Changed—sent to objects on the current screen when the current audio track being played changes (includes identification of the new track)

### Actions

- Play—start playing CD audio if not already playing <<*Is Play button available when CD is already playing? Not toggled to Pause?*>>
- Pause—pause playing of CD audio
- Previous Track—set the current CD audio track to the previous track (previous track may be determined by play mode, because a custom playlist affects the order of play)
- Next Track—set the current CD audio track to the next track (also affected by play mode)
- Go to Track trackNumber—set the current CD audio track to the track specified as a parameter (ranging from 1-98)
- Show Interactive Window—run the interactive experience, if available
- Show Media Window—show or bring to the front the media window

## Menu Commands for the Music Engine

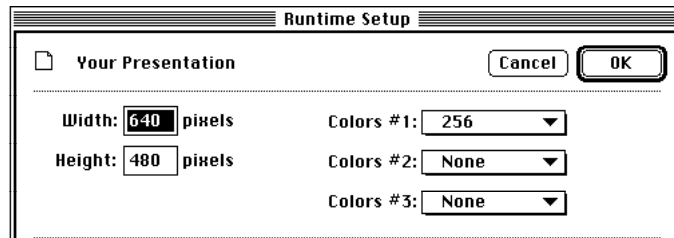
This section explains the commands available from the menu bar when you're using the Music Engine. For information on the commands that are available in the browser when you are creating a presentation, see “Browser Menu Commands,” later in this chapter.

## File menu

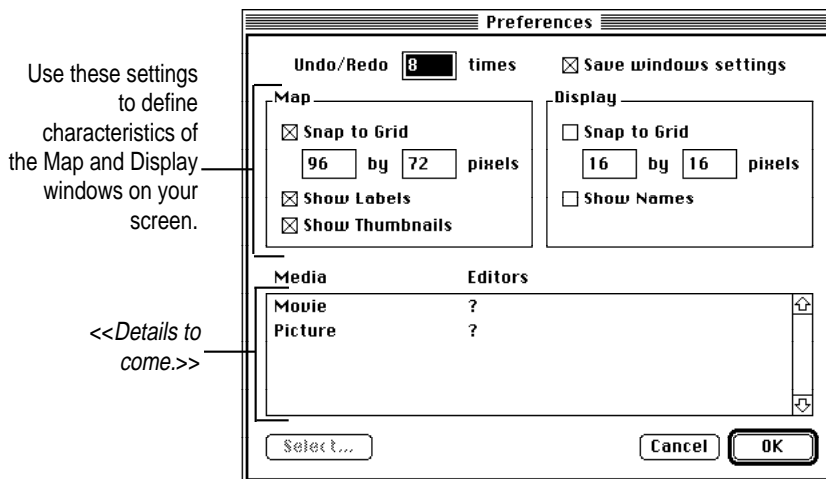


- **New:** Brings up a blank map window.
- **Open:** Brings up a dialog box that lets you locate and open files you've created with the Music Engine.
- **Close:** Closes the active window. If you haven't saved the map or display in the window, an alert box appears asking you whether you want to save before closing the window.
- **Save:** Saves the file you are working on, including any changes you've made to it. Use Save (rather than Save As) for routine saving of your project.
- **Save As:** Saves the file you are working on. After the first time you save the file, Save As lets you save the file with a different name, or in a different folder, or on a different disk.

- **Save As Text:** Saves a text version of the project (a definition of the project in the Apple Media Language). In the Save As Text dialog box, there's a checkbox labeled Backup All Media. <<Tell me what service this provides?>>
- **Revert to Saved:** Opens the most recently saved version of a project. If there haven't been any changes since the last time you saved the project, Revert to Saved is dimmed.
- **Runtime Setup:** Determines the display size and the number of colors used for a particular project (that is, what you see on your monitor).



- **Preferences:** Determines the appearance of the map and display windows you use while creating your project and lets you define the applications you use to edit the QuickTime movies and PICT files in your project.



- **Page Setup:** Lets you set the page size, orientation, and other options for documents that you print in the Music Engine..

- **Print:** Prints the contents of the active window. The Print dialog box that appears is similar to such dialog boxes from most Macintosh applications.
- **Quit:** Ends a session with the Apple Media Tool Music Engine. If you haven't saved the most recent changes, a message appears asking you whether you want to save the project before quitting the application.

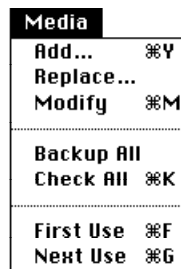
## Edit menu

Edit	
Undo	⌘Z
Redo	⌘A
Cut	⌘H
Copy	⌘C
Paste	⌘V
Paste into	⌘B
Clear	
Clear into	
Select All	⌘A
Invert Selection	⌘I
Parameters...	

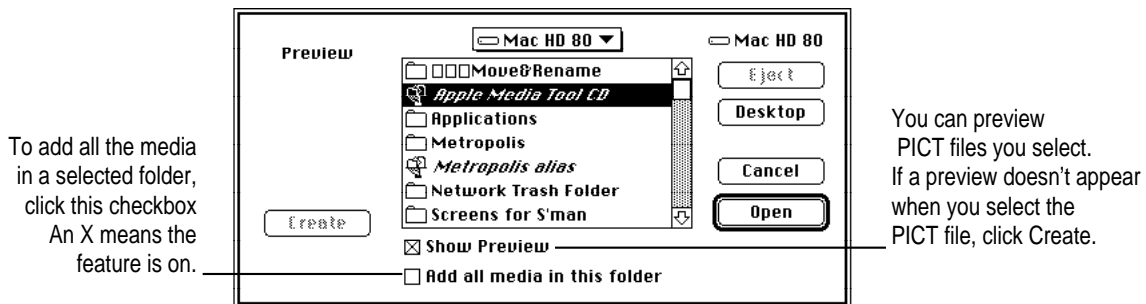
- **Undo:** Cancels your most recent changes to the file. For example, if you select and delete some text from the Notes area, you can choose Undo to cancel the deletion. When an action cannot be undone, the command is dimmed.
- **Redo:** Cancels an Undo.
- **Cut:** Removes the item you have selected and places it on the Clipboard. Because items such as a screen in the map window are containers for other items such as PICT files, cutting removes the contents of the screen as well as the screen itself. <<Are the PICT files etc still available in the Media windoid?>>
- **Copy:** Copies the item you have selected to the Clipboard. The original item stays where it was when you selected it. As with the Cut command, copying an item also copies anything it contains.
- **Paste:** Copies the item on the Clipboard to the location you indicate.
- **Paste into:** <<Explanation to come.>>.

- **Clear:** Removes the item you have selected without placing it on the Clipboard. (The contents of the Clipboard, if any, stay intact.) This command accomplishes the same objective as pressing the Delete key when text has been selected. As with the Cut and Copy commands, Clearing an item also clears anything it contains.
- **Clear into:** Lets you remove media from an item in the Objects pane of the Browser without removing the object itself. <<Details to come.>>
- **Select All:** Selects everything in a particular container. Click the Browser pane that contains the items you want to select, then choose Select All.
- **Invert Selection:** Selects items that are not selected and deselects those that are selected among a group of items in the same container.
- **Parameters:** Lets you define some characteristics of a selected item. The options available vary depending on the item you select.

## Media menu

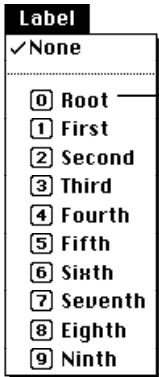


- **Add:** Adds media to the Media miniwindow. You select PICT and QuickTime files from this source to include on the screens in your project.



- **Replace:** Replaces a PICT file or QuickTime movie you select in the Media miniwindow with another one you can choose from the dialog box that appears. You cannot use this command to replace more than one item at a time.
- **Modify:** Lets you edit a selected PICT file or QuickTime movie. If you have previously specified (in the Preferences dialog box) the editor you intend to use, you can select a item in the Media miniwindow and choose Modify to edit the item. For details about the Preferences command, see the section “File Menu,” earlier in this chapter.
- **Backup All:** Creates a file named MEDIA that contains copies of all the media items you use in a project and puts the MEDIA folder into the same folder that contains the project. <<*What if there's already a MEDIA folder in the project folder?? Does this work with Music Engine? It won't for me.*>>
- **Check All:** Verifies that the items in your Media miniwindow are available. The files that appear in the Media miniwindow are not the actual PICT and QuickTime movie files. They are references to the files themselves, and occasionally the original files may be moved or deleted from the source. To make sure that the items in your Media miniwindow are available, click Check All. If all the files are where they were when you added them, a beep sounds. If a file is missing, a dialog box appears asking for the location of the file. Use the dialog box to find the file you want. To make such searches easier, you may want to keep together, in a folder named Media, all PICT and QuickTime movie files you plan to use in presentations.
- **First Use:** Identifies the object that uses a media item first in the sequence of the presentation. To learn which object uses a media item, click the item in the Media miniwindow and choose First Use. (See also the Select Media command in the section “Object Menu,” later in this manual.)
- **Next Use:** Identifies the object object that uses the media item you found using the First Use command. If the media item has been used only once, you hear a beep.

## Label menu

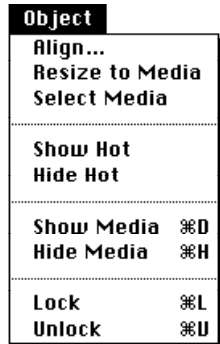


The root label (0) identifies the screen at which the presentation begins playing. If no screen is labeled 0, the presentation begins playing at the first screen listed in the Screens pane of the Browser.

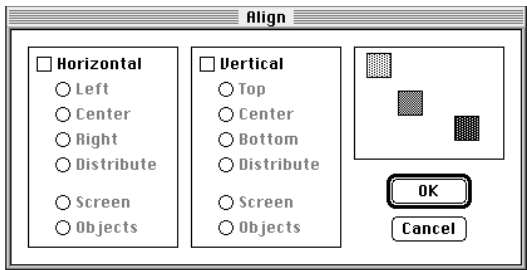
*Note:* These labels are completely optional. Use them at your convenience, but they are not required for the presenataion.

Use this menu to label a selected screen in the Map window.

## Object menu



- **Align:** Controls the positions of objects relative to each other.

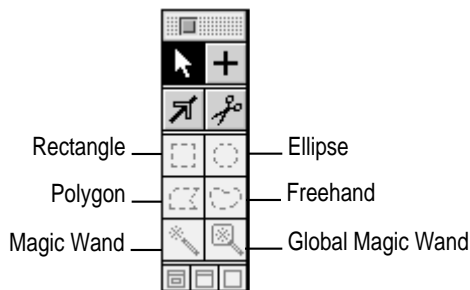


——— <<Details to come.>>



You can, of course, control the positions yourself, by moving objects in the Display window.

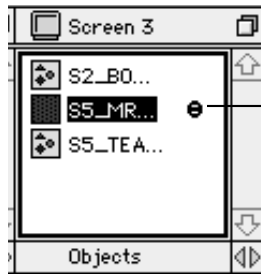
- **Resize to Media:** Makes an object the size of the media it contains. This command is not available if the object and media are already the same size.
- **Select Media:** Identifies the media item contained in the selected object. (See also the First Use command in the section “Media Menu,” earlier in this manual.)
- **Show/Hide Hot:** Reveals or hides the hot region of a selected object. You use specific tools from the Tool palette to create hot regions that can respond to mouse activities (such as clicks) when the pointer is within the hot region. By default, an object’s hot region is the entire rectangle it occupies, but the Tool palette lets you create custom hot regions, using the hot region tools identified in the illustration below.



The “shape” tools create hot regions in the shapes named. The Magic Wand lets you designate an area contiguous to a specific color as the hot region. The Global Magic Wand lets you designate all instances of a color within the object’s rectangle as hot regions.

*Note:* Hot regions you create with the Freehand tool, Magic Wand, and Global Magic Wand use a lot of memory.

- **Show/Hide Media:** Causes selected media items to be hidden from view or to be revealed again in the Display window. You may want to hide media if several items overlap in one screen. When a media item is hidden, a symbol appears next to its name in the Objects pane of the Browser.



This symbol identifies a media item that's hidden from view in the Display window. You can select the item here and choose Show Media to reveal it again.

- **Lock/Unlock:** Locks a selected object, preventing it from being deleted, cut, cleared, moved, resized, or aligned. Unlocks a selected locked object.

## Action menu

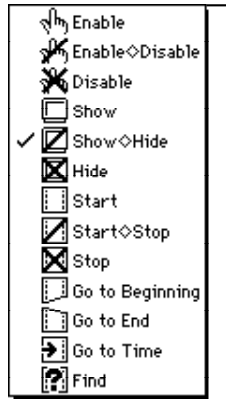
Action	
Add Event	⌘E
Add All Events	
<hr/>	
Add Command	⌘D
Add Link	⌘L
Add CD Command	⌘C

- **Add Event:** Creates an event in the Browser's Events pane for a selected object.



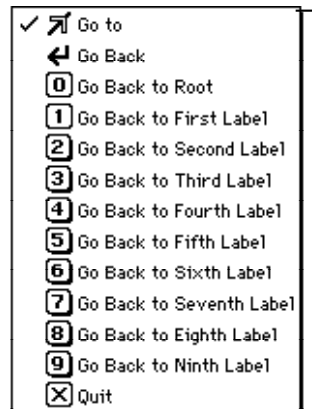
You can change the event, using this pop-up menu in the Events pane of the Browser. (For more information, see "Browser Menu Commands," later in this chapter.)

- **Add All Events:** Lists all events in the Browser's Events pane for a selected object. You can delete any events you don't want.
- **Add Command:** Adds specific actions associated with events. A list of options appears in the Actions pane of the Browser.



You can change the command, using this pop-up menu in the Actions pane of the Browser. (For more information, see "Browser Menu Commands," later in this chapter.)

- **Add Link:** Adds a specific link when you want an event to take the presentation to another screen. A list of links appears in the Actions pane of the Browser.



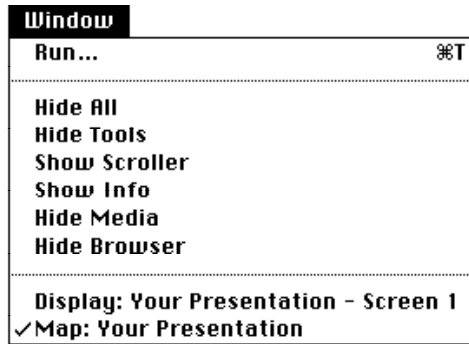
Use this pop-up menu in the Actions pane of the Browser to specify the next place to go in your presentation. (For more information, see "Browser Menu Commands," later in this chapter.)

- **Add CD Command:** Adds a command for use with a CD player you are creating (a custom controller).



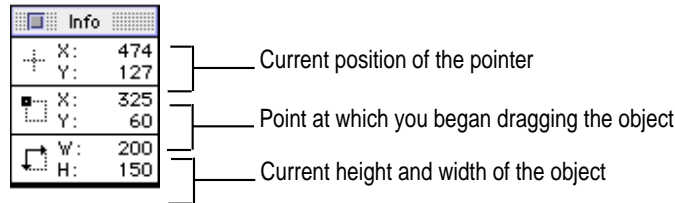
Use this pop-up menu in the Actions pane of the Browser to choose the command you want. (For more information, see "Browser Menu Commands," later in this chapter.)

## Window menu



- **Run:** Previews your presentation. In the Map window (or in the Screens pane of the Browser), select the first screen in the presentation, and then choose Run from the Windows menu. The first screen of your presentation appears, and you can check out the actions and events you have defined with the Music Engine.
- **Hide/Show All:** Hides or reveals the Browser and any other open miniwindows.
- **Hide/Show Tools:** Hides or reveals the Tool palette.
- **Hide/Show Scroller:** Hides or reveals the Scroller (a miniwindow that gives you an overview, in miniature, of the Map window).

- **Hide/Show Info:** Hides or reveals the Info window. When you drag to change the size or position of an object, you can choose Show Info to get details of the change. The measurements are done in pixels. The X value specifies distance from the left edge of the screen, and the Y value specifies distance from the top of the screen.



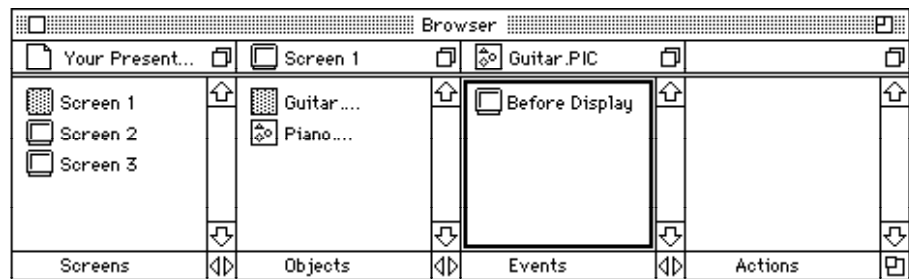
- **Hide/Show Media:** Hides or reveals the Media miniwindow.
- **Hide/Show Browser:** Hides or reveals the Browser.
- **Display and Map:** Lists project windows currently open.

## Browser menu commands

This section explains the commands available from the Browser's Events and Actions pop-up menus when you are creating a presentation.. For information on the Music Engine menu commands, see “Menu Commands for the Music Engine,” earlier in this chapter.

## Events pop-up menu

To gain access to the Events pop-up menu, you must have created at least one screen and have selected at least one media object for that screen. Then you can choose Add Event from the Actions menu, and an event appears in the Events pane of the Browser.





## Command actions in the pop-up menu

Each action that appears in the pane also acts as a pop-up menu. To see the pop-up menu, put the pointer on the action and press the mouse button. A list appears, showing the actions of this type available with the Music Engine.

<b>Enable</b>	Set the target to be enabled to receive mouse clicks
<b>Enable◊Disable</b>	Flip the enabled state of the target
<b>Disable</b>	Set the target to be disabled and invisible to mouse actions and, for Keyboard objects, to key presses
<b>Show</b>	Set the target to be visible
<b>Show◊Hide</b>	Flip the visibility state of the target
<b>Hide</b>	Set the target to be invisible, perhaps revealing objects underneath.
<b>Start</b>	Start the duration timer of the target, playing its movie or sound if appropriate
<b>Start◊Stop</b>	Pause or restart the duration timer of the target
<b>Stop</b>	Stop the playback or duration timer of the target
<b>Go to Beginning</b>	Set the target's current time to the beginning of its time dimension
<b>Go to End</b>	Set the target's current time to the end of its time dimension
<b>Go to Time</b>	Set the target's current time to the given position in its time dimension
<b>Find</b>	Find the given text in the text track of the target movie and set its current frame to the position of the text.

## Link actions in the pop-up menu

A link moves from one screen to another. After all other actions for the event have been performed, all objects on the current screen are hidden, the objects from the target screen are loaded, and the new screen is displayed. The most recent visual effect is performed to make the transition between the two screens. Although you can put as many links in the Actions pane of an event as you wish, only the last link in the list is executed, and it is performed after all other actions.

There are three kinds of links: the Go To link, several Go Back links, and the Quit link. When executing a Go To link, Apple Media Tool shows the screen that is the target of the link. For Go Back links, Apple Media Tool returns to a previous screen. On a Quit link, Apple Media Tool shows a black screen and then quits the title, returning to the environment from which the title was run.

The Go To link can use as a target only screens that are linked to the current screen in the Map window. If you assign a screen to be the target of a Go To link, but it is not connected to that screen in the Map window, the link appears crossed out. This helps the designer of a title to avoid errors. When you are constructing a title with buttons that move the user from screen to screen, follow these steps:

- 1 Lay out the screens.**
- 2 Link the screens together in the Map window in the order in which they will be traversed.**
- 3 Create a button on each screen with some event (such as Mouse Up) that executes a Go To link.**
- 4 Set the link to its correct target by dragging the target screen from the Screens pane of the Browser miniwindow to the Go To link.**

The Go Back links backtrack the title's user through the map of screens. You don't need to have a direct connection between one screen and another to use a Go Back link if the user has been able to navigate to the screen using forward links. <<Clarification??>>



The Go Back link goes to the immediately previous screen. Apple Media Tool remembers the trail the user has taken through screens, and it can back up all the way to the beginning. A Go Back link on the first screen of the title does nothing.

The Go Back to Root and Go Back to Label links return the user to the most recent screen with the given label. You use these links primarily for making hierarchies or menus of screens that allow the user to return to previous menus, without your having to make explicit links.

Finally, the Quit link ends the title, showing a black screen and returning either to the Apple Media Tool interface (if the project was run by the Run command) or to the Finder or the Windows File Manager (if the title was run).

**CD command actions in the pop-up menu**

Each action that appears in the pane also acts as a pop-up menu. To see the pop-up menu, put the pointer on the action and press the mouse button. A list appears, showing the actions of this type available with the Music Engine.

<b>Play</b>	<<Details to come.>>
<b>Pause</b>	<<Details to come.>>
<b>Go To Track/Time</b>	<<Details to come.>>
<b>Next Track</b>	<<Details to come.>>
<b>Previous Track</b>	<<Details to come.>>
<b>Show Interactive Window</b>	<<Details to come.>>
<b>Show Media Window</b>	<<Details to come.>>



# 4

## Using the Lyric Synchronizer



The Lyric Synchronizer is an application you can use to create a file containing a song and its lyrics. When you play the song, the lines of lyrics appear as they are being sung. With the printed lyrics on screen while you play an enhanced CD, you can select a particular lyric line you want to hear, and the Apple CD Player will go to that line and play it for you.

### *In this chapter*

- typing the lyrics
- preparing a flattened QuickTime sound movie
- synchronizing lyrics and sound

## Typing the lyrics

- 1 **Using SimpleText or any word processor, type the lyrics, line by line.**

Do your best to match the phrasing of the song. When there's a significant pause in the singing, press Return and move to the next line.

If there's an instrumental solo longer than two or three seconds anywhere in the song, leave a blank line to represent the solo. This might mean there is a blank line before the first line of lyrics, one or more blank lines as the song progresses, and a blank line after the last line is sung.

- 2 **When you have finished typing the lyrics, name and save the file.**

It's a good idea to save it in the same folder as the Lyric Synchronizer.

## Preparing a flattened QuickTime sound movie

- 1 **Insert the music CD into the CD ROM tray on your Macintosh computer.**

The CD icon appears on your desktop.

- 2 **Open the Movie Player application.**

The Movie Player came with your toolkit software <<*installed by the Installer??>>* in a Utilities folder. Find the application and double-click its icon to open it.

- 3 **Choose Import from the File menu.**

- 4 **In the dialog box that appears, locate the music CD and click Open.**

- 5 **In the next dialog box, select the song that you want and click Convert.**

**6** In the Save dialog box, click Options.

**7** In the Options dialog box, make the choices you want.

<<Screen to come.>>

In the Settings area of the dialog box, choose:

- Rate: 11.025 kHz
- Size: 8 bit
- Use: Mono

These settings work fine for synchronizing lyrics and use less space on your hard disk

In the Audio Selection area of the dialog box, notice that the entire song is selected, by default. If you want to capture only part of the song, use the markers on both ends of the slider to define the segment you want. To preview your selection, use the Play button.

**8** When you've chosen the appropriate settings, click OK.

**9** Name and save the file.

A small window shows the status of the process. Importing the movie can take a minute or two.

When the process is complete, a small player with the name you gave your sound movie appears.

**10** Choose Save As from the File menu.

**11** In the Save as dialog box, click "Make movie self-contained" and "Playable on non-Apple computers."

"Make movie self-contained" flattens the movie. <<Details to come.>>

"Playable on non-Apple computers" means the song with synchronized lyrics can be played on other than Macintosh computers. <<Details to come.>>

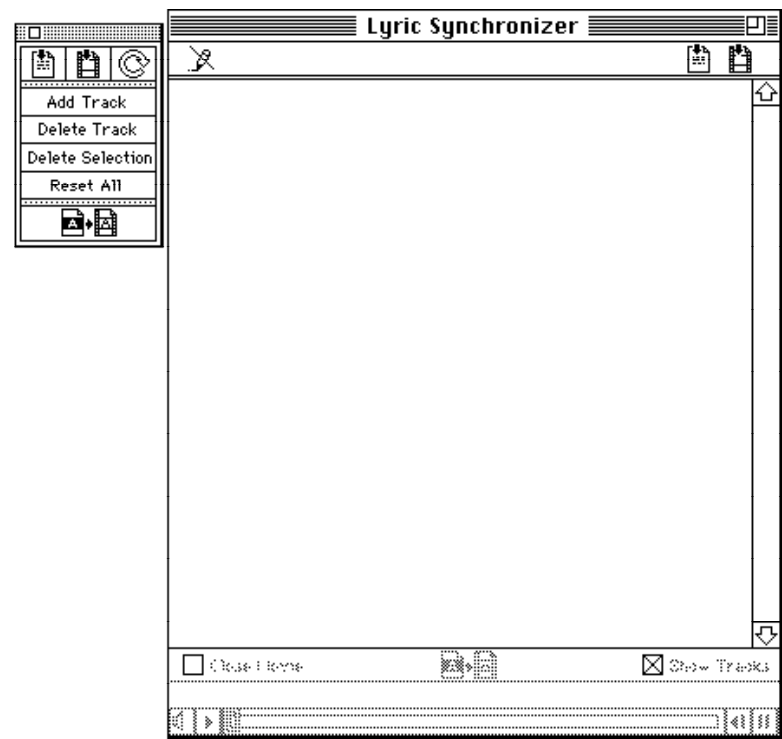
**12** Name and save the file.

This is the file you use when you synchronize the lyrics and the song. It's a good idea to save it in the same folder as the Lyric Synchronizer and the text file containing the lyrics.

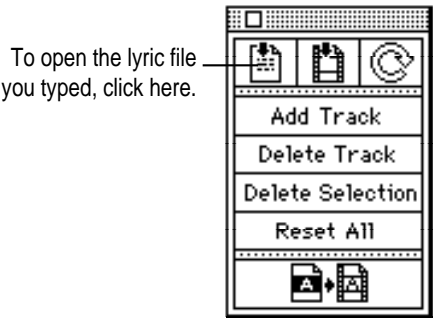
# Synchronizing lyrics and sound

- 1 Open the Lyric Synchronizer.

A window and a miniwindow appear.

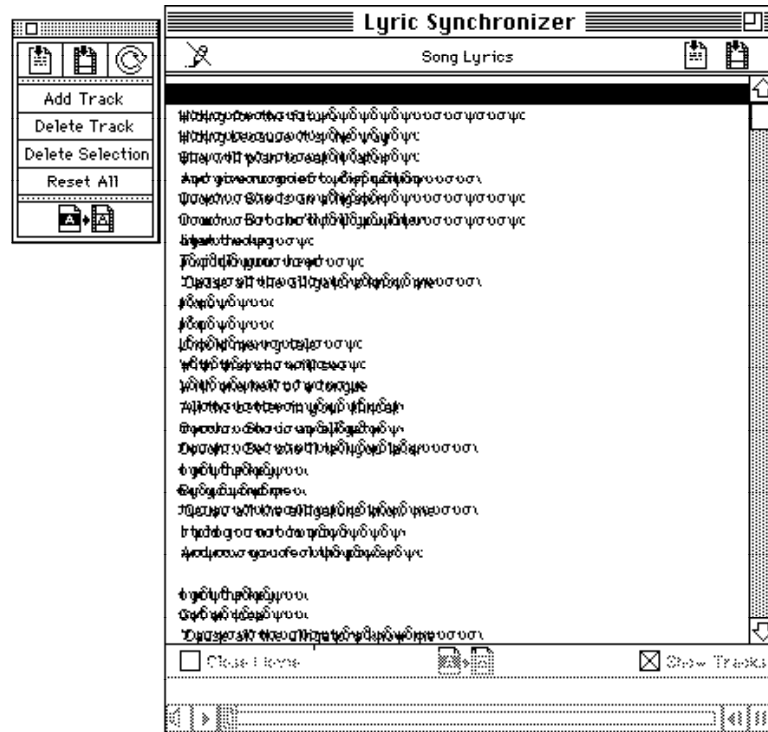


- 2 To open the lyric file, click the document icon in the miniwindow.



- 3 In the Open dialog box that appears, locate the lyric file and click Open.

Now the lyrics appear in the window.



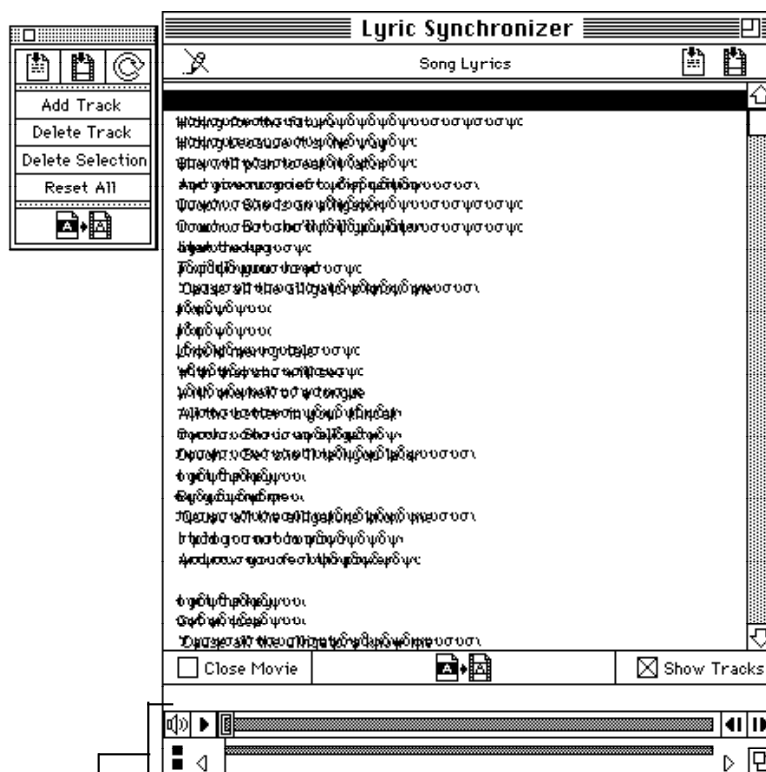
- 4 To open the sound file, click the movie icon in the miniwindow.

To open the sound file, click here.



- 5 In the Open dialog box that appears, locate the sound movie file and click Open.

Notice that the player at the bottom of the window is now active.



The sound movie player



**6 In the sound movie player, click the play button.**

To start the song, click the play button.

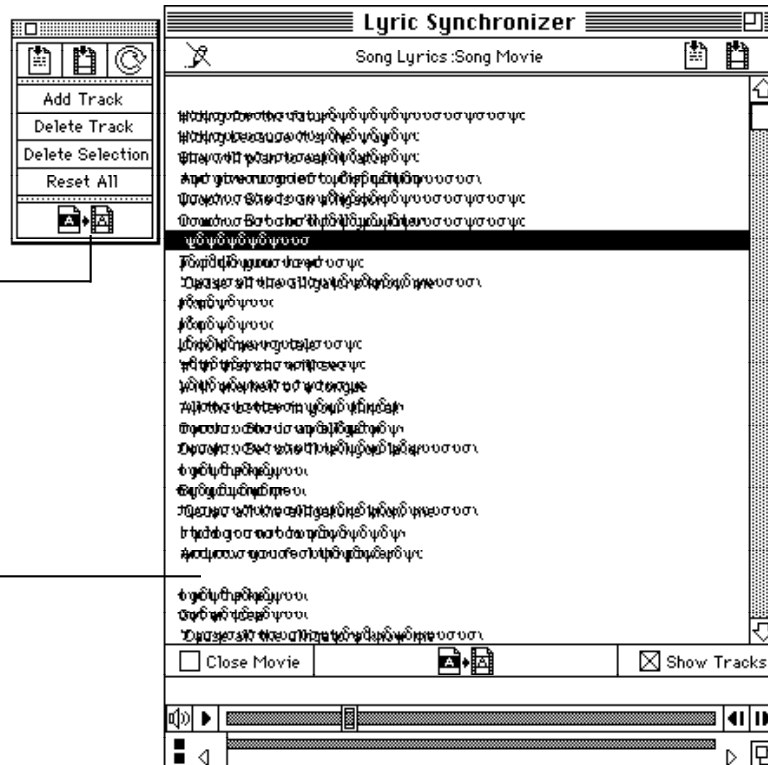


**7 Each time a line of lyrics starts, click the text-to-movie icon in the miniwindow.**

To move the selection bar to the next line of lyrics, click this icon.

During an instrumental segment, with no singing, let the selection bar rest on a space between lines of lyrics.

Be prepared, when the singing starts again, to click the text-to-movie icon.



With practice, you should be able to synchronize lyrics to your own satisfaction. The most important factor in successful synchronizing is your familiarity with the song. Be sure to listen to the song and know the rhythm, verses, and changes well.

- 8** When the player reaches the end of the song and plays it again, you can watch the lyrics appear in the player.



If you are not satisfied with the result, click Reset All in the miniwindow and repeat the process, starting at step 2.

- 9** When you are satisfied with the synchronized music and lyrics, stop the player and choose **Save** from the **File** menu.
- 10** In the dialog box that appears, name and save the movie.

A sound movie can be used as one of the media items you add to the interactive multimedia presentation you create with the Music Engine. For more information about the Music Engine, see Chapter 3.



## Glossary

.....

### A

**access privileges** The ability to see folders, see files, or make changes to a shared disk or folder. Access privileges are granted by the owner of the shared item and are used to determine what other network users can do with the disk or folder and its contents.

**active program** The program you're currently using. You can have several programs open at a time, but only one of them is the active program. Open programs appear in the Application menu at the right end of the menu bar, with a checkmark next to the name of the active program. The menu icon changes to indicate which program is the active program.

**active program** The program you're currently using. You can have several programs open at a time, but only one of them is the active program. Open programs appear in the Application menu at the right end of the menu bar, with a checkmark next to the name of the active program. The menu icon changes to indicate which program is the active program.



If you can't find what you're looking for in this index, look in **Macintosh Guide**—available in the **Guide (⌘)** menu on your computer.



## Index

• • • • •

### A

AC power adapter, power requirements  
for 84

adapters

AC power adapter 84

EtherTalk adapter 48