Video

Cocoa > QuickTime

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Introduction to Video

This topic describes Cocoa's video support.

Organization of This Document

The basic features of the NSMovie and NSMovieView classes are discussed in "QuickTime Movies In Cocoa" (page 7). If you edit the movie and want to save it to a file, see "Archiving NSMovie Objects" (page 9).

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QuickTime Movies In Cocoa

Cocoa represents QuickTime movies as NSMovie objects. Any QuickTime-readable movie can be loaded into an NSMovie object; the movie data can be read from a pre-existing QuickTime movie pointer, a URL, or a pasteboard. The NSMovie class does not define methods for manipulating the movie data directly, but you can obtain a pointer to the data (with the `QTMovie` method) and then use the extensive QuickTime APIs. Primarily, NSMovie is used to display a movie inside an NSMovieView.

An NSMovieView displays an NSMovie object in a frame and provides methods for playing and editing the movie. With NSMovieView, you can control the sound volume, play speed, looping mode, and movie controller visibility. With the standard QuickTime movie controller visible, the user can play the movie, set the volume, reposition the play head, and make selections. (Note that the movie controller operates directly on the movie, bypassing the NSMovieView methods.) If the movie is editable, the user can also perform copy and paste operations on the movie. (See "Archiving NSMovie Objects" (page 9) for details on saving a modified movie to a file.)

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Archiving NSMovie Objects

When an NSMovie object is archived, its data is encoded either as a simple path to the original movie file or as a special QuickTime-defined description of the movie's contents. When initialized from a URL, using `initWithURL:byReference:` or `NSMovie(aURL, byRef)`, the movie's URL is archived if the *byRef* parameter is `YES`. The archived URL is then used when unarchiving to load the movie data from the original file. If *byRef* is `NO`, the movie's QuickTime header information is archived. This information describes the movie's contents, such as number of tracks and media format. When possible, the header information contains references to the files in which the original media samples are stored rather than the samples themselves. When unarchived, QuickTime relocates the source files (even if they have been moved or renamed) and reconstructs the movie. To produce a self-contained movie with all the data in a single file, obtain the QuickTime `Movie` object from `QTMovie` (Objective-C only) and then use the QuickTime function `FlattenMovieData` to save the data to disk.

Similarly, when initialized from a pasteboard, using `initWithPasteboard:` or `NSMovie(aPasteboard)`, the movie's URL is archived if the pasteboard contains `NSFilenamesPboardType`. If the pasteboard instead contains the movie data, the movie's header information is archived.

A modified movie is always archived by archiving its header information.

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Document Revision History

This table describes the changes to *Video*.

Date	Notes
2002-11-12	Revision history was added to existing topic. It will be used to record changes to the content of the topic.

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