
QTKit Data Types Reference

[QuickTime](#) > [Cocoa](#)



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QTKit Data Types Reference

Framework:	QTKit/QTKit.h
Declared in	QTimeRange.h

Overview

This chapter describes the data types and constants found in the QuickTime Kit framework.

Data Types

QTime

Defines the value and time scale of a time.

```
typedef struct {    long    long    timeValue;    long
timeScale;    long    flags; }
```

Discussion

The `QTime` structure defines the value and time scale of a time. Currently only one flag is defined:

```
enum {
    kQTimeIsIndefinite = 1 << 0
};
```

If this flag is set in a `QTime` structure, the other fields should not be used. The QTKit provides a number of functions for converting and comparing `QTime` structures.

QTimeRange

Defines a range of time.

```
typedef struct {    QTime time;    QTime duration; } QTimeRange;
```

Discussion

The `QTimeRange` structure defines a range of time. It is used, for instance, to specify the active segment of a movie or track. The QTKit provides a number of functions for converting and comparing `QTimeRange` structures.

Availability

Available in Mac OS X v10.3 and later.

Declared In

UITimeRange.h

Document Revision History

This table describes the changes to *QTKit Data Types Reference*.

Date	Notes
2006-05-23	First publication of this content as a separate document.

REVISION HISTORY

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