

## Interactive Media Systems

## CD-I Authoring Tools



## CD-I MediaShowcase



### The package that combines creativity and productivity

- A player-based, interactive application design and development environment
- To be used by multi media designers
- Based upon a dedicated object scripting language called CD-I Talk
- Provides designers with a high Level non technical "natural language" method of communicating their designs to the CD-I player
- Instant preview capability

#### CD-I MediaShowcase

MediaShowcase is a CD-I player based, interactive application design and development environment for those who will develop CD-I applications like designers, audio and video producers, content experts and software engineers.

#### Components

The primary components of MediaShowcase are the Designer's Desktop, the CD-I Talk language and the Screen Designer.



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## Designers Desktop

The Designers Desktop is the management shell of MediaShowcase and provides a mouse driven interface for creating, editing and running CD-I Talk applications.

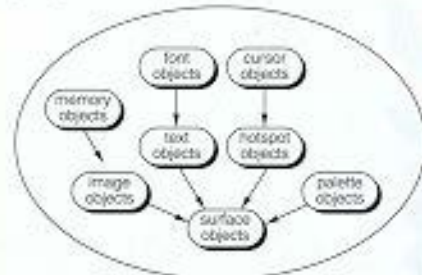
### Features

- Browsing and maintenance
- Default settings
- Text editor
- Asset finding
- Script clipboard

### CD-I Talk

The CD-I Talk Language is developed as an easy-to-use, "natural language" for communication of application design to the CD-I player. CD-I Talk is based on the Balboa Run-time Standard

CD-I Talk is an object based language with predefined classes.



It includes:

- an integrated script editor,
- an interpreter and
- a debugger

Having these tools so closely integrated allows designers to quickly implement applications and instantly see the results.

### Features

- CD-I Talk include Objects for Audio, Cursor, Font, Hotspot, Image, Memory, Palette, Sequence, Surface, Text and Timing

### Objects

#### Surfaces

- Enables screens to be composed from numerous sub screens, giving almost complete video freedom
- Each surface has a list of properties to set defaults such as size and transparency

### Sequences

- Slide shows and video effects
- Run length animations
- DYUV partial screen movies
- FMV will be supported when available

### Text and fonts

- CD-I Font support
- Kerning, Justification, clipping and text effects
- Character metric control such as size and colour

### Audio

- Supports all ADPCM levels
- Full volume, offset and duration control

### Hotspot

- 7 cursor events available
- Automatic pattern changing of cursor

### Cursor

- Shape, colour and hit point user definable
- Automatic explicit updating

### Image and Palette

- Supports all types and sizes of images
- CLUT color cycling
- Highlighting capabilities

### Memory

- Speed-up facilities like preloading and
- Partial image update from memory

### Timers

- Full interval and counter control
- Start, stop and reset
- Event scripts can execute asynchronously

### Navigation

- Application memory is used efficiently, with minimum capacity, by using only relevant script segments
- Switch to any segment of the application at any time

### Programming features

- Include command set
- Work with the objects, variables and various control structures

### Extendability

- Define your own functions
- C sub-routines in UCM, Balboa
- System functions include OS9 utilities

### Connectivity

- Ethernet support: Internet and NFS
- OS9 and MS-DOS disks, CD-I and CD-ROM XA sampler discs
- CD-I Emulation to run Script to Disk

### Screen Designer

The Screen Designer is the first in a planned set of integrated tools that allow designers to generate CD-I Talk scripts in a What-You-See-Is-What-You-Get environment.

Screen Designer offers the following utilities.

- Text layout tool for interactive placement of text
- Interactive placement of hotspots
- Interactive placement of images

With the Text Layout Tool, designers can create and place text strings in the same font and size as it appears in the application directly upon the actual image that will be used in their CD-I application. Once displayed, the text can be interactively positioned by "grabbing" and moving it using the mouse.

### System Requirements

- Professional CDI 605 player
- RGB Monitor
- Hard disk (minimum 650 Mb)
- Keyboard
- External asset production capability
- Recommended: terminal device and cable
- Optional: Ethernet

Developed in cooperation with

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