

# Embedding Non-MOV Files

- You can embed a non .mov file (.mp3,.smil) and force it to play with the QuickTime Plugin.
- You can tell the QuickTime Plugin to play a different file than the one specified by the SRC parameter of the <EMBED> tag.
- This is crucial, because the browser uses the SRC parameter to decide which plug-in to use.
- If the SRC parameter specifies a .mov, the browser will choose the QuickTime Plugin.
- The QTSRC parameter can then be used to tell the plug-in to play a .swf, .smil, .mp3, or other file type.

```
<embed src="foo.mov" width="200" height="240"  
      qtsrc="foo.mp3">
```

- The QuickTime Plugin sees that you really want to play foo.mp3 and not foo.mov so the browser loads foo.mp3 and is none the wiser.
- This works only if the .mov MIME type has not been hijacked. There is a better way!

# Embedding Non-MOV Files - cont.

Q. How can I prevent other media players from hijacking the .mov extension?

- Other plug-ins can and sometimes do register themselves as being able to handle the video/quicktime MIME type (whether they really can or not). This can result in a "broken plug-in" icon being displayed instead of the movie.
- There is an approach you can take that works with older versions of QuickTime by passing a MacPaint image (file extension .pntg, MIME type "image/x-macpaint") in the SRC attribute. Don't laugh, this actually works.
  - `<embed qtsrc="actual.mov" height="yyy" width="xxx" src="unneedqt4.pntg" type="image/x-macpaint" pluginspage="http://www.apple.com/quicktime/download/">`
- This approach also allows people with QuickTime 3 see an image telling them they need to upgrade, rather than a broken plugin icon.

**Important:**

- Your Web server **MUST** be configured to associate the .pntg file extension with the MIME type "image/x-macpaint" or this technique won't work.

# Launching the QT Player from a Web Page

- Launching QuickTime Player from a web page requires a poster movie to be embedded within the page.
- After creating the poster movie and placing it on the server, the code will look similar to:

```
<embed src="poster.mov" href="sample.mov" width="200" height="240"  
target="quicktimeplayer">
```

# Using Plug-In Helper

- Plug-In Helper is an application that allows you to:
  - Associate URLs with QuickTime movies and video tracks.
  - Store QuickTime Plug-In settings inside a QuickTime movie.
- The QuickTime Plug-In uses the information you add when the movies are played back over the web.
- Examples of the kinds of information you can add to a movie include:
  - plug-in playback control settings (whether to start playing the movie automatically, whether to show the movie controller or not), and
  - URLs to jump to when the user clicks on the movie or a particular track of the movie.

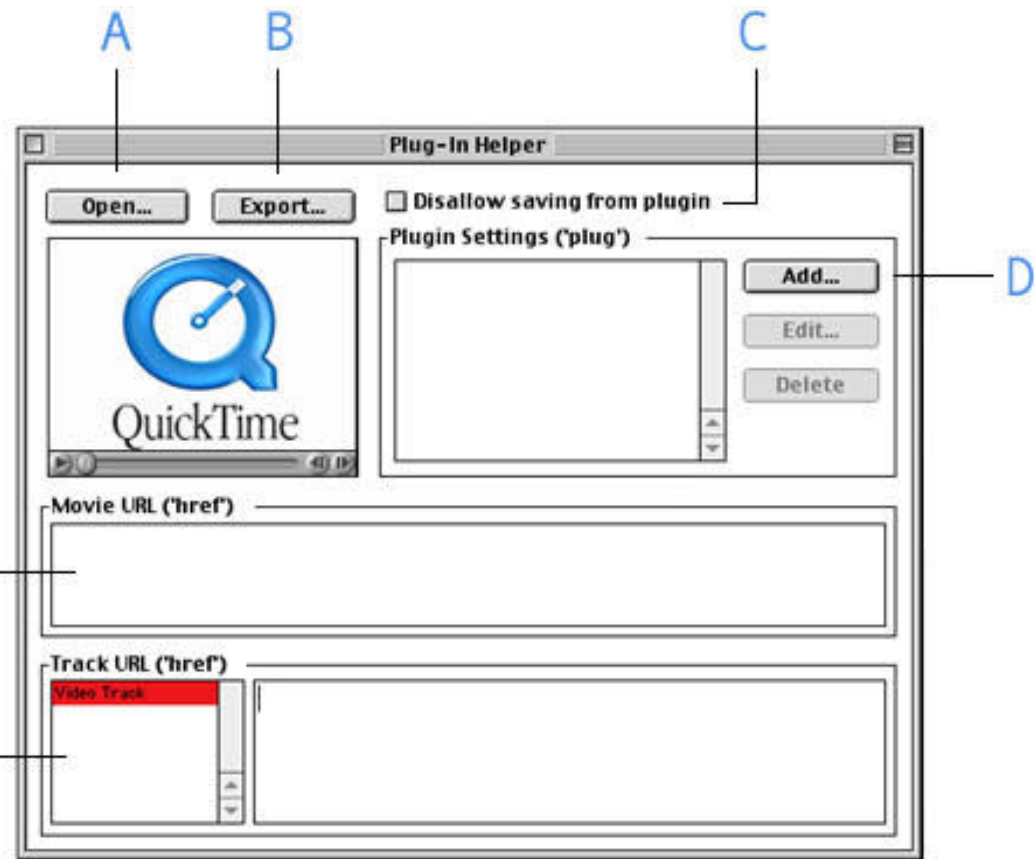
# Plug-In Helper

- A. To open a new movie, click the import button and specify which movie you want to use. Alternatively, you can drag and drop a movie onto the preview area below the Open and Export...buttons.
- B. Once you have added your plugin and URL data to the movie, click the 'Export...' button to save it. Give the movie a new name and click the Save button.
- C. Enabling this checkbox will disable any saving capabilities when the movie file is played in a browser or QuickTime Player.
- D. Using the Add button, you can enter lines of plugin EMBED tags. You can use any tag supported by the plugin except CACHE, WIDTH, HEIGHT, and HIDDEN. A common tag to put here would be "AUTOPLAY=TRUE". (For complete information on the plugin's EMBED tags, refer to the [Embed Tag](#) documentation.)

You can also put an HREF tag here that can be used to load another HTML file into a frame of the current document. An example of when this might be useful is if you wanted to present information about the movie in a frame when the movie appears. You can have only one HREF tag here.

Use the Edit and Delete buttons to perform their respective operations on the line you select.

- E. In this field you can only type a standard URL, which is the URL to go to if the user clicks on the movie at any time. The URL can be relative or absolute. Instead of typing, you can also drag and drop an URL from another document to this field. This ensures that the URL is properly formed and will work in the QuickTime Plug-In.
- F. In this field you can only type a standard URL, which is the URL to go to if the user clicks on the video at any time. The URL can be relative or absolute. Instead of typing, you can also drag and drop an URL from another document to this field. This ensures that the URL is properly formed and will work in the QuickTime Plug-In.
- The idea here is that if you had a movie that contained two separate video tracks playing side by side, you could assign different HREF tags to each track so that different things happen when you click on each track. **Note:** If a URL is associated with the movie, it will override any URLs associated with video tracks.



# Plug-In Helper FAQ

- Q. I only see video tracks in the track list, I'm not going to lose anything when I export, am I?
- A. At this time, this application only supports associating URLs with video tracks, so that is the only track type displayed in the track list. Any tracks the application does not understand will be exported intact and untouched.
  
- Q. Can I associate a URL with any track type other than video?
- A. No, see answer to previous question.
  
- Q. Why can't I use the space bar to start and stop the movie?
- A. There is always an active text box in the window, so all keystrokes are assumed to be intended for editing text.
  
- Q. Why can't I use the arrows keys to navigate through the movie?
- A. See answer to previous question.
  
- Q. I've heard that URLs can be associated with sprites in a sprite track, is this true?
- A. Yes, that is true, but this utility does not support that feature.

# QT and Internet Explorer 5.5 SP2 & 6.0 for Windows

## Important Information for End Users:

- Microsoft Internet Explorer for Windows, versions 5.5 SP2 and 6.0 (soon to be released) no longer support Netscape-style plug-ins, such as the plug-in installed as part of QuickTime 5.0.2 and earlier versions. Consequently, Windows customers using these versions of Explorer may be unable to view QuickTime content in the browser. Mac users and Netscape users are unaffected,
- To restore compatibility, Apple has provided an ActiveX control. Please visit <http://www.apple.com/quicktime/download/qtcheck/> where you will be prompted to download and install this control if you do not already have it.

## Important Information for Web Developers and Webmasters:

- Microsoft Internet Explorer for Windows, versions 5.5 SP2 and 6.0 (soon to be released) no longer support Netscape-style plug-ins, such as the plug-in installed as part of QuickTime 5.0.2 and earlier versions. Consequently, Windows customers using these versions of Explorer who visit your site may be unable to view QuickTime content in the browser. To mitigate this problem and to ensure a positive experience for your Web site visitors, you should add to your site the HTML code that makes available the new ActiveX control for QuickTime, as described below.
- **Note: This issue affects only users of Internet Explorer on Windows.**

# QT and Internet Explorer 5.5 SP2 & 6.0 for Windows

## Background:

- QuickTime uses a plug-in mechanism to display movies from your Web page in the user's browser. Before, you would use an EMBED element alone to display QuickTime content within the browser, much like in the example below:

```
<EMBED src="sample.mov" width="160" height="144" autoplay="true" CONTROLLER="false"  
  PLUGINSOURCE="http://www.apple.com/quicktime/download/"></EMBED>
```

- For this mechanism to work, the user must have the QuickTime plug-in installed on his or her system. If the appropriate QuickTime plug-in is not installed, when your HTML page with QuickTime content is loaded into the user's browser, the movie is not visible. Instead, the browser replaces it with a "broken plug-in icon" and attempts to assist the user in obtaining the required software. An unfortunate side effect of this approach is that the user is directed away from your site and is distracted by the installation process.



## The Issue

- Until recently, the plug-in installed as part of QuickTime worked for both Netscape browsers and Microsoft Internet Explorer on both Windows and Mac OS. Now Windows users who try to play a QuickTime movie in Internet Explorer version 5.5 SP2 or later will encounter the "broken plug-in icon" until they install the new QuickTime ActiveX control from Apple in addition to the QuickTime plug-in. Users of other browsers on either Windows or Mac OS are unaffected—they can continue to use the plug-in installed with QuickTime and do not need to get the new QuickTime ActiveX control.
- Once users have the new ActiveX control installed, they are also unaffected; they can also view existing pages.

# QT and Internet Explorer 5.5 SP2 & 6.0 for Windows

## The Solution

- When authoring web pages, you can prevent this problem by authoring your HTML to check if the required ActiveX control is installed wherever you have QuickTime content embedded. This HTML change will result in web pages compatible with Netscape and Internet Explorer browsers on both Mac and Windows systems (see below for more information).
- The required code consists of an HTML OBJECT element with an enclosed EMBED element as in the following example:

```
<OBJECT CLASSID="clsid:02BF25D5-8C17-4B23-BC80-D3488ABDDC6B"  
    WIDTH="160"HEIGHT="144"  
    CODEBASE="http://www.apple.com/qtactivex/qtplugin.cab">  
<PARAM name="SRC" VALUE="sample.mov">  
<PARAM name="AUTOPLAY" VALUE="true">  
<PARAM name="CONTROLLER" VALUE="false">  
<EMBED SRC="sample.mov" WIDTH="160" HEIGHT="144" AUTOPLAY="true"  
    CONTROLLER="false" PLUGINSOURCE="http://www.apple.com/quicktime/download/">  
</EMBED>  
</OBJECT>
```

- CLASSID must always equal: clsid:02BF25D5-8C17-4B23-BC80-D3488ABDDC6B
- CODEBASE must always equal: http://www.apple.com/qtactivex/qtplugin.cab
- PLUGINSOURCE must always equal: http://www.apple.com/quicktime/download/

# QT and Internet Explorer 5.5 SP2 & 6.0 for Windows

- The other attributes should be customized to your web page. You need to substitute "sample.mov" (in both SRC attribute elements) with the URL of the actual movie to be played. You should also change the HEIGHT and WIDTH parameters to match the height and width of the movie (in pixels).
- If you already have EMBED elements for the QuickTime plug-in on the relevant pages, you need to enclose each of them in an OBJECT element with CLASSID and CODEBASE parameter values as shown above and with SRC and other parameter values to match those in your existing EMBED element. The OBJECT element can use any EMBED attributes QuickTime understands. For more information, visit

<http://www.apple.com/quicktime/authoring/embed.html>

- For existing web pages, it may be sufficient to add such an OBJECT element to the "front door" page of your site. Once the OBJECT element on the "front door" page has caused the user to install the ActiveX control, all subsequent pages with the original EMBED elements will work properly. In cases where you cannot be certain that the "front door" page is always visited, then all your pages should be revised to use these OBJECT elements.

# QT and Internet Explorer 5.5 SP2 & 6.0 for Windows

## How it works:

- The OBJECT element is used by Internet Explorer on Windows 9x/NT/2000/XP platforms and by other browsers that support the QuickTime ActiveX control. The enclosed EMBED element is used by Netscape browsers, Internet Explorer for the Mac, and other browsers that support the "Netscape style" QuickTime plug-in. Browsers that understand the OBJECT element ignore the EMBED element; those that don't understand the OBJECT element use the EMBED element.
- Within the OBJECT element, the CLASSID parameter uniquely identifies which ActiveX control to use. A CLASSID parameter with the value "clsid:02BF25D5-8C17-4B23-BC80-D3488ABDDC6B" tells Internet Explorer to use the QuickTime ActiveX control. (You must use exactly this value; it is the only value that identifies the QuickTime ActiveX control). If the user does not already have the ActiveX control installed on his or her system, the CODEBASE parameter tells the browser where to find it for downloading. Internet Explorer will automatically offer to download and install the ActiveX control for the user, after which the movie can be played without restarting the browser, or, if QuickTime is not already installed, will prompt the user to download and install QuickTime. You must always use "http://www.apple.com/qtactivex/qtplugin.cab" for the CODEBASE URL. This URL will always have the latest version of the QuickTime ActiveX control.
- Because a browser will use either the OBJECT element or the EMBED element, but not both, most of the element attributes must be included in each. Note that in the example above the EMBED element has autoplay="true" and the OBJECT element has <param name="autoplay" value="true">, so the movie will begin to play automatically whether it is loaded with the QuickTime ActiveX control or the QuickTime plug-in. The only attributes that should not be duplicated are CLASSID, CODEBASE, and PLUGINSOURCE. CLASSID and CODEBASE are specific to the OBJECT element. PLUGINSOURCE is specific to the EMBED element.
- Although Windows Internet Explorer 5.5 SP2 and 6.0 will no longer use the QuickTime plug-in, once the QuickTime ActiveX control has been installed on a user's system, these versions of Internet Explorer will use the installed ActiveX control to satisfy a properly coded EMBED element.

# QT and Internet Explorer 5.5 SP2 & 6.0 for Windows

## Additional Reading:

- For more information on the OBJECT element, see:
  - **The W3C Web site** at <http://www.w3.org/TR/REC-html40/struct/objects.html#edef-OBJECT>
- For more information on HTML in general, see:
  - **HTML & XHTML: The Definitive Guide** 4th Edition, by Chuck Musciano & Bill Kennedy, published by O'Reilly.
  - **Dynamic HTML: The Definitive Reference**, by Danny Goodman, published by O'Reilly.
- For more information about QuickTime on Web sites, see: **QuickTime for the Web**, published by Morgan Kaufmann Publishers.

<http://developer.apple.com/techpubs/quicktime/qtdevdocs/QT4WebPage/QT4WebBook.htm>

# QuickTime and Javascript

## Identifying the OS, Browser Type and Version

Here is a short script that determines the user's operating system (Win or Mac), browser (NN or IE), and version (3x, 4x, or 5x). You can drop it into your Web page between the <HEAD> tag and the <TITLE> tag.

```
<script language="JavaScript">

OSName = "unknown";
bName = "unknown";
bVer = "unknown";

if (navigator.appVersion.indexOf("Mac") > 0) OSName = "Mac";
if (navigator.appVersion.indexOf("Win") > 0) OSName = "Win";

if (navigator.appName.substring(0,8) == "Netscape") bName = "NN";
if (navigator.appName.substring(0,9) == "Microsoft") bName = "IE";

if (parseInt(navigator.appVersion) >= 3) bVer="3x";
if (parseInt(navigator.appVersion) >= 4) bVer="4x";
if (parseInt(navigator.appVersion) >= 5) bVer="5x";

</script>
```

# QuickTime and Javascript

Using `<EMBED>` or `<A HREF>`?

- And here is a bit of JavaScript that uses `<EMBED>` for Explorer 4.x and later, and for all versions of Netscape browsers, but uses `<A HREF>` for earlier versions of Explorer, based on the results from the script above.
- Insert this bit of JavaScript into your Web page where the `<EMBED>` or `<A HREF>` tag would go. Change the parameters inside the tags, such as `SRC`, `HEIGHT`, and `WIDTH`, to match your movie, and add any other parameters you might need, such as `HIDDEN` or `AUTOPLAY`.

```
<script language="JavaScript">
if (bVer == "4x") || (bVer == "5x") || (bName == "NN")
    document.write("<embed src=qtweb.mov height=176 width=130>");
else
    document.write("<a href=qtweb.mov> Play Movie </a>");
</script>
```

- Clearly, a parameterized script would be much better than this example code.

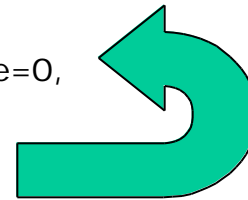
# QuickTime and Javascript

## Open a Window for QuickTime

- Here is a script that creates a function named `openqtwin`. When invoked, this function opens a 240 x 120 window named `qtwin`. This script should be placed between the `<HEAD>` and `</HEAD>` tags on your Web page.

```
<script language="JavaScript">
<!--
function openQTwin(url) {
    qtwin = window.open(url,"song",'toolbar=0,location=0,
        directories=0,status=0,menubar=0,scrollbars=0,resizable=0,
        width=240,height=120');
    qtwin.focus();
}
// -->
</script>
```

*See Below!*



- You can set height and width to whatever value you need.
- **Note:** All the text between "`qtwin =`" and the following `");`" must be on a single line (no carriage return) with no spaces.

# QuickTime & Javascript

## Using Javascript to Detect QuickTime

Using JavaScript to detect a plug-in is something of a black art. You need to take into account the user's operating system, browser type, and browser version you need to use JavaScript, VBScript, and ActiveX objects, and even then it won't always work. The easiest and most reliable way to detect QuickTime is to use QuickTime itself. Still, in some circumstances it is possible to detect a plug-in by using a combination of JavaScript and VBScript. Here's how it works:

- Netscape browsers (all versions, all operating systems) you can use the JavaScript plugins object.
- Internet Explorer (version 5 or later, Mac OS) you can use the JavaScript plugins object.
- Internet Explorer (Windows) you can use VBScript and ActiveX to detect QuickTime 4.1.1 or later

```
<script language="Javascript">
<!-- hide from pre-script browsers
    var haveqt = false;
//-->
</script>
```

```
<script language="VBScript">
<!-- hide from pre-script browsers
On Error Resume Next
Set theObject = CreateObject("QuickTimeCheckObject.QuickTimeCheck.1")
On Error goto 0
```

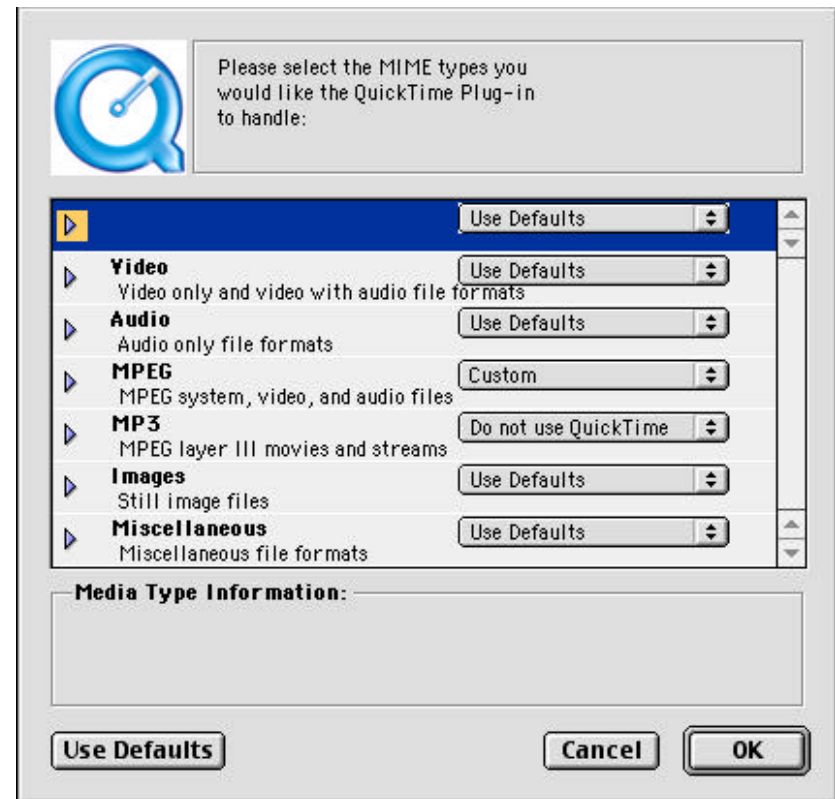
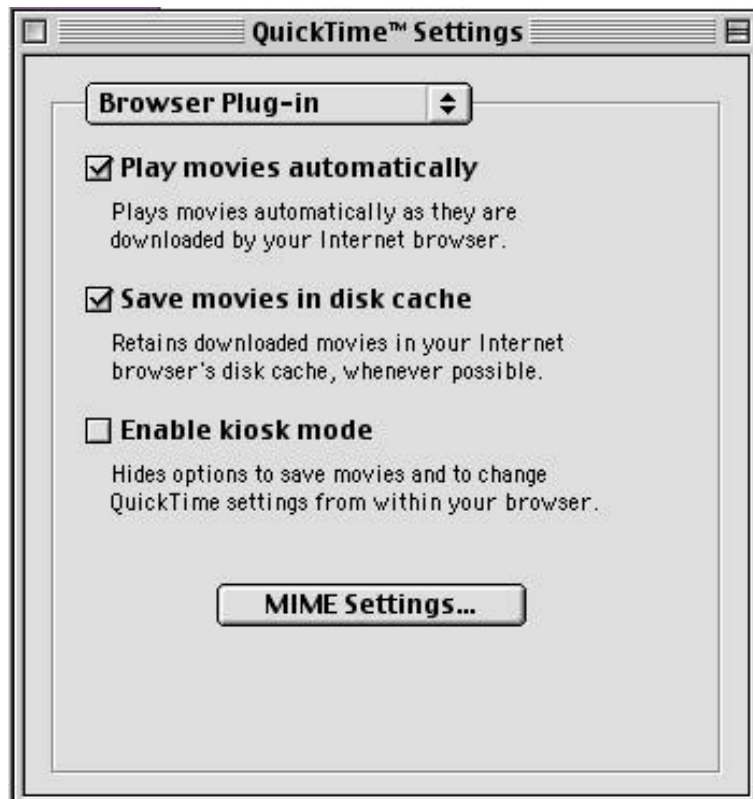
```
If IsObject(theObject) Then
    If theObject.IsQuickTimeAvailable(0) Then 'Just check for file
        haveqt = true
    End If
End If
//-->
</script>
```

```
<script language="Javascript">
<!-- hide from pre-script browsers
    if (navigator.plugins) {
        for (i=0; i < navigator.plugins.length; i++ ) {
            if (navigator.plugins[i].name.indexOf("QuickTime") >= 0)
                { haveqt = true; }
        }
    }
//-->
</script>
</head>
```

```
<body bgcolor="#ffffff">
<H1>Check for QuickTime</H1>
<script language="Javascript">
<!-- hide from pre-script browsers
    if (haveqt)
        {document.write('<embed src="hotfire.mov" width=120 height=51>');}
    else
        {document.write('You do not seem to have " +
            "<a href="http://www.apple.com/quicktime">QuickTime');}
//-->
</script>
<noscript>
Your browser doesn't support scripting, so you can't check for QuickTime.
</noscript>
```

# Configuring your Browser's MIME Type Settings.

Configuring browser MIME settings can be done through the QuickTime Control Panel. After launching the control panel, select Browser Plug-in from the pop-up menu. Select MIME settings and enable the MIME types you would like QuickTime to handle. Click OK, quit and restart the browser then QuickTime will handle the MIME types chosen.



# Creating a Movie to do QT Version Checking

- You can use [MakeRefMovie](#) or [XMLtoRef](#).
- In this example, XMLtoRef is used with the following XML code in a text file:

```
<qtrefmovie>  
<refmovie src="http://dns.com/getlatestqt.mov" quicktime-version="0" priority="low" />  
<refmovie src="http://dns.com/other.mov" quicktime-version="4.1.1" priority="high" />  
</qtrefmovie>
```

- The movie created by XMLtoRef will check for QT version 4.1.1 or higher and proceed to play the movie.
- If QT 4.1.1 or higher is not found, the movie specified with the low priority will be displayed.

# EMBED Tags *(see <http://www.apple.com/quicktime/authoring/embed2.html>)*

**AUTOHREF=***value* (optional...requires QuickTime 4 or later)

- AUTOHREF can either be set to TRUE or FALSE. The default behavior is set to FALSE. When set to TRUE, the AUTOHREF attribute causes any URL specified in the HREF parameter to load immediately, without waiting for a mouse click.
- For example:  

```
<embed src="sample.mov" width="200" height="240" href="http://dns/foo.mov" autohref="true">
```

**AUTOPLAY=***value* (optional...requires QuickTime 3 or later)

- AUTOPLAY can either be set to TRUE or FALSE. The default behavior is set by the user in the 'QuickTime Plug-in Settings.' When set to TRUE, the AUTOPLAY attribute causes the movie to start playing as soon as the QuickTime Plug-In estimates that it will be able to play the entire movie without waiting for additional data.
- For example:  

```
<embed src="sample.mov" width="200" height="240" autoplay="true">
```

**BGCOLOR=***hex value* (optional...requires QuickTime 3 or later)

- This attribute specifies the background color for any space that is not taken by the movie. For example, if a 160x120 movie was embedded in a space of 200x120, there would be 40 pixels of undefined color space in the width. Specifying the hex value of the background color will fill the undefined space with the value chosen.
- For example:  

```
<embed src="sample.mov" width="200" height="240" bgcolor="000000">
```

**BGCOLOR=***name* (optional...requires QuickTime 4)

- The QuickTime 4 Plug-in has additional support for the BGCOLOR attribute by recognizing color names. Acceptable values for this attribute are:  
"BLACK" (#000000), "GREEN" (#008000), "SILVER" (#C0C0C0), "LIME" (#00FF00),  
"GRAY" (#808080), "OLIVE" (#808000), "WHITE" (FFFFFF), "YELLOW" (FFFF00),  
"MAROON" (#800000), "NAVY" (#000080), "RED" (#FF0000), "BLUE" (#0000FF),  
"PURPLE" (#800080), "TEAL" (#008080), "FUCHSIA" (#FF00FF), "AQUA" (#00FFFF)
- For example:  

```
<embed src="sample.mov" width="200" height="240" bgcolor="black">
```

**CACHE=***value* (optional...requires QuickTime 3 or later)

- If CACHE=TRUE is specified, the browser will CACHE movies. If the movie is in CACHE when the user returns to the page, the movie will be played from CACHE instead of downloading again. CACHE can either be TRUE or FALSE, or simply CACHE. CACHE by itself implies TRUE. The default behavior is set by the user in the 'QuickTime Plug-in Settings.'
- **Note:** The functionality of this attribute is only supported by Netscape Navigator, version 3.0 or later.
- For example:
  - ```
<embed src="sample.mov" width="200" height="240" cache="true">
```

# EMBED Tags

**CONTROLLER=***value* (optional: requires QuickTime 3 or later)

- The CONTROLLER attribute sets the visibility of the movie controller. CONTROLLER can either be TRUE or FALSE. By default, CONTROLLER is TRUE. If CONTROLLER is set to FALSE, the movie controller will not display.
- **Note:** For compatibility with existing web pages, the default is FALSE for QuickTime VR movies, image files, and flash files.
- **Note 2:** For poster movies, you would normally set controller="false".
- For example:

```
<embed src="sample.mov" width="200" height="240"
  controller="false">
```
- See also [HEIGHT](#)

**CORRECTION=***value* (optional: requires QuickTime 3 or later)

- CORRECTION can either be NONE or FULL. By default, CORRECTION equals FULL. This attribute is only appropriate for QuickTime VR panoramas.
- For example:

```
<embed src="sample.mov" width="320" height="240"
  correction="full">
```

**DONTFLATTENWHENSAVING** (optional: requires QuickTime4)

- DONTFLATTENWHENSAVING makes the plug-ins' 'Save as QuickTime movie' work the same way the 'Save as source' does. Adding the DONTFLATTENWHENSAVING tag saves the data into a movie file without flattening it.
- For example:

```
<embed src="sample.mov" width="320" height="240"
  dontflattenwhensaving>
```

**ENABLEJAVASCRIPT** (optional: requires QuickTime 4)

- ENABLEJAVASCRIPT can either be set to TRUE or FALSE. The default behavior is FALSE. If you want to control a QuickTime movie using JavaScript functions, you need to enable JavaScript for that movie by setting ENABLEJAVASCRIPT="TRUE".
- For example:

```
<embed src="sample.mov" width="320" height="240"
  enablejavascript=true">
```

**ENDTIME=***time* (optional: requires QuickTime 4)

- The ENDTIME attribute defines the last frame of the movie. ENDTIME can be any time up to the duration of the movie. By default, ENDTIME is the duration of the movie. This attribute takes a time value in the form -- Hours:Minutes:Seconds:Frames (30ths). The frames component can be specified as a fixed point number so that more specific times can be specified for instance 3:30:22.5 means 3 minutes, 30 seconds and 22.5 frames.
- For example:

```
<embed src="sample.mov" width="200" height="240"
  endtime="3:30:22.5">
```

- See also [STARTTIME](#)

**FOV=***integer* (optional: requires QuickTime 3 or later)

- Only integer values between 8 and 64 degrees are supplied for this attribute. If no value is specified for FOV, the value stored in the movie is used. The FOV attribute allows you to specify the initial field of view angle for a QuickTime VR movie.
- For example:

```
<embed src="sample.mov" width="320" height="240" fov="55">
```

# EMBED Tags

## GOTO*n* (Optional...Requires QuickTime 4)

- See [QTNEXT](#)
- **HEIGHT=***size in pixels* (Required)
- The HEIGHT attribute specifies the height of the embedded file in pixels. The HEIGHT attribute is **required** unless the [HIDDEN](#) attribute is specified. The HEIGHT of the movie can be found by choosing 'Get Info...' in the 'Movie' menu within QuickTime Player. If you do not use the [SCALE](#) attribute and you supply a height that is smaller than the actual height of the movie (plus 16 if you are showing the controller), the movie will be cropped to fit the height. If you supply a height that is greater than the height of the movie, the movie will be centered inside this height.
- **Note:** Never specify a height of less than 2 as this can cause problems with some browsers.
- **Note 2:** If the movie controller is visible, an additional 16 pixels will need to be added.
- For example:

```
<embed src="sample.mov" width="200" height="240"
  controller="true">
```
- See also [WIDTH](#)

## HIDDEN (optional...requires QuickTime 3 or later)

- There are no values to supply for this attribute. The HIDDEN attribute controls the visibility of the movie. If you do not supply HIDDEN, then the movie will be visible. If you supply HIDDEN, the movie is not visible on the page. This option is not appropriate for QuickTime VR Objects or Panoramas. The HIDDEN attribute is appropriate for sound-only movies which are hidden in the background.
- **Note:** If you add the HIDDEN attribute, be sure to set [AUTOPLAY="TRUE"](#) as well.
- For example:

```
<embed src="sample.mov" width="200" height="240" hidden>
```

## HOTSPOT*n*=*"url"* (optional...requires QuickTime 3 or later)

- This attribute enables clicking on a hotspot with the specified ID in a VR panorama to take the user to the specified URL. *n* is the hotspot ID as defined when the hot spot is created in the QuickTime VR authoring tools.
- You can use TargetN to target a hotspot URL to a frame or window, or to the special targets "quicktimeplayer" or "myself". For example:

```
<embed src="sample.mov" width="200" height="240"
  hotspot17="http://www.apple.com">
```

## HREF=*url* (optional...requires QuickTime 3 or later)

- When set, the HREF attribute provides a link to another page or movie when the movie is clicked on.
- **Note:** If you are using a relative path name for the HREF then it should be relative to the location of the movie specified in the SRC attribute.
- For example:
  - ```
<embed src="sample.mov" width="200" height="240"
  href="http://www.apple.com/quicktime">
```
- See also: [TARGET](#) and [TARGET="QUICKTIME PLAYER"](#)

## KIOSKMODE=*value* (optional...requires QuickTime 4)

- KIOSKMODE is either TRUE or FALSE. By default, KIOSKMODE is FALSE. When KIOSKMODE is set to TRUE, the plug-in does not include its pop-up menu in the movie controller and does not allow drag and drop to save the movie.
- For example:
  - ```
<embed src="sample.mov" width="200" height="240"
  kioskmode="true">
```

# EMBED Tags

**LOOP=***value* (optional...requires QuickTime 3 or later)

- LOOP is either TRUE, FALSE or PALINDROME. By default, LOOP is set to FALSE. When set, the LOOP attribute makes the movie play continuously. Setting LOOP to PALINDROME causes the movie to play alternately forwards and backwards. This option is not appropriate for QuickTime VR Objects and Panoramas.
- For example:  
`<embed src="sample.mov" width="200" height="240" loop="true">`

**MOVIEID=***integer* (optional...requires QuickTime 4)

- Just like MovieName, but uses a numeric ID instead of a name string. MovieID may be computed in the Wired Sprite scripts and may be useful where the MovieName of the target movie is not known.
- For example:  
`<embed src="sample.mov" width="200" height="240" movieid="5">`

**MOVIEName=***name* (optional...requires QuickTime 4)

- With QuickTime 4.0 the targeting mechanism of wired actions has been extended to enable any action to target an element of another open movie. This means two or more movies within the same web page can communicate using the QuickTime 4.0 Plug-in. These same movies may communicate if they are opened in QuickTime Player if they are named using userdata atoms. For example, one movie can act as a controller for another movie setting things such as it's rate, volume, the pan angle of a QTVR track it contains, or the location of a sprite in a sprite track that it contains. In many cases things that required JavaScript can now be done using only the QuickTime Plug-in with Wired Movies.
- For example:  
`<embed src="sample.mov" width="200" height="240" moviename="targetmov">`

**NODE=***integer* (optional...requires QuickTime 3)

- The NODE attribute allows you to specify the initial node for a multi-node QuickTime VR movie. Only integer values are supplied for this attribute. If no value is specified for this attribute, the default NODE and view (specified at creation time of the pano movie) is used.
- For example:  
`<embed src="sample.mov" width="320" height="240" node="128">`
- See also: [FOV](#), [PAN](#), [TILT](#)

**PAN=***integer* (optional...requires QuickTime 3)

- The PAN attribute allows you to specify the initial pan angle for a QuickTime VR movie. Only integer values are supplied for this attribute. The range of values for a typical movie would be 0 to 360 degrees. If no value for PAN is specified, the value stored in the movie is used. This attribute has no meaning for a standard QuickTime movie.
- For example:  
`<embed src="sample.mov" width="320" height="240" pan="180">`
- See also: [FOV](#), [NODE](#), [TILT](#)

**PLAYEVERYFRAME=***value* (optional...requires QuickTime 3)

- PLAYEVERYFRAME is either TRUE or FALSE. By default, PLAYEVERYFRAME is set to FALSE. When set, the PLAYEVERYFRAME attribute causes the movie to play every frame of the movie even if it is necessary to play at a slower rate to do so. This attribute is particularly useful to play simple animations. This option is appropriate for QuickTime movies.
- **Note:** Setting PLAYEVERYFRAME=TRUE will turn off all audio tracks.
- For example:  
`<embed src="sample.mov" width="200" height="240" playeveryframe="true">`

# EMBED Tags

## PLUGINSOURCE=*url* (optional)

- The PLUGINSOURCE attribute allows you to specify a URL from which the user can fetch the necessary plug-in if it is not installed. This attribute is handled by your browser. If your browser cannot find the plug-in when loading your page, it will warn the user and allow them to bring up the specified URL, from which one could download QuickTime which includes the QuickTime Plug-In.
- **IMPORTANT:** Please set this attribute to: "http://www.apple.com/quicktime/download/" which will point to the latest version of the plug-in. This option is appropriate for QuickTime movies and QuickTime VR Objects and Panoramas.
- For example:

```
<embed src="sample.mov" width="200" height="240"
  pluginspage="http://www.apple.com/quicktime/download/">
```

## QTNEXTn="URL" (optional...requires QuickTime 4)

- QTNEXT can be used to specify the url of a movie to load and play at the end of the current movie. This allows up to 256 consecutive movies to play one after the other. This behaves exactly the same as if the movie has a HREF track with an auto-url ("A<url>") at the end of the movie. Where n is an integer greater than 0 and less than 256 that defines the index of the url in the playlist. A QTNEXT tag's value can be a url (and optional target) or GOTO n where "n" is the index of the QTNEXT url to load. This allows you to make an endlessly repeating playlist.
- **Note:** that the original movie (the SRC attribute) is implicitly QTNEXT0.
- **Note 2:** The target T<myself> is normally specified. If no target is specified, the URL replaces the current browser window, and any subsequent QTNEXT statements are ignored.

- For example:

```
<EMBED SRC="nameof.mov" WIDTH="200" HEIGHT="240"
  QTNEXT1="<http://www.apple.com/quicktime/movies/sample.
  mov> T<myself>"
  QTNEXT2="<rtsp://www.apple.com/quicktime/movies/sample.
  mov> T<myself>"
  QTNEXT3="<URL> T<myself>"
  QTNEXT4="GOTO0"
```
- See also: [TARGET](#)

## QTSRC="URL" (optional...requires QuickTime 4)

- This attribute allows content developers to force a browser to use the QuickTime Plug-in for a file no matter what its MIME type is. The attribute treats it's value as a URL to load, and ignores any data loaded by the browser from the "src" parameter.
- For example:

```
<EMBED src="sample.mov"
  qtsrc="rtsp://www.apple.com/quicktime/sample2.mov">
```
- This does not require the file type to be .mov. This can be any media type that QuickTime can read such as:

```
<EMBED src="sample.mov"
  qtsrc="rtsp://www.apple.com/quicktime/sample.mp3">
```

## QTSRCCHOKESPEED (optional...requires QuickTime 4)

- Using the QTSRCCHOKESPEED attribute gives content developers the ability to specify the datarate of a movie being served regardless of the connection speed an end user has. This may be useful when a particular movie is requested from a server by large volumes of users to eliminate congestion in routers.
- **Note:** When setting the choke speed, you will specify the maximum datarate.
- For example:

```
<embed src="sample.mov" width="320" height="240"
  qtsrcchokespeed=33600>
```

# EMBED Tags

## QTSRCDONTUSEBROWSER (optional...requires QuickTime 4)

- QTSRCDONTUSEBROWSER can either be set to TRUE or FALSE. By default, the behavior is set to FALSE. When set to true, the URL specified in the QTSRC parameter is loaded using QuickTime's internal methods, instead of using the browser to fetch the file. This prevents the browser from caching the file, which speeds access to local movies and can help prevent copying movies over the Web.

- For example:

```
<embed src="foo.mov" qtsrc="sample.mov" width="320" height="240" qtsrcdontusebrowser>
```

## SCALE=*value* (optional...requires QuickTime 3)

- SCALE is either TOFIT, ASPECT or a number. By default the value of SCALE is 1. If set to TOFIT, the movie is scaled to fit the embedded box as specified by the HEIGHT and WIDTH attributes. If this is set to ASPECT, the movie will scale to fit the embedded box while maintaining the aspect ratio. If this is set with a number, the movie will be scaled by that number (e.g. 1.5). Note: Using the number scale attribute with a QTVR Panorama movie can degrade the performance of the movie even on high-end systems.

- For example:

```
<embed src="sample.mov" width="200" height="240" scale="tofit">
```

## SRC=*URL* (required)

- The SRC attribute defines the url to the file for the plugin or helper application to play. The SRC attribute is the most common way to embed the media, except for occasional instances where the [TYPE](#) attribute may be necessary.

- For example:

```
<embed src="sample.mov" width="200" height="240">
```

- See also: [TYPE](#)

## STARTTIME=*time* (optional...requires QuickTime 4)

- The STARTTIME attribute defines the first frame of the movie. STARTTIME can be any time within the length of the movie. By default, STARTTIME is the first frame of the movie (or 00:00:00). This attribute takes a time value in the form Hours:Minutes:Seconds:Frames (30ths). The frames component can be specified as a fixed point number so that more specific times can be specified for instance 3:30:22.5 means 3 minutes, 30 seconds and 22.5 frames.

- **Note:** For fast start movies, the entire file is still downloaded even if a STARTTIME is specified.

- For example:

```
<embed src="sample.mov" width="200" height="240" starttime="00:15:22.5">
```

- See also: [ENDTIME](#)

## TARGET="QUICKTIMEPLAYER" (optional...requires QuickTime 4)

- When set, the QuickTime Plug-in will launch QuickTime Player as a helper application (if it is not already running) and opens the url of the movie file. In order for TARGET="QUICKTIMEPLAYER" to work, there needs to be an href attribute in the embed tag which points to the movie file.

- For example:

```
<embed src="poster.mov" width="200" height="240" href="sample.mov" target="quicktimeplayer">
```

# EMBED Tags

## TARGET="MYSELF" (optional...requires QuickTime 4)

- When set, the QuickTime Plug-in will replace the movie specified in the SRC parameter with the movie specified in the HREF attribute when a user clicks on the movie. In order for TARGET="MYSELF" to work, there needs to be an HREF attribute in the embed tag pointing to a media type.
- For example:

```
<embed src="poster.mov" width="200" height="240" href="sample.mov" target="myself">
```
- See also: [HREF](#)

## TARGET $n$ ="FRAME\_NAME" (optional...requires QuickTime 3)

- TARGET is an optional attribute, used in conjunction with the [HOTSPOT](#) or [HREF](#) attributes. When set, the TARGET attribute is the name of a valid [frame](#) (including `_self`, `_top`, `_parent`, `_blank` or an explicit frame name) that will be the target of a link specified by the HOTSPOT or HREF attribute. Leaving TARGET unspecified will open the new file in the same place as the current movie.
- For example:

```
HOTSPOT32="http://www.apple.com/quicktime" TARGET32="_blank"
```
- would specify that when hotspot 32 is clicked, the QuickTime home page will load in a new window.
- **NOTE:** It is important to use the same ID# for both the HOTSPOT and TARGET for each URL reference. This ensures that the plug-in knows what [HOTSPOT](#) goes with what TARGET.

## TARGETCACHE=*value* (optional...requires QuickTime 4)

- The TARGETCACHE attribute allows content creators to cache the movie the poster movie is targeting. TARGETCACHE is either TRUE or FALSE. By default, TARGETCACHE is FALSE.
- For example:

```
<embed src="poster.mov" width="200" height="240" cache="true" href="sample2.mov" TARGET="myself" targetcache="true">
```

## TILT=*integer* (optional...requires QuickTime 3)

- The TILT attribute allows you to specify the initial tilt angle for a QuickTime VR movie. Only integer values are supplied for this attribute. The range of values for a typical movie would be -42.5 to 42.5 degrees. If no value for TILT is specified, the value stored in the movie is used. This attribute has no meaning for a standard QuickTime movie.
- For example:

```
<embed src="sample.mov" width="320" height="240" tilt="20.0">
```
- See also: [FOV](#), [NODE](#), [PAN](#)

## TYPE="MIMEtype" (optional)

- TYPE="MIMEtype" specifies the MIME type of the EMBED file, which in turn determines which plug-in to load. Use the TYPE attribute for a plug-in that requires no data, for example, a plug-in that draws an analog clock or fetches all of its data dynamically. For a visible plug-in, you must include both the WIDTH and HEIGHT attributes if you use TYPE; no default values are used.
- **Note:** The functionality of this attribute is only supported by Netscape Navigator, version 2.0 or later.
- For example:

```
<embed src="sample.mov" type="video/quicktime" width="200" height="240">
```

# EMBED Tags

## **URLSUBSTITUTE="<String>:<SubstituteURL>"**

(optional...requires QuickTime 4)

- Replaces every instance of String with SubstituteURL inside any HREF tracks, sprite action URLs, or VR hotspot URLs. Both String and SubstituteURL must be surrounded by angle brackets, and the two must be separated by a colon. The value n may be any integer from 1 to 999, and may be omitted if only one URLSUBSTITUTE parameter is specified. Use this parameter to repurpose QuickTime movies with embedded URLs without editing the movies.
- For example:  

```
<embed src="sample.mov" width="200" height="240"
  urlsubstitute="<samplestring>:<http://dns/foo.mov>">
```

## **VOLUME=*value*** (optional...requires QuickTime 3)

- The VOLUME attribute sets the movie's initial audio volume. Only integer values between 0 through 100 are applied for this attribute. By default, VOLUME is set to 100. A setting of 0 effectively mutes the audio whereas a setting of 100 is the maximum volume.
- For example:  

```
<embed src="sample.mov" width="200" height="240"
  volume="50">
```

## **WIDTH=*size in pixels*** (required)

- The WIDTH attribute specifies the WIDTH of the embedded file in pixels. The WIDTH of the movie can be found by choosing 'Get Info...' in the 'Movie' menu within QuickTime Player.
- For example:  

```
<embed src="sample.mov" width="200" height="240">
```
- See also: [HEIGHT](#)