

Q/Media for Windows

Version 1.1 - Release Notes

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Welcome to Q/Media for Windows !

This file contains important information regarding Version 1.1 of Q/Media Windows. Please take the time to fill out your registration card and send it in to us. This will entitle you to free technical support, program updates, bug fixes, and information on upcoming Q/Media products.

If you have any questions please call Q/Media customer support at (604) 879-1190.

New Features in Version 1.1

Version 1.1 contains new features and enhancements to Q/Media for Windows:

1. Align and Size Tools

An align tools palette has been added to the view menu for easy access to aligning objects on the screen. Align and size dialogs have also been included in the Object menu. The new tools enable you to automatically space objects evenly in a given area, align objects, and grow and shrink them to conform with other selected objects.

2. Nudge Features

Objects can be moved in small increments by holding down the shift key and using the cursor keys.

3. Automatic Text Sizing

The text titling tool now will automatically resize text when you drag the size box.

4. Multiple objects can be selected and moved around the stage.

In previous versions only multiple draw objects could be moved around the stage.

5. Support for High Color Cards

Q/Media now supports 4,8,16, and 24 bit color cards. When you are dragging and dropping images, animations, or video files onto the stage in 16 and 24 bit modes, Q/Media will no longer prompt you to merge or replace the palette.

The color dialog has also been updated to allow for the selection of more than 256 colors.

6. Ability to turn MCI messages On/Off

MCI warning messages can now be turned on or off for a Movie. This enables you to view movies on systems that may not have the proper drivers installed without the warning messages.

7. Automatic Backup of Movie Files

The Movie Preferences dialog now has a switch that will turn the automatic backup feature on or off. With automatic backup on, Q/Media will create a backup file (*.qm~) file each time a movie is saved.

8. Enhanced Performance

Switching between views is now faster. The display of Autodesk flic files has also been improved.

9. Access to Menus in Full Screen view.

All of the menus can be accessed in full screen view by selecting their corresponding ALT keys.

Fixed Problems in 1.1

1. On some systems version 1.01 lost resources depending on the type of media in a Q/Media movie. This has been fixed.
2. Many screen update problems have been fixed for all video modes.
3. 256 color backgrounds are now displayed with their palette without updating the scene palette.
4. GIF, PCX, and TIF files now display without a problem on all video cards.
5. Transparencies for 256 colors now work.
6. Enter transistions work in all video modes.
7. The ESC key will now stop the movie when using the command line option to view a file.

Known Problems with Version 1.1:

1. If you get a GPF (General Protection Fault) error opening or exiting Q/Media it is possible that your configuration file is corrupt. To correct the problem delete the QMEDIA.CFG file in the Q/Media sub-directory.
2. Transitions happen on a single frame, and for an object to transition properly it can't have a start frame of 1. A later release of Q/Media this will be updated to allow multiple objects to transition over a number of frames.
3. Grouping only works with text and draw objects.

5. A white line displayed on a black background will only be displayed after the line has been drawn.

7. If an object is selected and you have the color palette displayed, changing the foreground/background color will not update the object. To change the color of an object choose colors in the Object Properties dialog.

8. If you are using an ATI Mach 32 based video card in 256 color mode, you may have to turn on the "Palette Option" in the advanced section of the Mach32 setup program.

9. When using the transparency feature the object which you set the transparency on may appear to be completely invisible. You can bring your object back by setting your start frame to a number other than one (1) and then playing your movie. Your object should then be visible.

Note: These problems will be addressed in future releases! Send in your registration card for an update.

Additional Notes:

1. When Q/Media opens a movie file it will first look in the path that you specified for an object when you were creating the movie. If it can't find it, it will search the sub-directory the movie file is stored in. If it still can't find the file you will be prompted to browse for the file or play the movie without the file.

2. Accelerator or shortcut Keys...

These accelerator keys were not defined in the manual or help system:

>>CTRL+N is now new scene. NOT File Open

>>CTRL+< is Previous Scene

>>CTRL+> is Next Scene

>>CTRL+A toggles the Toolbar on and off NOT Ctrl+T.

>>CTRL+T toggles the Timeline on and off NOT CTRL+M

>>CTRL+J toggles the Align Tools on and off

>>CTRL+LEFT CURSOR Align all objects left.

>>CTRL+RIGHT CURSOR Align all objectw right

>>CTRL+UP CURSOR Align to top

>>CTRL+DOWN CURSOR Align to bottom

>>SHIFT+CURSOR KEY Moves the selected object in small increments

3. MCI Commands... The test button can be used to execute a single MCI command. This is useful if you need to stop or close a device when you are debugging.

4. A lock icon appears on the right side of the Timeline to indicate objects that have an end frame "End of Scene".