

Required Suite : *Every application supports open, print, run, and quit*

BTV Suite :

get: Get an object's data

get **reference** -- the object whose data is to be returned
[as list of **type class**] -- the desired type for the data
Result: **anything** -- the data from the object

set: Set an object's data

set **reference** -- the object to change
to **anything** -- the new value

print: Prints the specified object - "print window 0" prints the video window

print **reference** -- the object to print

full screen mode: Set the video display to full screen mode

full screen mode

window mode: Set the video display to window screen mode

window mode

set width to: Sets the width of the video display

set width to **integer** -- The new width in pixels

set height to: Sets the height of the video display

set height to **integer** -- The new height in pixels

pause: Pauses the video display/record process

pause

resume: Resumes the video display/record process

resume

hide mouse: Hides the mouse

hide mouse

show other monitors: Shows all monitors on a multi-monitor system

show other monitors

mute on: Mutes the sound

mute on

mute off: Un-mutes the sound

mute off

set volume to: Sets the computer's sound volume between 0 and 7. This does not affect the volume of sound in recorded moves.

set volume to **integer** -- The volume - between 0 and 7

blank other monitors: Blanks the other monitors on a multi-monitor system

blank other monitors

limit recording time to: Limit the record time, use this before starting a record operation.

limit recording time to **integer** -- A number of seconds - set to 0 to remove recording limit

start recording: Start recording a movie

start recording

[as **string**] -- The filename or path of the file - if no file name is specified then one will be generated automatically

stop recording: Stops a record operation

stop recording

is recording: Checks if BTV is currently recording

is recording

Result: **boolean**

capture frame: Captures a frame of video

capture frame

[as **string**] -- A filename and/or path if none specified then one will be generated

[overwrite **boolean**] -- If you supply a filename, whether or not to overwrite any existing file

capture pict: Replaced by the 'capture frame' command, included here to retain compatibility.

capture pict

[as **string**] -- The filename or path of the file. If no file name is specified then one will be generated automatically.

copy: Copies a frame of the video to the clipboard - this will only work if BTV is the front application so use the 'activate' command first

copy

Class window: A window

Properties:

name **international text** [r/o] -- The title of the window

number **integer** [r/o] -- The number of the window (window 0 is the video input window)

position **point** -- The coordinates of the top left hand corner of the window

bounds **bounding rectangle** -- The boundary rectangle of the window

floating flag **boolean** [r/o] -- Whether this window floats above all other applications (Carbon only)

Settings : *Video and Sound settings*

set video settings: Set the video settings

set video settings

[device **string**] -- The name of the video input device

[codec **None/Cinepak/Graphics/Animation/Video/Component Video/JPEG/Motion JPEG A/Motion JPEG B/Sorenson/Sorenson 3/Indeo/DV NTSC/DV PAL/Planar RGB**]

[depth **integer**] -- The color depth in bits per pixel or 0 to let QuickTime choose automatically

[quality **integer**] -- Quality setting of video compression from 0 to 100

[frameRate **small real**] -- The frame rate used for video capture

[keyFrameRate **integer**] -- The maximum number of frames allowed between key frames

[brightness **integer**] -- Brightness as a value from 0 to 100

[contrast **integer**] -- Contrast as a value from 0 to 100

[saturation **integer**] -- Saturation as a value from 0 to 100

set sound settings: Sets the sounds settings

set sound settings

[device **string**] -- The name of the sound input device

[codec **None/QDesign Music/QDesign Music 2/Qualcomm PureVoice/MACE31/MACE61/IMA41/uLaw/aLaw**] -- The sound compression codec

[sample size **small integer**] -- The number of bits per sound sample (8 or 16)

[channel count **small integer**] -- Number of sound input channels (1 or 2)

[sample rate **small integer**] -- Sample rate in kHz (8, 11, 16, 22, 32, 44, or 48)

[volume **small integer**] -- The sound channel volume from 0 to 100