Interactive Media Systems

# **CD-I Authoring Tools**









Hal90



## Dedicated PC based CD-I development package

- Offers access to CD-I technology focusing on design, navigation and interaction
- Simplified authoring process by using a multimedia oriented language
- A set of interactive multimedia situations, known as Interactive Models. The author can focus on program development without having to bother with low level operational details
- Runs under Microsoft Windows 3.0
- · No programming skills required for authoring
- · A query (question/answer) user interface



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#### Features

Preloading

To save time searching and loading images from the disc, the preloading feature loads the images most likely to be called next into memory for faster access.

Cursor Shapes
 Predefined cursor shapes can be used with automatic display according to the screen area.

Video Effects

Numerous video effects can be used to provide dynamic transitions between screens: cuts, wipes, dissolves, square in/out, push up/down, and cover up/down.

- Hot-spot Shapes
   Several hot-spot shapes can be defined: rectangle, square, ellipse, and circle.
- Stack Handling
   Sophisticated stack handling
   allows IM-Models to be
   placed on a stack which
   helps in designing complex
   navigational structures and
   networks.
- Action control by hotspots and control bar

## Interactive Models

provide a variety of structures for designing a CD-Lapplication:

- Still picture
   Define a still picture with hot-spots.
- Still + audio
   Same as above with the addition of an audio track.
- Still + background
   Define a still picture with
   hot-spots along with a
   background picture. When
   the cursor is inside the hot spot area, the hot-spot
   becomes transparent,
   displaying a portion of the
   background picture.

- Still + audio + background Same as above with the addition of an audio track.
- Sequence

Displays a series of fullscreen pictures along with an audio track. Hot-spots can be defined to interrupt the sequence or trigger other actions.

Cartoon

Displays a full-screen runlength animation along with an audio track. Hot-spots can be defined to interrupt the display or trigger other actions.

- DYUV window motion
   Displays a DYUV movie in a
   part of the screen along with
   an audio track. Hot-spots can
   be defined to interrupt the
   display or trigger other
   actions.
- Sequence + control
   Displays a series of full-screen pictures along with an audio track. A replaceable DYUV control bar with seven hot-spots can be displayed to provide the user with control of the sequence. Three hot-spot definitions on the control bar are fixed: skip back, continue, and skip ahead. Up to four others can be defined by the designer to trigger other actions

An extensive set of instructions is available to define the type of interactions and links between the Interactive multimedia Models or for specifying particular situations.

## Deliverables

HAL90 includes a query (question/answer) user interface, a compiler and a linker. The result is a code that can be used for previewing and testing the application with the Emulator.

## Requirements

Minimum configuration for HAL90 development:

- 80386 PC compatible (20 MHz or faster recommended), min. 4Mb memory (8Mb recommended), large capacity hard disk or network server disk storage.
- MS-DOS (version 3.3 or higher) with Microsoft Windows (version 3.0 or higher)
- Philips 180, 181, 182 CD-I development system or Philips CDI 605 player.
- OptImage/Philips CD-I Emulator with pre-mastering and emulation programs

## Optional (but recommended) software

 OptImage Image Conversion Utilities (ICU's) and Audio Conversion Utilities (ACU's) for the conversion of video and audio assets into CD-I formats.

or

 MediaStockroom, an PC based asset management system combined with Audio and Image Conversion Utilities.

Developed in cooperation with



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