



# MediaLink<sup>®</sup>

## multimedia magic by 1001

If you want to create, combine and synchronize graphics, text and animations with audio and video, you'll need MediaLink 3.0.

Multimedia should be practical, it should work on inexpensive hardware and it must deliver solutions, not problems. MediaLink fits the bill: it's easy to use, inexpensive and doesn't require top-of-the-line hardware to perform well. MediaLink was developed by 1001 Software Development, a company with over six years of in-depth experience with the Amiga. We had our first Amiga based information system running in 1988 when nobody had ever heard of multimedia. MediaLink has evolved from several programs, of which many systems are being used all over the world to create 24 hours a day (non-stop) TV text channels. These systems are 'mission critical', which means that our software is stable: it stands the test of time and certainly meets the high standards of our users.

Designers of time-based applications, like stand-alone presentation systems or TV text channels, will love the three time code systems supported by MediaLink: standard timing with a precision of a tenth of a second, MIDI and SMPTE/EBU.

Interactive programs can be designed in the shortest possible time: our scripts are guaranteed to be shorter than similar scripts designed with the software of our competitors. And they're easier to read!

Video editors will love the large smoothly antialiased fonts, the line-by-line and page transitions, the realtime loading from harddisk of larger-than-memory animations and samples and the time base counter. The NewTek videotaster can be controlled, all the popular 24 bit cards, the Studio 16 audio card, laserdiscs and VCRs.

Synchronization of audio with pictures and animations is easy with the tempo control feature (tap the mouse buttons to make a rough synchronization, then fine tune it on a frame to frame basis by sliding some buttons). Timing is not performed relative to the previous event but on moments in time, relative to the start of the script. This means no out-of-sync problems when running a script several times.

MediaLink 3.0 covers six years of experience and adds many new ideas and Amiga features like 24 bit output, ARexx, parallel-processed script events (multitasking), sound module playing, plug-in objects and full support of Operating System 3.0. MediaLink fully adheres to Commodore's programming guidelines: menu driven, multitasking-friendly and localized for your country.

No compromises are made: we don't leave you out in the cold when you are running Kickstart 1.3 on an Amiga 500: you get fast bitmap scaling and remapping, breathtakingly smooth transmissions (even on unaccelerated machines!), overscan pictures and antialiased text from the Amiga 600 all the way up to the Amiga 4000.

MediaLink is menu-driven, with pull-down menus accessible by all screens and windows. Cutting and pasting, for example, gets a whole new meaning in MediaLink: everything you see on the screen can be put into the clipboard and pasted somewhere else. There's no difference between copying a window, a picture, a script object or a piece of text. And: you'll always find the menus at the same place, whether you're in the page lay-out system or in the script editor.

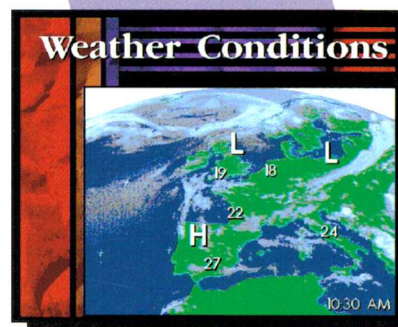
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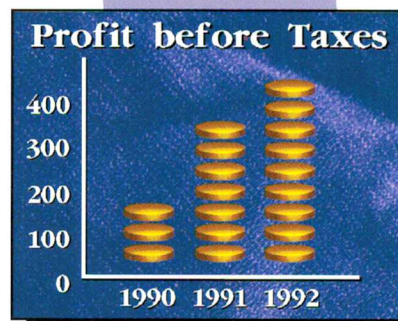
Interactive Information Systems



Video Titling



Information Channels

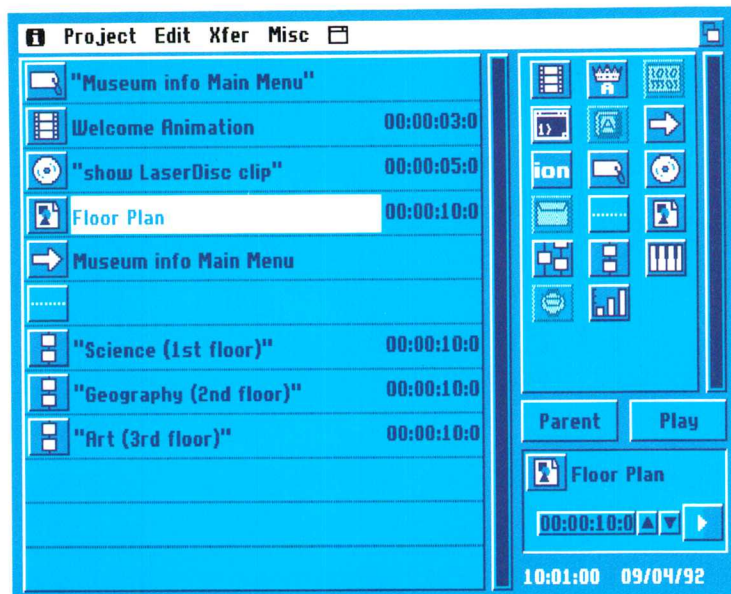
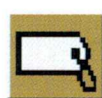
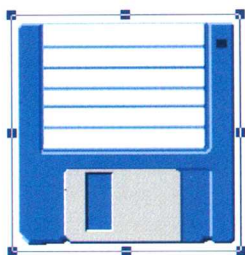
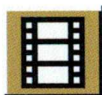
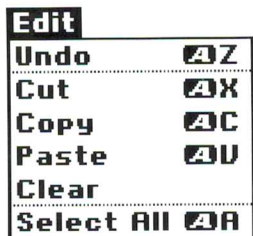


Presentations



## Facts and features

- Cut, copy, paste and undo functions for all on-screen objects.
- Intelligent pre-loading of graphics, sounds, XaPPs and data files.
- Import, remap and scale all picture formats in all screen modes. Remap HAM pictures to 16 color hires with stunning results.
- Support for PAL, NTSC, all AA and ECS screen modes and overscan (standard and maximum).
- Realtime loading of larger-than-memory animations and samples.
- Over 50 line-by-line and page transitions. Page transitions are carried out regardless of the screen modes and run smoothly on unaccelerated machines.
- Sizeable windows (Macintosh™-style with 8 handles).
- Screen grab function enables you to grab the screen of any running application. Run your paint program or digitizer in the background and grab its screen for immediate use in the page lay-out system.
- Ready to use textures, multimedia clipart, pictograms, fonts, maps, music modules and samples are bundled with MediaLink.
- Standard (HH:MM:SS:T), MIDI and SMPTE/EBU timing of the script.
- Your favourite applications can be put in a menu.
- Running programs can be put up-front by selecting their name from a menu.
- Buttons can be put on-screen to create interactive applications. A button can generate a 'local event' and cause a jump to a different part of the script.
- Output to Workbench™ and PostScript™ printers.
- The text editor can handle a different style, size, font and color for each character.
- Thumbnail (miniature) preview of pictures in file requesters.
- Parts of a script can be 'collapsed' or 'exploded' making scripts easier to read.
- Script objects can be scheduled to be displayed or executed at pre-defined days and times.
- Global events can be defined and are used to jump e.g. to a help screen if a certain key has been pressed regardless where the script is at that moment.
- Labels can be attached to all script objects. Local and global events can jump to labels and jumps can be triggered by pressing a key, by clicking a mousebutton, by touching a touch-screen, by other programs or by ARexx.
- Variables and simple control structures such as If-Then can be used to create structured scripts.
- Finished scripts can be prepared as run-time versions.
- MIDI, DSS, SoundTracker, NoiseTracker, Future Composer, Jam Cracker and other music formats supported.
- The MediaLink player can send and receive ARexx commands.



## XaPPs: the external applications

XaPPs pave the path for easy customization and expanding of MediaLink. The XaPP™ toolkit enables 1001 Software Development and third party developers to build plug-in modules to enhance the power of MediaLink. Free XaPPs are for controlling Laserdiscs, VCRs, the Canon RV-321 still video player and for playing music files and displaying business graphics.



## MediaLink Remote Access

The world is in your hands with MediaLink Remote Access, the optional data transfer module of MediaLink. This module gives you the possibility to transfer scripts and data to remote sites by cable, network, modem or satellite. Scheduled transmissions, the Z modem protocol and editing of screens with any PC (Amiga, PC, Macintosh) gives you one of the most powerful means of media in the hands of every computer user. Remote Access even enables you to update hundreds of interactive Point-Of-Sale systems or text channels by using data-broadcast, a new way of updating mass information systems by using the upper lines of the TV signal.

Arrange a demo today at your local dealer.

**iMediaLink®**  
multimedia magic by 1001

For more information:

Distribution: Activa International, Amsterdam, The Netherlands,  
Telephone: 31-20-6911914, Fax: 31-20-6911428.

System requirements: Kickstart 1.3 or higher, 1Mb graphics memory (chip).  
Recommended: 2Mb graphics memory (chip), 1Mb other memory (fast), hard disk.

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