



Headstarts

Integrating QuickTime Support into Your Application with QTKit: Hands-On WWDC Session

The accompanying tutorial guide in PDF format is derived from a preliminary version of the *QTKit Capture Programming Guide*, which will be available when Mac OS X v10.5 is released. The material in this guide is intended to help QuickTime and Cocoa developers get rapidly up to speed for the **Integrating QuickTime Support into Your Application with QTKit** hands-on session at WWDC.

By working through the steps in Chapter 2 of this guide and the **MyRecorder** Xcode sample code project, you'll be better prepared to understand the basics of how to take advantage of the powerful new features available in the QTKit API. Get rapidly up to speed with the new QTKit capture classes in your application development process—ahead of WWDC.

Bring your laptop with the finished code sample to the conference, along with any questions you might have. The QTKit hands-on session will be your ticket to developing, deploying, and integrating capture capability into your Leopard application. Meet with and talk to Apple engineers at the QTKit Lab.