

Release Notes—Important

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Getting Started with QTKit Capture

If you build and compile the **MyRecorder** sample project, you'll find everything should work as expected running the latest Leopard seed release 9A410. You'll be able to capture and record video content, and then output that content to a QuickTime movie.

However, if you follow the steps describing how to build the application as outlined in the preliminary version of the *QTKit Capture Programming Guide* on page 18, you will encounter a bug when using Interface Builder 3. This occurs when you attempt to load the QTKitIBPlugin.ibplugin that resides in the `/System/Library/Frameworks/QTKit.framework/Versions/A/Resources` folder.

By attempting to load the plug-in, you will cause Interface Builder 3 to hang and become inoperative.



Warning: This is a problem unique to Interface Builder 3 and to this seed of Leopard 9A410, and will be fixed in newer iterations of IB 3. The bug prevents IB 3 from working as expected with the Automator and PDFKit plug-ins, as well as the QTKit plug-in.

Actions To Take

To make sure that Interface Builder 3 doesn't automatically load these plug-ins, you need to remove them in Terminal with the following commands:

```
sudo mv /System/Library/Frameworks/Automator.framework  
/Versions/A/Resources/AutomatorPalette.ibplugin/Developer/Extras/  
Palettes  
  
sudo mv /System/Library/Frameworks/QTKit.framework  
/Versions/A/Resources/QTKitIBPlugin.ibplugin/Developer/Extras/  
Palettes  
  
sudo mv /System/Library/Frameworks/Quartz.framework  
/Versions/A/Frameworks/PDFKit.framework/Contents  
/Resources/PDFKitIBPlugin.ibplugin/Developer/Extras/Palettes
```



Ignore the following **Important Note** in the *QTKit Capture Programming Guide* at the bottom of page 18:

At this stage in Leopard and Interface Builder 3 development, you may not find the QTCaptureView plug-in yet available in the IB 3 Library of plug-ins. If this is the case, you may have to add the plug-in to the Library manually. You can find the plug-in in the following location: `/System/Library/Frameworks/QTKit.framework/Versions/A/Resources`. The QTKitIBPlugin.ibplugin resides in the Resources folder. To add it to your Library, click the Preferences > Plug-ins tab in Interface Builder 3, then click + and navigate to the Resources folder. Then select the plug-in and add it to your Library.

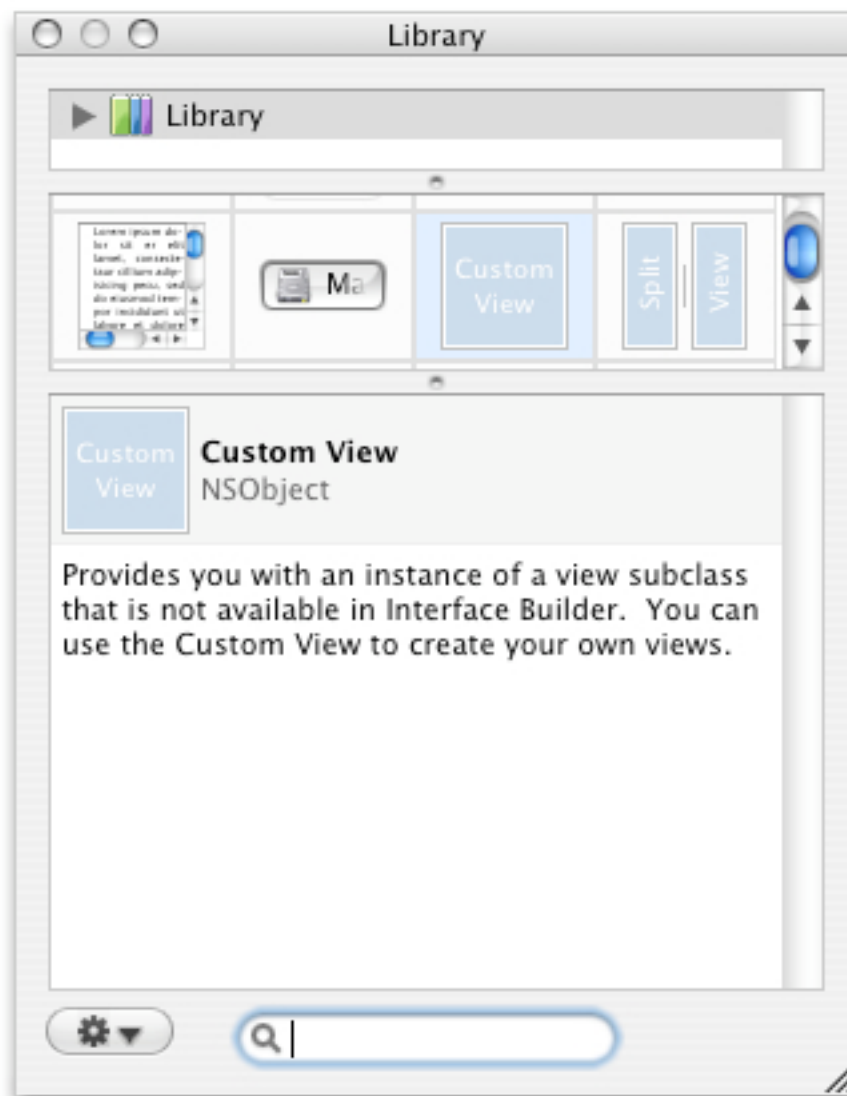
The Workaround

Instead of loading the QTKit plug-in from the Resources folder, or from the Library of IB 3 plug-ins, this is what you need to do:

1. In the IB 3 Library of plug-ins, scroll down until you find the CustomView plug-in. (Note again that this is only temporary, as new the QTKit plug-ins are still under development in the pre-release version of Mac OS X v10.5.)

The CustomView plug-in provides you with an instance of a view subclass that is not available in Interface Builder. You can use the Custom View to create your own views.

Figure 1-1 Custom view object in Interface Builder library



2. Select the CustomView object and drag it into your window and resize the object to fit the window, allowing room for the two Start and Stop buttons in your QTKit capture player.
3. Choose Tools > Show Inspector. In the Custom View Identity Inspector, select the information icon. In the field Class, enter the QTCaptureView and press Return. In so doing, you've created an instance of a view subclass. In the next iteration of Interface Builder 3, you'll find this QTCaptureView object (as a QTKit plug-in) available to add to your library of plug-ins. **Important:** You need to save your QTCaptureView object by pressing Return.

4. From this point on, simply continue to follow the steps outlined in the QTKit Capture Programming Guide.

If you encounter any problems, please use the bug reporting mechanism available when you got your Leopard seed.
