

# Multimedia Figures

## *Movie and audio figures*

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### Working with Multimedia Figures

You can play back QuickTime movies, VR animations, music, and sounds directly within an idea space.

#### Media Bar

When you click on a multimedia figure notice the media bar that appears on the right side of the inspector bar next to the navigator bar.

The media bar can be used to control playback of the multimedia figure with common operations like play, pause, fast forward, and rewind. If you need more control of the playback then right-click and choose Open With Finder to open the media file in QuickTime Player.

#### During Playback

If the media asset figure is rotated, then it will automatically change to a 0° angle of rotation for playback, then return to its original rotation angle when playing stops.

#### Inline Movie Controls

Inline movie controls appear briefly on top of the media playback when it first starts and if you move the mouse over it. You can use these controls to scrub to a specific location.

#### AVKit and Legacy Media Formats

Curio uses Apple's modern AVKit framework to handle media playback. While AVKit supports most modern media types it may not support older formats supported by QuickTime or installed QuickTime extensions, so you may have to open those media files via the right-click context menu's Open with Finder option. Alternatively, you can use the macOS tool qtmodernizer to convert your legacy media files to a modern, supported format and then add those converted files into your Curio projects.

#### Media Bar Actions Menu

The media bar also has an actions menu with additional functionality:

- **Start Time**  
During playback of a movie or audio file, pause the playback then, if necessary, use the time scrubber (or arrow keys) in the media player's overlay controls to find a precise moment. Then use the Media Bar actions menu to set the current time as the new starting time for the media file.
- **Stop Time**  
Similarly you can specify a stop time for the movie or sound file.
- **Loop**  
You can specify that the media playback continuously loops during playback.
- **Poster Frame**  
You can set a new poster frame for a movie, which is displayed before the movie begins playing.
- **Copy Frame**  
You can use the Media Bar actions menu to grab the current frame of a movie as an image for pasting within your idea space or elsewhere.

#### Playing a Video or Audio Multimedia Figure

1. Double-click the figure to begin playback, or click the Play button on the media bar.
2. To stop playback, click the Stop button on the media bar.