

Eidactics

rbit™ movies

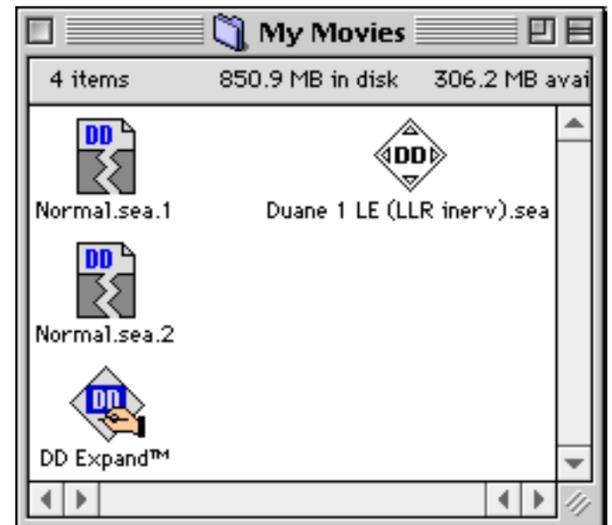
Installation Instructions for Macintosh®

Orbit movies are QuickTime™ movies, consisting of images produced with the **Orbit™ Gaze Mechanics Simulation**. **Orbit movies** can be viewed on any computer that supports the Quicktime movie format; the **Orbit Gaze Mechanics Simulation** is not required.

Large movies are split across several diskettes; be sure you have all the diskettes needed.

Create a folder on your Macintosh disk, eg  , and drag to it all of the files on all of the movie diskettes.

Double-click to open the  folder. Supposing you've installed the Normal Eyes movie, which is split across 2 diskettes, and the Duane 1 movie, which is distributed on a single diskette, it will look like this. 



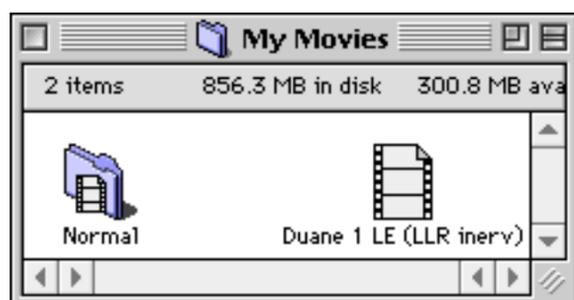
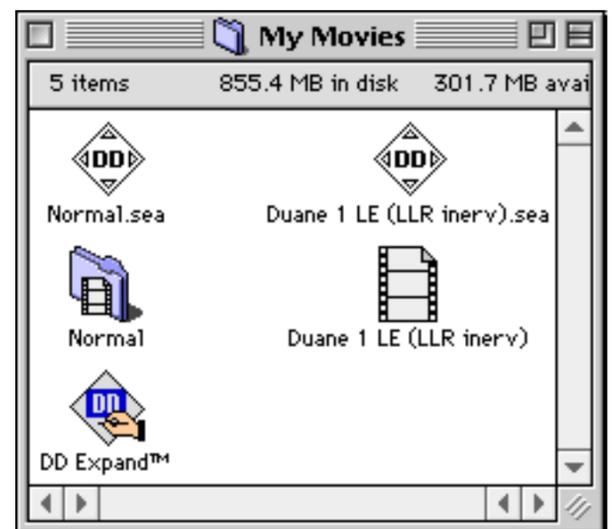
 is used to reassemble the pieces of the Normal Eyes movie.

Use the mouse to drag  and drop it on .

 The parts will be replaced by a single archive file.

Double-click on each .sea archive file to unpack the movies. 

Then drag the archive files and the Expand application to the Trash.



 Installation is done. The Duane 1 movie consists of a single file, The Normal Eyes movies consist of several files, grouped in a folder.

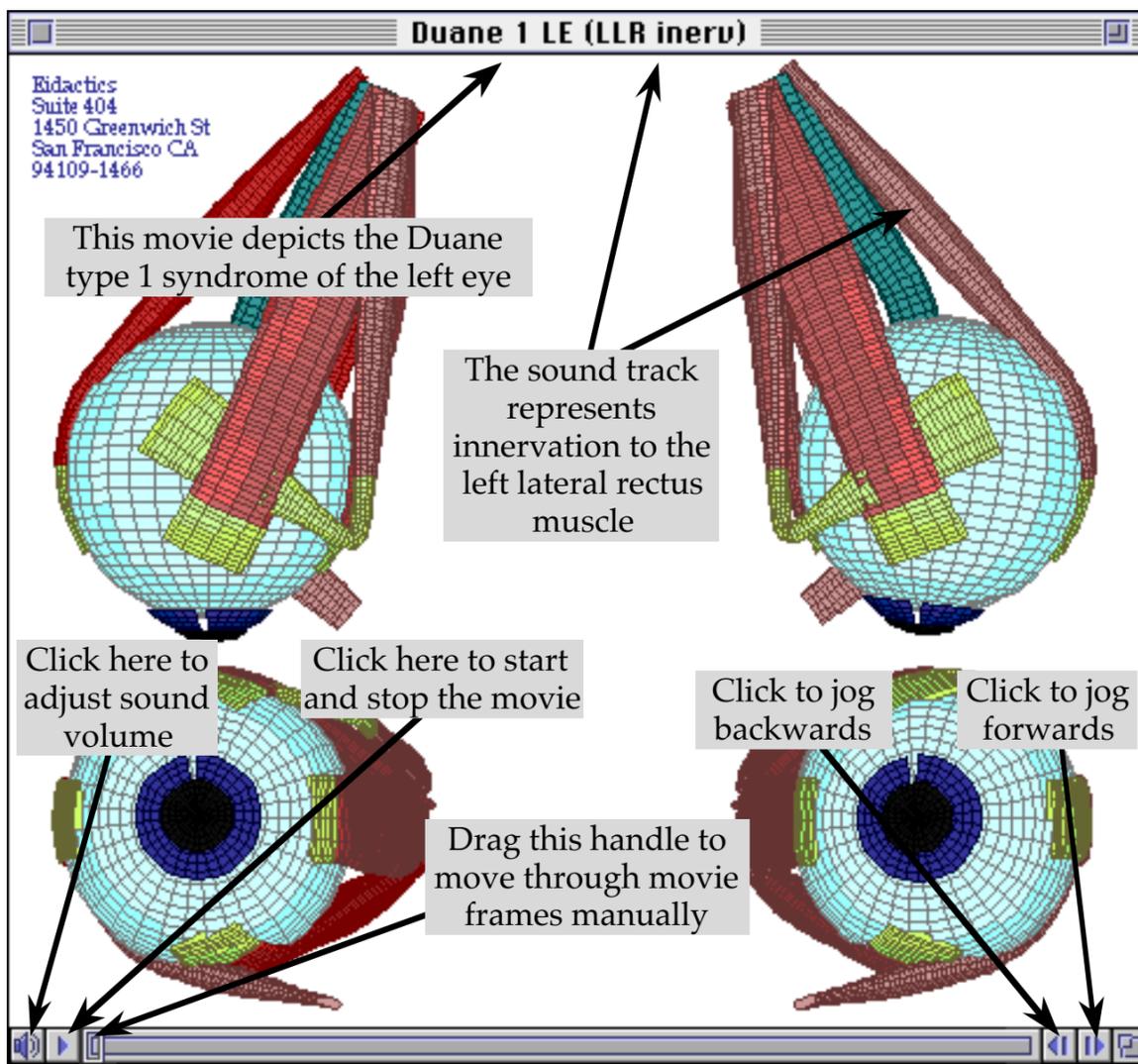
more...

Playing Orbit Movies

To play a movie, double-click it, or drag and drop it on your movie player application.

Suppose you are using  which is distributed with your Macintosh System Software.

Video and sound controls are found at the bottom of the MoviePlayer window.



Movie	
Get Movie Info	⌘I
Loop	⌘L
Loop Back and Forth	
Play Selection Only	⌘T
Half Size	⌘0
Normal Size	⌘1
Double Size	⌘2
Fill Screen	⌘3
Go To Poster Frame	
Set Poster Frame	

Most **Orbit** movies are designed to play continuously with the "Loop" setting.

Leave at Normal Size

If your **Orbit** movies do not play, you may need to reinstall Quicktime software. See your Macintosh User's Manual about installing system software.