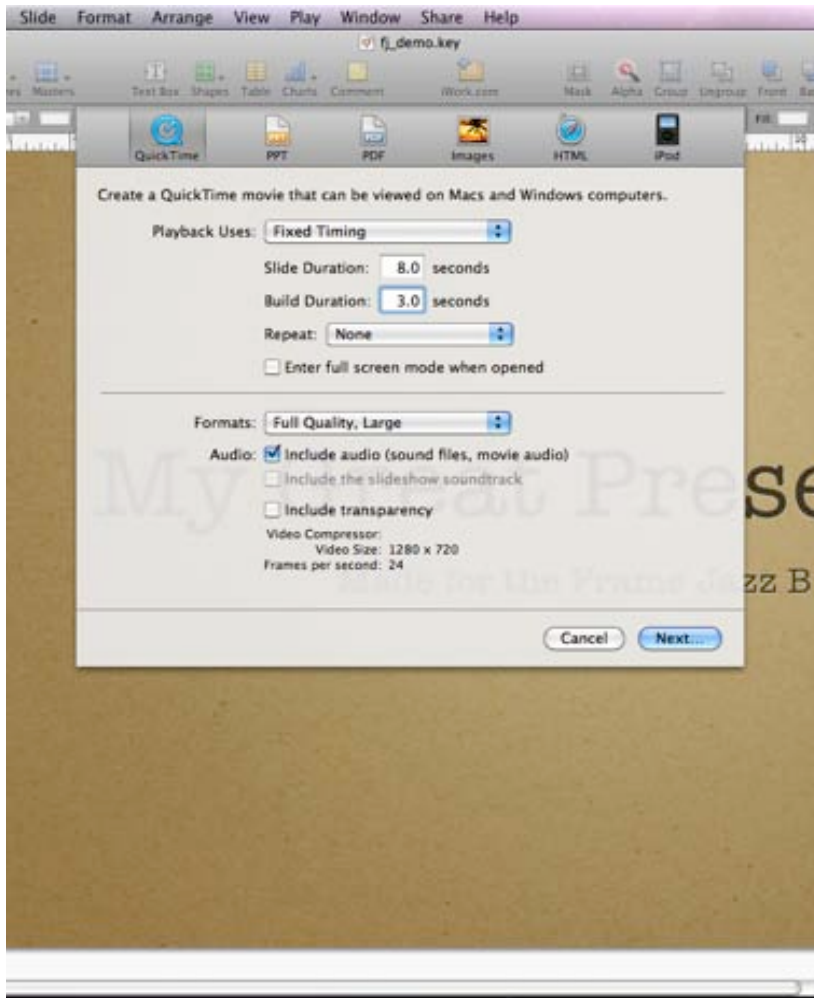


BUILD YOUR KEYNOTE PRESENTATION

Build your presentation just as you would do any presentation. Add transitions, builds, charts or anything you desire to get your message across.

When you finish, go to the **File** menu and select **Export**



EXPORT MENU

Make sure that you select **QuickTime** form the drop down menu for the export type.

Playback Uses: Select Fixed Timing since there can't be any interaction with the player.

Slide Duration: Use a timing that gets your message across.

Build Duration: If you used builds, this is the amount of time for the build (this doesn't include the actual slide duration).

*Repeat:*None

In the **Formats** drop down, it defaults to Full Quality Large. for our purposed, you need to select **Custom**. The next screen will be where we make the video and audio settings

CUSTOM QUICKTIME SETTINGS

From this window, you can make most of the adjustments you will need for exporting your video and audio settings.

Video: **Full Size**

Click the Settings button to make sure that we have the settings correct (see below).

Audio: **Mix Audio**

Click the Settings button to make sure the settings are correct (see below).



Video Settings

Compression Type: **H.264** (nothing else)

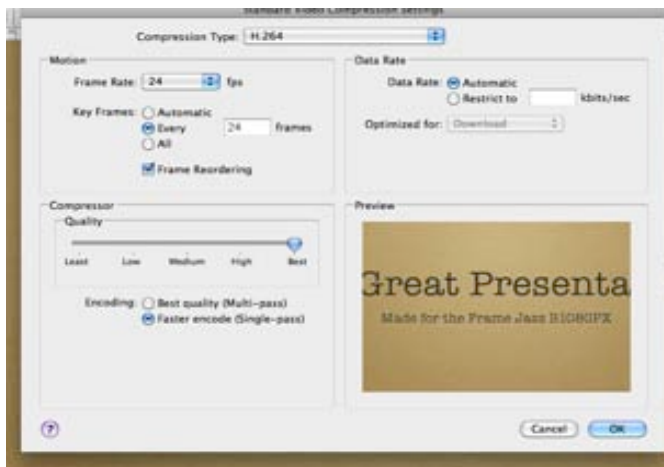
Frame Rate: Default is **24** but **29.97** or **30** can be used.

Key Frames: Can be **automatic** or **Every 24** frames.

Compressor

Quality: **Best**

Encoding: can be either. Both look good.



Data Rate: **Automatic**

Audio Settings

Format: The default is PCM. change it to **AAC**

Channels: **Stereo (L R)**

Rate: **44.1**

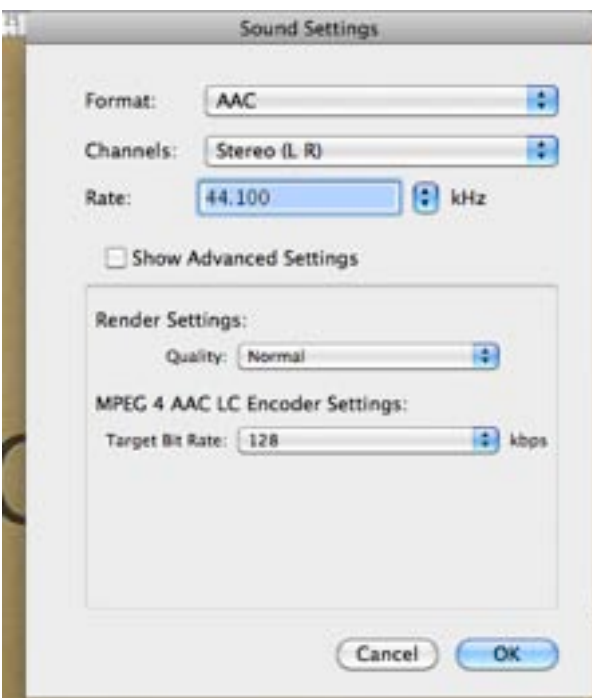
Render Settings

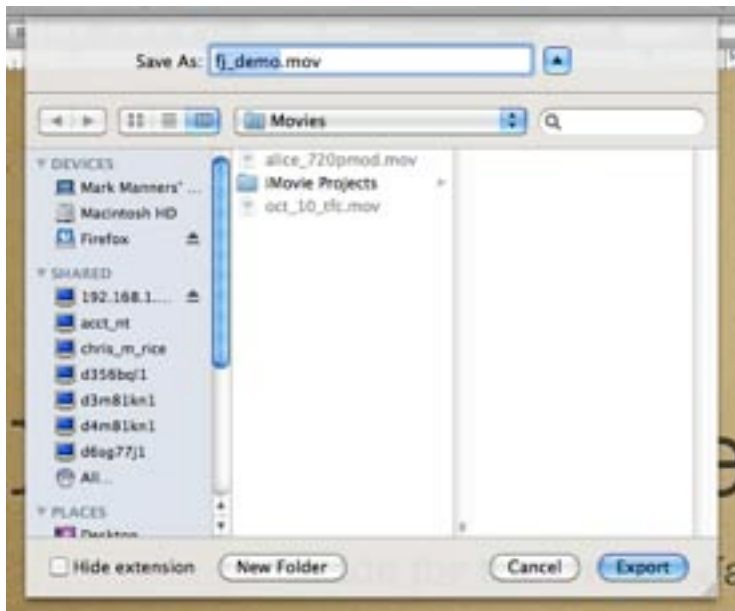
Quality: **Normal**

Target Bit Rate: **128**

When finished, click **OK**.

Now you can click **Next** on the Custom QuickTime Settings





Select a place to save your file

Give it a name and a place you can find your file and wait for the encoder to finish.

One additional thing you have to remember. Many years ago, apple chose to use a forked file structure. What this means is there are 2 parts to every Mac file. A resource fork that contains things like icon information, desktop positioning and indexing information for Spotlight. The Mac ignores these files because they begin with a "." (dot). Unfortunately when you give someone who has a PC a USB thumb drive that has been on a Mac, you will see these files everywhere (sometimes they aren't visible on a PC if it is set up so that you can't see any system files). The point is that if these files get put on the CF card and then put into the B1080PX, it will cause issues because the OS on the player will see these files and try to play them. The other part of the file is the data fork which is the meat of the file.

The solution is to use a third party FTP client like FileZilla or Transmit. Any of the third party FTP clients allow you to save favorite sites and usually allow dragging and dropping of files for ease of use. They also only move the data fork of the file over.

If you would like to see the video that was created from these screenshots, you can get it from http://www.framejazz.com/downloads/fj_demo.mov (approx 165 MB).