Spike

You are installing a demo version of Spike. Except for the restrictions described below, is a fully fucntional version of the program.

Spike requires that you have QuickTime installed.

About Spike®

Spike® is a batch movie analyzer that has one main mission: to determine the playability of QuickTime files from specified target media and specified target platforms. Spike offers   many of the features of Apple's unsupported MovieAnalyzer, although Spike is updated for QuickTime 2.5 and beyond. Spike includes a suite of options that give you complete control over QuickTime data rate spikes. Spike can process batches of QuickTime files as large as you like.

Most QuickTime software reports an average data rate after compression. Many people use this figure to make the decision about playability on their target platform. Problems are caused by the fact that the average data rate does not tell you anything about momentary data-spikes which may occur in a movie. A movie that reports an average data rate of 150k can still have many spikes in excess of 500k. Such spikes will cause playback from CD-ROM or via the web to stutter or glitch. Spike will identify these problems.

Spike can process a folder of movies, a folder of folders of movies, or an entire hard drive full of movies. Spike will examine each frame and calculate a data rate. Using the "Settings" window you specify a target data rate. If you are going to allow some spikes, you have many options to control which spikes are considered to be severe enough to cause a movie to glitch on your playback media and consequently, to be rejected by Spike.

Differences between the registered and unregistered version:

The unregistered version ("lite version") will allow processing batches of up to 2 movies at a time. Registered versions allow you to process batches of any number of files. When you register Spike, 63 presets covering most QuickTime deployment scenarios become available. The lite version requires that you work in   kilobytes whereas the registered version lets you choose bytes or kilobytes in the Settings window. The lite version will, from time to time, remind you to register Spike.

Additionally, the lite version will not allow you to disable the opening splash screen in the preferences. Starting with version 1.5, the Lite version will no longer expire nor will any of the menu items expire.

Registering Spike:

When you register Spike, you will receive a registration code that will convert the lite version into a full version. The full version has no restrictions on the number of files you can process in a single batch and lets you work in kilobytes or bytes. Further, the full version will enable the 63 presets settings that cover most QuickTime deployment scenarios. There are several other differences between the full version and the demo version. Finally, as a registered user you will receive email notification of periodic updates to Spike that will add additional features to the software.

NEW PRICING EFFECTIVE DECEMBER 1997 !

We've had almost a year to evaluate our Spike users, both registered and unregistered. We found two main types of users: 1) users who compress QuickTime as their livelihood and who regularly required Spike to process batches of movies consisting of hundreds of files; 2) users who routinely process 15 movies or less and for whom the 15-movie limit was no incentive to pay the shareware fee. Likewise, the fact that the program eventually expired was no incentive for the latter group to register — they simply installed a fresh version to get around the expiration. For users in this category, the only incentive to register was access to Spike's presets, the value of which has been widely misunderstood (starting in version 1.5, we have made this a bit easier to grasp — unregistered users can now examine them but not use them).

Considering these facts, we made some serious decisions that effect both Spike's usefulness and price. First, we decided to remove all expiration dates. Thus, Spike becomes a useful tool forever and those who can't afford to upgrade to the full version can continue to use Spike without registering the software and they will continue to have a valuable tool. Naturally, there had to be some trade-offs in this deal. The main compromise is that unregistered users of Spike can now only process 2 movies at a time — he privilege of batch-processing an unlimited number of files is reserved to registered users. Additionally, the option to work in bytes is reserved for registered users although the option to "display decimal framerates" is now available in all versions. The 63 presets continue to be available only in registered versions.

On the other hand, in consideration to those users who do need to use Spike's batch processing capabilities to work with more than two files at a time and to compensate for lowering the maximum batch count to 2 for unregistered versions, we've decided to make it easier to purchase by lowering Spike's price.

In summary, we've added longevity and the guarantee that people will have a useful tool whether they register or not, with the trade-off of a lowered batch file-count in the lite version, compensated for by a lowered registration fee. Although we know that we can't please all the people all the time, we believe that these compromises will address the needs of the majority of Spike's users.

The single-user price is $65 (USD)

Note that users who registered Spike prior to December, 1997 will receive a free upgrade to 2.0 when it is released (target date: May, 1998). Feel free to inquire about site licenses or quantity discounts.

Please use the "Register" program in this folder or register online.

If you require a registration code immediately, please send email to the following address:

Bytehoven@yav.com
or
Bytehoven@kagi.com

Contacting YAV

Upgrades are posted to the Spike web site at http://www.yav.com/docs/Spike.html.

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