

QuickTime for Windows, release 1.1

Read Me

5/10/93

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SETUP.EXE, _MSTEST.EXE, MSCOMSTF.DLL,
MSDETSTF.DLL, MSINSSTF.DLL, MSUILSTF.DLL, MSSHLSTF.DLL,
SETUPAPI.INC, MSDETECT.INC, MSSHARED.INC.

NOTE:

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IMPORTANT INFORMATION

To play on Windows, a QuickTime Movie created on a Macintosh must be saved as Self-contained and Playable on non-Apple platforms. See **MAKING MOVIES PLAYABLE ON BOTH MACINTOSH AND WINDOWS** for more information.

Sound and video card compatibility is listed under **PC VIDEO CARD COMPATIBILITY** and **PC AUDIO CARD COMPATIBILITY**

Not all OLE client applications are supported by QuickTime for Windows 1.1. See **OLE 1.0 SUPPORT** for more information.

Intel Indeo decompressor is bundled. Support for the Indeo codec is provided by Intel Customer Support at 1-800-468-3548. See **INTEL INDEO DECOMPRESSOR IS BUNDLED** for more information.

WHATS IN THIS DOCUMENT

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NEW FEATURES IN 1.1

Compact Video playback

OLE 1.0 (Object Linking & Embedding). The Movie Player is an OLE server, enabling QuickTime movies to be placed and played with QuickTimes human interface in Microsoft Excel 4.0, Word for Windows 2.0, Write, and Word Perfect 5.2.

MCI (Media Control Interface) provides media integration in applications like Windows Media Player, AimTech Icon Author, and Asymetrix Multimedia Toolbox.

Visual Basic 2.0 is supported with a .VBX file for integration of QuickTime Movies into multimedia applications created with Visual Basic 2.0.

QuickTime for Windows 1.1 supports custom add-ins decompressors, such as Intel Indeo.

Support for more audio and video card configurations. See **PC VIDEO CARD COMPATIBILITY** and **PC AUDIO CARD COMPATIBILITY** for a listing of the audio and video cards which have been tested with QuickTime for Window 1.1.

MAKING MOVIES PLAYABLE ON BOTH MACINTOSH AND WINDOWS

To make a movie playable on a PC, open it with the Movie Converter utility (part of the QuickTime Starter Kit 1.0) and choose Save As (File menu). In the resulting dialog box, click the radio button labeled Make movie self-contained which tells the utility to sever any links to other movies after incorporating the relevant video into this movie. Also select the checkbox labeled Playable on non-Apple computers. This causes the movie to be saved in a cross-platform file format.

Once you save the movie, it will be playable on both Macs and PCs without further translation or file conversion. Before you transfer the movie to a PC, remember to give it a filename thats not longer than 8 characters, plus the extension .MOVfor example, MYMOVIE.MOV.

PRODUCT SUBMISSIONS ENCOURAGED

Apple Computer would like to be sent copies of current and intended commercial products which use QuickTime for Windows. This is for evaluation for possible co-marketing and bundling opportunities. Products which support QuickTime for Windows such as CD-ROM titles, Movie clip libraries, applications and utilities. Two copies are requested, one for marketing evaluation and one for technical evaluation. Please submit with appropriate product and company information to:

QuickTime for Windows Product Submission
Apple Computer, Inc.
2 Infinite Loop, MS: 302-1M
Cupertino, CA 95014

OLE 1.0 SUPPORT

The QuickTime for Windows 1.1 Movie Player is an OLE 1.0 Server. Due to a lack of standards in OLE 1.0 implementation, it is difficult to guarantee support of QuickTime for Windows with all OLE - supporting Client applications. The following products have been tested and compatibility verified. Support for other OLE Client applications cannot be guaranteed.

Microsoft Windows 3.1 Write
WordPerfect 5.2
Microsoft Word for Windows 2.0
Microsoft Excel 4.0
Microsoft Multimedia Works for Windows

INTEL INDEO DECOMPRESSOR IS BUNDLED

Intel's first release of its Indeo decompressor is bundled with this product. The quality and performance of this first release of the Indeo decompressor is significantly less than what is possible with QuickTime for Windows. Please contact Intel for support and an updated release which increases quality and performance. Intel Customer Support is at 1-800-468-3548.

MACINTOSH FEATURES THAT ARE NOT CURRENTLY SUPPORTED

Capture
Compression
Editing
PhotoCD
Text track

Note: When producing QuickTime Movies, you are encouraged to use advanced features on the Macintosh release of QuickTime such as a text track. It is likely that features currently unique to the Macintosh will be supported in subsequent releases of QuickTime for Windows.

MINIMUM PC CONFIGURATION

386SX at 20 Mhz

4 Mb RAM

80 Mb hard disk

VGA or better display card

QuickTime provides best quality and performance on cards displaying 32,768 color or more. See the end of this document for a list of tested compatible audio and video cards.

Sound card for playback of Movies with sound

Windows 3.1 or later

DOS 5.0. DOS 6.0 is supported.

COMPONENTS OF QUICKTIME FOR WINDOWS 1.1

DLLs

Movie Player application and OLE 1.0 server

Picture Viewer application

On-line help

TO LICENSE FOR DISTRIBUTION

Contact:

Apple Software Licensing

20525 Mariani

MS: 38-I

Cupertino, CA 95014

408-974-4667

fax: 408-862-5106

AppleLink: SW.LICENSE

Please provide the following information to receive a license agreement:

contact person

mailing address

phone number

fax

Provide a simple proposal that includes a complete description of the product, how QuickTime for Windows is used in the product, and the distribution plans for the product.

You will receive a QuickTime for Windows License Kit containing the Apple License Agreement and license information.

WHERE TO GET QUICKTIME FOR WINDOWS TODAY

QuickTime for Windows is bundled with various 3rd party products that support QuickTime for Windows such as applications, Movie clip libraries and CD-ROM titles. Look for the QuickTime for Windows logo on the front packaging of products such as these:

Macromedia Action 2.5 for Windows
Macromedia Authorware Pro 2.0 for Windows

The QuickTime for Windows Development Kit (APDA, #R0453LL/B), provides you with an ISO format CD-ROM with DLLs, sample applications and source, movie files, on-line documentation, help and the QuickTime for Windows programmers manual. Six (6) DOS-based disks containing a subset of CD-ROM contents are also available for use without a CD-ROM drive.

QuickTime for Windows will appear in other retail products in summer 93.

RECOMMENDED FOR DEVELOPMENT

In addition to the QuickTime for Windows Development Kit, the following is useful in development of cross-platform QuickTime support.

QuickTime for Macintosh Development Kit (APDA)

QuickTime Movie Exchange Toolkit (APDA #R0190LL/A)
Convert multimedia data created on other workstation platforms to QuickTime Movies playable on a Macintosh.

For development kits contact:

APDA
Apple Computer, Inc.
P.O. Box 319
Buffalo, NY 14207-0319
USA (800) 282-2732
Canada (800) 637-0029
Intl (716) 871-6555
AppleLink: APDA
CompuServe: 76666,2405
America OnLine: APDA
Internet: APDA@applelink.apple.com

PC AUDIO CARD COMPATIBILITY

The following chart summarizes the audio hardware products that were tested with QuickTime for Windows 1.1. Most compatibility issues are based on driver versions. With some boards, more than 1 driver was tested. In most cases, the latest available driver was tested. THE DRIVER TESTED MAY NOT BE THE SAME VERSION AS THAT WHICH CAME WITH THE AUDIO CARD. Contact the vendor for the latest driver version. Known bugs are included.

The information is provided in the following format and is delimited by tabs:

Manufacturer	Model	Bit Depth	Stereo	Driver	Version
Problems					

Creative Labs SoundBlaster Pro 8 yes SBPSND.DRV 5/15/92 11:12
 This driver has a known problem that affects both QuickTime for Windows and Microsoft Video for Windows. When sound samples less than 2k are played, the card may play 1/4 second of sound repeatedly for about 5 seconds. This can be triggered by any QuickTime movie, or simulated by clicking to and from two playing Movies in the Movie Player.

Creative Labs SoundBlaster Pro 8 yes SBPSND.DRV 2/5/93
 Audio sticks because of a driver problem.

Creative Labs SoundBlaster Pro/16 16 yes SB16SND.DRV 12/11/92 11:08

Creative Labs Sound Blaster 2.0 2/16/93
 Audio sticks because of a driver problem. Problems with sound in loop appears only in the driver which currently ships with the board. Previous and subsequent driver releases do not exhibit the problem.

Creative Labs ThunderBoard 8 no SNDBLST2.DRV 3/10/92 3.1
 Creative Labs ThunderBoard 8 no SNDBLST2.DRV 5/13/92

MediaVision ProAudio Spectrum 8 yes MVPROAUD.DRV 2/3/93 1.3
 Earlier versions of this driver cause sound to be repeated at random.

MediaVision ProAudio Spectrum Plus 16 yes MVPROAUD.DRV 2/3/93 1.3
 Make the following modifications to the QTW.INI file. See the end of this document for instructions:
 [Sound]
 RequestedRate=22095
 ActualRate=22536

MediaVision ProAudio Spectrum Plus 16 yes MVPROAUD.DRV 5/15/92

MediaVision ProAudio Spectrum 16 16 yes MVPROAUD.DRV 2/3/93 1.3

MediaVision Thunder and Lightning 8 Stereo 22 Mono 44 TLWAVE.DRV 8/25/92
 Make the following modifications to the QTW.INI file. See the end of this document for instructions:
 [Sound]
 RequestedRate=22222

MediaVision AudioPort 8 no MVAPORT 4/14/92 15:10
 Does not support sound sampled a t above 11Kz.
 Make the following modifications to the QTW.INI file. See the end of this document for instructions:
 [Sound}
 RequestedRate = 11025
 ActualRate=11025

MediaVision CDPC

Microsoft Microsoft Sound System 16 yes SNDSYS.DRV 9/21/92 1.0

Cardinal Technologies Sound Studio, Sound Vision 16 yes TAPIGSS1.DRV
 12/28/92

Orchid Sound Producer Pro 8 yes PRODUCER.DRV 1/13/93
 Orchid Sound Producer Pro 8 yes PRODUCER.DRV 10/1/92

Turtle Beach. MultiSound 16 yes MULTISND.DRV 8/27/92 1.1

ATI Stereo F/X. 8 yes SFX.DRV 5/4/92

IBM M/Audio 16 yes ACPA.DRV 10/29/92 11:38

Adjusting the volume from the Movie Controller may cause the volume to be muted. To restore the volume, stop and restart the movie."

Sound may skip when resizing window.

Sound is played at 44khz by doubling the samples.

IBM M/Audio 16 yes ACPA.DRV 8/28/92

Limited volume control from keyboard.

NOTE:

The AdLib Gold Card audio system is not supported in QuickTime for Windows 1.1.

PC VIDEO CARD COMPATIBILITY

The following chart summarizes the video display cards that were tested with QuickTime for Windows 1.1. Most compatibility issues are based on driver versions. With some boards, more than 1 driver was tested. In most cases the latest available driver was tested. THE DRIVER TESTED OR SUPPORTED MAY NOT BE THE SAME VERSION AS THAT WHICH CAME WITH THE VIDEO CARD. Contact the vendor for the latest driver version. Known bugs are included. For Pixel Depth : 8 bits = 256 colors, 15 bits = 32,768, 16 bits = 65, 536 and 24 bits is 16 million colors.

If your video card is not listed below and you are having SEVERE compatibility problems, you may consider modifying the QTW.INI file. Change the [Video] setting to Optimize = Driver. This may resolve severe compatibility problems with a specific video card but will also reduce the performance of Movie playback. See **MODIFYING QTW.INI FOR COMPATIBILITY**.

The information is provided in the following format and is delimited by tabs:

Adapter	Video Chip	Driver	Driver Version	Pixel Depth	Resolution	Optimized?
Standard VGA		Windows EGA	Win 3.1 4	640 x 350	No	
Compatibility tests only have been performed. That is, we ensure we dont GP fault. Otherwise, EGA playback is not supported, primarily because its pixels are not square, and QuickTime for Windows does not compensate for this.						
Standard VGA		Windows VGA	Win 3.1 4	640 x 480	No	
IBM 8514\		Windows	3/10/92 3.1	8	1024 x 768	No
We do not optimize any devices that use an 8514 co-processor. They do NOT allow direct pixel writes.						
IBM XGA		OEM	7/27/92 2.01	8	640x480	Yes
Only XGA20 supports 16-bit color. Do NOT use the drivers supplied with Windows 3.1. Instead, use the drivers supplied by IBM.						
IBM XGA		OEM	7/27/92 2.01	16	1024x768	Yes
(see above)						
IBM XGA2		OEM	7/27/92 8	640x480		
IBM XGA2		OEM	7/27/92 16	640x480		
IBM XGA2		OEM	7/27/92 8	800x600		
IBM XGA2		OEM	7/27/92 16	800x600		
ATI VGA XL	68800	Windows	4/9/92 4	800 x 600	Yes	
ATI VGA XL	68800	OEM	4/10/92 8	1024 x 768	Yes	
ATI VGA XL	68800	OEM	4/20/92 16	800 x 600	Yes	
(see above)						

ATI VGA XL	68800	OEM	8/14/92	1.42	16	640x480	No
ATI Graphics/Pro 68800		OEM	11/27/92	8	1024x768		No
We do not optimize any devices that use an 8514 co-processor. They do NOT allow direct pixel writes.							
ATI Graphics/Pro 68800		OEM	11/27/92	16	640x480		No
(see above)							
ATI Mach 32	68800	OEM	1/5/93	(BLD #59)	8	640x480	Yes
ATI Mach 32	68800	OEM	1/5/93	(BLD #59)	16	1024x768	Yes
(see above)							
Orchid IIs	Western Digital	OEM	3/1/92	3.1	8	800 x 600	Yes
This card (and other ET4000-based cards) has consistently proved very reliable.							
Orchid IIs	Western Digital	OEM	3/1/92	3.1	16	800 x 600	Yes
(see above)							
Orchid Fahrenheit VA	S3	OEM	2/19/93	10:00	8	640x480	Yes
Orchid Fahrenheit VA	S3	OEM	2/19/93	10:00	16	1024x768	Yes
Earlier versions of this driver will lock the system when a copy to the clipboard is attempted from the Movie Player or Picture Viewer in 800x600x16 mode.							
Orchid Fahrenheit VA	S3	OEM	2/19/93	10:00	24	640x480	Yes
Orchird VLB (Local Bus)		OEM	2/19/93	8		640x480	
Orchird VLB (Local Bus)		OEM	2/19/93	15		640x480	
Orchird VLB (Local Bus)		OEM	2/19/93	16		640x480	
Orchird VLB (Local Bus)		OEM	2/19/93	24		640x480	
Movies shifted to the left.							
Orchird VLB (Local Bus)		OEM	2/19/93	8		800x600	
Orchird VLB (Local Bus)		OEM	2/19/93	15		800x600	
Orchird VLB (Local Bus)		OEM	2/19/93	16		800x600	
Orchid Fahrenheit 1280		OEM	8/10/92	10:00	8	640x480	Yes
Color changes when running movies.							
Orchid Fahrenheit 1280		OEM	8/10/92	10:00	16	800x600	Yes
Orchid Fahrenheit 1280		OEM	8/10/92	10:00	15	640x480	
Orchid Fahrenheit 1280		OEM	8/10/92	10:00	16	640x480	
Orchid Fahrenheit 1280		OEM	8/10/92	10:00	8	800x600	
Orchid Fahrenheit 1280		OEM	8/10/92	10:00	15	800x600	
Orchid Pro designer IIs/D 1.1				4/7/92	8	640x480	
Orchid Pro designer IIs/D 1.1				4/7/92	8	800x600	
Orchid Pro designer IIs/D 1.1				4/7/92	15	800x600	
Orchid Pro II	OEM	3/1/92	8			640x480	
Orchid Pro II	OEM	3/1/92	15			640x480	
Orchid Pro II	OEM	3/1/92	8			800x600	
Video 7	OEM	3/10/92	3.1	8		800 x 600	Yes
Diamond Stealth S3	OEM	9/25/92	8			640x480	Yes
Diamond Stealth S3	OEM	9/25/92	16			640x480	Yes
Diamond SpeedStar 24	OEM	4/14/92	24			640x480	Yes
This card, and other ET4000-based cards have consistently proved very reliable.							
Diamond SpeedStar 24	S3	OEM	4/14/92	8		640x480??	
Diamond SpeedStar 24	S3	OEM	4/14/92	15		640x480	

Diamond SpeedStar 24	S3	OEM	4/14/92	8	800x600		
Diamond SpeedStar 24	S3	OEM	4/14/92	15	800x600		
Diamond SpeedStar 24x	Western Digital	OEM	4/28/92	12:08	8	1024x768	Yes
Diamond SpeedStar 24x	Western Digital	OEM	4/28/92	12:08	16	800x600	Yes
Diamond SpeedStar 24x	Western Digital	OEM	4/28/92	12:08	24	640x480	Yes
S3 Linear Address	S3	OEM	n/a	8	1024x768	Yes	
No Windows drivers are available as of April 93 that used the S3 805 in linear address mode. We do optimize, however, for the current drivers that use banked mode.							
S3 Linear Address	S3	OEM	n/a	16	800x600	Yes	
(see above)							
S3 Linear Address	S3	OEM	n/a	24	640x480	Yes	
(see above)							
Matrox 1024	OEM	8/21/92	2.07	24	1024 x 768	No	

Due to various problems, the following video card configurations are not currently supported by QuickTime for Windows.

Compaq Q-Vision

Paradise VGA 1024 in 640 x 480 at 256 colors using MMWD480.DRV (dated 9/10/91)

QuickTime locks up before the movie starts.

Contact Western Digital/Paradise at 1-800-832-4778 for support

MODIFYING QTW.INI FOR COMPATIBILITY

NOTE: Modification of the QTW.INI file should be done at your own risk. Typically one does not need to make any modifications to this file. For some compatibility issues, modifying the file will make video or audio cards work properly, but with reduced performance. Be sure to make a backup of the QTW.INI file before modifying it.

The most common modification to the QTW.INI is to change the [Video] setting to Optimize = Driver. This may resolve severe compatibility problems with a specific video card but will also reduce the performance of Movie playback.

Once, again modify at your own risk.

[Video] (in order of priority)

Optimize = Hardware (default)
 Driver
 BMP
 RAW
 DIB

[Video Optimize]

This is not used

[Override] // group

DREF = no or yes {NO forces QTW to use the file as self referencing, useful for QT 1.0 files}

[Data Handler]

CDROM Xfer Rate* = [integer] ranges from 100 to 600, where number is in K, default is 328.

CDROM Seek TIme* [integer from 0 to X] where x is 100 to 350 in ms for average seek, default is 200.

CDROM Block Size = [integer, expressed in K] default is 8, range is 1 to 64.

Max Open Files = [integer] default is 64.

Max Consumers = [integer] usually same as Max Open Files. You can have multiple consumers per file.

Max Cache Size = [integer] expressed in K, default is 128, ranges from 64 to 512.

Disk Xfer Rate = [integer] same as CDROM Xfer Rate, default is 300.

Disk Seek Time [integer] expressed in milliseconds per average seek, default is 35.

Disk Block Size = [integer, expressed in K] default is 16, range is 1 to 64.

Network Xfer Rate = [integer] same as CDROM Xfer Rate, default is 250

Network Seek Time [integer] expressed in milliseconds per average seek, default is 40.

Network Block Size = [integer, expressed in K] default is 16, range is 1 to 64.

Floppy Xfer Rate = [integer] same as CDROM Xfer Rate, default is 18.

Floppy Seek Time [integer] expressed in milliseconds per average seek, default is 100.

Floppy Block Size = [integer, expressed in K] default is 2, range is 1 to 64.

[Sound]

Requested Rate = [integer] ranging from 5000 to 44000 (has to be exact rate for MPC cards)

Actual Rate = same possible rates as requested

* Set dynamically by QuickTime for Windows, based on what it senses as the CD-ROM speed.

END OF QUICKTIME FOR WINDOWS 1.1 READ ME