QuickTime for Windows, release 1.1
Read Me
5/10/93

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The following files used by the QuickTime installer are copyright Microsoft Corporation:
SETUP.EXE, _MSTEST.EXE, MSCOMSTF.DLL,
MSDETSTF.DLL, MSINSSTF.DLL, MSUILSTF.DLL, MSSHLSTF.DLL,
SETUPAPI.INC, MSDETECT.INC, MSSHARED.INC.

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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
New features in 1.1
Making movies playable on both Macintosh and Windows
Product submissions encouraged
OLE 1.0 support
Intel Indeo decompressor is bundled
Macintosh features that are not currently supported
Minimum PC configuration
Components of QuickTime for Windows 1.1
To license for distribution
Where to get QuickTime for Windows today
Recommended for development
PC Audio card compatibility
PC Video card compatibility
Modifying QTW.INI for compatibility

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 Toolbook.

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?

Problems

Standard VGA   Windows EGA   Win 3.1 4   640 x 350   No
Compatability 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\a   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 (see above)	S3	OEM	n/a	16	800x600	Yes
S3 Linear Address (see above)	S3	OEM	n/a	24	640x480	Yes
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 millisecon s per average seek, defgault 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, defalut is 250
Network Seek TIme [integer] expressed in millisecon s 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 millisecon s 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