

QuickTime for Windows

Version 2.1.1

COPYRIGHT NOTICES

QuickTime for Windows 2.1.1, Copyright© 1993-1996 Apple Computer, Inc.
All rights reserved.

FOR MORE INFO

For more up-to-date information on QuickTime for Windows, check out our
Web site at <<http://quicktime.apple.com/>>.

WHAT'S IN THIS DOCUMENT

Key features

Minimum PC configuration

Quick fix for display problems

Things you need to know

Modifying QTW.INI

Making movies playable on both Macintosh and Windows

KEY FEATURES

- Improved performance and reliability
- 32-Bit QuickTime for Windows 95 and Windows NT 3.51 or later
- Multifunctional 16/32-bit control panels
- Improved installation and uninstallation process
- Audio support:
 - MIDI Music tracks
 - IMA 4:1 compressed audio
- Accelerated video support:
 - Direct hardware support for graphics accelerators:
 - ATI Mach64, Tseng W32P, P9000, Cirrus Logic CL-GD54xx, WD 90C33
 - Direct hardware support for video drivers that support 16- or 32-bit Display Control Interface (DCI)
- Support for burnt and searchable text tracks.
- Support for QuickTime VR for Windows (distributed separately).
- Support for MPEG file playback via Sigma Designs RealMagic Board.
- Support for all standard QuickTime decompressors:
 - Apple Graphics, Apple Animation, Apple Uncompressed, Apple Video, Apple Cinepak, Apple Photo JPEG, Indeo 3.2
- Movie Player application can copy selected portions of text track and current visual to clipboard.
- 16- and 32-bit QuickTime for Windows can coexist on Win95 and WinNT.
- The Movie Player is an OLE server, enabling QuickTime movies to be placed and played in 16- or 32-bit applications.
- QuickTime has MCI (Media Control Interface) that provides media integration in applications like Windows' Media Player and various multimedia authoring applications.
- Visual Basic 2.0, 3.0 and 4.0 is supported with a 16-bit VBX file for QuickTime Movie control.

MINIMUM PC CONFIGURATION*

386SX at 20 MHz

4 MB RAM

6 MB hard disk space available

VGA or better display card

Windows compatible sound card
CD-ROM recommended
Windows 3.1, Windows for Workgroups 3.11,
Windows 95 or Windows NT 3.51 or later

* MPC 1 and above rated machine.

QUICK FIX FOR DISPLAY PROBLEMS

QuickTime for Windows is very reliable. However in rare cases you can experience display problems or crashes when attempting to run QuickTime movies or pictures. This is usually caused by older or poorly written system video drivers reporting incorrect video hardware configuration information. If this occurs you can almost always use the QuickTime control panel to work around the problem:

- 1) Open the Windows Control Panel:
 - In Windows 95, select Start/Settings/Control Panel. If you see two QuickTime control panels, perform steps 2-4 on both of them.
 - In Windows 3.1 and Windows NT, double-click the Control Panel icon in the Main program group.
- 2) Double-click the QuickTime control panel icon.
- 3) Click the More button, then click the Video tab at the top of the window. The video page will appear.
- 4) Click Video Driver in the Draw Method box, then click Apply. Click Close to shut down the QuickTime control panel.
- 5) Restart Movie Player or the appropriate application to try again.
- 6) If the application still does not work, repeat steps 1-4, and choose a slower draw method (listed in the Draw Method box from fastest to slowest).

In the rare event you cannot gain access to the control panel (due to very serious video driver bugs), you will need to edit the QTW.INI file by hand. Most video playback problems can be corrected by adding:

```
[Video]
Optimize=Driver
```

```
[Video 32]
Optimize=Driver
```

If you still have display problems, make sure you have installed the latest video driver from your computer manufacturer.

THINGS YOU NEED TO KNOW

- 1) 32-bit QuickTime for Windows will not run on Windows 3.1 (even if Win32s is installed).
- 2) When running QuickTime VR (distributed separately) you must use the 16-bit Movie Player, until a 32-bit QuickTime VR is released.
- 3) Sigma Designs' recently released RealMagic MPEG driver (v2.20) is incompatible with QuickTime for Windows. As a workaround on Win3.1, you can install the old RealMagic driver (v2.01), but on Win95 there is no other version to install. Sigma Designs and Apple Computer are currently working on a solution.
- 4) The QuickTime for Windows control panel may crash if your computer is using Cirrus display driver version 1.23. If this happens, you must upgrade to version 1.24 or later.
- 5) The game "Critical Path" requires MCIQTW.DRV to be in its directory.

When you install QuickTime for Windows 2.1.1 and delete the old version, this file is removed. You must copy MCIQTW.DRV from your "windows system" directory (usually C:\WINDOWS\SYSTEM) to \CRITPATH\QTW for the game to work.

- 6) The game "Redshift" requires QTIM.DLL to be in its directory. When you install QuickTime for Windows 2.1.1 and delete the old version, this file is removed. You must copy QTIM.DLL from your "windows system" directory (usually C:\WINDOWS\SYSTEM) to \REDSHIFT\QTW for the game to work.

MODIFYING QTW.INI

Do not modify QTW.INI by hand. Please use QuickTime's Control Panel. See above (Quick Fix For Display Problems) for the one exception to this rule.

MAKING MOVIES PLAYABLE ON BOTH MACINTOSH AND WINDOWS

To make a movie playable on both the PC and the Mac, follow these steps:

- 1) Open a movie file using Movie Player 2.0 or above on the Macintosh.
- 2) Choose Save As from the File menu.
- 3) In the dialog box that appears, click the radio button labeled "Make movie self-contained." This tells the utility to sever any links to other movies after incorporating the relevant video into this movie.
- 4) Select the checkbox labeled "Playable on non-Apple computers." This causes the movie to be saved as a single fork movie.
- 5) Rename the movie using PC naming conventions. The filename should be 8 characters in length for maximum portability. Use the extension ".mov." For example: MYMOVIE.MOV

The resulting file is a QuickTime cross-platform movie that can be played on either a Macintosh or any x86-based computer with Windows 3.x, Windows NT, and Windows 95.

Remember, when creating movies on the Macintosh that the following features are not yet available on Windows:

- MACE, sprites, time code, and modifier tracks
- Apple Component Video decompressor
- Multiple video tracks
- Display of non-burnt text tracks