

Welcome to Adobe Premiere™ version 1.1 software for the Windows™ environment. We have also included the readme files from several other program components in the same directory as this file; QTREADME.WRI, the Read Me file for QuickTime™ for Windows version 1.1, and VFW.WRI, the Read Me file for the Microsoft® Video for Windows runtime software. These files can all be opened in Microsoft Write.

This Read Me file contains last-minute product information and updates to the Adobe Premiere user documentation, including:

- Windows Support
- Installation
- Memory Usage
- Video Drivers
- Mouse Drivers
- File Format Compatibility
- Using Third Party Plugin Modules
- Previewing
- Clip Windows
- Using Print to Video to Display Clips
- Using Movies with Alpha Channels
- Making Movies with Palettes
- Quicktime Initialization Issues
- Installing QuickTime for Windows as an MCI device
- Adobe Video Capture Program
- Intel Indeo™ 2.1
- VideoLogic Captivator™
- Using Hardware Compression Boards with Premiere
- Changes Made to your Windows Initialization Files
- Contents of Adobe Premiere Disks / File Descriptions & Locations
- Legal Stuff

WINDOWS SUPPORT

Adobe Systems recommends that Adobe Premiere be run in the Windows 386 Enhanced mode. For systems with less than 20 megabytes of installed RAM, a permanent swap file is recommended.

INSTALLATION

In the initial installer dialog, the items Microsoft Video Runtime and QuickTime are displayed as grayed out and checked. This is because they are required for proper program operation. For example, if you have already installed Microsoft Video for Windows, you still need to install the provided version because some of the drivers may be newer and these updated versions are required by Adobe Premiere (the installer will not replace files that are more recent than those on the install disks, so there's no need to worry about the installer replacing even newer files). See the section CONTENTS OF ADOBE PREMIERE DISKS / FILE DESCRIPTIONS & LOCATIONS for more information about where the installer places files.

MEMORY USAGE

If you receive a memory warning while running Adobe Premiere, it is recommended that you exit any other running applications, save your work in Adobe Premiere, and restart Windows. If you continue to receive these messages in subsequent Windows sessions, it may be necessary to run Adobe Premiere by itself to make all available RAM available to Adobe Premiere. If further difficulty persists, a larger swap file (increasing virtual memory) can also help prevent these warnings. Please note that Adobe Premiere requires 5500k of available Windows memory just to launch, and on some systems a swap file may be necessary to meet this requirement. As Adobe Premiere will only use a maximum of approximately 20 megabytes of RAM at any given time, the program runs optimally on systems with 24 megabytes or more of installed RAM.

VIDEO DRIVERS

It is important to complete system performance that current video drivers always be used. If you have difficulty that you suspect to be video-driver related, be sure to contact your video board manufacturer for possible driver updates and fixes to provide compatibility with Video for Windows uses as well as Adobe Premiere.

If you have an ATI accelerated video board, be sure to upgrade to version 2.1 of the drivers for these boards. If you are using your ATI video board in 256 color (8-bit) mode, be sure you have selected the following options in the ATI mach Flexdesk Control Panel's Advanced Settings dialog: 256 Color Palette=On, Dithering=VGA Standard, Device Bitmaps=Off. It is recommended that the ATI RLE video driver only be used on machines with ATI video cards installed. See the VFW.WRI file for more information on using the ATI drivers with Video for Windows 1.1

MOUSE DRIVERS

There is a known problem with the Microsoft Mouse 9.0 software and Bitmap Clip Windows in Premiere. If you have the Snap-To option enabled in the mouse driver, and you activate a Bitmap Clip Window by clicking in the title bar of the window can cause the window to jump to a different location. Simply click in the window itself to avoid this problem.

FILE FORMAT COMPATIBILITY

PICT files from the Macintosh® containing masks or transparent pixels are not supported on the PC platform, and as such cannot be opened in Adobe Premiere.

TIFF and Photoshop™ files that contain more than four channels are not supported.

TIFF and Photoshop files that contain more than 256 colors AND are not saved in the RGB color space (for example, CMYK files) are not supported.

Some QuickTime movies created on the Macintosh with the JPEG compressor may not open properly under Windows. This appears to be a problem in the QuickTime for Windows software.

Premiere now handles multiple stream AVI files. However, it only uses the first video stream and first audio stream in the file. Additional streams are ignored.

USING THIRD PARTY PLUGIN MODULES

Adobe Premiere is compatible with plugin modules used with Adobe Photoshop™, including plugins from companies other than Adobe. If you wish to use these modules in Adobe Premiere, simply copy the plugins and any associated files into the PLUGINS directory. If they do not have the extension .8BF, rename the plugin files so they have this extension (do NOT rename any associated files, such as .HLP files). Adobe Premiere will not recognize files with the .EFF extension. Also note that if your plugin module has a user interface, it may display itself once every frame during Make Movie operations. This is normal, and indicates that the plugin is not optimized to take advantage of the software's ability to change plugin settings over time. Contact your plugin vendor for more information on possible updates.

PREVIEWING

When preparing for a preview, Adobe Premiere first attempts to load all of the audio tracks selected for previewing into RAM to allow the previewing to be as smooth as possible. If your preview options are set for 44Khz stereo audio, each second of audio data will require over 88k of RAM to load - two minutes of this type of preview, then, takes 10.5 megabytes of RAM. If you receive an Out of Memory error when trying to preview a selection, first try lowering the quality of the audio preview in the Preview Options dialog. If you still receive an Out of Memory error, you should either change your selection to a shorter amount of time, or turn off audio previewing in the Preview Options dialog.

CLIP WINDOWS

Video Overlay cards and QuickTime for Windows both tend to draw their video frames over the markers in clip windows. At this time, there is no way to solve the problem; however, you can see the marker for a brief time before the video frame overwrites it, so the marker can still be used.

USING PRINT TO VIDEO TO DISPLAY CLIPS

Certain video drivers do not fully support the method used by Video for Windows to perform a hardware zoom to play back video. If you have any difficulty using Print to Video with the Hardware Zoom option, and Software Zoom works properly, you will likely want to contact your video card manufacturer for more information on compatibility with hardware zooming while playing video.

Premiere detects if a hardware drawing device that supports Video for Windows custom drawing methods is installed. If one is available, and Zoom is checked in the Print to Video dialog, the clip is automatically played in full screen.

USING MOVIES WITH ALPHA CHANNELS

You can create a movie with an alpha channel (a 32-bit movie) to use in the superimpose track by making your movie with compression method set to None and depth set to Millions+ (FilmStrip files are always saved in this format). These movies can then be used to perform an alpha channel key superimpose effect. This release has an updated Microsoft Video for Windows that correctly displays 32-bit movies. However, the video file format changed slightly between versions, and some 32-bit movies made in earlier versions may need to be remade.

MAKING MOVIES WITH PALETTES

In addition to the standard palette sources -- palettized AVI movies, Windows palette files, and 256 color bitmap files -- you can specify a 24-bit BMP file to use as the source for your palette when the Load Palette checkbox in Output Options is checked. When you use a 24-bit BMP, a histogram is taken of the image, and a 256-color palette is built from the most common colors in the file. If you want the most control over the colors being used, be sure to specify a file that has only 256 colors, otherwise you might not get the palette you thought you would.

QUICKTIME INITIALIZATION ISSUES

If you receive a message about a failure initializing QuickTime for Windows, there are a couple of things to check. Our research seems to show a link between the amount of available DOS memory (lower 640k) and the failure to initialize. First, try making more DOS memory available before launching Windows. Refer to your DOS manual for methods of increasing the available DOS memory. Next, try launching Adobe Premiere with no other applications running (including small accessories like Clock). If you still receive this message, you may be experiencing a conflict between different versions of the QuickTime for Windows system files. The Adobe Premiere software ships with QuickTime for Windows version 1.1. Other applications may install QuickTime for Windows 1.0 into your WINDOWS\SYSTEM directory, causing a conflict. If you find any of the following files in your WINDOWS\SYSTEM directory, delete them (this will not affect the functionality of other applications using QuickTime for Windows), then restart Windows and try launching Adobe Premiere again (do not delete any files with the .QTC extension):

QCMC.DLL
QTJPEG.DLL
QTRAW.DLL
QTRLE.DLL
QTRPZA.DLL
QTSMC.DLL

After deleting these files, you may also want to reinstall just the QuickTime for Windows runtime software with the Adobe Premiere installer. To do this, run SETUP.EXE from the Adobe Premiere software's Disk 1, and select only the QuickTime for Windows option (it will become available after all the other items in the installer screen are deselected).

INSTALLING QUICKTIME FOR WINDOWS AS AN MCI DEVICE

QuickTime for Windows can be set up as an MCI device, allowing you to play

back .MOV (QuickTime) files in the Media Player application, and use QuickTime files as an OLE object. Version 1.0 of Adobe Premiere installed the QuickTime for Windows system files in the \Windows\System directory, and automatically installed QuickTime as an MCI device for you; however, due to potential conflicts with other, possibly newer, installed versions of QuickTime, we now install the system files in the Premiere directory, and do not set it up as an MCI device for you automatically. If you wish to install QuickTime as an MCI device yourself, make the following changes:

In your System.ini file, find the [mci] section, and add the line

QTWVideo=c:\premiere\mcqtw.drv

(if you installed Premiere in a directory other than c:\premiere, substitute that directory for the part that reads c:\premiere; for example, d:\premiere\mcqtw.drv).

In your Win.ini file, make the following two changes:

In the [extensions] directory, add the line

mov=mplayer.exe /play /close ^.mov

In the [mci extensions] section, add the line

mov=QTWVideo

Finally, in your Autoexec.bat file, add the Premiere directory to your path. For example:
path=c:\premiere.

ADOBE VIDEO CAPTURE PROGRAM:

Step capture may not be supported on some MCI devices that are only accurate to the second, such as laserdiscs encoded with mm:ss time code. In these cases it is necessary to capture at normal viewing speeds.

On MCI devices that are accurate to the second only, using MCI to Mark In or Mark Out points sets the point to the BEGINNING of that second. This may cause the capture to end earlier than expected. For example: you click Mark Out at 10.90 seconds, real time. However, the MCI device rounds this down, and reports as 10.00 seconds, and stops capturing 0.90 seconds earlier than expected.

MCI device drivers that support multiple devices, such as the Sony ViSCA (TM) driver, can waste considerable time polling for nonexistent video devices. Be sure your device driver is set to communicate only with as many devices as are physically connected to your system.

Clip windows in the the Adobe Video Capture Program have a new menu item called "Configure" on their control menu. This item calls the Video for Windows configuration dialog for clip playback, allowing you to playback a clip full screen or in a window, among other things. This dialog is the same as can be gotten from the Device\Configure menu in Media Player.

Some capture cards may not capture reliably or may not capture anything at all under the

the following circumstances. If you have trouble capturing, see if any of the situations apply:

- No video signal is present (VCR not turned on);
- VCR is on, but tape is not running;
- An overlay card is not in overlay mode (overlay option not checked);
- Trying to capture at other than the default resolution or color depth, especially when using an overlay card.

Some overlay cards do not allow you to view the live capture window and a clip window at the same time. When one of the windows is active, the other will be changed to display the overlay key color (usually a pink color).

Some capture drivers, especially those included with hardware compression (MPEG and JPEG) cards, do not allow more than one application to connect to the driver at the same time. The consequence is that these drivers do not allow both Premiere and the Adobe Video Capture Program to be open at the same time. It also means that clips that are captured in the Adobe Video Capture program cannot be viewed in the program, as the capture window and the clip windows are treated as separate processes, each needing access to the driver. If you get the message "Cannot connect to capture driver" when you launch the Adobe Video Capture Program from Premiere, or if the capture window never regains a picture after transferring a clip from the Adobe Video Capture Program into Premiere, you may have one of these drivers. The solution is to launch each program by itself from the Program Manager. Contact your board vendor for an updated driver that allows multiple applications to access the driver at the same time.

If your capture window occasionally freezes, or turns into video "snow", you might have a driver that requires frequent reinitialization. To enable this, add the following line to the end of the ADOBECAP.INI file, which is located in your Windows directory, then restart the Adobe Video Capture Program so the change takes effect:

SlowFocus=1

The Adobe Video Capture Program does not delete its capture file when you exit the program, even if you have not selected the Pre-Allocate option in Set Capture File. There are several reasons for this: capturing is much more efficient when a capture file already exists, it minimizes the disk fragmentation that would occur when the capture files are added and deleted continually, and the captured video in the file is still available to you even if you were not able to explicitly save it before you exited the capture program.

The pre-allocated capture file has a limit of the amount of space free on the capture drive, minus 1 megabyte. For instance, if you have 3Mb free on your capture drive, the largest preallocated file you can create is 2Mb. This also means that you cannot create a preallocated capture file on any drive with less than 2Mb free. If a capture file already exists, it is taken into account when computing available disk space.

Intel has changed the Indeo 2.1 codec to be read-only. That is, files already compressed with Indeo 2.1 can be read, but no new files can be made using the Indeo 2.1 format. Intel is moving away from the Indeo 2.1 format, and we recommend that you not use Indeo 2.1 in the future. However, should you need to create movies using Indeo 2.1, you can restore compression capability by making the following change in your System.ini file, located in your Windows directory. Locate the line that reads:
VIDC.RT21 = indeov.drv

and change it to read:
VIDC.RT21 = indeo_u.drv

Save the change and restart Windows to make the change effective.

VIDEOLOGIC CAPTIVATOR™ VIDEO CAPTURE CARD

In version 1.0 of VideoLogic's Captivator, previewing (scrubbing) VideoLogic YUV movies does not display video in the preview window. This problem has been fixed in version 1.0.3 of the Captivator software. Version 1.0.3 is available from the VideoLogic forum on CompuServe (GO VIDEOLOGIC).

USING HARDWARE COMPRESSION BOARDS WITH PREMIERE

Hardware compression boards allow you to store large clips in compact form on your hard disk. However, when you use these clips in the construction window, you may notice slowness as Premiere retrieves each frame and decompresses it for display. You may wish to use the Heads & Tails option to allow Premiere to show only the first and last frames in the clip, instead of every frame. See the Adobe Premiere User Guide for more information on this option.

CHANGES MADE TO YOUR WINDOWS INITIALIZATION FILES

The installer makes several changes to your system initialization (INI) files. Before making any changes, the installer first backs up your WIN.INI and SYSTEM.INI; the backups are called WIN.PRM and SYSTEM.PRM and are located in your WINDOWS directory. The changes are as follows:

WIN.INI

[Extensions]

PPJ=C:\PREMIERE\PREMIERE.EXE ^.PPJ

PSQ=C:\PREMIERE\PREMIERE.EXE ^.PSQ

PLB=C:\PREMIERE\PREMIERE.EXE ^.PLB

[mci extensions]

avi=AVIVideo

[embedding]

MPlayer=Media Clip,Media Clip,mplayer.exe,picture

SYSTEM.INI

[mci]

AVIVideo=mciavi.drv

[386Enh]

device=dva.386

[drivers]

VIDC.MSVC=msvidc.drv

VIDC.RT21=indeov.drv

VIDC.MRLE=msrle.drv

VIDC.IV31=indeov.drv

VIDC.YVU9=indeov.drv

VIDC.CVID=iccvid.drv

WaveMapper=msacm.drv

MSACM.msadpcm=msadpcm.acm

MSACM.imaadpcm=imaadpcm.acm

CONTROL.INI

[driver.desc]

msacm.drv=Microsoft Sound Mapper V2.00

msadpcm.acm=Microsoft ADPCM Codec V2.00

imaadpcm.acm=Microsoft IMA ADPCM Codec V2.00

INDEO.INI

[GLOBAL]

DRIVERS=IV31,RT21,YVU9

[IV31]

DEC=ir30.dll

[RT21]

DEC=ir21_r.dll

[YVU9]

DEC=ir21_r.dll

PREMIERE.INI

[Premiere]

PREMIEREDIRECTORY=C:\PREMIERE

PLUGINDIRECTORY=

CaptureUtil=C:\PREMIERE\adobecap.exe

CONTENTS OF ADOBE PREMIERE DISKS / FILE DESCRIPTIONS & LOCATIONS

PREMIERE directory

Premiere program files

ADOBEDLG.DLL	Adobe Premiere system file
COLORPCK.DLL	Adobe Premiere system file
CTL3D.DLL	Adobe Premiere system file
I3README.WRI	Indeo video driver readme file
MICROWND.DLL	Adobe Premiere system file
NWIPXSPX.DLL	Adobe Premiere system file
PREMIERE.EXE	Adobe Premiere application
PREMIERE.HLP	Adobe Premiere help file
PREMINFO.DLL	Adobe Premiere system file
PRREADME.WRI	Adobe Premiere readme file
QTREADME.WRI	QuickTime for Windows readme file
SMK.DLL	Adobe Premiere system file
TICKS.DLL	Adobe Premiere system file
VFW1.WRI	Video for Windows readme file
ADOBECAP.EXE	Adobe Video Capture application
ACAPRSRC.DLL	Adobe Video Capture system file
ADOBECAP.HLP	Adobe Video Capture help file

QuickTime for Windows support files

MCIQTENU.DLL
MCIQTW.DRV
QCMC.QTC
QTCVID.QTC
QTHNDLR.DLL
QTIM.DLL
QTIMCMGR.DLL
QTJPEG.QTC
QTNOTIFY.EXE
QTOLE.DLL
QTRAW.QTC
QTRLE.QTC
QTRPZA.QTC
QTRT21.QTC
QTSMC.QTC
QTVHDW.DLL

4_PSHOP directory (in the PREMIERE directory)

FILMST8B.8BF	Adobe Photoshop FilmStrip import/export plugin
README.WRI	Adobe Photoshop FilmStrip plugin readme file

PLUGINS directory (in the PREMIERE directory)

D-8BPS.PRM	Photoshop file format importer
D-AVI.PRM	AVI movie importer/exporter

D-DIB.PRM	Windows bitmap format importer/exporter
D-FILM.PRM	Photoshop FilmStrip format importer/exporter
D-FLI.PRM	Autodesk Animator® format importer
D-MOOV.PRM	QuickTime movie importer/exporter
D-PCX.PRM	PCX bitmap format importer
D-PICT.PRM	Macintosh PICT format importer
D-TIFF.PRM	TIFF format importer
D-WMF.PRM	Windows MetaFile format importer
D-TGA.PRM	TGA format importer
CRYSTA8B.8BF	Crystallize video filter (from Adobe Photoshop)
PINCH8B.8BF	Pinch video filter (from Adobe Photoshop)
POINTI8B.8BF	Pointillize video filter (from Adobe Photoshop)
RADIAL8B.8BF	Radial Blur video filter (from Adobe Photoshop)
RIPPLE8B.8BF	Ripple video filter (from Adobe Photoshop)
SOLAR8B.8BF	Solarize video filter (from Adobe Photoshop)
SPHERI8B.8BF	Spherize video filter (from Adobe Photoshop)
TILES8B.8BF	Tiles video filter (from Adobe Photoshop)
TWIRL8B.8BF	Twirl video filter (from Adobe Photoshop)
WAVE8B.8BF	Wave video filter (from Adobe Photoshop)
ZIGZAG8B.8BF	ZigZag video filter (from Adobe Photoshop)
FL-ANTI.PRM	Anti-Alias video filter
FL-BACKA.PRM	Backwards audio filter
FL-BACKV.PRM	Backwards video filter
FL-BANDC.PRM	Brightness & Contrast video filter
FL-BLKWT.PRM	Black and White video filter
FL-BLMOR.PRM	Blur More video filter
FL-BLUR.PRM	Blur video filter
FL-COLBA.PRM	Color Balance video filter
FL-CONV.PRM	Custom Convolution video filter
FL-CROP.PRM	Crop video filter
FL-ECHO.PRM	Echo audio filter
FL-EDGE.PRM	Find Edges video filter
FL-EMBSS.PRM	Emboss video filter
FL-GAMMA.PRM	Gamma Correction video filter
FL-GBLUR.PRM	Gaussian Blur video filter
FL-GHOST.PRM	Ghosting video filter
FL-GSHRP.PRM	Gaussian Sharpen video filter
FL-HORIZ.PRM	Horizontal Flip video filter
FL-INVRT.PRM	Invert video filter
FL-LFILL.PRM	Fill Left audio filter
FL-MIRR.PRM	Mirror video filter
FL-PTIME.PRM	Posterize Time video filter
FL-REPL.PRM	Replicate video filter
FL-RFILL.PRM	Fill Right audio filter

FL-SEDGE.PRM	Sharpen Edges video filter
FL-SHARP.PRM	Sharpen video filter
FL-SMORE.PRM	Sharpen More video filter
FL-VERT.PRM	Vertical Flip video filter

FX-BARND.PRM	Barn Doors transition
FX-BSLID.PRM	Band Slide transition
FX-BWIPE.PRM	Band Wipe transition
FX-CHKRB.PRM	Checkerboard transition
FX-CMRGE.PRM	Center Merge transition
FX-CSPLT.PRM	Center Split transition
FX-CUBES.PRM	Cube Spin transition
FX-DIRECT.PRM	Direct transition
FX-DOORS.PRM	Doors transition
FX-FUNNL.PRM	Funnel transition
FX-ICRSS.PRM	Iris Cross transition
FX-IDIAM.PRM	Iris Diamond transition
FX-INSET.PRM	Inset transition
FX-IRISR.PRM	Iris Round transition
FX-IRISS.PRM	Iris Square transition
FX-PUSH.PRM	Push transition
FX-RADWP.PRM	Radial Wipe transition
FX-SLDBX.PRM	Sliding Boxes transition
FX-SLIDB.PRM	Sliding Bands transition
FX-SLIDE.PRM	Slide transition
FX-SPIN.PRM	Spin transition
FX-SPINA.PRM	Spin Away transition
FX-SPLIT.PRM	Split transition
FX-STRCH.PRM	Stretch transition
FX-SWAP.PRM	Swap transition
FX-SWNGI.PRM	Swing In transition
FX-SWNGO.PRM	Swing Out transition
FX-VENET.PRM	Venetian Blinds transition
FX-WIPE.PRM	Wipe transition
FX-XDISS.PRM	Cross Dissolve transition
FX-XSTRT.PRM	Cross Stretch transition
FX-XZOOM.PRM	Cross Zoom transition
FX-ZMFX.PRM	Zoom transition
FX-ZMTRL.PRM	Zoom Trails transition
FX-ZZB.PRM	ZigZag Blocks transition

SAMPLES directory (in the PREMIERE directory)

CIRCUS.WAV	Windows waveform audio file
CLOSEUP.MOV	QuickTime movie
CROSSPOS.MOV	QuickTime movie
FALLFWD.MOV	QuickTime movie

FINALBOW.MOV	QuickTime movie
HANDS.MOV	QuickTime movie
OVERSPIN.MOV	QuickTime movie
RINGS.BMP	bitmap
SPLITS.MOV	QuickTime movie
SPOTLITE.MOV	QuickTime movie
TWIRL.MOV	QuickTime movie
FLYING.BMP	bitmap
FLYINGRI.BMP	bitmap

WINDOWS directory

PREMIERE.INI	Adobe Premiere initialization file
INDEO.INI	Intel Indeo initialization file

WINDOWS/SYSTEM directory

Adobe support files

ADOBEKEY.DRV	Adobe™ keyboard driver
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Microsoft Video for Windows support files

DISPDIB.DLL	Video for Windows system file
ICCVID.DRV	SuperMac™ Cinepak™ video driver
INDEO_U.DRV	Indeo version 2.1x video driver (read/write)
MCIavi.DRV	Video for Windows system file
MCIOLE.DLL	Video for Windows system file
MPLAYER.EXE	Media Player application
MPLAYER.HLP	Media Player help file
MPLAYER.REG	Media Player registration file
MSRLE.DRV	Run Length Encoding video driver
MSVIDC.DRV	Video for Windows system file
MSVIDEO.DLL	Video for Windows driver
AVICAP.DLL	Video for Windows system file
INDEOV.DRV	Indeo global video driver
IR21_R.DLL	Indeo 2.1x video driver (read-only)
IR30.DLL	Indeo 3.x video driver
IMAADPCM.ACM	Video for Windows system file
COMPOBJ.DLL	Video for Windows system file
MSCACM.DRV	Video for Windows system file
MSADPCM.ACM	Video for Windows system file
DVA.386	Video for Windows system file
MAP_WIN.HLP	Video for Windows system file
MSCACM.DLL	Video for Windows system file
CLEANUP.REG	Video for Windows system file
OLE2.DLL	OLE 2.0 system file
OLE2.REG	OLE 2.0 system file
OLE2CONV.DLL	OLE 2.0 system file
OLE2DISP.DLL	OLE 2.0 system file

OLE2NLS.DLL	OLE 2.0 system file
OLE2PROX.DLL	OLE 2.0 system file
STORAGE.DLL	OLE 2.0 system file
ACMCMPRS.DLL	Video for Windows system file
AVIFILE.DLL	Video for Windows system file
CTL3D.DLL	Video for Windows system file
TYPELIB.DLL	Video for Windows system file

SETUP files (not copied to user's hard disk)

_MSTEST.EXE
MSCOMSTF.DLL
MSCUISTF.DLL
MSDETECT.INC
MSDETSTF.DLL
MSINSSTF.DLL
MSSHLSTF.DLL
MSUILSTF.DLL
PREMIERE.INF
PREMIERE.MST
SETUP.EXE
SETUP.LST
SETUPAPI.INC

LEGAL STUFF

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