

Video for Windows 1.1 - Release Notes

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Distributing the Microsoft Video Runtime

Your license agreement for Microsoft Video for Windows allows you to create AVI sequences and distribute them along with the Media Player so that others can view those sequences. The runtime disk of your package contains the software necessary to setup another user's machine to play AVI sequences.

Terms

Microsoft grants to you the right to reproduce and distribute the runtime modules of the SOFTWARE provided that you: (a) distribute the runtime modules only in conjunction with and as a part of an application program or data file, and not as part of any operating system or utility program, or on a standalone basis; (b) do not use Microsoft's name, logo, or trademarks in any marketing or advertising; (c) include a valid copyright notice on your product; and (d) agree to indemnify, hold harmless, and defend Microsoft and its suppliers from and against any claims or lawsuits, including attorneys' fees, that arise or result from the use or distribution of your product which incorporates the runtime modules. The "runtime modules" are those files in the SOFTWARE so identified in the written materials accompanying the SOFTWARE. If required in the SOFTWARE documentation, you agree to display the designated patent notices on the packaging and in the README file of your product. The license in this section to distribute the runtime modules is royalty-free provided that your application program or data file incorporating the runtime modules is created for operation on the Microsoft(R) Windows(TM), Windows NT (TM), or Modular Windows (TM) operating systems. Please contact Microsoft for the applicable licensing terms for all other uses of the runtime modules.

Files

The specific files covered by the license agreement appear below:
This is the complete list of all files required by the Video for Windows runtime setup.

Filename	Setup Directory
acmcmprs.dll	WINDOWS\SYSTEM
avicap.dll	WINDOWS\SYSTEM
avifile.dll	WINDOWS\SYSTEM
cleanup.reg	WINDOWS\SYSTEM
compobj.dll	WINDOWS\SYSTEM

ctl3d.dll	WINDOWS\SYSTEM
dcisvga.drv	WINDOWS\SYSTEM
dispdib.dll	WINDOWS\SYSTEM
dva.386	WINDOWS\SYSTEM
iccvid.drv	WINDOWS\SYSTEM
imaadpcm.acm	WINDOWS\SYSTEM
ir32.dll	WINDOWS\SYSTEM
ir21_r.dll	WINDOWS\SYSTEM
map_win.hlp	WINDOWS\SYSTEM
mciavi.drv	WINDOWS\SYSTEM
mciole.dll	WINDOWS
mplayer.exe	WINDOWS
mplayer.hlp	WINDOWS
mplayer.reg	WINDOWS
msacm.dll	WINDOWS\SYSTEM
msacm.drv	WINDOWS\SYSTEM
msadpcm.acm	WINDOWS\SYSTEM
msvidc.drv	WINDOWS\SYSTEM
msvideo.dll	WINDOWS\SYSTEM
ole2.dll	WINDOWS\SYSTEM
ole2.reg	WINDOWS\SYSTEM
ole2conv.dll	WINDOWS\SYSTEM
ole2disp.dll	WINDOWS\SYSTEM
ole2nls.dll	WINDOWS\SYSTEM
ole2prox.dll	WINDOWS\SYSTEM
profdisp.exe	n/a
stdole.tlb	WINDOWS\SYSTEM
storage.dll	WINDOWS\SYSTEM
typelib.dll	WINDOWS\SYSTEM

You can provide the runtime distribution disk to all users who want to play back Video for Windows files. They install the Microsoft Video for Windows Runtime by running the setup program included on the disk.

If you want to include an AVI sequence, you must either include it on the runtime distribution disk or provide another disk for this file.

To set up the Microsoft Video Runtime:

1. Insert the runtime distribution disk into your PC's floppy drive.
2. From within Windows Program Manager, choose the Run command from the File menu.
3. From the Run dialog, enter your drive letter followed by the word SETUP.
For example, if the distribution disk is in drive A:, then you would type
A:\SETUP
4. Choose OK.

This installs the Microsoft Video for Windows Runtime and updates the Media Player accessory. You can now play AVI sequences with the updated Media Player.

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Documentation Updates

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This information is not available in the printed documentation or in online Help.

1. You might see a "profiling display" message after installing or changing the display driver. This is normal. The system is determining the fastest method to access your display driver.
2. If you have upgraded from Video for Windows 1.0 to 1.1, and do not have an Intel Action Media II card or do not have Adobe Premiere installed on your system, you might get better performance playing your old Indeo (version 2.1) AVI files by changing the VIDC.RT21 entry in the [Drivers] section of your SYSTEM.INI file. Change the entry from INDEO.DRV to INDEOV.DRV. Refer to SYSINI.WRI for more information on how to modify your SYSTEM.INI file.
3. When you load a DIB sequence into VidEdit, it uses 256 colors as the palette by default. Create an optimal palette for the sequence before you save it as an AVI file.
4. If your Windows 3.1 or 3.11 REG.DAT file is damaged or lost, you can restore the Video for Windows information in the file by using the following procedure:

In File Manager, double-click the following files in the SYSTEM directory of your Windows directory. Double-click the files in the following order:

1. MPLAYER.REG
2. OLE2.REG
3. CLEANUP.REG

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Operating and Performance Tips

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1. If your computer uses the double buffering feature of MS-DOS 6, AVI files may play slowly on your computer. If your CONFIG.SYS file contains command that starts SMARTDRV with the DOUBLE_BUFFERING parameter, add the /L switch to the SMARTDrive command in your AUTOEXEC.BAT file.

If adding the /L switch doesn't increase the playback speed enough, try removing the DOUBLE_BUFFERING parameter altogether. Before you remove DOUBLE_BUFFERING parameter, consult your Windows documentation or MS-DOS Help to determine whether your computer needs the parameter to run correctly.
2. Switching between greater than 236-color palettes and other palettes can cause the colors shown by MCI.AVI.DRV in an AVI sequence to look wrong.
3. This release does not work with the Notebook accessory that comes with Windows for Pen Computing.
4. Current 16-bit color drivers may have performance problems because they do not yet directly support 16-bit DIBs and must translate from 24-bit.
5. During a Save as... operation, the VidEdit caption will not change

to the new file name until the save operation is completed.

6. From the VidEdit application, when you play a sequence from the Synchronize dialog with Play Duration settings other than 0, you may notice some slight synchronization problems at the very beginning of the playback sequence.
7. If you use older versions of Windows Sound System and other drivers, the audio may be out of synch with the video. Obtain updated Windows Sound System drivers from the Windows Driver Library (WDL). (For more information about the WDL, contact Microsoft Product Support.) For third-party drivers, contact your audio board manufacturer's technical support department to get an updated driver.
8. When using VidCap to save captured video sequences for the first time, make sure you include the .AVI file extension to the filename.
9. If you capture a video sequence and discover that it doesn't include any audio in the audio stream (an error is displayed and the status bar shows 0 bytes of audio), you may have a hardware conflict between your video capture board and your audio board. Double check the hardware settings of both boards to ensure no conflicts exist.
10. If you have PASTED multiple video sequences of different compression formats into a file, do not use the EXTRACT command with the "Compression Format" set to "No Change". This action would create an invalid file.
11. VidCap requires plenty of memory when capturing. Make sure to close all unnecessary applications before running VidCap. In particular, don't run VidEdit and load AVI files into memory when using VidCap for capture.
12. In some cases, AVI files compressed with the Indeo compressor may load a bit slowly if Indeo hardware is present.
13. If your computer uses the Et4000 chipset, runs a VGA driver, and full-screen playback does not work correctly, add the following line to the [386Enh] section of your SYSTEM.INI file:

SysVMInSecondBank=FALSE
14. If your computer is connected to a network, high network traffic can impede the performance of your video capture. If you are not running Windows over the network, you may want to disconnect from the network when capturing video.
15. If you need the SVGA256.DRV driver, obtain it from the Windows Driver Library (WDL). For more information about the WDL, contact Microsoft Product Support.
16. If your computer is running Windows for Workgroups 3.11 turning the 32-bit cache off might increase the video capture performance.
17. VidEdit can only load single audio and video stream files.
18. If you use a Sound Blaster Pro driver, and use Media Player to play certain AVI files

with a 16-bit, 22khz file format, the files will play incorrectly. The audio will play first, and then the video will play. To fix this problem, contact your sound board manufacturer for an updated driver.

19. Some Turtle Beach drivers play 44 khz stereo MSADPCM files incorrectly. If you are having problems playing these files, contact Turtle Beach for an updated driver.

20. If you install the Microsoft Multimedia Pack after installing Video for Windows, you need to update the Media Player information in the registry. To do so, carry out the following procedure:

1. Start File Manager and switch to the Multimedia Pack CD drive.
2. In the root of that drive, double-click the MPLAYER.REG file.

21. Versions of ATI's video accelerator prior to 2.1 do not work well with Video for Windows version 1.1. Installing the accelerator software after installing Video for Windows can overwrite Video for Windows version 1.1 components with components from the previous version. Avoid installing any version of the video accelerator unless it is specifically noted to be compatible with Video for Windows version 1.1.

The vidc.rlec=ativdacc.drv entry in the [installable compressors] section of the SYSTEM.INI file can cause problems when playing large RLE-compressed movies. Remove this entry from the SYSTEM.INI file.

For update drivers, contact ATI Technologies Inc.

22. When using Screen Capture on Windows NT, you cannot use the ESC key to end the capture. To stop capture you must simply logoff. This action will stop the capture without logging you off of Windows NT.