

QuickTime for Windows, release 1.1.1 Read Me 12/08/93

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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 1.1.1 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.

WHAT'S IN THIS DOCUMENT

- New features in 1.1.1
- 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 1.1.1
- 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 1.1.1

Support for P9000 Graphics accelerator.

Support for the Cirrus Logic CL-GD54xx GUI accelerator.

Support for the WD 90C33 Graphics accelerator.

NEW FEATURES IN 1.1

Cinepak (formerly named Compact Video) playback

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

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 and 1.1 supports custom add-in decompressors, such as Intel's 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 and 1.1.1.

MAKING MOVIES PLAYABLE ON BOTH MACINTOSH AND WINDOWS

To make a movie playable on a PC, on a Macintosh open a movie file using 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 as a single forked movie. The resulting movie is cross-platform and is still in the QuickTime 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 that's no longer than 8 characters, plus the extension .MOV for example, MYMOVIE.MOV.

PRODUCT SUBMISSIONS ENCOURAGED

Apple Computer encourages developers of current and intended commercial products which use QuickTime for Windows to send us evaluation copies. For example, products such as CD-ROM titles, Movie clip libraries, applications and utilities are often considered for future co-marketing opportunities. 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: 302-3KS
Cupertino, CA 95014

OLE 1.0 SUPPORT

The QuickTime for Windows 1.1.1 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. Please contact Intel for support and for future updated releases of Indeo. 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.
A Sound card for playback of Movies with sound
Windows 3.1 or later
DOS 5.0. MS-DOS 6.0 and 6.2 with and without double space is supported.

COMPONENTS OF QUICKTIME FOR WINDOWS 1.1.1

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 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 Movie clip libraries, software applications and CD-ROM titles. Look for the QuickTime for Windows logo on the packaging of products such as these:

Adobe Premiere 1.0 for Windows

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 that contains the DLLs, sample applications and source code, movie files, on-line documentation, help files and the QuickTime for Windows programmers manual. Six (6) DOS-based disks containing a subset of CD-ROM contents are also available for those without a CD-ROM drive.

Look for other QuickTime for Windows retail products in 1994.

RECOMMENDED FOR DEVELOPMENT

In addition to the QuickTime for Windows Development Kit, the following is useful in the 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

QuickTime for Windows 1.1.1 Hardware Compatibility List November 30, 1993

This document is meant to be an aid to developers who are working with and distributing QuickTime for Windows per their license agreement. The list is by no means comprehensive but has grown substantially over the past year. The Video and Audio Hardware adapters are divided into three basic classifications Supported, Compatible and In-Compatible.

- o **Supported** hardware/driver combinations are those that have been tested as part of the QTW development plan and are considered benchmarks to the product.
- o **Compatible** hardware/drivers are those combinations that have been tested but not as thoroughly as Supported items but appear to function adequately.
- o **In-Compatible** hardware/driver combinations are those recognized as having significant problems in appearance or behavior with QTW.

Another category that we've added to our report is Optimized.

Optimized video hardware/driver combination allows QTW to write directly to the video memory speeding up video performance significantly.

When ever possible the Name of the manufacture, product name, driver date or version when known, and depth in the case of video drivers is listed.

Supported Video

Adapter	Driver	Depth	Resolution	Optimized?

-				
Standard VGA	Windows VGA	4	640x350	No
Standard EGA	Windows EGA	4	640x480	No
IBM 8514	Windows	8	1024x768	No
IBM XGA	07/27/92	4	640x480	No
IBM XGA	07/27/92	16	1024x768	No
<i>Only XGA20 supports 16-bit color. Do NOT use the drivers supplied with Windows 3.1. Instead, use the drivers supplied by IBM</i>				
ATI VGA XL	04/09/92	4	800x600	Yes
ATI VGA XL	04/10/92	8	1024x768	Yes
ATI VGA XL	04/20/92	16	800x600	Yes
ATI ULTRA	04/22/92	8	1024x768	No
ATI ULTRA	OEM	16	640x480	No
ATI Mach 32	01/05/93	8	640x480	Yes
ATI Mach 32	01/05/93	16	1024x768	Yes
Orchid IIs	03/01/92	8	800x600	Yes
Orchid IIs	03/01/92	16	800x600	Yes
Video 7 VRAM2 ERGO	03/10/92	8	800x600	Yes
Orchid Fahrenheit VA	02/19/93	8	640x480	Yes
Orchid Fahrenheit 1280	08/10/92	8	640x480	Yes
Orchid Fahrenheit 1280	08/10/92	16	800x600	Yes
Diamond Stealth	09/25/92	8	640x480	Yes
Diamond Stealth	09/25/92	16	640x480	Yes
Diamond SpeedStar 24x	04/28/92	8	1024x768	Yes
Diamond SpeedStar 24x	04/28/92	16	800x600	Yes
Diamond SpeedStar 24x	04/28/92	24	640x480	Yes

Supported Audio

Adapter	Driver	date
Creative Labs SoundBlaster Pro	SBPSND.DRV	05/15/92
<i>This driver has a know bug that effects all Windows applications that use sound where at times a portion of the sound will be repeated several times.</i>		
Creative Labs SoundBlaster Pro	SBPSND.DRV	02/05/92
<i>This driver some times 'sticks' on a sound.</i>		
Creative Labs SoundBlaster Pro 16	SB16SND.DRV	04/14/93
Creative Labs ThunderBoard	SNDBLST2.DRV	03/10/92
Creative Labs ThunderBoard	SNDBLST2.DRV	05/13/92
Media Vision ProAudio Spectrum	MVPROAUD.DRV	02/03/93 1.3
Media Vision ProAudio Spectrum Plus	MVPROAUD.DRV	02/03/93 1.3
<i>Make the following modifications to the QTW.INI file.</i>		
[Sound]		
RequestedRate=22095		
ActualRate=22536		
Media Vision ProAudio Spectrum 16	MVPROAUD.DRV	02/03/92
Media Vision Audio Port	MVAPORT.DRV	04/14/92
<i>Does not support sound sampled at above 11khz.</i>		
<i>Make the following modifications to the QTW.INI file.</i>		
[Sound]		
RequestedRate=11025		
ActualRate=11025		
Microsoft Sound System	SNDSYS.DRV	09/21/92 1.0
Cardinal Technologies Sound Studio	TAPIGSS1.DRV	12/28/92
Orchid Sound Producer Pro.	PRODUCER.DRV	01/13/93
Orchid Sound Producer Pro.	PRODUCER.DRV	10/01/92
Turtle Beach MultiSound	MULTISND.DRV	08/27/92 1.1
ATI Stereo F/X	SFX.DRV	05/04/92

Compatible Video

Adapter	Driver	Depth	Resolution	Optimized?

Actix Graphics Engine Ultra Plus	03/25/93	16	1024x768	No
Actix Graphics Engine Ultra Plus	03/25/93	8	1024x768	No
Actix Graphics Engine Ultra Plus	03/25/93	16	800x600	No
Actix Graphics Engine Ultra Plus	03/25/93	8	800x600	No
Actix Graphics Engine Ultra Plus	03/26/93	24	640x480	No
Actix Graphics Engine Ultra Plus	03/25/93	16	640x480	No
Actix Graphics Engine Ultra Plus	03/25/93	8	640x480	No
ATI VGA XL	08/14/92 1.42	16	640x480	No
ATI VGA XL	04/20/92	8	800x600	Yes
ATI VGA XL	04/10/92	16	640x480	Yes
ATI VGA XL	04/20/92	8	640x480	Yes
ATI VGA XL	06/25/92	8	1024x768	Yes
ATI VGA XL	06/25/92	8	800x600 Yes	
ATI VGA XL	07/28/92	16	640x480	Yes
ATI VGA XL	06/25/92	8	640x480	Yes
ATI VGAWONDER XL24	06/25/92	8	1024x768	Yes
ATI VGAWONDER XL24	07/28/92	16	800x600	Yes
ATI VGAWONDER XL24	06/25/92	8	800x600	Yes
ATI VGAWONDER XL24	07/28/92	16	640x480	Yes
ATI VGAWONDER XL24	06/25/92	8	640x480	Yes
ATI Graphics Ultra	08/14/92	4	800x600	No
ATI Graphics Ultra	08/14/92	4	640x480	No
ATI Graphics Ultra	06/25/92	8	640x480	No
ATI Graphics Ultra Pro	03/10/92	8	8514/a	No
ATI Graphics Ultra Pro	03/13/93	8	1280x1024	Yes
ATI Graphics Ultra Pro	03/13/93	16	1024x768	Yes
ATI Graphics Ultra Pro	03/13/93	8	1024x768	Yes
ATI Graphics Ultra Pro	03/13/93	24	800x600	No
ATI Graphics Ultra Pro	03/13/93	16	800x600	No
ATI Graphics Ultra Pro	03/13/93	8	800x600	Yes
ATI Graphics Ultra Pro	03/13/93	16	640x480	No
ATI Graphics Ultra Pro	03/19/93	24	640x480	No
ATI Graphics Ultra Pro	03/19/93	16	640x480	No
ATI Graphics Ultra Pro	03/19/93	8	640x480	Yes
ATI Graphics/Pro	11/27/92	8	1024x768	No
ATI Graphics/Pro	11/27/92	16	640x480	No
Dell 466/M S3	09/04/92(1.2)	4	1280x1024	Yes
Dell 466/M S3	09/04/92(1.2)	8	1024x768	Yes
Dell 466/M S3	09/04/92(1.2)	8	800x600	Yes
Dell 466/M S3	09/04/92(1.2)	4	800x600	Yes
Dell 466/M S3	09/04/92(1.2)	15	640x480	Yes
Dell 466/M S3	09/04/92(1.2)	8	640x480	Yes

Diamond Stealth Pro	12/07/92	8	1280x968	No
Diamond Stealth Pro	12/07/92	8	1280x1024	No
Diamond Stealth Pro	12/16/92	16	1024x768	No
Diamond Stealth Pro	01/06/93	8	1024x768	No
Diamond Stealth Pro	12/18/92	16	800x600	No
Diamond Stealth Pro	01/06/93	8	800x600	No
Diamond Stealth Pro	02/23/93	24	640x480	No
Diamond Stealth Pro	01/06/93	16	640x480	No
Diamond Stealth Pro	01/06/93	8	640x480	No
Diamond SpeedStar 24	04/14/92	8	1024x768	Yes
Diamond SpeedStar 24	04/14/92	15	800x600	No
Diamond SpeedStar 24	04/14/92	8	800x600	Yes
Diamond SpeedStar 24	04/14/92	15	640x480	No
Diamond SpeedStar 24	04/14/92	8	640x480	Yes
Diamond Viper VLB	04/27/93	8	1152x900	Yes
Diamond Viper VLB	04/27/93	16	1024x768	Yes
Diamond Viper VLB	04/27/93	8	1024x768	Yes
Diamond Viper VLB	04/27/93	24	800x600	No
Diamond Viper VLB	04/27/93	16	800x600	Yes
Diamond Viper VLB	04/27/93	8	800x600	Yes
Diamond Viper VLB	04/27/93	24	640x480	No
Diamond Viper VLB	04/27/93	16	640x480	Yes
Diamond Viper VLB	04/27/93	8	640x480	Yes
<i>Support for the P9000 was added in QTW 1.1.1.</i>				
Genoa Windows VGA 8500	02/16/93	8	1024x768	Yes
Genoa Windows VGA 8500	10/23/92(turbo)	16	800x600	Yes
Genoa Windows VGA 8500	08/24/92	16	800x600	Yes
Genoa Windows VGA 8500	10/28/92	8	800x600	Yes
Genoa Windows VGA 8500	12/01/92(turbo)	24	640x480	No
Genoa Windows VGA 8500	10/14/92	24	640x480	No
Genoa Windows VGA 8500	11/11/92(turbo)	16	640x480	Yes
Genoa Windows VGA 8500	08/24/92	16	640x480	Yes
Genoa Windows VGA 8500	10/28/92	8	640x480	Yes
<i>Support for the Cirrus Logic CL-GD5426 GUI was added in QTW 1.1.1.</i>				
IBM XGA2	07/27/92	8	640x480	No
IBM XGA2	07/27/92	16	640x480	No
IBM XGA2	07/27/92	8	800x600	No
IBM XGA2	07/27/92	16	800x600	No
<i>QTW supports IBM XGA2 starting with version 1.1.</i>				
Orchid Fahrenheit VA	02/19/93 10:00	16	1024x768	Yes
Orchid Fahrenheit VA	02/19/93 10:00	24	640x480	Yes
Orchird VLB (Local Bus)	02/19/93	16	800x600	Yes
Orchird VLB (Local Bus)	02/19/93	15	800x600	Yes
Orchird VLB (Local Bus)	02/19/93	8	800x600	Yes
Orchird VLB (Local Bus)	02/19/93	24	640x480	No
<i>Movies shifted to the left, a few pixels in 24 bit mode . Rebooting fixes the problem.</i>				
Orchird VLB (Local Bus)	02/19/93	16	640x480	Yes
Orchird VLB (Local Bus)	02/19/93	15	640x480	Yes
Orchird VLB (Local Bus)	02/19/93	8	640x480	Yes

Orchid Fahrenheit 1280	08/10/92 10:00	15	800x600	No
Orchid Fahrenheit 1280	08/10/92 10:00	8	800x600	Yes
Orchid Fahrenheit 1280	08/10/92 10:00	16	640x480	No
Orchid Fahrenheit 1280	08/10/92 10:00	15	640x480	No
Orchid Pro designer IIs/D 1.1	04/7/92	15	800x600	No
Orchid Pro designer IIs/D 1.1	04/7/92	8	800x600	Yes
Orchid Pro designer IIs/D 1.1	04/7/92	8	640x480	Yes
Orchid Pro II	03/01/92	8	1024x768	Yes
Orchid Pro II	03/01/92	15	800x600	No
Orchid Pro II	03/01/92	8	800x600	Yes
Orchid Pro II	03/01/92	15	640x480	No
Orchid Pro II	03/01/92	8	1024x768	Yes
Sigma Legend GX	04/01/92(1.13)	8	1024/768	No
Sigma Legend GX	04/01/92(1.13)	8	800x600	No
Sigma Legend GX	03/31/92(1.13)	8	640x480	No
Sigma Legend GX	04/01/92(1.13)	8	640x480	No
Sigma Legend 24X	11/13/92	8	1024x768	No
Sigma Legend 24X	11/13/92	16	800x600	No
Sigma Legend 24X	11/13/92	8	800x600	No
Sigma Legend 24X	11/14/92	24	640x480	No
Sigma Legend 24X	11/13/92	16	640x480	No
Sigma Legend 24X	11/13/92	8	640x480	No
Matrox 1024	08/21/92 2.07	24	1024 x 768	No
MiroCrystal 8S	04/13/93	8	1024x768	No
MiroCrystal 8S	04/13/93	16	800x600	No
MiroCrystal 8S	04/13/93	8	800x600	Yes
MiroCrystal 8S	04/15/93	16	640x480	No
MiroCrystal 8S	04/13/93	8	640x480	Yes

Compatible Audio

Adapter	Driver	date
Creative Labs ThunderBoard	SNDBLST2.DRV	03/10/92
Creative Labs ThunderBoard	SNDBLST2.DRV	05/13/92
Creative Labs Sound Blaster 2.0 <i>Sound 'Sticks' with this driver.</i>		02/16/93
Digispeech PortAble Sound Plus	PRTSND.DRV	04/14/93
IBM M/Audio	ACPA.DRV	10/29/92 11:38
<i>Adjusting the volume from the Movie Controller may cause the volume to be muted. To restore the volume, stop and restart the movie.</i>		
<i>Sound may skip when resizing window.</i>		
<i>Sound is played at 44khz by doubling the samples.</i>		

IBM M/Audio ACPA.DRV
Limited volume control from keyboard.

8/28/92

MediaVision Thunder and Lightning TLWAVE.DRV
Make the following modifications to the QTW.INI file.
[Sound]
RequestedRate=22222

08/25/92

In-Compatible Video

ATI VGAWONDER XL24 07/29/92 24 640x480 Yes
In the 24 bit mode (16 Million Colors) Reds and Blues seem to be reversed .

ATG CatsEye/X
Field reports of systems hanging when movies are played with is board.

Compaq Q-Vision
We have field reports that QTW does not work with is card.

Diamond SpeedStar 24 * 04/14/92 24 640x480 Yes
Movies render as a thin line at the top of the screen in 24 bit mode. All other functions are normal.

MediaVision
We have a field report that QTW does not work with the original MediaVision video display adapter. The report indicates that the movies sound is played but the movie can not be seen. Problem persists when Optimize is set to driver

OmiCorp Texan
We have field reports of sound but no movie (video) with this card.

PackardBell
We have several field reports dealing with a PackardBell. Reports of a "shutters" type effect on local bus systems have been noted. The shutters effect is where a few lines of movie can be seen, then a few lines of background, then a few lines of movie, and so on. The reports also state that the image is also shifted down and to the right about 10 pels.

Further reports tell of a lack of Movie image when running on Local Bus Packard Bell Machines.

Sigma WindStorm	08/21/92	8	1024x768	No
Sigma WindStorm	08/21/92	16	800x600	No
Sigma WindStorm	08/21/92	8	800x600	No
Sigma WindStorm	08/21/92	24	640x480	No
Sigma WindStorm	08/21/92	16	640x480	No
Sigma WindStorm	08/21/92	8	640x480	No

QTW has very poor performance with is adapter.

Video 7 SPEA 7 OEM
We have field reports that the Optimize = Driver must added to the QTW.INI before the movie will appear in the movie window frame. Audio and all other actions seems to be OK with out the change

In-Compatible Audio

Media Vision Thunder and Lighting *
QTW has very poor through-put with this card.

Media Vision CDPC *
QTW does not work well with is system with movies over 10 seconds in length.

Media Vision CDPC II
QTW does not work well with is system with movies over 10 seconds in length.

Sigma Design WinStorm 8/21/92
Very poor QTW performance when running audio and video together.

Tandy 'Gold Card'
Only one unconfirmed report on this line of cards. A developer states that he has a Tandy "Gold Card" and QTW crashed when ever he tries to play a movie. Removing the card seems to fix the problem.

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 Tlme* [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 1 READ ME