

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

[ Note: The following information was extracted from the README.WRI file supplied with QuickTime for Windows. All information not relevant to the Screen Saver was removed for your convenience. ]

## **COPYRIGHT NOTICES**

QuickTime for Windows 1.1.1, Copyright © 1993-1994 Apple Computer, Inc. All rights reserved.

## **NOTE:**

QuickTime for Windows 1.1.1 must be licensed for distribution. If you have received QuickTime for Windows as part of an Apple or 3rd party product, you are licensed to install and use QuickTime for Windows on your computer. You **MAY NOT** redistribute QuickTime for Windows in any form without a distribution license from Apple Computer. See **TO LICENSE FOR DISTRIBUTION** in this document for more information.

## **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**

## **WHAT'S IN THIS DOCUMENT**

- Making movies playable on both Macintosh and Windows
- OLE 1.0 support
- Minimum PC configuration
- PC Audio card compatibility
- PC Video card compatibility
- Modifying QTW.INI for compatibility

## **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.

## **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

**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.

**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 development plan and are considered benchmarks to the product. QTW
- 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. 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
Orchid VLB (Local Bus)	02/19/93	16	800x600	Yes
Orchid VLB (Local Bus)	02/19/93	15	800x600	Yes
Orchid VLB (Local Bus)	02/19/93	8	800x600	Yes
Orchid 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>				
Orchid VLB (Local Bus)	02/19/93	16	640x480	Yes
Orchid VLB (Local Bus)	02/19/93	15	640x480	Yes
Orchid 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 <i>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.</i>	ACPA.DRV	10/29/92 11:38
IBM M/Audio <i>Limited volume control from keyboard.</i>	ACPA.DRV	8/28/92
MediaVision Thunder and Lightning <i>Make the following modifications to the QTW.INI file. [Sound] RequestedRate=22222</i>	TLWAVE.DRV	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.  
Call Compaq customer service (800-345-1518), BBS (713-378-1418), or Compuserve--GOCOMPAQ for updated drivers

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 orginal 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 trys 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 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 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*