QuickTime: QuickTime for Windows Description (9/94)

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TOPIC --

QuickTime for Windows, a set of Windows Dynamic Linked Libraries (DLLs), can be
installed on any PC and used by any Windows application adapted to QuickTime's
application programming interface. The latest version of QuickTime for Windows
is 1.1.1.

DISCUSSION ---

With QuickTime for Windows, Apple has developed a cross-platform multimedia
standard to provide users with a consistent interface and file format for
working with digital video, sound, animation, and other multimedia data. Using
QuickTime, authors and publishers will have a simple way to distribute their
work in a single file format. QuickTime for Windows will also give multimedia
programmers and developers one cross-platform multimedia programming interface.

QuickTime for Windows is an implementation of the QuickTime architecture on
Microsoft's Windows environment. QuickTime for Windows provides Windows users
with the portions of QuickTime needed to playback and control QuickTime Movie
files and compressed still images. With the availability of QuickTime for
Windows multimedia, authors, developers, publishers, and users can work with
QuickTime Movies on Macintosh, Silicon Graphics, and PCs running Windows.
Through QuickTime, users on Macintosh and Windows PCs will be able to easily
exchange files, rely on a consistent human interface, and use a variety of
modular compression technologies for storing multimedia information.

Support for add-in decompressors will allow third-party developers to add their
own compression technologies to those already included with QuickTime for
Windows. For instance, Apple and Intel are jointly integrating Intel's Indeo
video compression technology into QuickTime on Macintosh and Windows.

New Features of QuickTime for Windows 1.1.1

QuickTime for Windows 1.1.1 offers improved performance, easier integration with
existing Windows applications, and open extensibility for third-party
developers.

Significance

QuickTime for Windows 1.1.1 provides significantly improved performance through support for Apple Compact Video, the advanced software compression technology introduced in QuickTime 1.5 on the Macintosh. Integration into existing Windows applications has been made easier through support for Windows 3.1 MCI (Media Control Interface) and OLE (Object Linking & Embedding) release 1.0. Support for customized add-in products enable third-party developers to add features such as custom decompression technology. Like QuickTime for Windows 1.0 and 1.1, version 1.1.1 includes the same QuickTime Movie file format, human interface, image decompression capabilities and programming interface as the Macintosh version of QuickTime, making it easier for developers to implement direct support of QuickTime in Windows applications.

Increased Performance

QuickTime for Windows 1.1.1 supports the advanced Apple Compact Video codec (compressor/decompressor), introduced in QuickTime 1.5 for Macintosh, that enables Movies to play either at twice the frame rate (up to 30 frames per second) or across four times the screen area (up to 320x240 screen size, software only) as supported by the earlier release. QuickTime for Windows 1.1.1 supports playback through video acceleration hardware, when used with display drivers that directly support QuickTime for Windows.

Windows Integration

Integration of QuickTime Movies into existing Windows applications is now easier with the support for MCI and OLE 1.0 in QuickTime for Windows 1.1.1. The new support for MCI integrates QuickTime for Windows into authoring and presentation applications for precise playback control. With OLE support, QuickTime Movies can be easily integrated into business applications that support OLE, adding impact with video footage, animation sequences and sound clips to documents, spreadsheets and presentations. Microsoft's Visual Basic 2.0 is also supported for creation of custom Windows multimedia applications using QuickTime.

Third-Party Hardware Support

Additional audio and video cards are supported in QuickTime for Windows 1.1.1, giving more Windows customers access to QuickTime technology. Digital video in QuickTime Movies is optimized for playback on display cards capable of showing from 256 colors (8-bit) to 16 million colors (24-bit).

Third-Party Software Support

Several software vendors have announced that they will support QuickTime for Windows in their products. Among those announcing are Adobe Systems; Corel Systems; Claris Corp.; Lotus Development Corp.; MacroMedia; and WordPerfect Corp. Additionally, several PC hardware and peripherals vendors have announced support for QuickTime for Windows in their products. The list includes Creative Labs; Dolch Computer; and Media Vision.

To locate a vendor's address and phone numbers, use the vendor name as a search string.

Availability

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QuickTime for Windows is bundled with various Windows and cross-platform
multimedia CD-ROM titles, clip libraries, and applications. Apple offers
QuickTime for Windows in a Software Development Kit (SDK) designed for
professional programmers, and sold through the APDA, Apple's developer tools
distribution group.

To receive a QuickTime Starter Kit, call 1-800-538- 9696, extension 175, to
contact an Apple software reseller.

Requirements
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QuickTime for Windows requires a minimum of a 386SX CPU running at 20 MHz,
equipped with 4MB of RAM, an 80MB hard disk, and a VGA or better graphics card.
Movies with sound require installation of a Windows-compatible PC sound card.
Also required is MS-DOS 5.0 or later and Windows 3.1 or higher. A CD-ROM drive
and graphics card displaying at least 256 colors are recommended.

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24 Feb 1994 - Retitled.
10 Aug 1993 - Added information about version 1.1.

Support Information Services

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