QuickTime for Windows: Version 1.1 Description (8/93)

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TOPIC ---

This article describes the improvements made in version 1.1 of QuickTime for
Windows.

DISCUSSION --

QuickTime for Windows extends Windows 3.1 to integrate compressed video,
graphics and sound in cross-platform file formats. The latest release,
QuickTime for Windows 1.1, offers improved performance, easier integration
with existing Windows applications, and open extensibility for third-party
developers.

QuickTime for Windows 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, version 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 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
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. 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 Software Extension Support

Support for add-in decompressors will allow third-party developers to add their own compression technologies to those already included with QuickTime for Windows. Intel is using this method to bundle its Indeo video decompressor with QuickTime for Windows 1.1.

Third-Party Hardware Support

Additional audio and video cards are supported in QuickTime for Windows 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).
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