QuickTime For Windows 2.0.3: ReadMe (8/95)

Article Created: 30 August 1995

TOPIC --

This article contain the QuickTime for Windows 2.0.3 Read Me file.

DISCUSSION ---

QuickTime for Windows
version 2.0.3
Release Notes 13 June 1995

QuickTime for Windows 2.0.3 must be licensed for distribution. If you have
received QuickTime for Windows as part of an Apple or third-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

Not all OLE client applications are supported by QuickTime for Windows 2.0.3

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 2.0.3
• 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 2.0.3
- 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

KEY FEATURES IN QUICKTIME FOR WINDOWS 2.0.3
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- New single file QuickTime installer for more reliable installs.
- Support for text tracks.
- Support for MPEG tracks with Sigma Designs Reel Magic Board.
- Support for MPEG file playback via Sigma Designs Reel Magic Board.
- Support for MPEG decompressor Components.
- Support for MIDI Music tracks.
- Support for IMA4 compressed audio.
- Support for Video Hardware frame buffer access Components.
- Player application can copy selected portions of text track and
  current visuals to clipboard.
- Support for P9000 Graphics accelerator.
- Support for the Cirus Logic CL-GD54xx GUI accelerator.
- Support for the WD 90C33 Graphcs accelerator.
- 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 2.0.3 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 2.0.3.

MAKING MOVIES PLAYABLE ON BOTH MACINTOSH AND WINDOWS
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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 thats 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. These
products will be used to ensure full compatability with future versions of
QuickTime for Windows. Please submit with appropriate product and company
information to:

QuickTime for Windows Product Submission
Apple Computer, Inc.
1 Infinite Loop, MS: 302-3KS
Cupertino, CA 95014

OLE 1.0 SUPPORT
===============

The QuickTime for Windows 2.0.3 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
PhotoCD
SMPTE Time codes
Data references

NOTE:
When producing QuickTime Movies, you are encouraged to use advanced features on the Macintosh release of QuickTime. 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 2.0.3
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- DLLs
- Movie Player application and OLE 1.0 server
- Picture Viewer application
- On-line help

TO LICENSE QUICKTIME FOR WINDOWS FOR DISTRIBUTION
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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 4.0 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 1995.

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 2.0.3 Hardware Compatibility List
===

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.

• Supported hardware/driver combinations are those that have been tested as part
of the QTW development plan and are considered benchmarks to the product.

• Compatible hardware/drivers are those combinations that have been tested but
not as thoroughly as Supported items but appear to function adequately.

• In-Compatible hardware/driver combinations are those recognized as having
significant problems in appearance or behavior with QTW.

Another catogory 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.

Whenever 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
===============

Begin_Table

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
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
```

End_Table

* NOTE:
Only XGA20 supports 16-bit color. Do NOT use the drivers supplied with Windows
3.1. Instead, use the drivers supplied by IBM

Supported Audio
===============

Begin_Table

Adapter	Driver	Date	Notes
Creative Labs SoundBlaster Pro	SBPSND.DRV	05/15/92	(1)
Creative Labs SoundBlaster Pro	SBPSND.DRV	02/05/92	(2)
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	(3)
Media Vision ProAudio Spectrum 16	MVPROAUD.DRV	02/03/92	
Media Vision Audio Port	MVAPORT.DRV	04/14/92	(4)
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	

End_Table

Notes:
(1) - 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.

(2) - This driver some times 'sticks' on a sound.

(3) - Make the following modifications to the QTW.INI file.
     [Sound]

```
        RequestedRate=22095
        ActualRate=22536


(4) - Does not support sound sampled at above 11khz. Make the following
modifications to the QTW.INI file.
        [Sound]
        RequestedRate=11025
        ActualRate=11025



Compatible Video
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Begin_Table


Adapter                 Driver Date     Depth   Resolution  Optimized
--------------------    -----------     -----   ----------  ---------
Actix Graphics Engine
     Ultra Plus         03/25/93         16     1024x768       No
                        03/25/93          8     1024x768       No
                        03/25/93         16      800x600       No
                        03/25/93          8      800x600       No
                        03/26/93         24      640x480       No
                        03/25/93         16      640x480       No
                        03/25/93          8      640x480       No


ATI VGA XL              08/14/92 1.42    16      640x480       No
                        04/20/92          8      800x600       Yes
                        04/10/92         16      640x480       Yes
                        04/20/92          8      640x480       Yes
                        06/25/92          8     1024x768       Yes
                        06/25/92          8      800x600       Yes
                        07/28/92         16      640x480       Yes
                        06/25/92          8      640x480       Yes


ATI VGAWONDER XL24      06/25/92          8     1024x768       Yes
                        07/28/92         16      800x600       Yes
                        06/25/92          8      800x600       Yes
                        07/28/92         16      640x480       Yes
                        06/25/92          8      640x480       Yes


ATI Graphics Ultra      08/14/92          4      800x600       No
                        08/14/92          4      640x480       No
                        06/25/92          8      640x480       No
ATI Graphics Ultra Pro  03/10/92          8      8514/a        No
                        03/13/93          8     1280x1024      Yes
                        03/13/93         16     1024x768       Yes
                        03/13/93          8     1024x768       Yes
                        03/13/93         24      800x600       No
                        03/13/93         16      800x600       No
                        03/13/93          8      800x600       Yes
                        03/13/93         16      640x480       No
                        03/19/93         24      640x480       No
```

	Date	Colors	Resolution	Driver
	03/19/93	16	640x480	No
	03/19/93	8	640x480	Yes
ATI Graphics/Pro	11/27/92	8	1024x768	No
	11/27/92	16	640x480	No
Dell 466/M S3	09/04/92(1.2)	4	1280x1024	Yes
	09/04/92(1.2)	8	1024x768	Yes
	09/04/92(1.2)	8	800x600	Yes
	09/04/92(1.2)	4	800x600	Yes
	09/04/92(1.2)	15	640x480	Yes
	09/04/92(1.2)	8	640x480	Yes
Diamond Stealth Pro	12/07/92	8	1280x968	No
	12/07/92	8	1280x1024	No
	12/16/92	16	1024x768	No
	01/06/93	8	1024x768	No
	12/18/92	16	800x600	No
	01/06/93	8	800x600	No
	02/23/93	24	640x480	No
	01/06/93	16	640x480	No
	01/06/93	8	640x480	No
Diamond SpeedStar 24	04/14/92	8	1024x768	Yes
	04/14/92	15	800x600	No
	04/14/92	8	800x600	Yes
	04/14/92	15	640x480	No
	04/14/92	8	640x480	Yes
Diamond Viper VLB	04/27/93	8	1152x900	Yes
	04/27/93	16	1024x768	Yes
	04/27/93	8	1024x768	Yes
	04/27/93	24	800x600	No
	04/27/93	16	800x600	Yes
	04/27/93	8	800x600	Yes
	04/27/93	24	640x480	No
	04/27/93	16	640x480	Yes
	04/27/93	8	640x480	Yes

Support for the P9000 was added in QTW 1.1.1.

Genoa Windows VGA 8500	02/16/93	8	1024x768	Yes
	10/23/92(turbo)	16	800x600	Yes
	08/24/92	16	800x600	Yes
	10/28/92	8	800x600	Yes
	12/01/92(turbo)	24	640x480	No
	10/14/92	24	640x480	No
	11/11/92(turbo)	16	640x480	Yes
	08/24/92	16	640x480	Yes
	10/28/92	8	640x480	Yes

Support for thge Cirus Logic CL-GD5426 GUI was added in QTW 1.1.1.

| IBM XGA2 | 07/27/92 | 8 | 640x480 | No |
| | 07/27/92 | 16 | 640x480 | No |

```
                            07/27/92        8      800x600       No
                            07/27/92       16      800x600       No
QTW supports IBM XGA2 starting with version 1.1.


Orchid Fahrenheit VA        02/19/93 10:00 16     1024x768       Yes
                            02/19/93 10:00 24      640x480       Yes


Orchird VLB (Local Bus)     02/19/93       16      800x600       Yes
                            02/19/93       15      800x600       Yes
                            02/19/93        8      800x600       Yes
                            02/19/93       24*     640x480       No
                            02/19/93       16      640x480       Yes
                            02/19/93       15      640x480       Yes
                            02/19/93        8      640x480       Yes
* Note:
Movies shifted to the left, a few pixels in 24 bit mode. Rebooting fixes the
problem.


Orchid Fahrenheit 1280      08/10/92 10:00 15      800x600       No
                            08/10/92 10:00  8      800x600       Yes
                            08/10/92 10:00 16      640x480       No
                            08/10/92 10:00 15      640x480       No


Orchid Pro
designer IIs/D 1.1          04/7/92        15      800x600       No
                            04/7/92         8      800x600       Yes
                            04/7/92         8      640x480       Yes


Orchid Pro II               03/01/92        8     1024x768       Yes
                            03/01/92       15      800x600       No
                            03/01/92        8      800x600       Yes
                            03/01/92       15      640x480       No
                            03/01/92        8     1024x768       Yes


Sigma Legend GX             04/01/92(1.13)  8     1024x768       No
                            04/01/92(1.13)  8      800x600       No
                            03/31/92(1.13)  8      640x480       No
                            04/01/92(1.13)  8      640x480       No


Sigma Legend 24X            11/13/92        8     1024x768       No
                            11/13/92       16      800x600       No
                            11/13/92        8      800x600       No
                            11/14/92       24      640x480       No
                            11/13/92       16      640x480       No
                            11/13/92        8      640x480       No


Matrox 1024                 08/21/92 2.07  24     1024x768       No


MiroCrystal 8S              04/13/93        8     1024x768       No
                            04/13/93       16      800x600       No
                            04/13/93        8      800x600       Yes
                            04/15/93       16      640x480
```

End_Table

Compatible Audio
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Begin_Table

Adapter   Driver   Driver Date
-------   ------   -----------
Creative Labs ThunderBoard   SNDBLST2.DRV   03/10/92
Creative Labs ThunderBoard   SNDBLST2.DRV   05/13/92
Creative Labs Sound Blaster 2.0(1)   02/16/93

Digispeech PortAble Sound Plus   PRTSND.DRV   04/14/93

IBM   M/Audio (2)   ACPA.DRV   0/29/92 11:38
IBM   M/Audio (3)   ACPA.DRV   8/28/92

MediaVision Thunder & Lightning (4) TLWAVE.DRV   08/25/92

End_Table

Notes:
(1) Sound 'Sticks' with this driver.

(2) 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.

(3) Limited volume control from keyboard.

(4) Make the following modifications to the QTW.INI file.
[Sound]
RequestedRate=22222

In-Compatible Video
==================

Begin_Table

Video Card   Driver   Bit-Depth Resolution Optimized Notes
------------------ -------- --------- ---------- --------- -----
ATI VGAWONDER XL24   07/29/92   24   640x480   Yes   (1)

ATG CatsEye/X   (2)

Compaq Q-Vision   (3)

Diamond SpeedStar 24 04/14/92   24   640x480   Yes   (4)

MediaVision   (5)

```
OmiCorp Texan                                                      (6)


PackardBell                                                        (7)


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


Video 7 SPEA 7        OEM                                          (9)


End_Table
```

Notes:
(1) - In the 24 bit mode (16 Million Colors) Reds and Blues seem to be
      reversed .
(2) - Field reports of systems hanging when movies are played with is
      board.
(3) - We have field reports that QTW does not work with is card.
(4) - Movies render as a thin line at the top of the screen in 24-bit
      mode. All other functions are normal.
(5) - 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
(6) - We have field reports of sound but no movie (video) with this
      card.
(7) - We have several field reports dealing with a Packard Bell. 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.
(8) - QTW has very poor performance with is adapter.
(9) - 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 throughput 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 whenever 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 millisecon s 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, defalut is 250

Network Seek TIme [integer] expressed in millisecon s 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 millisecon s 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

* Note: Set dynamically by QuickTime for Windows, based on what it
        senses as the CD-ROM speed.

Support Information Services

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Keywords: kwindows

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