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QuickTime For Windows 2.1.2: What It Fixes (9/96)

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TOPIC -----

This article lists changes that were implemented in version 2.1.2 of QuickTime for Windows.

DISCUSSION -----

The following changes are included in QuickTime for Windows 2.1.2. Additional information about QuickTime products for Macintosh and Windows can be found on the worldwide web at:

<http://quicktime.apple.com>

1. Cirrus component workaround for QTVRW bug that caused crashes.
2. Fixed DHIO_DH problem with multiple applications playing movies simultaneously.
3. Got rid of "Library not freed ... call Microsoft" error message. Problem remains.
4. Added GetMediaSampleReference API.
5. Fixed "MC paints once at (0,0), then correctly positions movie."
6. Fixed problem opening multiple movies via MCI.
7. Fixed confusing "Invalid Data Reference" message from Movie Player.
8. Several fixes to Player and Viewer command line parsing.
9. Fixed bug in Cinepak 0.5x blits to hard-banked displays.
10. Fixed longstanding bug in sound rate resampling to rates > 32767.
11. Replaced sample movie with calibration step in installer (32-bit now does it, too).
12. Updated disk space requirements in installer.

13. Fixed installer bug where it was deleting the installed copy of itself in some instances.
14. Installer no longer fails if temp directory already exists.
15. Control panel/installer updated for better control of automatic audio rate adjustment.
16. Fixed "intermittent garbage" bug in 32-bit QTW's IMA audio playback.
17. Fixed "non-1.0 rate playback plays audio at 1.0 rate" bug.
18. Fixed GetTrackEnabled (it was returning bogus values).
19. Rebased all 32-bit DLLs to speed up load time.
20. QTVHDW/DCI workaround for QTVRW bug that caused control panel crashes.
21. Fixed the infamous "DCIMAN.DLL" error message.
22. QTVHDW and DCI32 workarounds for 2 separate S3 Trio 64 DCI provider bugs.
23. Fixed automatic audio rate adjustment to deal with instability due to excessive interrupt activity.
24. Fixed a crash opening sprite movies (sprites are not yet supported in QTW).

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