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## QuickTime for Windows: Differences Between 2.0 and 2.0.1 (4/95)

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TOPIC -----

This article describes the differences between QuickTime of Windows 2.0 (QTW) and QuickTime for Windows 2.0.1.

DISCUSSION -----

The main difference between 2.0 and 2.0.1 is a QuickTime for Windows 1.x/2.0 installation/compatibility problem that has been fixed. Other problems corrected are:

- 1) Resource leak in sample codec component fixed by extern "C"
- 2) Resource leaks in components based on sample code in (1)
- 3) Data handler performance enhancements
- 4) Installer changes for ATI Mach 64 compatibility
- 5) Installer now removes [video] optimize= key, to ensure that  
. auto-video speed determination in QTW is re-enabled for QTW 2.0
- 6) Updated memory utilization for enhanced performance during rate  
. conversion/audio decompression
- 7) Updated all components to peacefully coexist with previous versions  
. of the quicktime binaries. (Issue resolved for Premiere 1.x, and some  
. CD-ROM titles which run QTW binaries from the CD-ROM instead of from  
. the default QTW binary)
- 8) Component manager now supports two entry points to identify  
. component:  
. THNGIDENTIFY  
. THNGIDENTIFY2  
. This allows QTW 1.x to safely ignore newer components which use QTW  
. 2.0 specific features. (see item 7)
- 9) Byte-swap public macros now use 2-byte XCHG instead of 3-byte ROL  
. instruction

- 10) New support for casting an HGLOBAL handle to a PicHandle on all API . calls which take a PicHandle as a parameter. This allows a . programmer to read from a file into a Global memory object, then . have QTW interpret the contents of memory as a PICT.
- 11) Correct the usage of CLUTID = -1 to be the same as on Macintosh.
- 12) Added preference to QTW.INI to allow user to indicate that their . windows sound driver is lying about its ability to perform volume . control.
- 13) Added preference to QTW.INI to allow QTW to reset the sound hardware . everytime the audio output channel is opened.
- 14) Improved audio sync under low memory conditions.
- 15) Improved audio decompression performance.
- 16) NewMovieFromDataFork parsing improved when there are multiple 'moov' . resources in the data fork.
- 17) Switching between multiple sound tracks is now supported at runtime . under application control.
- 18) Prevent various malformed JPEG images from causing GPF.
- 19) Corrected editlist processing when media timescale was different . from movie timescale.
- 20) Bypass more GDI bugs related to SetBitmapBits.

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