



Tech Info Library

QuickTime for Windows 1.1.1: Readme (8/95)

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TOPIC -----

QuickTime for Windows, release 1.1.1 Read Me 12/08/93

DISCUSSION -----

NOTE: QuickTime for Windows 1.1.1 must be licensed for distribution. If you have received QuickTime for Windows as part of an Apple or 3rd 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 1.1.1 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 1.1.1

New features in 1.1

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 1.1.1

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

NEW FEATURES IN 1.1.1

- Support for P9000 Graphics accelerator.
- Support for the Cirrus Logic CL-GD54xx GUI accelerator.
- Support for the WD 90C33 Graphics accelerator.

NEW FEATURES IN 1.1

- Cinepak (formerly named Compact Video) playback
- 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 1.1 and 1.1 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 1.1 and 1.1.1.

MAKING MOVIES PLAYABLE ON BOTH MACINTOSH AND WINDOWS

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 that is 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. Please submit with appropriate product and company information to:

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

OLE 1.0 SUPPORT

The QuickTime for Windows 1.1.1 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
- Editing
- Photo CD
- Text track

Note: When producing QuickTime Movies, you are encouraged to use advanced features on the Macintosh release of QuickTime such as a text track. 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 1.1.1

- DLLs
- Movie Player application and OLE 1.0 server
- Picture Viewer application
- On-line help

TO LICENSE FOR DISTRIBUTION

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 1.0 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 1994.

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 1.1.1

Hardware Compatibility List

November 30, 1993

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 category 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.

When ever possible the Name of the manufacturer, product name, driver date or version (when known), and depth in the case of video drivers is listed.

Begin_Table

Supported Video

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

Supported Audio

Adapter	Driver	date
Creative Labs SoundBlaster Pro	SBPSND.DRV	05/15/92
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.		
Creative Labs SoundBlaster Pro	SBPSND.DRV	02/05/92

This driver some times 'sticks' on a sound.

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
Make the following modifications to the QTW.INI file:		
[Sound]		
RequestedRate=22095		
ActualRate=22536		
Media Vision ProAudio Spectrum 16	MVPROAUD.DRV	02/03/92
Media Vision Audio Port	MVAPORT.DRV	04/14/92
Does not support sound sampled at above 11khz. Make the following modifications to the QTW.INI file:		
[Sound]		
RequestedRate=11025		
ActualRate=11025		
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

Compatible Video

Adapter			Driver	Depth	Resolution
Optimized?					

Actix Graphics Engine Ultra Plus	03/25/93	16	1024x768	No	
Actix Graphics Engine Ultra Plus	03/25/93	8	1024x768	No	
Actix Graphics Engine Ultra Plus	03/25/93	16	800x600	No	
Actix Graphics Engine Ultra Plus	03/25/93	8	800x600	No	
Actix Graphics Engine Ultra Plus	03/26/93	24	640x480	No	
Actix Graphics Engine Ultra Plus	03/25/93	16	640x480	No	
Actix Graphics Engine Ultra Plus	03/25/93	8	640x480	No	
ATI VGA XL	08/14/92 1.42	16	640x480	No	
ATI VGA XL	04/20/92	8	800x600	Yes	

ATI VGA XL		04/10/92	16	640x480	Yes	
ATI VGA XL		04/20/92	8	640x480	Yes	
ATI VGA XL		06/25/92	8	1024x768	Yes	
ATI VGA XL		06/25/92	8	800x600	Yes	
ATI VGA XL		07/28/92	16	640x480	Yes	
ATI VGA XL		06/25/92	8	640x480	Yes	
ATI VGAWONDER XL24		06/25/92	8	1024x768	Yes	
ATI VGAWONDER XL24		07/28/92	16	800x600	Yes	
ATI VGAWONDER XL24		06/25/92	8	800x600	Yes	
ATI VGAWONDER XL24		07/28/92	16	640x480	Yes	
ATI VGAWONDER XL24		06/25/92	8	640x480	Yes	
ATI Graphics Ultra		08/14/92	4	800x600	No	
ATI Graphics Ultra		08/14/92	4	640x480	No	
ATI Graphics Ultra		06/25/92	8	640x480	No	
ATI Graphics Ultra Pro		03/10/92	8	8514/a	No	
ATI Graphics Ultra Pro		03/13/93	8	1280x1024	Yes	
ATI Graphics Ultra Pro		03/13/93	16	1024x768	Yes	
ATI Graphics Ultra Pro		03/13/93	8	1024x768	Yes	
ATI Graphics Ultra Pro		03/13/93	24	800x600	No	
ATI Graphics Ultra Pro		03/13/93	16	800x600	No	
ATI Graphics Ultra Pro		03/13/93	8	800x600	Yes	
ATI Graphics Ultra Pro		03/13/93	16	640x480	No	
ATI Graphics Ultra Pro		03/19/93	24	640x480	No	
ATI Graphics Ultra Pro		03/19/93	16	640x480	No	
ATI Graphics Ultra Pro		03/19/93	8	640x480	Yes	
ATI Graphics/Pro		11/27/92	8	1024x768	No	
ATI Graphics/Pro		11/27/92	16	640x480	No	
Dell	466/M	S3	09/04/92(1.2)	4	1280x102	Yes
Dell	466/M	S3	09/04/92(1.2)	8	1024x768	Yes
Dell	466/M	S3	09/04/92(1.2)	8	800x600	Yes
Dell	466/M	S3	09/04/92(1.2)	4	800x600	Yes
Dell	466/M	S3	09/04/92(1.2)	15	640x480	Yes
Dell	466/M	S3	09/04/92(1.2)	8	640x480	Yes
Diamond Stealth Pro		12/07/92	8	1280x968	No	
Diamond Stealth Pro		12/07/92	8	1280x1024	No	
Diamond Stealth Pro		12/16/92	16	1024x768	No	
Diamond Stealth Pro		01/06/93	8	1024x768	No	
Diamond Stealth Pro		12/18/92	16	800x600	No	
Diamond Stealth Pro		01/06/93	8	800x600	No	
Diamond Stealth Pro		02/23/93	24	640x480	No	
Diamond Stealth Pro		01/06/93	16	640x480	No	
Diamond Stealth Pro		01/06/93	8	640x480	No	
Diamond SpeedStar 24		04/14/92	8	1024x768	Yes	
Diamond SpeedStar 24		04/14/92	15	800x600	No	
Diamond SpeedStar 24		04/14/92	8	800x600	Yes	
Diamond SpeedStar 24		04/14/92	15	640x480	No	
Diamond SpeedStar 24		04/14/92	8	640x480	Yes	
Diamond Viper VLB		04/27/93	8	1152x900	Yes	
Diamond Viper VLB		04/27/93	16	1024x768	Yes	

Diamond Viper VLB	04/27/93	8	1024x768	Yes
Diamond Viper VLB	04/27/93	24	800x600	No
Diamond Viper VLB	04/27/93	16	800x600	Yes
Diamond Viper VLB	04/27/93	8	800x600	Yes
Diamond Viper VLB	04/27/93	24	640x480	No
Diamond Viper VLB	04/27/93	16	640x480	Yes
Diamond Viper VLB	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
Genoa Windows VGA 8500	10/23/92(turbo)	16	800x600	Yes
Genoa Windows VGA 8500	08/24/92	16	800x600	Yes
Genoa Windows VGA 8500	10/28/92	8	800x600	Yes
Genoa Windows VGA 8500	12/01/92(turbo)	24	640x480	No
Genoa Windows VGA 8500	10/14/92	24	640x480	No
Genoa Windows VGA 8500	11/11/92(turbo)	16	640x480	Yes
Genoa Windows VGA 8500	08/24/92	16	640x480	Yes
Genoa Windows VGA 8500	10/28/92	8	640x480	Yes

Support for the Cirrus Logic
CL-GD5426 GUI was added in
QTW 1.1.1.

IBM XGA2	07/27/92	8	640x480	No
IBM XGA2	07/27/92	16	640x480	No
IBM XGA2	07/27/92	8	800x600	No
IBM XGA2	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
Orchid Fahrenheit VA	02/19/93	10:00	24	640x480	Yes
Orchird VLB (Local Bus)	02/19/93		16	800x600	Yes
Orchird VLB (Local Bus)	02/19/93		15	800x600	Yes
Orchird VLB (Local Bus)	02/19/93		8	800x600	Yes
Orchird VLB (Local Bus)	02/19/93		24	640x480	No

Movies shifted to the left,
a few pixels in 24 bit mode.
Rebooting fixes the problem.

Orchird VLB (Local Bus)	02/19/93		16	640x480	Yes
Orchird VLB (Local Bus)	02/19/93		15	640x480	Yes
Orchird VLB (Local Bus)	02/19/93		8	640x480	Yes

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

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

Orchid Pro II	03/01/92		8	1024x768	Yes
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Orchid Pro II	03/01/92	15	800x600	No
Orchid Pro II	03/01/92	8	800x600	Yes
Orchid Pro II	03/01/92	15	640x480	No
Orchid Pro II	03/01/92	8	1024x768	Yes
Sigma Legend GX	04/01/92(1.13)	8	1024/768	No
Sigma Legend GX	04/01/92(1.13)	8	800x600	No
Sigma Legend GX	03/31/92(1.13)	8	640x480	No
Sigma Legend GX	04/01/92(1.13)	8	640x480	No
Sigma Legend 24X	11/13/92	8	1024x768	No
Sigma Legend 24X	11/13/92	16	800x600	No
Sigma Legend 24X	11/13/92	8	800x600	No
Sigma Legend 24X	11/14/92	24	640x480	No
Sigma Legend 24X	11/13/92	16	640x480	No
Sigma Legend 24X	11/13/92	8	640x480	No
Matrox 1024	08/21/92 2.07	24	1024x768	No
MiroCrystal 8S	04/13/93	8	1024x768	No
MiroCrystal 8S	04/13/93	16	800x600	No
MiroCrystal 8S	04/13/93	8	800x600	Yes
MiroCrystal 8S	04/15/93	16	640x480	No
MiroCrystal 8S	04/13/93	8	640x480	Yes

Compatible Audio

Adapter	Driver	Date
-----	-----	-----
Creative Labs ThunderBoard	SNDBLST2.DRV	03/10/92
Creative Labs ThunderBoard	SNDBLST2.DRV	05/13/92
Creative Labs Sound Blaster	2.0	02/16/93
Sound 'Sticks' with this driver.		
Digispeech PortAble Sound Plus	PRTSND.DRV	04/14/93
IBM M/Audio	ACPA.DRV	10/29/92 11:38
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.		
IBM M/Audio	ACPA.DRV	8/28/92
Limited volume control from keyboard.		
MediaVision Thunder and Lightning	TLWAVE.DRV	08/25/92

Make the following modifications
to the QTW.INI file:

[Sound]
RequestedRate=22222

In-Compatible Video

Adapter	Driver	Depth	Resolution
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ATI VGAWONDER XL24	07/29/92	24	640x480

ATI VGAWONDER XL24	07/29/92	24	640x480
In the 24 bit mode (16 Million Colors) Reds and Blues seem to be reversed			

ATG CatsEye/X
Field reports of systems hanging when movies are played with this board.

Compaq Q-Vision
We have field reports that QTW does not work with is card.

Diamond SpeedStar 24 *	04/14/92	24	640x480	Yes
Movies render as a thin line at the top of the screen in 24 bit mode. All other functions are normal.				

End_Table

MediaVision
We have a field report that QTW does not work with the original 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

OmiCorp Texan
We have field reports of sound but no movie (video) with this card.

PackardBell
We have several field reports dealing with a PackardBell. 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.

Begin_Table

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

QTW has very poor performance
with is adapter.

End_Table

Video 7 SPEA 7 OEM

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 through-put 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 when ever 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 milliseconds 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, default 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

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

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The following files used by the QuickTime installer are Copyright © Microsoft Corporation:

SETUP.EXE, _MSTEST.EXE, MSCOMSTF.DLL,
MSDETSTF.DLL, MSINSSTF.DLL, MSUILSTF.DLL, MSSHLSTF.DLL,
SETUPAPI.INC, MSDETECT.INC, MSSHARED.INC.

END OF QUICKTIME FOR WINDOWS 1.1 1 READ ME

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