# QuickTime for Windows 1.1.1: Description (6/94)

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TOPIC -----------------------------------------------------------

This article describes QuickTime for Windows.

DISCUSSION ------------------------------------------------------

NEW FEATURES IN 1.1.1
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• Support for P9000 Graphics accelerator.
• Support for the Cirus Logic CL-GD54xx GUI accelerator.
• Support for the WD 90C33 Graphcs accelerator.

NEW FEATURES IN 1.1
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• 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.

MACINTOSH FEATURES THAT ARE NOT CURRENTLY SUPPORTED
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• 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
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• 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
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• DLLs
• Movie Player application and OLE 1.0 server
• Picture Viewer application
• On-line help

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 that is  no longer than 8 characters, plus the extension .MOV for example, MYMOVIE.MOV.

WHERE TO GET QUICKTIME FOR WINDOWS TODAY
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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.

Support Information Services

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