# Tech Info Library

## QuickTime for Windows: Version 1.1 Description (8/93)

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Security:       Everyone
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TOPIC -------------------------------------------------------------

This article describes the improvements made in version 1.1 of QuickTime for Windows.

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

QuickTime for Windows extends Windows 3.1 to integrate compressed video, graphics and sound in cross-platform file formats. The latest release, QuickTime for Windows 1.1, offers improved performance, easier integration with existing Windows applications, and open extensibility for third-party developers.

QuickTime for Windows 1.1 provides significantly improved performance through support for Apple Compact Video, the advanced software compression technology introduced in QuickTime 1.5 on the Macintosh. Integration into existing Windows applications has been made easier through support for Windows 3.1 MCI (Media Control Interface) and OLE (Object Linking & Embedding) release 1.0. Support for customized add-in products enable third-party developers to add features such as custom decompression technology. Like QuickTime for Windows 1.0, version 1.1 includes the same QuickTime Movie file format, human interface, image decompression capabilities and programming interface as the Macintosh version of QuickTime, making it easier for developers to implement direct support of QuickTime in Windows applications.

Increased Performance

QuickTime for Windows 1.1 supports the advanced Apple Compact Video codec (compressor/decompressor), introduced in QuickTime 1.5 for Macintosh, that enables Movies to play either at twice the frame rate (up to 30 frames per second) or across four times the screen area (up to 320x240 screen size, software only) as supported by the earlier release. QuickTime for Windows 1.1 supports playback through video acceleration hardware, when used with display drivers that directly support QuickTime for Windows.

Windows Integration

Integration of QuickTime Movies into existing Windows applications is now easier with the support for MCI and OLE 1.0 in QuickTime for Windows 1.1. The new support for MCI integrates QuickTime for Windows into authoring and presentation applications for precise playback control. With OLE support, QuickTime Movies can be easily integrated into business applications that support OLE, adding impact with video footage, animation sequences and sound clips to documents, spreadsheets and presentations. Microsoft's Visual Basic 2.0 is also supported for creation of custom Windows multimedia applications using QuickTime.

Third-Party Software Extension Support

Support for add-in decompressors will allow third-party developers to add their own compression technologies to those already included with QuickTime for Windows. Intel is using this method to bundle its Indeo video decompressor with QuickTime for Windows 1.1.

Third-Party Hardware Support

Additional audio and video cards are supported in QuickTime for Windows 1.1, giving more Windows customers access to QuickTime technology. Digital video in QuickTime Movies is optimized for playback on display cards capable of showing from 256 colors (8-bit) to 16 million colors (24-bit).

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