

KNOWN ISSUES (QTW 2.1.1.57 Release Candidate 2):

- 1) 32-bit QuickTime for Windows does not have an MCI driver for Win95. This is because Windows 95 does not support 32-bit MCI drivers. 32-bit applications can still make MCI calls, but they will be serviced by 16-bit QTW. Note that you can install both 16- and 32-bit QTW on your system, and 16-bit QTW will automatically be used to support MCI. A similar but opposite situation exists on Windows NT, where 16-bit MCI drivers are not supported, and 32-bit QTW must be installed to get MCI support for both 16-bit and 32-bit applications.
- 2) 32-bit QuickTime for Windows runs on Windows 95 and Windows NT only. It will not run on Windows 3.1, even if you have Win32s installed.
- 3) MACE compressed sound is not supported.
- 4) QuickTime VR (distributed separately) is currently only a 16-bit component, and therefore only works with 16-bit QuickTime for Windows. As a workaround, you can install both 16- and 32-bit QuickTime for Windows on your system, and use the 16-bit Movie Player when you want to view QTVR scenes or objects.
- 5) QuickTime for Windows may set the audio Requested Rate to the rate of the first movie that you play (which will be 22050 Hz if you play the calibration movie during installation). You may want to change Requested Rate on the QTW control panel Audio page. QTW will not change Requested Rate once you have set it.
- 6) Sigma Designs' recently released Real Magic MPEG driver (v2.20) is incompatible with QuickTime for Windows. As a workaround on Win31, you can reinstall the older Real Magic driver (v2.01), but on Win95 there is no other version to install. Sigma Designs and Apple are currently working on a solution.
- 7) The Cirrus display driver v1.23 (aka Compaq/CL3X v1.23) can cause QTW control panel crashes. Upgrading to v1.24 fixes the problem.
- 8) When you are running Windows 95 and you assign a sound to play when a program is launched, you may get a system halt when you launch the 16-bit Movie Player for the very first time. The problem will not recur after the initial system halt and reboot.
- 9) The game "Critical Path" incorrectly requires MCIQTW.DRV to be in its directory. When you install QuickTime for Windows 2.1.1 and delete the old version, this file is removed. You must copy C:\{windows\system}\MCIQTW.DRV to x:\CRITPATH\QTW for the game to work.
- 10) The game "RedShift" incorrectly requires QTIM.DLL to be in its directory. When you install QuickTime for Windows 2.1.1 and delete the old version, this file is removed. You must copy C:\{windows\system}\QTIM.DLL to x:\REDSHIFT\QTW for the game to work.