SOUND PANEL
A control panel for the FM.DRV for Windows

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Sound Panel is a program which allows you to control the characteristics of the FM driver for Windows 3.0. This includes volume, voice types, and other system settings.

Sound Panel Instructions:

Volume

The volume slide switch allows you to adjust the overall volume of the FM sound. If you are using a program such as Player you can adjust the volume of the music with this slide switch. The normal setting for this switch is at 63 which is in the middle. The maximum volume is at 126 and the minimum volume is at 0. To save the volume setting for future sessions of Windows click the **SAVE VOLUME SETTING** button.

Voices

The Voices section of Sound Panel allows you to set up the sounds that the FM.DRV makes when you first start Windows (the Boot Voice) and when an error beep occurs (the Beep Voice).

In order to change the Boot or Beep voice you first need to load a BNK file. The file BNK974.BNK which comes with the FM package has 974 different instruments in it for you to choose from. To load a BNK file select it in the file list box shown and double click. When it is selected it will be shown at the top of the Sound Panel as the Current Bank File.

Once you have selected a BNK file you are able to change the Beep and Boot voices by selecting them from the two different drop down list boxes shown at the bottom of the Sound Panel.

After you have selected a different voice type from either of the drop down list boxes you are able to test how the new voice sounds by using either of the two test buttons labeled, **Test Boot Voice** or **Test Beep Voice**.

If you wish to save the voice setup for future sessions of Windows you can click on the **Save Voices** button to have them saved.

System Control

The System Control panel allows you to set up the operation of system sounds. The **Enable Boot Voice** check box lets you set whether you want Windows to make a sound when you first start Windows. The **Error Beep Source** check box lets you decide where the error beep of Windows should come from. If you select **FM Synthesized** then the beep will come from your sound card using the voice you selected in the **Voices** section. If you select **Speaker** then the error beep will come from the PC speaker.

If you want to save the setup for future sessions of Windows then click on the **Save System Settings** button.

I/O Base

The I/O Base section of Sound Panel allows you to configure your system for your sound card. You may select the I/O address that your card responds at by selecting one of the radio buttons shown. For Sound Blaster owners these addresses are from 220 - 260 hex. The default address is 220. For Adlib owners the only address currently used by Adlib is 388 hex. Sound Blaster owners will find that 388 will almost always work with their cards due to the Adlib compatability of the Sound Blaster Card.

Once you have select an I/O base you can test it by clicking on the **Test I/O Base** button. If the I/O base is set correctly you should here a small section of music.

Once you have set the correct I/O base you can save it for future Windows sessions by clicking on the **Save I/O Base** button.

About

The About function allows you to see both the current version of the Sound Panel program and the FM driver. At the time of this writing Sound Panel is Version 1.00 and FM.DRV is 1.01.

FM.INI

The file FM.INI must be placed in your WINDOWS directory since any changes you make and save are stored in this file. The following section is strictly for informational purposes and it is not necessary that you read it.

All information relating to Sound Panel and the FM driver are saved under the heading FM. Below is a listing of the FM.INI file shipped with the FM package. Entries are listed in bold and a small description follows each entry.

[FM]

Volume=63

; Volume values are valid from 0 to 126, with 0 being the

; lowest volume and 126 the highest volume.

Beep=fm
; Beep specifies where the error beep comes from. Valid
; values are fm and speaker.

Beepvoice=40,04,00,00,4f,ff,06,05,00,00,00
; Beepvoice is made up of 11 hex values which define how
; the instrument voice sounds.

Beepname=ALIEN1
; Beepname has the name of the current voice selected from
; an instrument BNK file.

Bootvoice=b1,61,1c,80,41,92,1f,3b,00,00,0e
; Bootvoice is made up of 11 hex values which define how
; the instrument voice sounds.

Bootname=TRAIN1
; Bootname has the name of the current voice selected from
; an instrument BNK file.

Bootenable=yes
; Bootenable selects whether the driver should make a sound
; on Windows start up. Valid values are yes or no.

Iobase=7

; Iobase sets the port the driver uses for output to the
; sound card.
;
;
; 1=210H   Soundblaster
; 2=220H   Soundblaster Default
; 3=230H   Soundblaster
; 4=240H   Soundblaster
; 5=250H   Soundblaster
; 6=260H   Soundblaster
; 7=388H   Adlib Card