

Allows for the installation of new wavesets, in addition to the 2 megabyte and 4 megabyte wavesets included with the AudioPCI.

Setting to use for DOS programs using the Adlib.

The port to use for DOS programs using the Adlib.

Controls for the various features of the AudioPCI.

In order for the AudioPCI to work with older programs it is necessary for the AudioPCI to emulate an older soundcard. The AudioPCI can emulate four such popular soundcards; the Soundblaster Pro (which is compatible with the original Soundblaster as well as the Adlib), the Ensoniq Soundscape, the MPU-401, and the Adlib. For each soundcard there are settings listed that older programs may require to use the AudioPCI while it is emulating another soundcard.

Clicking here will launch your World Wide Web browser and load the Ensoniq Web Page.

To enable the AudioPCI™ joystick port in Windows 95 the Gameport Joystick drivers must be installed and the Joystick Port must be enabled. The Gameport Joystick driver is provided with Windows 95. The Gameport Joystick device will appear in the Device Manager after an initial install of the AudioPCI™ or when the “Joystick Port Enabled” box is checked.

Just a box.



When Legacy mode is enabled the AudioPCI can share its interrupt(s) with an LPT (printer) port. Check this box if the AudioPCI is setup to use the same interrupt as an LPT port (usually interrupt 7).

AudioPCI™ legacy emulation provides applications with the resources necessary to function in MS-DOS Mode or a DOS Box. AudioPCI™ does not require most of the resources used by non-PCI (also called ISA or Legacy) devices. To ensure compatibility with applications designed to function with those non-PCI cards, the AudioPCI™ Legacy Device is used. When Legacy Emulation is enabled in the Settings tab the AudioPCI™ Legacy Device will appear in the Device Manager.

The Lock MIDI Waveset checkbox determines how the AudioPCI™ manages the waveset memory. If checked the entire waveset is locked into physical memory when the MIDI Device is open. When the MIDI Device is closed the waveset is unloaded, so the memory is free for other applications when the MIDI device is not in use. If unchecked only the wavetable sounds in use are locked into memory. If a sound is not being played it will not be locked into memory. This means that as a complicated MIDI sequence is played there may be a delay as each instrument is locked to and unloaded from memory. The only time this should be necessary is when another memory-heavy application has a greater need for RAM than the MIDI device. For DOS Box and MS-DOS Mode applications the entire waveset is locked regardless of this setting.

Controls for the AudioPCI's MIDI functions.

The IO port setting and IRQ setting for the AudioPCI's MIDI settings while operating in DOS mode.

Allows selection of a waveset.

The base address used by the AudioPCI while emulating the MPU-401.

Settings to use for DOS programs using the MPU-401.



The Interrupt Request Line used by the AudioPCI while emulating the MPU-401.

The IRQ to use for DOS programs using the MPU-401.

The port to use for DOS programs using the MPU-401.

If the Microphone Bias box is checked 5 volt Bias power will be applied to the red Mic Input port. This is necessary for electret condenser microphones to function. Uncheck this box when using a dynamic microphone. MS-DOS Mode and DOS Box do not have microphone support.

The address used by the AudioPCI for Soundblaster emulation.

The Direct Memory Access channel used by the AudioPCI for Soundblaster Emulation.

Specifies the DMA channel the AudioPCI will use while emulating the Soundblaster Pro.

The Interrupt Request Line used by the AudioPCI to emulate a Soundblaster.



Specifies the IRQ that the AudioPCI will use while emulating the Soundblaster Pro.

Specify's the port (or IO address) that the AudioPCI will use while emulating the Soundblaster Pro.

The port used by the AudioPCI to playback wave form sounds while emulating the Soundblaster Pro.

Settings to use for DOS programs using the Soundblaster Pro.

The base IO address for the AudioPCI's MIDI functions while emulating the Ensoniq Soundscape.

Specifies the base address the AudioPCI will use while emulating the Ensoniq Soundscape.

Specifies the DMA channel the AudioPCI will use while emulating the Ensoniq Soundscape.

The Interrupt Request Line used by the AudioPCI for MIDI functions while emulating the Ensoniq Soundscape.



Specifies the IRQ the AudioPCI will use while emulating the MIDI functions of the Ensoniq Soundscape.

The base IO address for the AudioPCI while emulating the Ensoniq Soundscape.

The Interrupt Request Line used by the AudioPCI for wave functions while emulating the Ensoniq Soundscape.

Specifies the IRQ line the AudioPCI will use while emulating the wave functions of the Ensoniq Soundscape.

Specifies the port that the AudioPCI will use while emulating the wave functions of the Ensoniq Soundscape.

Settings to use for DOS programs using the Ensoniq Soundscape.

Resets the AudioPCI configuration options to the factory defaults.

Check this to have the AudioPCI mixer appear in the system tray on the task bar.



The various settings for Soundblaster compatibility mode.

General driver information for the AudioPCI.

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