

# MultiSound



## README.WRI

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This file contains information about this pre-release beta version of this software. If you enlarge the Write window to its maximum size, this document will be easier to read. To do so, click the Maximize button in the top-right corner of the window or open the Control menu in the top-left corner of the Write window (press ALT+SPACEBAR), and then choose the Maximize command.

To move through the document, press your PG UP or PG DOWN keys or click the arrows at the top and bottom of the scroll bar along the right side of the Write window.

To print the document, choose the Print command from the File menu.

### **Technical Support via CompuServe**

An excellent alternative to technical support via phone or mail is using CompuServe, which is one of the leading online systems in the world. Turtle Beach maintains two active forums on CompuServe. GO TBMULTI is the Multimedia Vendors Forum, where sysop Curtis Crowe and a cadre of users of Turtle Beach multimedia products answer questions and solve problems relating to multimedia. GO TBMIDI takes you to the Turtle Beach MIDI vendors forum, which is manned by sysop Roy Smith and many users of Turtle Beach's MIDI products, such as SampleVision, Oview series, and the 56K digital recording system. Both forums have files relevant to their target audiences that are available for downloading.

Compuserve is an excellent resource on general issues as well. For general MIDI information and files, GO MIDIFORU, and for general multimedia help, GO MULTIM. Turtle Beach monitors both of these forums as well.

### **Technical Support via BeachComber Bulletin Board System**

We recently opened our own dial-up bulletin board, called BeachComber. It is manned by sysop Dave Zimmerman and is available 24 hours a day at up to 38400 baud. You can call BeachComber on 717-845-4835. We maintain lots of product demos, sound files, MIDI files, and helpful information for our products on BeachComber. The system is also linked up with many other MIDI-based bulletin boards (such as Chicago's Sound Management) via PC-Relay.

3/25/93 1.9

This document describes the enclosed updated files for the MultiSound driver and applets. The version number of this release is 1.9 Beta. This file contains information that may not be in your reference manual concerning new features of version 2.0. You can print this file for a hardcopy reference if you desire.

*If you are unfamiliar with beta-level software, you should not use this update. It is provided to allow sophisticated MultiSound users to test the new features of the version 2.0 drivers. A final 2.0 release will be made available within a few weeks from the release of this beta version.*

## MULTISND.DRV

### *Improvements*

**Multiple Sample Rates:** The driver can now play .WAV files that have sampling rates different from the 3 "standard" rates of 11.025khz, 22.050khz, 44.1 khz. Recording is still limited to the three Microsoft standard rates. MultiSound's DSP is being used to convert the sample rates in real time, adding no overhead to your computer's CPU.

**Microsoft ADPCM support:** With this driver, the DSP in MultiSound is used to decompress sound data in realtime while playing, if the file is in the Microsoft ADPCM file format. This saves a lot of work for your computer's CPU when playing compressed files, since the size of the data is smaller and the CPU doesn't need to decompress the audio while playing it (as is necessary with all other non-DSP based sound cards).

Note that compressed files cannot be edited in the Wave Lite software provided with your MultiSound. To edit the file, you must first decompress to the standard .WAV format. This can be done using the new Wave 2.0 software or other file conversion utilities.

**8 bit dithering:** When recording 8 bit files, MultiSound's DSP uses a complex dither pattern to improve the quality of the audio. This gives MultiSound the best sound available for 8 bit audio.

**Virtual MPU-401:** Included with this beta set is the MultiSound virtual MPU-401 driver, which is actually a different copy of the driver that contains the necessary support for the MPU-401 emulation. Although we have tested this function extensively and found it to work in most situations, we do not warrant that the MPU-401 emulation will work with particular DOS applications.

**Improved General MIDI patches:** We have once again improved the GM patch set by implementing suggestions from game developers and others.

### *Bug fixes*

MIDI OUT reentrant (stuck notes)

# APPLETS

## General

Entirely new "Turtle Cool" look added to all applets.

## Proteus 1/XR Front Panel Applet

This applet now closely resembles the Proteus 1/XR rack unit. The features that formerly had buttons on the front panel are now contained in the system menu, which is accessed by clicking on the upper left button of the Front Panel window.

The Presets ... dialog is unchanged from the previous version, as is the About. This version defaults to being in "Audition Mode" all the time. This allows you to change presets at will and easily play them from your keyboard to hear them. If for some reason you wish to disable Audition mode, click on "Disable Audition" in the system menu.

## MIDI Patch Bay Applet

The MIDI Patch Bay applet has been improved to be more understandable. The Windows MIDI button makes appropriate connections for use of Windows-based MIDI sequencers. External allows you to use the Proteus in MultiSound as though it was an external rack mount synthesizer. The Custom button brings up the familiar patchbay panel.

## Demo Applet

This applet is designed to let you easily start the MultiSound demo sequence. To amaze your friends, simply click on "Start" to begin the demo. Click on "Stop" to end it.

## Installation - Regular Driver

To install this version, simply copy the supplied files into the directory where your MultiSound applets were installed (the default is \MULTISND\APPS). The driver itself (MULTISND.DRV) should be copied into the \WINDOWS\SYSTEM directory of your computer, replacing the old file of the same name.

Your program manager should already have icons for all of the files in this update except the DEMO applet (MSNDDEMO.EXE) and if you decide to test it, the MPU control applet (MSNDMPU.EXE). Set up icons for these new applets.

## Installation - MPU-401 Emulation Driver

To install this version, follow the regular installation procedure above and continue by using PKUNZIP or a similar utility to unpack the file MSMPU.ZIP. If necessary, allow the regular MULTISND.DRV to be overwritten by the MPU emulation version. Copy both MULTISND.DRV and VMSMPUD.386 to your WINDOWS\SYSTEM directory. Then copy MSNDMPU.EXE to your MultiSound applets directory (the default is \MULTISND\APPS).

Add this line to the [386Enh] section of your Windows SYSTEM.INI file.

**device=vmsmpud.386**

Add the following lines to the end of your Windows SYSTEM.INI file.

```
[VMSMPUD]  
Enable=1  
Port=330  
IRQ=9
```

Restart Windows as usual and run the MSNDMPU applet. Enable MPU emulation. Then start a DOS box and run your DOS MIDI application.

Please report any problems to Turtle Beach online via CompuServe or BeachComber (see above) or by faxing your report to us at 717-854-8319.

Thanks for your support of MultiSound in the past and in the future.