

# MultiSound



## README.WRI

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### **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 2.0. 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.

## 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 driver 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. There is also a new General MIDI patch set for use with any Sierra MPC games.

**Improved DOS applications:** The DOS applications MREC and MPLAY have improved buffering schemes, and will now be able to record and play back digital audio at full bandwidth. There is also a new application called PRESETS. This application initializes the MultiSound from DOS and uploads a preset file. This application can be used to access the Proteus from an external keyboard while the computer is in DOS. This application will also be able to be used to initialize the card for use with DIGPAK, MIDPAK and VAPI DOS drivers, when those drivers are available.

### *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.

### NOTE:

Error messages will occur if you try to run the Demo while the Master light of the Proteus Front Panel is on. ALWAYS INSURE THAT THE MASTER LIGHT OF THE PROTEUS FRONT PANEL IS OFF BEFORE ATTEMPTING TO RUN THE DEMO WHILE THE FRONT PANEL IS OPEN.

## Installation - Regular Driver

To install this version, simply run setup from the install disk. This can be done using the program manager FILE | RUN menu option. At the prompt type A:SETUP or B:SETUP depending on where the multisound disk resides. This will copy the necessary file to the directory you select.

## Installation - MPU-401 Emulation Driver

To install this version, first follow the regular installation procedure above. When asked whether or not you want to install the MPU-401 emulation, answer yes. This will create an MPU subdirectory below where you choose to install the applets. After completeing the installation copy the VMSMPUD.386 and MULTISND.DRV from the MPU directory into your WINDOWS\SYSTEM directory.

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**

Create an icon for the MPU enable/disable window by going under Program Manager's File then New option. At Command Line type "\MSNDAPPS\MSNDMPU.EXE"

When you wish to use the MPU-401 emulation, restart Windows as usual and click on the MSNDMPU icon. Enable MPU emulation. This will start the MPU-401 emulation.

**IMPORTANT NOTE:**

When the MPU-401 emulation is enabled, the standard MultiSound MIDI devices are not available. This means that the Proteus front panel applet will not operate correctly, and you will only have one MIDI device available from within a sequencer. Also, when the MPU-401 is enabled digital audio recording is not available.

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.