


Help is available for each item in this group. Click  at the top of the dialog box, and then click the specific item you want information about.

Specifies which communications port to connect your Pioneer Videodisc Player to.

Specifies whether to have close sample rates between the sounds coming from your computer.

Helps control scratchy sound on your computer. If the sound quality is poor, try selecting this check box. This will change your DMA mode.

Specifies a larger or smaller sound buffer for your computer. Drag the slider to change the amount of memory (in seconds) that you want for buffering audio playback.

Specifies which communications port your VCR is connected to. To select a port, click the name in the list.

Specifies the number of VCRs connected to your computer.

Detects any VCRs connected to your computer.



Specifies the amount of memory installed on your video card.

Specifies the type of NTSC or PAL video decoder you have on your video card.

Specifies the dimensions of each video frame. Click a button for a standard size or click a setting in the list.

Specifies the video format of the video capture. The video format you select affects both the video capture quality and the maximum capture frame rate. To select a format, click the name in the list.

Restores the values to their original settings.

Specifies the video source connector for your video device. On most video capture cards, input 0 is Composite and input 1 is S-video.

Specifies that the incoming video is in NTSC or PAL format.

These four options specify the color values of the displayed video. Drag the sliders to set each value. These settings do not affect video captured to disk.



Adjusts the alignment of the overlay video signal within the capture window. The X-axis controls the horizontal position and the Y-axis controls the vertical position. Drag the slider to set each value. If a portion of the capture window appears in pink, use these options to center the overlay video.

Enables the Windows NT sound system to support all Sound Blaster sound, video, and game capabilities.

