Window Sound System Driver Dialog Box

Use the Window Sound System Driver dialog box to change hardware and games compatibility options.   These options are set during installation, but can be changed later if necessary.   Avoid making changes except to:

- Add Sound Blaster-compatibility for games.
- Avoid or correct a conflict with another device.
- Click any part of the graphic below for more information.

Notes

- If you change a Driver setting, you must exit and restart Microsoft Windows for the change to take effect.
- Settings are saved in the SYSTEM.INI file in your \WINDOWS directory.
- For more information about these settings, see the *Microsoft Windows Sound System Software User's Guide*, or your audio hardware manufacturer's documentation.

See Also

Advanced Settings Dialog Box

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Control-menu box

Click to display the Control menu.   Double-click to close the dialog box.

title bar

The bar at the top of the dialog box that displays the name of the dialog box.   Drag the title bar to move the dialog box.

I/O Address

The computer's processor uses the I/O (input/output) address to distinguish the Windows Sound System board from other devices when transmitting data.   Each device must have its own address. Otherwise, certain features or programs may not work.

A jumper on your sound board determines the I/O setting.   Change the jumper setting and I/O address only if you are installing another device that requires the address presently assigned to the sound board.   To change the I/O address, you must first remove the cover from your computer and change the jumper setting.   For information on making this change, see the *Microsoft Windows Sound System Hardware User's Guide*, or, if you purchased your audio hardware with Windows Sound System version 1.0, the *Microsoft Windows Sound System User's Guide*.

Warning   Always turn off the computer before removing the cover.   For your safety, please observe the warnings specified in your computer manufacturer's documentation.

Note   If you change the I/O address without changing the jumper setting, the driver will change the I/O address back to match the jumper setting.

IRQ

The interrupt request line (IRQ) is a hardware signal line used by a device to send a request for immediate service to the computer's CPU.   To avoid hardware conflicts, each device in or attached to your computer must have a unique IRQ.

The Windows Sound System selects an unassigned IRQ during setup.   Change the IRQ setting only if you are installing another device that must use the same IRQ.

The default IRQ is normally 7, and IRQ 7 may be required to run some games.

If your IRQ options are limited, you may have inserted the sound board in an 8-bit slot.   Moving the sound board to a 16-bit slot makes IRQ's 10 and 11 (which are normally unassigned) also available. Options that are dimmed are unavailable.

DMA Channel

The Windows Sound System board uses the DMA (direct memory access) channel for moving data to and from system memory.   To avoid hardware conflicts, each device must have a unique DMA channel.

Change the DMA channel only if you have problems that indicate there is a conflict (normally indicated by your computer locking up) or if you are installing another device that must use the DMA channel assigned to the Windows Sound System board.

The DMA channel default for the Windows Sound System driver is 1.   You can change the channel to 0 (if you installed the Windows Sound System board in a 16-bit slot) or 3.

Ad Lib Compatibility

Leave this check box selected, even if you select Sound Blaster compatibility.   Selecting the box enables you to play games within an MS-DOS box with Ad Lib-compatible hardware.

Sound Blaster Compatibility

If you are running Sound Blaster-compatible games in MS-DOS, select this check box to hear Sound Blaster's digitized sound effects and speech.   The Windows Sound System board emulates Sound Blaster software.

If you don't play Sound Blaster-compatible games, leave this check box cleared.

Note   Sound Blaster compatibility is available only if you are running Microsoft Windows in 386 enhanced mode.

Sound Blaster I/O Address

If you selected the Sound Blaster Compatibility check box, set the Sound Blaster I/O address.   This address must match the I/O address you set for your Sound Blaster-compatible games.

The default setting is 220h.   Choose another address only if you have another device, such as a tape drive or scanner, set to 220h.   Be sure that each of your Sound Blaster-compatible games is configured with the same address.

Advanced Settings button

Opens the Advanced Settings dialog box, where you can reset the DMA mode and buffer size.

OK button

Closes the dialog box and saves any changes.

Cancel button

Closes the dialog box without saving changes.

Help button

Displays Help on the current dialog box.

Advanced Settings Dialog Box

Use the Advanced Settings dialog box to change the DMA mode or buffer size.

▶   Click any part of the graphic below for more information.

Notes

▪   If you change one of the settings, you must exit and restart Windows for the change to take effect.

▪   Settings are saved in the SYSTEM.INI file in your \WINDOWS directory.

▪   For more information about these settings, see the *Microsoft Windows Sound System Software User's Guide*, or your audio hardware manufacturer's documentation.

See Also

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Use Single Mode DMA

Select this box to switch from demand mode DMA to single mode DMA.   Make this change only if wave (.WAV) files are playing much faster than normal speed (they sound rushed), or if you are getting static when playing wave files.

Note   In some rare cases, using single mode DMA may introduce pops and clicks into your sound. This usually happens only if you are working on a network or have a lot of high speed data activity on your system.

DMA Buffer Size

You can change the DMA (direct memory access) buffer size by selecting an option or typing a new buffer size in the box.

Decreasing the buffer size can free up memory, and may also give you faster response times for some multimedia applications.   However, be aware that a smaller DMA buffer also makes your CPU work harder and can slow down response time for applications in general.

The default buffer size is 24 kilobytes (24K).   If you decrease the size of the buffer, we recommend that you make it no smaller than 12K to avoid garbling the sound.   Use multiples of 4 kilobytes (4K) when entering a new buffer size (for example, 16K or 20K).

Some software (notably games designed to run under MS-DOS) may require DMA buffer settings as large as 64 kilobytes, the maximum size available under Microsoft Windows Sound System.   Consult the documentation for your games software for additional information on DMA buffer requirements.