

Helps control scratchy sounds on your computer. If the sound quality is poor, click this box to change the DMA mode

Specifies whether or not to have close sample rates between the sounds coming from your computer.

Enables or disables the joystick port on the Soundscape card. If you have a joystick card installed, disable this option.

Specifies whether or not to have the Primary and Secondary wave volumes tied together. If you wish to control these settings independently, uncheck this option.

Routes MIDI data to the internal synthesizer. This setting applies only to MIDI routing in a DOS VM (DOS Box).

Routes MIDI data to a device connected to the external MIDI port. This setting applies only to MIDI routing in a DOS VM (DOS Box).

Specifies the MIDI I/O address used by the Soundscape card. If a DOS game requires an MPU-401 or MIDI address, use this value.

Specifies the MIDI IRQ used by the Soundscape card. If a DOS game requires an MPU-401 or MIDI IRQ, use this value.

Specifies the Wave address used by the Soundscape card. The Wave address is used by some DOS games that support Soundscape digital audio. If a DOS game requires a Soundscape Digital Audio address, use this value.

Specifies the Wave DMA channel used by the Soundscape card. The Soundscape Wave DMA channel corresponds to the Sound Blaster DMA channel. If a DOS game requires a DMA channel for Sound Blaster digital audio or Soundscape digital audio, use this value.

Specifies the Wave IRQ used by the Soundscape card. The Soundscape Wave IRQ corresponds to the Sound Blaster IRQ. If a DOS game requires a DMA channel for Sound Blaster digital audio or Soundscape digital audio, use this value.

Displays the version number of the firmware downloaded into the Soundscape card.

Enables Sound Blaster support in a DOS VM (DOS Box). If you have a Sound Blaster or compatible card installed with the Soundscape card you should disable this option.

