

THUNDER BOARD'S  
MOST COMMONLY-ASKED  
QUESTIONS AND ANSWERS  
January 25, 1992

THE THUNDER BOARD PACKAGE CONTAINS:

Media Vision Thunder Board Sound Card  
Thunder Board User's Guide  
Thunder Board Program Disk v1.1 on 5 1/4" High Density  
Thunder Board Program Disk v1.1 on 3 1/2" Double Density  
Lemmings and Lexicross Sample Games Disk on 5 1/4" High Density  
Nova-9 Sample Game Disk on 3 1/2" High Density

ABBREVIATIONS:

TB = Thunder Board  
RMA = Return Material Authorization number

SOUND TYPES:

Digital Audio = Recorded sounds, usually speech and sound effects.  
These sounds are played back by the Digital-To-Analog Converter (DAC) on the TB.

Synthesized Audio = FM sounds, usually music but can also be used to produce speech and sound effects. These sounds are played back by the FM Synthesizer on the TB.

PC Speaker = Crude music tones, speech and sound effects produced by the System Timer Chip on the motherboard. These sounds are played back by the internal PC Speaker.

For questions that pertain to:

Lemmings, please contact Psygnosis at (617) 731-3553.  
Lexicross, please contact InterPlay Productions at (714) 549-2411.  
Nova-9, please contact Dynamix at 1-800-326-6654.  
Other software packages, please contact the software manufacturers for assistance.

THE THUNDER BOARD USES THE FOLLOWING:

DMA 1. This setting is fixed.  
IRQ 7 at default. Selectable between 2, 3, 5 and 7.  
I/O 220h at default. Selectable between 210, 220, 230, 240, 250 and 260.

\*\*\*\*\*TB INSTALLATION\*\*\*\*\*

- Q: Do I have to change any switches or jumpers before I install the TB?  
A: The default setting will work in most computers. Only try with different I/O port address and IRQ settings if you experience any problems. Please refer to pages 5 and 6 of the TB User's Guide.
- Q: The TB works in another computer but it does not work in a 486/33 which uses the OPTI chipset and AMI BIOS.  
A: Go to the "Advanced Chipset Setup" in the AMI BIOS and select AT CYCLE WAIT ENABLED, HIDDEN REFRESH DISABLED. Please contact the computer's manufacturer for additional assistance.

3. Q: TBTEST issues "Null" and does not generate the tone or play the thunder file.

A: The TB's design allows DMA 1 share which means that another peripheral board can share the same DMA 1 channel with the TB. However, some computers, in particular 386/33MHz machines that use the Chips & Technology Peak Chipset, do not support DMA 1 share. To resolve the problem, the TB must be sent in with a Return Material Authorization (RMA) number to get a hardware fix to disable DMA 1 share.

4. Q: The TB does not make any sound.

A: The TB's audio out jack is a 1/8" stereo phono plug. The TB requires either 4/8-ohm self-amplified speakers or headphones. The TB does not use the internal PC speaker. The plug for your speakers or headphones may not make proper connections with the audio out jack. You may need to pull the plug out slightly to see if that helps.

\*\*\*\*\*SAMPLE GAMES\*\*\*\*\*

5. Q: a. Lemmings plays without any sound.

b. Lexicross reports "No sound card found, will use PC Speaker."

c. Nova-9 plays without any sound.

A: Make sure switch 4 for FM on the TB is set to ON. If this switch is OFF, the TB will not produce any sound when running software that use synthesized audio.

6. Q: The Nova-9 demo game only plays through the PC Speaker.

A: This demo version uses I/O 220 and does not allow you to change it to match the TB's setting; therefore, if your TB is set for a different I/O, the game will not recognize that you have a TB installed. If no other board in your computer is using I/O 220, set the TB to I/O 220 and re-install the game.

\*\*\*\*\*THUNDER MASTER\*\*\*\*\*

7. Q: a. When I run Thunder Master, the computer issues the error message "Thunder Board abnormal abort error #5".

b. Every program that came with the TB works except Thunder Master.

A: The Thunder Master program uses the 640x350 or 640x480 color modes. It will not work on old monochrome, CGA or monochrome VGA monitors. If the customer does have an EGA or VGA monitor, suggest that the customer contact the graphics board manufacturer. They can also register the Thunder Master software which will entitle them to technical assistance and program updates from the author:

Gary Maddox  
1901 Spring Creek #315  
Plano, TX 75023  
Home (214) 517-2014

8. Q: Digital audio skips/pauses/does not play.

A: At default, the TB uses IRQ 7 and I/O port 220. DMA 1 is fixed.

First, try with different IRQ and I/O port settings on the TB. Second, make sure that no other boards are set for DMA 1 since this is fixed on the TB. Third, if the computer is too fast that may also cause a problem. Reduce the computer's BUS (I/O CLK) speed and try again. Refer to your computer user's guide for instructions on how to adjust the BUS (I/O CLK) speed.

\*\*\*\*\*GAMES\*\*\*\*\*

9. Q: I have games that have already been installed before I installed the TB. These games are still playing through the internal PC Speaker.  
A: You need to re-select the sound card or re-install each game. Please refer to the user's guides for these games or contact the game manufacturers for assistance.
10. Q: Links, The Golf Game, by Access, causes my computer to lock up.  
A: Links defaults to IRQ 3 and I/O 220. And the TB defaults to IRQ 7 and I/O 220. Run SETBLAST.EXE (which came with Links) to change the defaults used by Links to match whichever settings used by the TB.
11. Q: Wing Commander II, by Origin, causes my computer to lock up or does not produce any digital audio.  
A: First, make sure you have enabled speech in the WC II's INSTALL.EXE program. Second, make sure you have expanded memory. Third, if you use QEMM 6.0, the "Stealth" option may distort sounds and lock up the computer.  
Fourth, check the WC II's WC2.CFG file. At default, this file contains "v a904 c27". "c" indicates Sound Blaster driver. "2" indicates I/O 220. "7" indicates IRQ 7. Change these two digits to match the settings on the TB.
12. Q: Falcon 3.0, by Spectrum Holobyte, does not play any radio voice messages and produces popping sounds.  
A: Please contact Spectrum Holobyte at (510) 522-1164 to request a software patch. Any problems that you experience using this patch should be reported back to Spectrum Holobyte.
13. Q: I have some Disney Software games that have problems with digital audio.  
A: Please contact Disney Software at (818) 567-5340 to request a software patch. Any problems that you experience using this patch should be reported back to Disney Software.
14. Q: I have some Lawrence Productions games that have problems with digital audio.  
A: Please contact Lawrence Productions at (800) 421-4157 to request an updated CT-VOICE.DRV. Any problems that you experience using this patch should be reported back to Lawrence Productions.
15. Q: a. LHX, by Electronic Arts, only plays sounds out of the internal PC Speaker.  
b. Ultima VI, by Origin, produces distorted/noisy sound effects and music.  
A: Please slow down the computer and try again. This game does not

abide by the sound requirements of the FM synthesizer chip, creating a problem when running in fast machines.

16. Q: Robin Hood, The Legend of the Long Bow, by Sierra, produces poor or no digital audio.  
A: If the TB is currently set at IRQ 7, please select a different IRQ and then try again.
17. Q: My game requires that I load the AdLib SOUND.COM or the Creative Labs SBSOUND.COM driver before starting up the game.  
A: Media Vision has developed our own version of this driver. It is currently available in beta version on our BBS. The filename is FM.COM.
18. Q: The joystick does not work at all or does not work properly when using the TB's joystick port.  
A: First, some computers have a built-in joystick port on the motherboard. Other computers have a multi-I/O board that has a joystick port. Make sure that only one joystick port is enabled and the other one is disabled. Second, if the computer is too fast that may also cause a problem. Reduce the computer's BUS (I/O CLK) speed and try again. Refer to your computer user's guide for instructions on how to adjust the BUS (I/O CLK) speed. Third, contact the game manufacturer to ask for a joystick driver that works on fast machines.

Before returning a defective product for repair, please call to request an RMA number first. Please contact Media Vision Technical Support at 1-800-638-2807 if you have any questions or would like an update to this list. Media Vision Sales can be reached at 1-800-845-5870.

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