

This is the DMA channel used for recording digital audio. The 16-bit DMA channels (5, 6, and 7) are twice as fast as the 8-bit DMA channels (0, 1, 2, and 3). You can choose different hardware resource settings by double clicking on the **system** icon in the control panel and selecting the **device manager** tab.

This is the DMA channel used for playing digital audio. DMA channel 4 or NONE means that the DMA channel from DMA 1 will be shared for playback and recording of digital audio. The 16-bit DMA channels (5, 6, and 7) are twice as fast as the 8-bit DMA channels (0, 1, 2, and 3). You can choose different hardware resource settings by double clicking on the **system** icon in the control panel and selecting the **device manager** tab.

This is the IRQ used by the CODEC and wavetable processor. You can choose different hardware resource settings by double clicking on the **system** icon in the control panel and selecting the **device manager** tab.

This is the IRQ can be used by the CODEC and MIDI UART, but is typically unused, and is only necessary for 100% compatibility with the GF1 chip. If this IRQ is 0, or NONE, then the other InterWave™ IRQ line will handle all interrupt requests. You can choose different hardware resource settings by double clicking on the **system** icon in the control panel and selecting the **device manager** tab.

This I/O port is the base address for communications with the InterWave™ Audio Processor. This is the same base port for SB and GUS emulation. You can choose different hardware resource settings by double clicking on the **system** icon in the control panel and selecting the **device manager** tab.

This I/O port is used for access to the InterWave™ MIDI synthesizer. The address of this I/O port is typically 100 greater than port 1. You can choose different hardware resource settings by double clicking on the **system** icon in the control panel and selecting the **device manager** tab.

This I/O port is used for access to the InterWave™ CODEC. The address of this I/O port is typically 10C greater than port 1. You can choose different hardware resource settings by double clicking on the **system** icon in the control panel and selecting the **device manager** tab.

This I/O port is used for SB emulation. This setting cannot be changed.



This IRQ is used for SB emulation. If this setting is 0 or NONE, then SB emulation will not be possible. You can choose different hardware resource settings by double clicking on the **system** icon in the control panel and selecting the **device manager** tab.

This port is used for Adlib™ sound card emulation. This port is also required for SB emulation. If this setting is 0 or NONE, then SB emulation will not be possible. You can choose different hardware resource settings by double clicking on the **system** icon in the control panel and selecting the **device manager** tab.

This IRQ is used for MPU-401 emulation. The MPU-401 is typically used by games in dumb mode only which does not require an interrupt. If you choose 0 or NONE for this IRQ, then the MPU-401 mode will always be dumb mode. You can choose different hardware resource settings by double clicking on the **system** icon in the control panel and selecting the **device manager** tab.

This PORT is used for MPU-401 emulation. If you choose 0 or NONE for this I/O PORT, then the MPU-401 mode emulation will be disabled. You can choose different hardware resource settings by double clicking on the **system** icon in the control panel and selecting the **device manager** tab.

Shows the name of the ROM module in ROM bank 0.

Shows the name of the ROM module in ROM bank 1.

Shows the name of the ROM module in ROM bank 2.

Shows the name of the ROM module in ROM bank 3.



Shows the amount of DRAM available in DRAM bank 0.

Shows the amount of DRAM available in DRAM bank 1.

Shows the amount of DRAM available in DRAM bank 2.

Shows the amount of DRAM available in DRAM bank 3.

Selects the maximum number of WAVE devices which can play digital audio simultaneously.

Changes the language which is used for showing error messages for InterWave™ DOS applications and Window's device drivers.

Enables effects processing for MIDI and digital music (MOD) files. Effects include reverberation and chorusing.

Saves all volume levels for InterWave™ Audio Processor when Windows is shut down. These same levels will be used again when Windows restarts.



Shows the current default mixer settings. A collection of mixer settings can be saved so that it is easy to switch between common settings. For example, you may use different settings when hooked up to head phones then the settings you use when hooked up to a home stereo system.

Select default mixer settings from a list of all saved mixer settings by double clicking on the desired setting. A group of settings can be renamed by selecting the text and typing the new name. A collection of mixer settings can be saved so that it is easy to switch between common settings. For example, you may use different settings when hooked up to head phones then the settings you use when hooked up to a home stereo system.

Remove a group of mixer settings. A collection of mixer settings can be saved so that it is easy to switch between common settings. For example, you may use different settings when hooked up to head phones then the settings you use when hooked up to a home stereo system.

Restores a group of mixer settings to the value saved in the .ini file. Mixer settings just recently added and not yet written to the file are not effected. A collection of mixer settings can be named so that it is easy to switch between common settings. For example, you may use different settings when hooked up to head phones then the settings you use when hooked up to a home stereo system.

Creates a new set of mixer settings. When the new setting is made the default, then the mixer application can be used to manipulate the mixer settings. A collection of mixer settings can be saved so that it is easy to switch between common settings. For example, you may use different settings when hooked up to head phones then the settings you use when hooked up to a home stereo system.

Edit the name of a collection of mixer settings. A collection of mixer settings can be saved so that it is easy to switch between common settings. For example, you may use different settings when hooked up to head phones then the settings you use when hooked up to a home stereo system.

Enabled MPU-401 emulation. MPU-401 is the name of a processor which is used to send and filter MIDI messages to a MIDI synthesizer. Games will often mistakenly use the name General MIDI instead of MPU-401 when describing a MIDI device.

Enables the copyright banner when SBOS starts.



Chooses the location of instruments for SBOS when emulating MPU-401, SB, or Adlib™ devices. If your device has built-in ROM, then you should always choose ROM over RAM. RAM is primarily by developers working on a new set of instruments.

Causes MIDI data to be sent to the MIDI port in a single atomic operation which can't be interrupted. This mode will cause the machine to stagger or act sluggish when sending out large amounts of MIDI data. The only reason this mode is available is because poorly written applications such as the Microsoft Audio Compatibility Tests don't wait long enough for data to be transmitted through the MIDI port, time out, and generate an error message. For best performance, leave this unchecked.

Choose a different patch set. Alternate patch sets provided by third party manufacturers will show up in this list. You can choose the default set which came with your sound card or any alternate sets you might have installed. If no other MIDI applications are currently running, the change will take affect when you press the OK or APPLY button.

Tells the InterWave™ software to allow use of DMA. Future versions of InterWave™ IC will have the option of using faster programmed I/O and FIFOS for digital audio playback and recording. For now, this should always be checked.

Change the software interrupt vector for communications with SBOS TSR. By default, SBOS uses interrupt vector 0x7E. If this is already in use by another TSR, then you might need to select a different one.

Changes the way the software uses the two general purpose pins on the CODEC. Some InterWave™ audio boards will use the general purpose pins for power management (PM) of devices external to the InterWave™ IC. Some audio boards will use the general purpose pins for generating interrupt requests (IRQs) on channel 4 or 10. Some audio boards will not use these pins, and the selection should be NONE. You should not need to change this setting unless you switch between different InterWave™ based audio boards without reinstalling software.

Enables SBOS to pass on NMIS to other software. The NMI line is typically used to signal the processor of failure of DRAM (parity error). SBOS uses the NMI for emulating other sound cards. Some machines also use the NMI line for other hardware. If other hardware (non parity error detection) is sharing the NMI line, then leave this option checked.

