

Tahiti 95 Notes

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Windows95 Installation Directions:

There are two methods for installing the Turtle Beach Tahiti in Windows 95. The method that you choose will depend if this is a new install or an update for an existing Tahiti card.

New Install:

1. Power off the computer and Insert the Tahiti card in an open ISA slot and verify that the dip switches (red box on corner of card) are in the correct position for the Port Address that you wish to use. The default settings is Port 290 (Switches 2, 3, and 4 in the "on" position). This setting should work fine for most installations. Refer to your manual if you need to change the port address. Switch 1 should be in the "off" position unless you plan to run a joystick from the Tahiti with the optional adapter.
2. Start Windows 95, double-click on 'My Computer,' and choose 'Control Panel.'
3. Select, "Add New Hardware" from the list.
4. The 'Add New Hardware Wizard' will start, choose 'Next.'
5. You will be asked if you want Windows95 to search for new hardware, choose 'NO' and click 'Next.'
6. Next, you will be asked which type of Hardware you are installing. Scroll down the list until you find 'Sound, video and game controllers.' Select this and choose 'Next.'
7. You will then be asked to choose from a list of Multimedia Manufacturers. Click on 'Have Disk' on the right side of the screen and insert your Windows95 Tahiti drivers in the Floppy Drive.
8. Once the disk is in the drive, click on 'OK' on the 'Install from disk' screen.
9. The 'Select Device' dialog box will appear and you will need to choose which driver you want to install. The choices will be:

- Turtle Beach Tahiti
- Turtle Beach Tahiti - Quad
- Turtle Beach Monterey
- Turtle Beach Monterey - Quad

Turtle Beach Tahiti

This option installs the driver for the Tahiti digital card, along with setting the mixer to control a non-Turtle Beach daughterboard, like the Yamaha DB50XG.

Turtle Beach Tahiti - Quad

This option installs the Quad driver for the Tahiti digital card, along with setting the mixer to control a non-Turtle Beach daughterboard, like the Yamaha DB50XG.

Turtle Beach Monterey

This option installs the driver for the Tahiti digital card, along with setting the mixer to control the Turtle Beach Rio daughterboard. It also installs the Rio Control Panel.

Turtle Beach Monterey - Quad

This option installs the Quad driver for the Tahiti digital card, along with setting the mixer to control the Turtle Beach Rio daughterboard. It also installs the Rio Control Panel.

10. Once you have made your selection, choose 'OK.' Please note that the Quad drivers provide all the functionality of the standard driver with extra code added for Quad. If you are using Quad, you do not need to install the standard driver and the Quad driver - just the Quad driver.
11. A confirmation screen will then appear telling you what resources Windows 95 has found available for the Tahiti card. Click on 'Next' to continue. You can modify the resources later if you do not want to use the resources Windows 95 has chosen.
12. The application files and drivers will then be copied to your hard drive. You will need to restart the computer to enable the drivers.
13. After restarting, a dialog box will appear asking you want you want to name the Tahiti group on your 'Start Button,' 'Programs' menu.
14. As long as you didn't get any error messages, the Tahiti card is now enabled. If you did get error messages, see the Troubleshooting section later in this document.

Update Existing Tahiti Drivers:

The procedure for updating a Tahiti installation is almost identical to the procedure above, but you will need to remove the existing drivers first. This is necessary if you are using either the original Windows 3.1 drivers or an older release of the Windows 3.1/Windows 95 drivers.

1. Turtle Beach has provided a file to assist you in removing earlier Tahiti drivers. This file may, however, remove the drivers for other sound cards that you have installed in your system. The driver installation *should* remove your older drivers on its own, but unfortunately we have seen where sometimes, it does not.
2. On your Tahiti Windows 95 disk is a directory called 'ALTINF' which includes a file named 'CLEANTBS.INF.' Choose your Floppy drive from 'My Computer' and change to the 'ALTINF' directory.
3. Using the RIGHT mouse button, click once on the CLEANTBS.INF file. Choose 'Install' from the pull-down menu. This file will then clean out the Tahiti drivers from your Windows 95 Registry and System.ini.
4. Next, you will need to remove any unnecessary memory exclusions from your CONFIG.SYS and SYSTEM.INI files. The original Tahiti install needed to set aside a 32K block of upper memory in

order to enable the card. Windows 95 can now handle this, but you need to free up the memory for its use.

5. Shown below is a model of what a typical exclusion line looks like in both the CONFIG.SYS and SYSTEM.INI:

```
CONFIG.SYS
DEVICE=D:\WINDOWS\HIMEM.SYS
DEVICE=C:\WINDOWS\EMM386.EXE NOEMS X=D000-D7FF
```

```
SYSTEM.INI
[386Enh]
EMMExclude=D000-D7FF
```

6. Ideally, Windows 95 doesn't need the HIMEM.SYS and EMM386.EXE lines. It is able to configure the memory on its own. These lines can be removed without affecting Windows 95 operation. To "remark" out these lines, type the word REM in front of each line.

```
CONFIG.SYS
REM DEVICE=D:\WINDOWS\HIMEM.SYS
REM DEVICE=C:\WINDOWS\EMM386.EXE NOEMS X=D000-D7FF
```

This will tell Windows 95 to ignore these lines when booting.

7. Similarly, the line in the SYSTEM.INI can be remarked out using a semicolon (;) at the beginning of the line.

```
SYSTEM.INI
[386Enh]
;EMMExclude=D000-D7FF
```

8. To make these changes now, double-click on the 'SYSEDIT' icon below to open up your System Configuration Editor. Be sure to save your changes.



Sysedit.exe

9. After saving your changes, reboot the system and follow the directions under "New Install" above.

User Manual corrections/additions:

The new Patch Bay

The patch bay for the Tahiti is no longer as described on page 44-45 of the manual. Double-click on the Patch Bay icon to bring up the new patch bay. Use this panel to route MIDI messages coming into and going out from Windows.

If you have Tahiti PatchBay selected as a MIDI input device in your application, the Input Device box in the PatchBay will determine whether your Windows application is receiving MIDI messages from the Internal Synth (a daughterboard such as the Turtle Beach Rio or Yamaha DB50XG) or from Tahiti's External In connection (on mounting bracket).

If you have Tahiti PatchBay selected as a MIDI output device in your application, the Output Device box in the PatchBay will determine to which of the three listed devices your Windows application will send MIDI messages. To send messages to Internal Synth (a daughterboard like Turtle Beach Rio) as well as Tahiti's External Out and External Thru, check all three check boxes in the Output Device box.

When Tahiti was installed, if you chose to set up Tahiti as default Windows MIDI device, the Windows MIDI Mapper will point to the patch bay, which in turn defaults to all three MIDI devices listed under its "Output Devices." This means that if you play a MIDI file with Media Player, devices attached to Tahiti's External Out, External Thru and header will all be receiving MIDI messages from Media Player.

External In app

The External In app allows you to control the connection between Tahiti's physical External In connector and its header (which connects to your daughter board synthesizer, if you have one).

Normally, if you are using a Windows sequencer, under its devices selection you can simply select Tahiti External In as your input device. This makes the connection between your external controller/keyboard and your sequencer. That way, your sequencer has full control over where your controller/keyboard's MIDI is redirected (which could be back to your daughter board).

If, however, you wish to make a *direct* connection between your outside controller/keyboard and your daughter board for testing its sounds, click on the ExtIn app's button until "External MIDI In is routed to synth" is displayed.

General MIDI Drum Map

The General MIDI *patch* assignments are listed on pp. 59-61 of the Tahiti User's Guide. The General MIDI *key* assignments for percussion instruments are listed here. The General MIDI standard specifies that drum information be sent on MIDI channel 10, and each key is assigned to a different drum sound instead of transposing one sample across the keyboard. In the following list, note 60 (High Bongo) is Middle C on the keyboard.

- | | |
|----|--------------------|
| 27 | High Q |
| 28 | Slap |
| 29 | Scratch Push |
| 30 | Scratch Pull |
| 31 | Sticks |
| 32 | Square Click |
| 33 | Metronome Click |
| 34 | Metronome Bell |
| 35 | Acoustic Bass Drum |
| 36 | Bass Drum 1 |

37 Side Stick
38 Acoustic Snare
39 Hand Clap
40 Electric Snare
41 Low Floor Tom
42 Closed High Hat
43 High Floor Tom
44 Pedal High Hat
45 Low Tom
46 Open High Hat
47 Low-Mid Tom
48 High-Mid Tom
49 Crash Cymbal 1
50 High Tom
51 Ride Cymbal 1
52 Chinese Cymbal
53 Ride Cymbal Bell
54 Tambourine
55 Splash Cymbal
56 Cowbell
57 Crash Cymbal 2
58 Vibraslap
59 Ride Cymbal 2
60 High Bongo
61 Low Bongo
62 Mute High Bongo
63 Open High Bongo
64 Low Conga
65 High Timbale
66 Low Timbale
67 High Agogo
68 Low Agogo
69 Cabasa
70 Maracas
71 Short Whistle
72 Long Whistle
73 Short Guiro
74 Long Guiro
75 Claves
76 High Woodblock
77 Low Woodblock
78 Mute Cuica
79 Open Cuica
80 Mute Triangle
81 Open Triangle
82 Shaker
83 Jingle Bells
84 Belltree
85 Castanets
86 Mute Surdo
87 Open Surdo

No synth on Tahiti:

It is important to keep in mind that the Tahiti itself does not contain a synthesizer. Although the Tahiti does have a driver that can play .mid files, you will not hear the MIDI files unless you either attach a daughter board (like the Turtle Beach Rio or Yamaha DB50XG) to Tahiti's WaveBlaster header OR connect Tahiti's external MIDI OUT to a synthesizer's MIDI IN.