Turtle Beach Tropez
Windows**95** Readme

30 July 1996

This readme file covers issues with the new Tropez drivers for Windows95. These drivers are native Windows95 drivers, and will work only with the release version of Windows95.

KNOWN PROBLEMS
- This installation copies a new WFPATCH.INI into your Windows95 directory. This file lists the locations of the WaveFront banks (which you may or may not have all installed). You may need to use Notepad (or another text editor) to edit the file to change the directory to where the file(s) actually is/are.

- If you play a DOS game from within Windows95, and it uses the Tropez as a General MIDI card, there is a good chance that Windows95 will "lose" the WaveFront synthesizer on return to Windows95. You must restart Windows95 to get it back.

NEW FEATURES
- The download code configuration file (OSWF.MOT) has been renamed to WFTROP.MOT to coincide with the new drivers. In DOS mode, if you run the SETUPSND program, please point it to the new file and not the old one.

- The Control Panel now has a Quick Start option to make it load faster. It does so by not reinitializing the synth, which will mean that you will not have access to SampleStore features. You must disable the Quick Start if you will be uploading samples to the card.

  To do so, launch the Control Panel and select "Synth" from the menu and uncheck the 'Quick Start' option. Close and restart the Control Panel.

- With these drivers, the Tropez can now act as both a Sound Blaster and Windows Sound System card under Windows. When setting up your DOS games, be sure that the sound card settings are the same as the settings that Windows95 assigns if this game will be played in a DOS window.

  You can have different settings for SB in Windows95 and Real Mode DOS if you wish, but games played under Windows95 will use the settings defined in the Device Manager. These may be configured at any time, and may be changed as often as necessary for games that require different settings.

Many DOS games have a difficult time running under Windows95. They were not designed to do it. To ensure the most ideal environment   for these games, it is recommended you modify the Properties of the shortcuts that you create for each DOS game. On the "Misc" tab of the properties sheet, you can adjust the Idle Sensitivity property to High, and deselect all other options that may be checked.

WINDOWS95 BASIC CONFIGURATIONS
The Tropez can use one of three different basic configurations for the digital audio. Basic Configuration 0 is the default and provides both native 16bit audio support and Sound Blaster Pro support as well as FM synthesis within Windows95. Basic Configuration 1 provides only native 16bit audio support and FM synthesis. Basic Configuration 2 provides only native 16bit audio support.

Why would you need to change these? Well, you shouldn't, unless you are running into conflicts or need to free up resources. By removing the SB compatibility, you only free up one port which is not a big deal; your computer has hundreds of ports available. However, theoretically (we have not tested it; please don't call with support questions on it), you could install both a SB16 and Tropez in your system if you were to use Basic Configuration 2. By removing the SB compatibility and FM synthesis, you remove any chance for conflicts. This would mean using the Tropez for its clean audio playback and recording capabilities, and the SB16 for native DOS game support.

But for optimal configuration of the sound card, just leave it at the default of Basic Configuration 0.

FULL DUPLEX SUPPORT
The Tropez is an excellent sound card to use for applications like InternetPhone(tm), because of its full duplex capabilities. To enable Full Duplex mode, go to the Control Panel and select the Multimedia icon. Select the Advanced tab, and click on the Tropez under Audio Devices, and then Properties, then Settings. Be sure that the "Half Duplex" option is not checked.

You must also make sure that you have selected a configuration that has two DMA channels being used. They must be different and paired as follows.

```
        Playback  DMA :  0     1     3
        Recording DMA :  1     0     0
```

This driver also does not allow EnhancedFull duplex mode. It will only work as Full duplex mode.

The difference between the two is that Full duplex mode allows you simultaneous record and playback when the two files in use are set to the same sampling rate. In other words, both files would need to be 22kHz/16bit/stereo or both would need to be 44kHz/8bit/mono, etc.

EnhancedFull duplex mode allows you simultaneous record and playback with the files being at differing sampling rates. Since the Tropez does not have a DSP, this puts an enormous amount of work on the system's CPU. It has not been implemented in this driver release, and may or may not be implemented in an upcoming release.

UNIVERSAL IDE DRIVE SUPPORT
In the SNDINIT CD ROM drive setup, there is an option for "Universal IDE". This will install a special IDE driver that will work with most IDE CD ROM drives (all that are ATAPI 1.2 compliant).