

USER MANUAL

PCI - SOUND CARD

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FCC
Version 1.0

FEDERAL COMMUNICATIONS COMMISSION (F.C.C.) STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions :
(1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits of a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and , if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation, if this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Reorient / Relocate the receiving antenna.
2. Increase the separation between the equipment and receiver.
3. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
4. Consult the dealer or an experienced radio/ TV technician for help.

NOTE: 1. The use of a non-shielded interface cable with this equipment is prohibited.

CAUTION: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

TABLE OF CONTENTS

1. DESCRIPTION.....	2
1.1. FEATURES	2
1.2. CARD FIGURE	3
1.3. CONNECTORS.....	3
1.3.1. <i>External Connectors:</i>	3
1.3.2. <i>Internal Connectors:</i>	3
1.3.3. <i>Audio Connectors:</i>	4
1.3.4. <i>Audio Output Jumper Settings for JP1:</i>	4
2. HARDWARE INSTALLATION	5
2.1. HANDLING THE PCI SOUND CARD.....	5
2.2. INSTALLING THE PCI SOUND CARD.....	5
3. SOFTWARE INSTALLATION.....	6
3.1. SOFTWARE CONTENTS	6
3.2. DEVICE DRIVER INSTALLATION UNDER WINDOWS 95.....	6
3.3. INSTALLING THE DEVICE DRIVER FOR THE FIRST TIME UNDER WIN95 OSR2	6
3.4. APPLICATION INSTALLATION UNDER WINDOWS 95.....	7
3.5. HOW TO PLAY GAMES UNDER THE DOS MODE.....	7

1. DESCRIPTION

This is a new audio adapter (single chip solution Solo-1™) that provides the next generation of PCI audio performance to the PC market. The adapter not only meets the new demands of advanced PC audio applications but also enables the integration of a complete multimedia subsystem on a single adapter. The adapter functionality and interfaces are compliant with all major industry standards, including the Sound Blaster Compatible, PC97, Windows 95 Direct Sound, Windows Sound System and PCI 2.1 bus specification.

1.1. Features

- ⇒ Single, high performance, mixed signal, 16-bit stereo VLSI chip
- ⇒ PCI parallel bus interface, version 2.1
- ⇒ Full native DOS games compatibility, via three technologies:
 - ⇒ TDMA
 - ⇒ DDMA
 - ⇒ PC/PCI
- ⇒ High-Quality **ESFM™** music synthesizer
- ⇒ Dynamic range (SNR) over 80 dB
- ⇒ Integrated *Spatializer®* 3-D audio effects processor

Record and Playback Features

- Record, compress, and play back voice, sound, and music
- 16-bit stereo ADC and DAC
- Programmable independent sample rates from 4 kHz up to 48 kHz for record and playback
- Full-Duplex operation for simultaneous record and playback

Inputs and Outputs

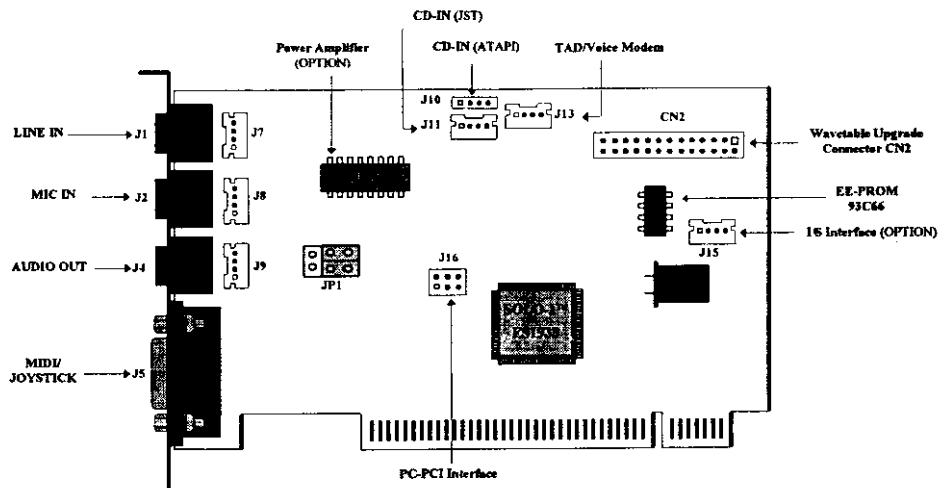
- Stereo inputs for line-in, auxiliary A (CD audio), and auxiliary B (wavetable), and a mono input for microphone
- MPU-401 (UART mode) interface for wavetable synthesizers and MIDI devices
- Integrated dual game port
- Separate mono input (MONO-IN) and mono output (MONO-OUT) for speakerphone

Mixer Features

- 7-channel mixer with stereo inputs for line, CD audio, auxiliary line, music synthesizer, digital audio (wave files), and mono inputs for microphone and speakerphone
- Programmable 6-bit logarithmic master volume control

Compatibility

- Supports PC games and applications for SoundBlaster™ and SoundBlasterPro™.
- Supports Microsoft® Windows™ Sound System®.
- Meets PC 97/PC 98 and WHQL specifications

1.2. Card Figure**1.3. Connectors**

This PCI Sound Card includes up to ten internal connectors, four external Jack Ports, and one external MIDI/ Joystick connector.

1.3.1. External Connectors:

- J1:..... ϕ 3.5mm Phone Jack for **LINE IN**.
 J2:..... ϕ 3.5mm Phone Jack for **MIC IN**.
 J4:..... ϕ 3.5mm Phone Jack for **AUDIO OUT**.
 J5:..... Connector for **MIDI/JOYSTICK**.

1.3.2. Internal Connectors:

- J6:..... Internal Connector for **LINE IN**.
 J7:..... Internal Connector for **MIC IN**.
 J9:..... Internal Connector for **AUDIO OUT**.

J10: Connector for **IDE CD-ROM AUDIO IN. (ATAPI)**
J11: Connector for **IDE CD-ROM AUDIO IN. (JST)**
J13: Connector for **TAD/VOICE MODEM.**
J15: Connector for **I² S INTERFACE.**
J16: Connector for **PC-PCI Legacy Audio SIDEBAND SIGNAL.**
CN2: Connector for **WAVETABLE UPGRADE.**
JP1: Jumper for switching between **SPEAKER OUT/LINE OUT.**

1.3.3. Audio Connectors:

J10: CD-Audio-In
ATAPI



L G G R

L: LEFT CHANNEL SIGNAL
 G: GROUND
 R: RIGHT CHANNEL SIGNAL

J11: CD-Audio-In
JST



G L G R

L: LEFT CHANNEL SIGNAL
 G: GROUND
 R: RIGHT CHANNEL SIGNAL

J13: TAD/
Voice Modem



1 2 3 4

1 MONO IN
 2 GROUND
 3 GROUND
 4 MIC/MONO OUT

J15: I²S Interface



1 2 3 4

1 SERIAL CLOCK
 2 FRAME SYNC
 3 SERIAL DATA
 4 GROUND

1.3.4. Audio Output Jumper Settings for JP1:

Audio	Settting
SPEAKER OUT with Power Amplifier (Default)	
LINE OUT without Power Amplifier	

2. HARDWARE INSTALLATION

2.1. Handling the PCI Sound Card

WARNING: Static electricity can damage your equipment. Do not take the card out of its static protective bag until you are ready to work with it.
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Follow these precautions when handling the card:

- Before you open the static protective bag, touch it to a metal expansion slot cover on the back of your computer. This drains static electricity from the package and from your body.
- Do not touch any exposed printed circuitry after opening the package.
- Keep other people from touching the card. They might have a static-electricity build-up.
- Limit your movement. Movement causes a build-up of static electricity.

2.2. Installing the PCI Sound Card

- Step 1.** Turn off the system and all peripheral devices.
- Step 2.** Disconnect the power cord and all peripheral devices from the system.
- Step 3.** Remove the system cover and identify an unused PCI slot.
- Step 4.** Unscrew the slot cover plate, plug in the PCI Sound Card, and tighten it with the screw.
- Step 5.** If you have a microphone, plug the respective cable into the **J2** Jack on the back of the Sound Card.
- Step 6.** If you have speakers or amplifiers, plug the cable into the **J4** Jack on the back of the Sound Card.
- Step 7.** Please plug the cable for your MIDI/Joystick device into the **J5** Jack on the back of the PCI Sound Card.
- Step 8.** Depending on what type of CD Audio cable you have connect **J10** or **J11** on the Sound Card and the Audio output at the back of the CD-ROM drive. Make sure pin 1 of **J10** or **J11** is connected to the leftmost pin of the CD-ROM Audio output.
- Step 9.** Plug the cable for your TAD/Voice Modem into the **J13** connector on the Sound Card.
- Step 10.** Put back the system cover, reconnect the system power cord and all peripheral devices. Check and make sure all connections are correct before you turn on the system.

- 6.) An "Insert Disk" dialog box will ask you to insert the CD-title into your CD-ROM drive, please click on the "OK" push button.
- 7.) The "Copying Files " dialog box will appear. You are asked to specify the directory. Please type "**D:\D60soft\Win95**" and click on the "OK" push button.
- 8.) An "Insert Disk" dialog box may ask you to insert your Windows 95 CD-ROM into your CD-ROM drive. Just do it and click on the "OK" push button.
- 9.) A "Copying File" dialog box may ask you to locate the Windows directory, please locate it and click on the "OK" push button.
- 10.) You will see that Windows 95 is extracting the files from your Windows 95 CD-ROM. The Sound System driver and Game Port driver should be installed into your Windows 95 OSR2 operating system.
- 11.) Follow the on screen instructions and you should be able to install the device driver easily.

3.4. Application Installation Under Windows 95

To install the Software application under Win95, please follow the steps below:

- 1.) Start your Windows 95 system.
- 2.) Click on the START button and choose the RUN item.
- 3.) Please, insert the CD-title into your CD-ROM drive. Assuming your CD-ROM drive is D, type **D:\D60soft\Win95Rac\SETUP.EXE** in the command line of the RUN dialog box.
- 4.) Click the OK push button and follow the on screen instructions. The Software application will be installed into your system.

3.5. How to play games under the DOS Mode

If you want to play games under the DOS mode, please specify your drive letter first.

Assuming drive C is used please add the following line to your CONFIG.SYS file:

DEVICE=C:\ES1938.SYS

After rebooting your system, please type the file name "**ES1938.COM**" under the root directory. For example: "**C:\ES1938.COM**".

Follow the on screen instructions to continue the program.

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