

# YMF724 - PCI SOUND CARD

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AUDIO CONFIGURATION  
Under  
WINDOWS® 95(OSR2)/98

December 1998

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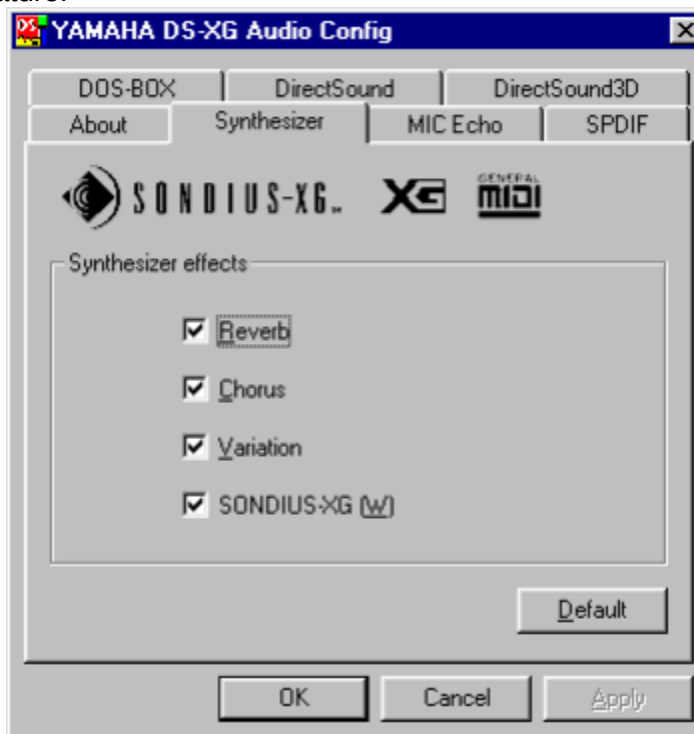
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### Synthesizer

The Synthesizer Effects option allows you to enable the MIDI synthesizer. Using the MIDI synthesizer, you can richly enhance the acoustic sound variations with features such as reverberation, chorus and variation. Simply click on the check-box associated with the desired feature.



The MIDI synthesizer utilizes the Wavetable sound generation method, supports the three command-compatible interface modes, and is fully compliant with the XG specification proposed by YAMAHA. Note that the addition of the optional Sondius-XG will eliminate the use of virtual acoustic sources.

- \* **Sondius-XG** (<http://www.sondius-xg.com>) is a trademark jointly held by Stanford University in the United States and YAMAHA Corporation.
- \* **GM** is a trademark of Association of Musical Electronics Industry (AMEI).
- \* **XG** is a trademark of Yamaha Corporation.

#### Reverb

When selected, the Reverberation option adds a resounding effect to the acoustic sound and provides concert hall ambience to the echo-back sound.

#### Chorus

The Chorus feature provides a chorale effect to the musical sound.

**Variation**

Variation allows the alteration of sound effects such as distortion and overdrive. Reverberation and Chorus are also features that can be adjusted using Variation.

**SONDIUS-XG**

Unlike the MIDI synthesizer, the Sondius-XG produces acoustic sound outputs by running a virtual simulation of the actual acoustic instrument operation. The output is thus more “real” since the Sondius XG does not use the processed acoustic sound recordings generated by the Wavetable sound generator.

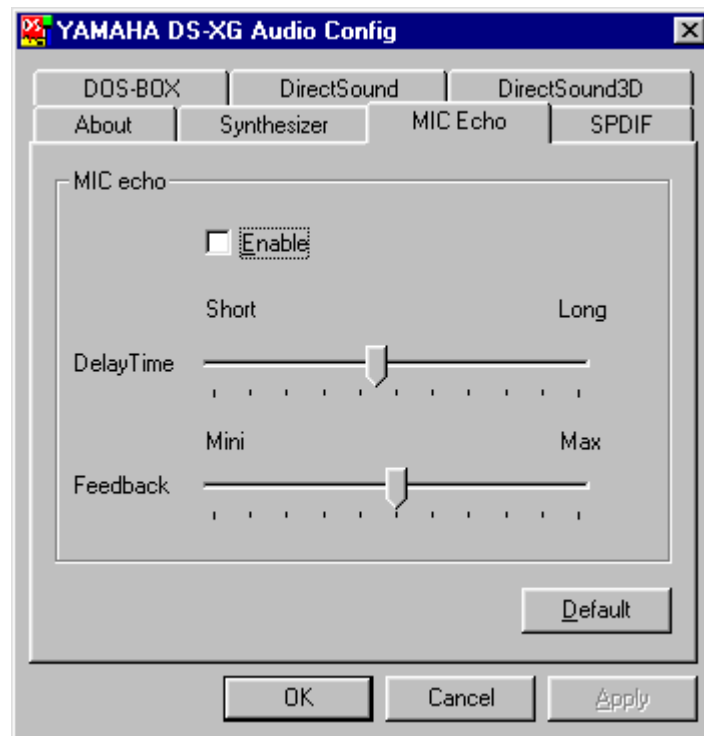
The DS-XG supports a single virtual acoustic sound source by combining the virtual acoustic sound signals with MIDI data. However, you cannot select the virtual acoustic sound source using DS-XG unless the optional Sondius-XG is installed.

The Sondius-XG runs on PCs with Pentium II 233MHz or higher.

**MIC Echo**

The MIC Echo feature applies an echo sound effect to the microphone input and enables changes to the current Mic echo setting status.

Note that recording will be disabled while Mic echo is being used and will not be enabled until Mic echo is turned off. The Mic echo sound effect will also become invalid once Windows is restarted. Volume control is performed by adjusting the microphone input level in the standard Windows volume control tool.

**Enable**

When selected, the Enable feature applies the Mic echo sound effect to the microphone input.

**Delay Time**

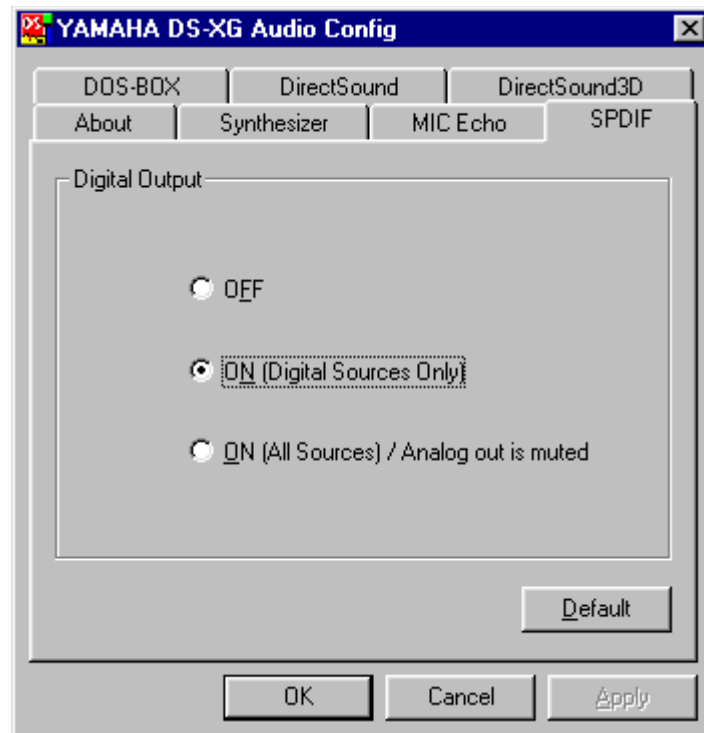
The Delay Time function allows you to set a Mic echo repetitive cycle period. To lengthen the cycle period, move the slide bar to the right.

**Feedback**

The Feedback Gain function allows you to set a Mic echo duration period. To lengthen the duration period, move the slide bar to the right.

**SPDIF**

Use the Digital Output option to set up digital outputs. Note that digital outputs will not effect the volume control setting configured by the Windows standard Master Volume output. To adjust the volume control for all digital outputs, you need to use external amplifiers.

**OFF**

Checking this box eliminates all digital outputs. Acoustic sound outputs will only playback at analog signal pins.

**ON (Digital Sources Only)**

Checking this box enables the wavetable, MIDI, DirectSound and DOS-compatible acoustic sound output functions at digital signal pins. External inputs including microphone and line are not provided as outputs at digital signal pins. The acoustic sound outputs will playback at analog signal pins. Normal Mic echo outputs cannot playback through the SPDIF interface mode.

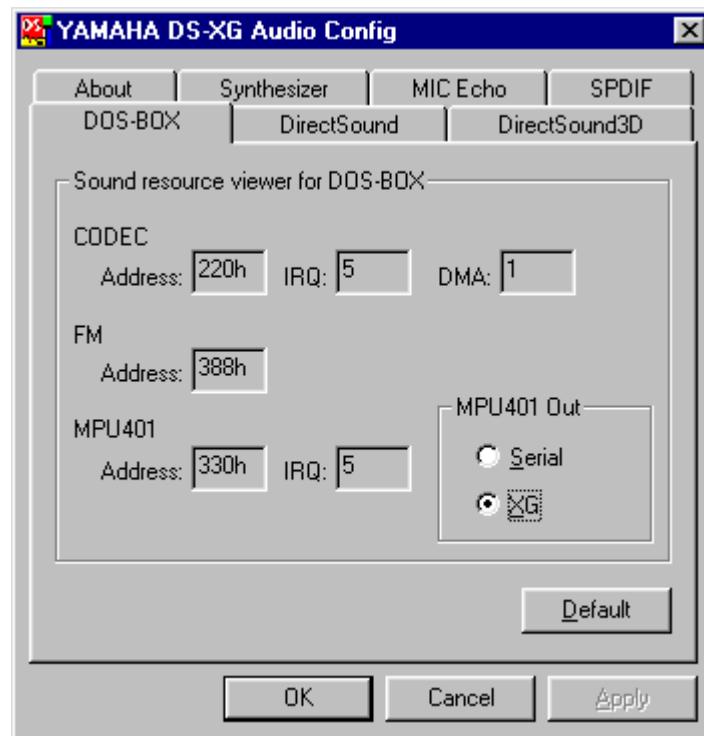
**ON (All Sources) / Analog out is muted**

Checking this box eliminates all analog outputs. Acoustic sound outputs will playback at digital signal pins. However, acoustic sound inputs from an external source may be muted during recording and/or while Mic echo is active.

*Note: If your sound card doesn't support SPDIF Output or you don't want to use this function please don't select this checkbox.*

**DOS-BOX**

This feature supports DOS applications running in the Windows DOS-BOX.

**MPU401 Out**

The function transfer MIDI data to the MPU401 as DOS application outputs to either the MIDI port interface or internal XG synthesizer.

**Serial**

The External Midi option produces MIDI data externally through the MPU401-compatible MIDI port.

**XG**

The XG Synthesizer feature transfers MIDI data to the internal XG synthesizer for producing acoustic sound outputs. Volume control is adjusted using MIDI with the standard Windows volume control tool.

## DirectSound3D

The 3D Sound feature supports the 3D positional stereo audio mode compliant with the “Sensaura” technology developed by Central Research Laboratories Limited. in England. Selecting this feature enables an invariable and unchangeable sound experience in an all-positional 360 degrees area using stereo speakers and headphone. If the 3D acoustic sound output cannot be routed to stereo speakers or headphone, forced 3D sound output can be used as an output routing changeover option.



\* Sensaura is a Central Research Laboratories Limited.

### Headphone

Checking this box will force the 3D sound mode to changeover to optimal for the headphone. Note that the DirectSound settings for the output routing changeover in 3D sound mode will be ignored.

### Speakers

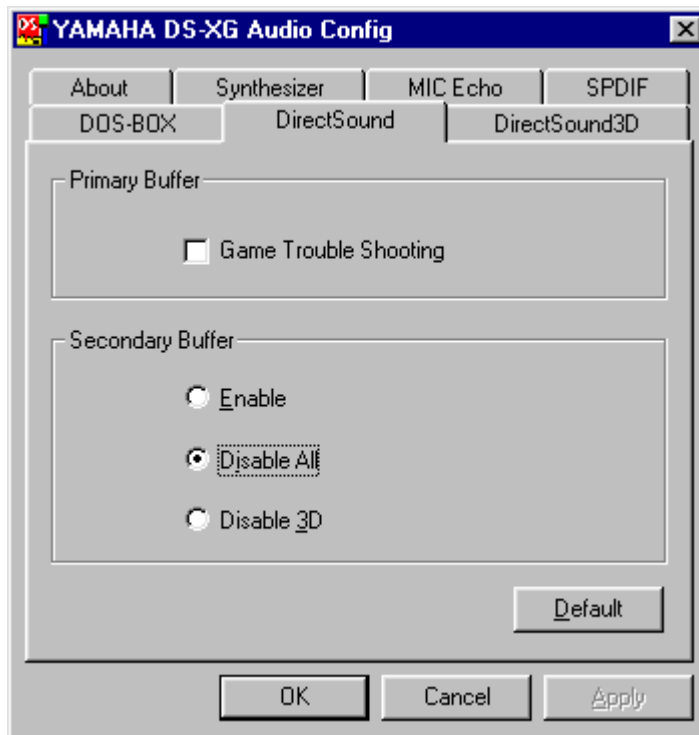
Checking this box will force the 3D sound mode to changeover to optimal for the stereo speakers. Note that the DirectSound settings for the output routing changeover in 3D sound mode will be ignored.

### Application Settings

Checking this box follows the output routing changeover under the DirectSound settings.

## DirectSound

The DirectSound H/W Accelerator handles the DirectSound application and minimizes CPU utilization. If the hardware accelerator and the DirectSound application do not function properly, click the checkbox to correct the problem (DO NOT click the checkbox while the application is running).



### Game Trouble Shooting

When playing DirectSound game "NHL97", noises occur occasionally. Click the checkbox to correct the problem (Please do not click this when you don't play this game).

### Enable

Checking this box enables the H/W accelerator.

### Disable All

Checking this box disables the H/W accelerator and enables the DirectSound application.

### Disable 3D

Checking this box follows to disable the 3D H/W accelerator.

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