Installation Guide
SoundMan® Games Computer Sound System

SoundMan Games Board

Installation Guide
SoundMan Games Sound System

Manuals and Registration Card

Program Diskettes
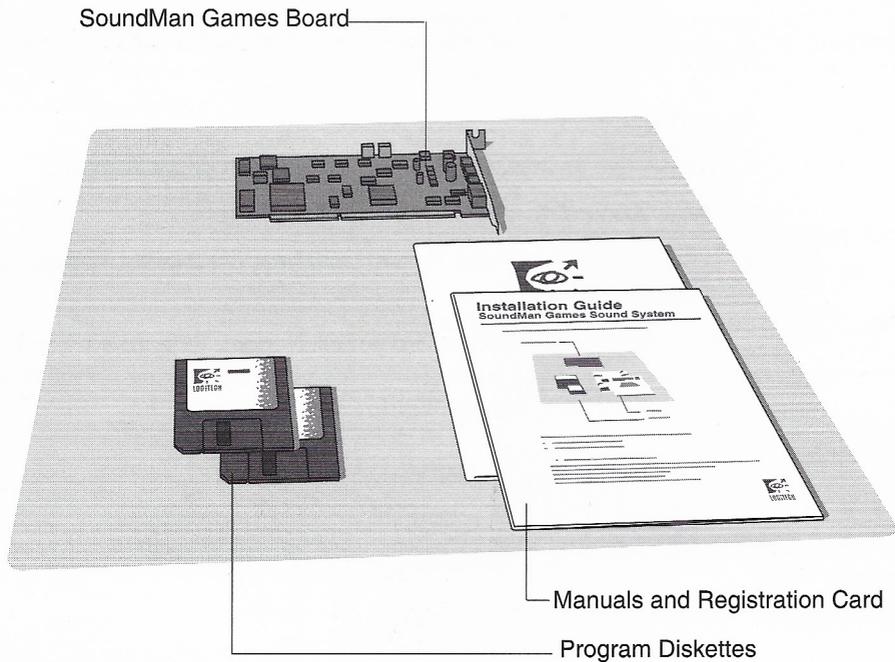
Use this guide to install SoundMan Games for your IBM or 100% compatible personal computer. Verify that your package includes the contents shown above before proceeding.

Installation involves the following three steps:

1. **Configuring the SoundMan Games board for your particular PC.** This entails setting up the jumpers on the board.

2. **Inserting the board in your PC**

3. **Installing the SoundMan software for DOS and Windows**

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Configuring the SoundMan Games Board 1

Follow instructions in this section of the Installation Guide for setting up the jumpers on the sound board and running the Advisor program. Advisor is an essential step in the installation process. It also serves as a guide for setting the jumper pins.

To carry out Advisor:

1. **Insert the SoundMan Games diskette in drive A or B.**

2. **Type ADVISOR.** The Advisor program begins.

3. **Accept or change the default settings on the SoundMan Settings Screen.**

    Use the table below to record your selections. Refer to it when installing new games, setting up existing ones for sound, or setting up the SoundMan Games WAVE driver for Windows.

SoundMan Settings

SoundBlaster IRQ:	2 3 5 7
SoundBlaster DMA:	0 1 3
SoundBlaster Port:	210 220 230 240 250 260
Joystick Port:	Enabled Disabled
MPU-401 Emulation:	Enabled Disabled
MPU-401 IRQ:	2 3 5 7
MPU-401 Port:	300 310 320 330
Volume Level:	10 25 50 65 75 90

Note Setting 10 is also available for the SoundBlaster IRQ and works for Windows. However, it is not compatible with your DOS games.

4. Configure the jumpers on the SoundMan Games card according to the diagrams on the screen.

The illustration below shows the default settings for the Setup jumper block, as it appears on your board and the screen.
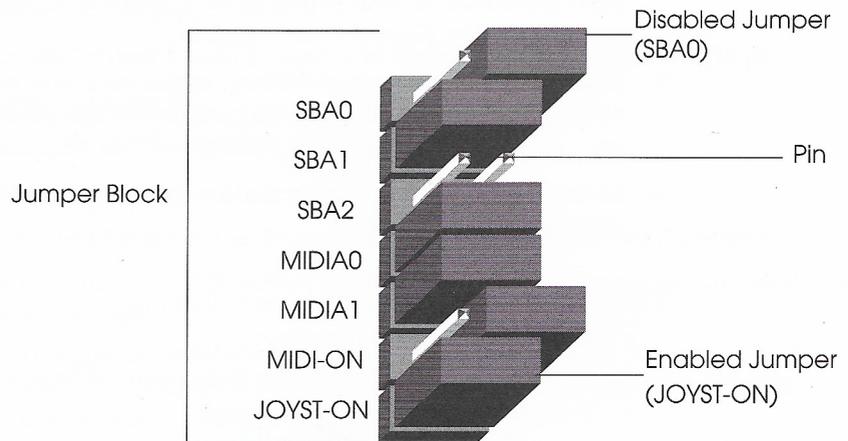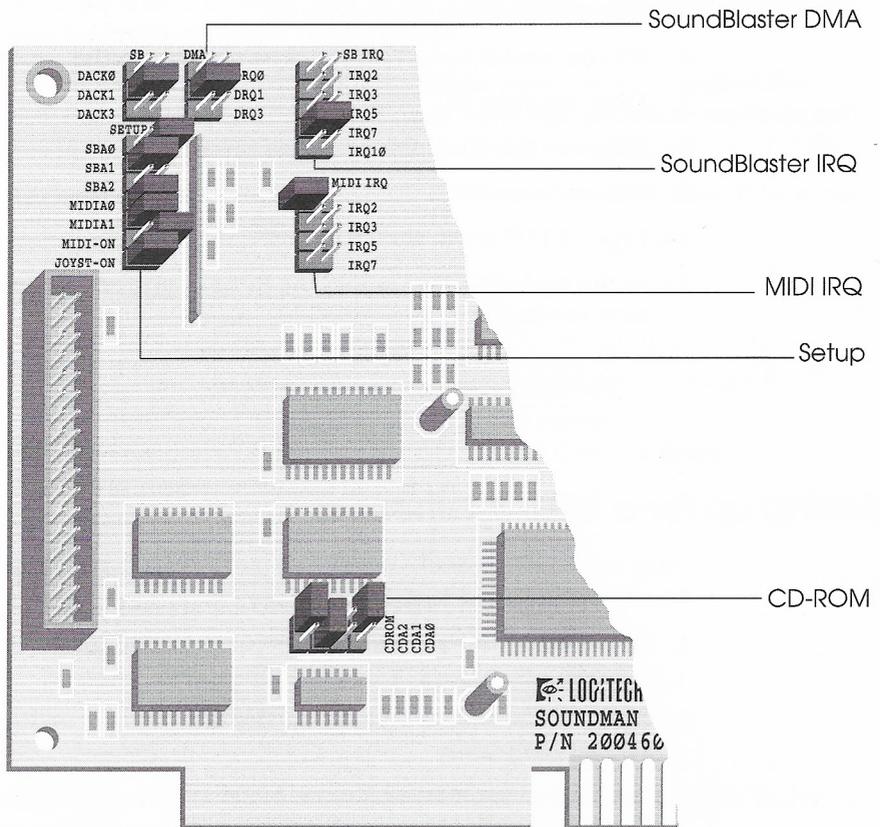

Enable or disable the Setup jumpers on your SoundMan Games board as required. Use the illustration on the following page to locate the Setup jumper block on the SoundMan Games board.

To enable a jumper, push it squarely down on both pins. A jumper is disabled when it does not rest on both pins.

Compare the SoundBlaster IRQ, MIDI IRQ, and SoundBlaster DMA settings on the screen with the corresponding jumper blocks on the board. If your system requires settings that differ from the defaults, adjust the jumpers on the SoundMan Games board accordingly.

Note Modify the CD-ROM jumper block only if you connect the sound board to the SONY CDU-31A internal CD-ROM drive.

Jumper Blocks:

SoundBlaster DMA

SoundBlaster IRQ

MIDI IRQ

Setup

CD-ROM

SB   DMA

SB IRQ
DACK0   RQ0   IRQ2
DACK1   DRQ1   IRQ3
DACK3   DRQ3   IRQ5
SETUP   IRQ7
SBA0   IRQ10
SBA1
SBA2   MIDI IRQ
MIDIA0   IRQ2
MIDIA1   IRQ3
MIDI-ON   IRQ5
JOYST-ON   IRQ7

CDROM
CDA2
CDA1
CDA0

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P/N 200460

Inserting the SoundMan Games Board 2

1. **Turn your computer OFF and DISCONNECT all power cables.**

2. **Take the cover off your computer.** With most personal computers, remove screws from the back and then slide off the cover. See your computer manual for details.

Back of Computer

Computer Cover
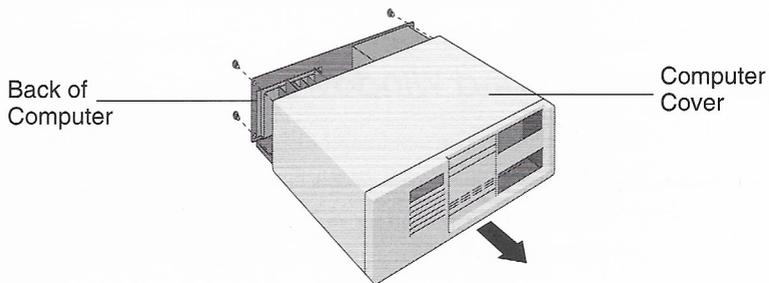
3. **Choose an empty 8 or 16-bit expansion slot.** Expansion slots are located inside the back of the computer. A 16-bit slot has a double socket.

    If possible, leave an empty slot between the SoundMan Games sound board and nearby boards, to avoid the possibility of interference, which could cause scratchy sound.

Note The DMA 0 and Interrupt 10 are not available when you use an 8-bit slot

4. **Remove the expansion slot cover.** Unscrew the slot cover screw and remove the cover. Keep the screw to secure the sound board.
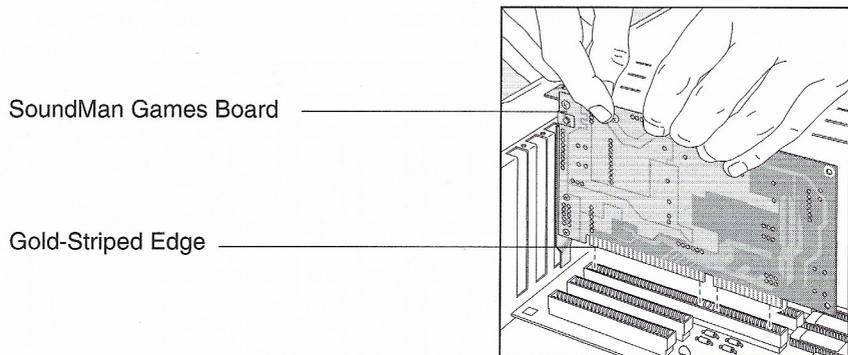
Slot Cover—
Remove

16-bit Slot—
Double
Socket
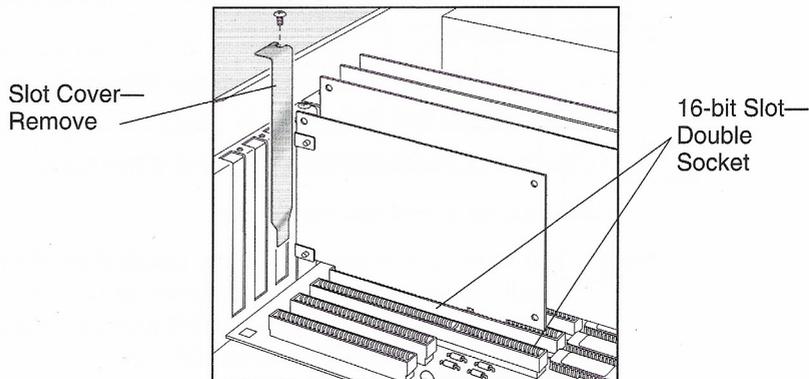
5. **Insert the SoundMan Games board into the expansion slot and fasten it.**

   Make sure the gold-striped edge at the bottom of the board is firmly seated in the expansion slot.

6. **Replace the slot cover screw to secure the board.**

SoundMan Games Board ————————

Gold-Striped Edge ————————

7. **Replace the computer cover and reconnect the power cords.**

8. **Connect peripheral sound apparatus.**

   Connect your headphones, speakers, microphone, joystick or other sound apparatus at the appropriate place on the outer bracket of the SoundMan Games board.

   MIC is monaural. A microphone with a stereo plug will not function correctly in this jack.

   It is not necessary to connect a joystick to the sound board in order for it to function with SoundMan Games. A joystick works equally well when attached to another joystick port on your system.

   Make sure than you insert a stereo plug into the OUT jack. (Viewed from the side, stereo plugs have two stripes whereas monaural plugs have one.) Inserting a monaural plug into the OUT jack may damage your SoundMan Games sound board.
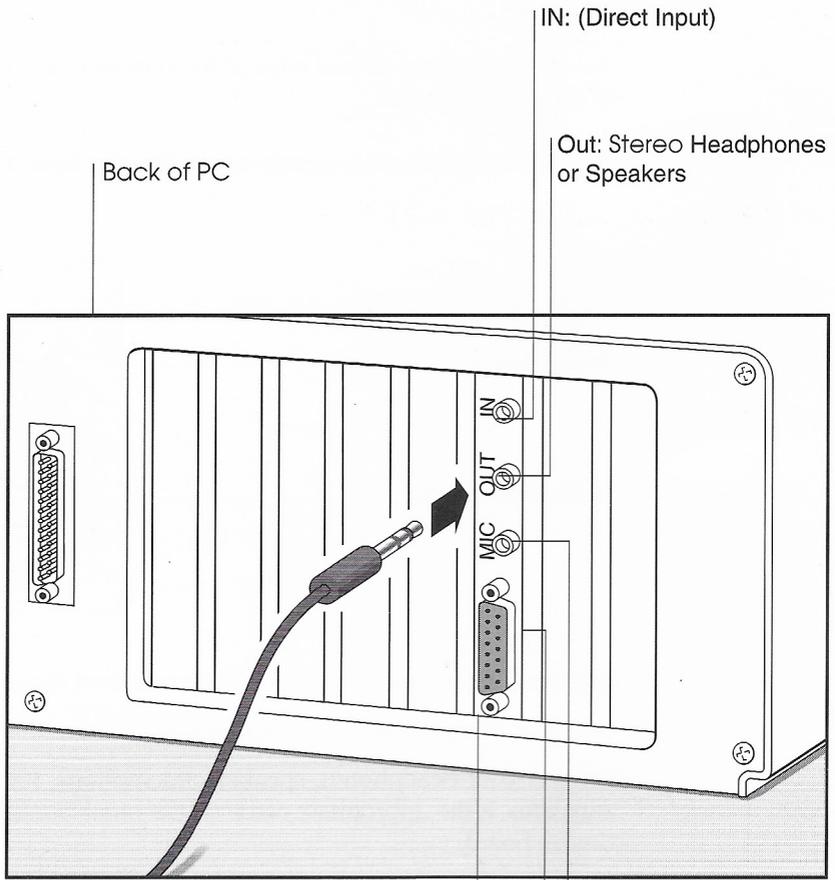
IN: (Direct Input)

Out: Stereo Headphones
or Speakers

Back of PC

IN

OUT

MIC

Outer Bracket of the
SoundMan Games board

MIC: Monaural
Microphone

Joystick or MIDI port

Installing the Software

3

The installation program installs automatically for both DOS and Windows, providing that Windows is in the PATH statement of your AUTOEXEC.BAT file. If it is not, follow the "Installing for Windows" instructions.

Make working copies of the SoundMan Games program disk. Write-protect the original disk and use the DOS DISKCOPY command to create working copies.

Installing for DOS and Windows

The SoundMan Games installation program installs for DOS, then for Windows. To install SoundMan Games:

1. **Insert your working copy of the SoundMan Games program disk in drive A or B.** (The following instructions are based on drive A.)

2. **At the DOS prompt, type: A: — then press return.**

3. **Type: INSTALL.** Then press return. The installation program begins.

4. **Follow the instructions that appear on your monitor.**

Note Change the DMA channel of your scanner if you have trouble with it after installing SoundMan Games. Refer to your scanner documentation for details.

If Windows is *not* in your AUTOEXEC.BAT PATH statement, continue with the following procedure.

Installing for Windows

1. **Reinsert the SoundMan Games program disk in drive A.**

2. **Start Windows.**

3. **Choose the Run command from the File menu in Program Manager.** The Run dialog box appears.

4. **At the Run Command Line, type: A:WINSTALL**

5. **Click OK or press the Enter key.**

Note You must have Windows already installed on your system when you install the SoundMan Games software in order for SoundMan Games to function in Windows. If you install Windows 3.1 after SoundMan Games, reinstall the SoundMan Games software.

Modifying SoundMan Games Configuration

1. **Turn off your PC.**

2. **Remove the sound board from its slot.**

3. **Reboot your PC.**

4. **Type ADVISOR from the DOS prompt, in the SoundMan Games directory.** A display for selecting settings appears.

5. **Select the appropriate settings.**

6. **Set the sound board jumpers as shown on the on-screen display.**

7. **Turn off your PC.**

8. **Reinsert the SoundMan Games board.**

9. **Reboot your PC.**

10. **Type SETUP from the DOS prompt, in the SoundMan directory.**

11. **At the end of SETUP, select the Reboot option to confirm and apply the new settings.**

Note To apply the new configuration to Windows, change the settings in the SoundMan Games WAVE Audio Setup dialog box. Display it from the Drivers dialog box in Windows Control Panel.

Setting up for a MIDI Synthesizer

Using a synthesizer that is connected to the SoundMan Games board requires a Windows software driver. To install the driver:

1. **Run Advisor and change MPU-401 UART Emulation from Disable to Enable.**

2. **Remove the board and set up the jumpers according to Advisor's on-screen diagrams.**

3. **Install the SoundMan Games MIDI synthesizer driver from Windows Control Panel.**

   Insert the SoundMan Games diskette into drive A (or B). Double-click the Drivers icon in Windows Control Panel. The Drivers dialog box appears. Click the Add button. The Add dialog box appears. Select Unlisted or Updated Driver from the List of Drivers. The Install Driver dialog box appears. Type "A:". Click OK; and select the MIDI driver — SoundMan Games MPU-401 MIDI I/0 — in the dialog box that follows. Click OK to confirm and install.

Getting Help from Logitech

If you have a problem with SoundMan Games, you can call or write for Logitech Technical Support. For more detailed information, see Appendix B in the *SoundMan Games User's Guide.* Be sure to follow these steps first:

1. **Fill out the registration card and send it in to Logitech to be eligible for product support. You will also be eligible for software upgrades and other services.**

2. **Read the part of the *SoundMan Games User's Guide* that describes your problem. In particular, read Appendix C, Troubleshooting, in the *SoundMan Games User's Guide*.**

3. **If you have a software problem, make sure you've installed the software properly. If you still can't solve the problem, write or call us.**

4. **Include the following information in your letter, or have it in front of you when you call.**

Type VER at the DOS command line to find out:
- **Your DOS version number**

Click About Program Manager in the Help menu of Program Manager for:
- **Your Windows version number**

Refer to the SoundMan Games Settings table in this Guide to know:
- **Your SoundMan Games board settings**

Print out or make a list of:
- **What's in your AUTOEXEC.BAT file**
- **What's in your CONFIG.SYS file**
- **Other hardware, peripherals you have installed**
- **Resident programs (Sidekick, Ready, for example.)**

See Appendix B in the *SoundMan Games User's Guide* for Logitech's Technical Support hotline numbers and addresses.