

YAMAHA CORPORATION September 3rd, 1999

## Release Notes for DS-XG Driver Version 4.00.1228

### 1. Basic Information

Supported OS:

WindowsNT Version4.0

(U.S English / Japanese / French / German / Italian / Spanish / Simplified Chinese / Portuguese-Brazilian / Korean / Traditional Chinese / Thai / Swedish)

WindowsNT Version3.51

(U.S English / Japanese / French / German / Italian / Spanish / Portuguese / Korean / Traditional Chinese / Swedish)

Supported Hardware:

YMF744 (DS-1S) A, B ver.

YMF754 (DS-1E)

### 2. Version Information

Driver Version 4.00.1228

3. File Information		
	ydsxg.sys	(1999/09/02 982,072byte)
	ydsxg32.dll	(1999/09/02 272,332byte)
	ds1.cpl	(1999/09/03 229,376byte)
	ydsxg.dat	(1998/04/02 2,417,445byte)
	brazil¥ ds1.hlp	(1999/07/15 20,735byte)
	brazil¥ dspowext.hlp	(1999/07/23 9,604byte)
	brazil¥ midimap.cfg	(1998/10/02 42,250byte)
	english¥ ds1.hlp	(1999/07/15 20,735byte)
	english¥ dspowext.hlp	(1999/07/23 9,604byte)
	english¥ midimap.cfg	(1998/04/24 42,250byte)
	french¥ ds1.hlp	(1999/07/15 20,735byte)
	french¥ dspowext.hlp	(1999/07/23 9,604byte)
	french¥ midimap.cfg	(1998/05/19 42,250byte)
	german¥ ds1.hlp	(1999/07/15 20,735byte)
	german¥ dspowext.hlp	(1999/07/23 9,604byte)
	german¥ midimap.cfg	(1998/05/19 42,250byte)

italian¥ds1.hlp	(1999/07/15 20,735byte)
italian¥dspowext.hlp	(1999/07/23 9,604byte)
italian¥midimap.cfg	(1998/05/19 42,250byte)
japanese¥ds1.hlp	(1999/07/15 19,730byte)
japanese¥dspowext.hlp	(1999/07/23 9,052byte)
japanese¥midimap.cfg	(1998/05/19 42,250byte)
korean¥ds1.hlp	(1999/07/15 20,735byte)
korean¥dspowext.hlp	(1999/07/23 9,604byte)
korean¥midimap.cfg	(1998/10/01 42,250byte)
s_china¥ds1.hlp	(1999/07/15 20,735byte)
s_china¥dspowext.hlp	(1999/07/23 9,604byte)
spanish¥ds1.hlp	(1999/07/15 20,735byte)
spanish¥dspowext.hlp	(1999/07/23 9,604byte)
spanish¥midimap.cfg	(1998/05/19 42,250byte)
swedish¥ds1.hlp	(1999/07/15 20,735byte)
swedish¥dspowext.hlp	(1999/07/23 9,604byte)
swedish¥midimap.cfg	(1999/02/25 42,250byte)
t_china¥ds1.hlp	(1999/07/15 20,735byte)
t_china¥dspowext.hlp	(1999/07/23 9,604byte)
t_china¥midimap.cfg	(1998/10/01 42,250byte)
thai¥ds1.hlp	(1999/07/15 20,735byte)
thai¥dspowext.hlp	(1999/07/23 9,604byte)
oemsetup.inf	(1999/06/25 2,977byte)

#### **4. Difference from the Last Release (Version 4.00.1227)**

- (1) Fixed the problem that the behavior of the Master Volume was strange when we used the HW volume with the balance of the Master Volume set to the position other than center.
- (2) Master Volume will be muted when it is moved to the minimum by the HW volume.
- (3) Fixed the problem that “Dolby” was displayed as “Dollby” in “Digital Output” tab of YAMAHA DS-XG Audio Config. (In the case when LoadUIF=”00” only.)
- (4) Fixed the problem that “Special 4ch” check box was not correctly grayed out in some cases.
- (5) Default setting of “Output Channel” can be set to “Special 4ch”.
- (6) By setting AC97ext to “01”, driver will be optimized to be used with STAC9708

as follows :

1. In 4 channel out mode, rear speakers will be muted when sending AC-3 stream from SPDIF Out.
  2. 3D enhancement can be correctly controlled on both front and rear channels.
  3. Fader control can be added in the mixer.
- (7) Fixed the problem that there was no sound when playing the XG Synthesizer in “Special 4ch” mode with all the effects off.
  - (8) Possible to support the EAPD bit of the AC97 registers. (PowerEAPD : 0 = Disable, 1 = High active, -1 = Low active)
  - (9) When “Sampling Rate” of “Digital Input” tab of YAMAHA DS-XG Audio Config is “Unlocked”, “Recording Status” will show nothing.
  - (10) “Chorus” and “Variation” check box of the Synthesizer effects will be grayed out when in 4channel out mode or when sending AC-3 stream out.
  - (11) Depth of the effects of the XG Synthesizer has been improved.
  - (12) Added an option to “LoadUIF” key. (3 : Docking mode with a check box to enable/disable AC3Over4ch.)
  - (13) Fixed the problem that AC-3 stream out was stopped when switching from 4-channel mode to 2-channel mode.
  - (14) Possible to choose to or not to load GamePort device. (LoadGamePort)