This appendix shows you how to change the configuration of the jumpers on
the card and run SET-ENV.EXE, a program that allows you to update the
BLASTER environment when you change the settings of your card. We
strongly suggest, however, you avoid changing the hardware settings on the
Sound Blaster Pro card because many applications are designed to work with
those settings.

CHANGING CONFIGURATION OF JUMPERS

To change the jumpers' configuration:
1. Turn off your computer and all other peripheral devices.
2. Remove the cover from the system and remove the Sound Blaster Pro card
    from the computer.
3. Select the settings for your Sound Blaster Pro card by placing the
    jumper block on the desired pair of pins. (Refer to the following
   sections on how to configure the I/O, interrupt, and DMA channel
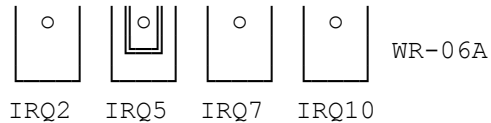   settings.)

CHANGING THE I/O ADDRESS

The I/O (input/output) address is the address used by your computer's micro-
processor to distinguish Sound Blaster Pro from other peripheral devices in
your system when sending or receiving data. Two I/O addresses are available:
220 hex (factory default setting) and 240 hex. To change the I/O address,
place the jumper block on the pins labeled 22X for I/O address 220 hex and
24X for I/O address 240 hex (see figure 2).
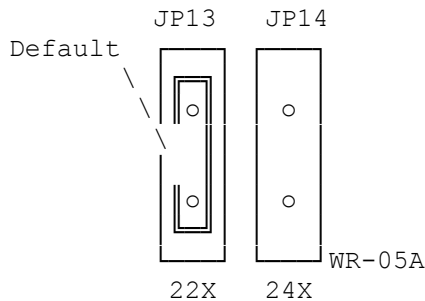
CHANGING THE IRQ LINE

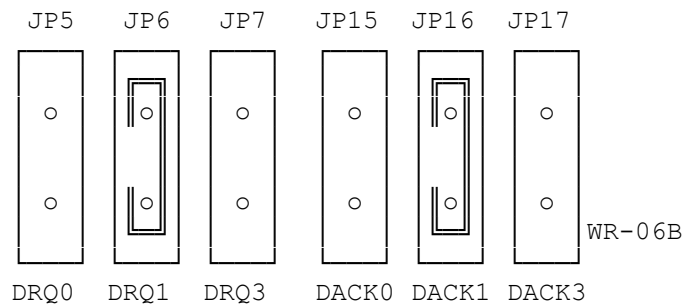The IRQ (interrupt) line is the signal line your Sound Blaster Pro uses to
notify your computer's central processor that it wants to send or receive
data for processing. Four interrupts are available: 2, 5 (factory default
setting), 7, and 10. To change the interrupt, place the jumper block on
the pins labeled IRQ2 for interrupt 2, IRQ5 for interrupt 5, IRQ7 for
interrupt 7, and IRQ10 for interrupt 10.

```
   ┌───┐ ┌───┐ ┌───┐ ┌───┐
   │ ○ │ │┌○┐│ │ ○ │ │ ○ │   WR-06A
   │   │ ││ ││ │   │ │   │
   └───┘ └┴─┴┘ └───┘ └───┘
   IRQ2  IRQ5  IRQ7  IRQ10
```
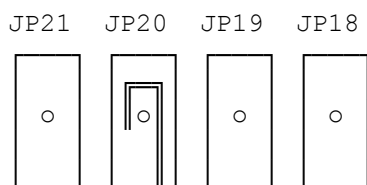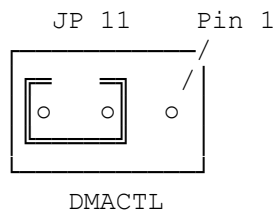
CHANGING THE DMA CHANNEL

The DMA (direct memory access) channel is the signal line your Sound Blaster
Pro uses for data transfer directly to the system memory. Three DMA channels
are available: 0, 1 (factory default setting) and 3. The DMA channel is
controlled by two jumpers, one for the DRQ setting and the other for the
DACK setting. Both settings must be the same. To change the DMA channel,
place the jumper block on the pins labeled DRQ0 and DACK0 for DMA channel 0,
DRQ1 and DACK1 for DMA channel 1, and DRQ3 and DACK3 for DMA channel 3.

```
        JP5    JP6    JP7    JP15   JP16   JP17

      ┌────┐ ┌────┐ ┌────┐ ┌────┐ ┌────┐ ┌────┐
      │    │ │    │ │    │ │    │ │    │ │    │
      │ ○  │ │┌○ │ │ ○  │ │ ○  │ │┌○ │ │ ○  │
      │    │ ││   │ │    │ │    │ ││   │ │    │
      │ ○  │ │└○ │ │ ○  │ │ ○  │ │└○ │ │ ○  │
      │    │ │    │ │    │ │    │ │    │ │    │  WR-06B
      └────┘ └────┘ └────┘ └────┘ └────┘ └────┘

       DRQ0   DRQ1   DRQ3   DACK0  DACK1  DACK3
```

Sound Blaster Pro can share the DMA channel with another peripheral device.
Sharing is controlled by the DMACTL pins. The factory default setting pre-
vents the sharing of DMA channel with another peripheral device. To enable
Sound Blaster Pro to share its DMA channel, place the jumper block on pins
2-3 of jumper JP11.

```
          JP 11    Pin 1
                    /
        ┌─────────┐/
        │        /│
        │┌──────┐ │
        ││ ○  ○ │ ○
        │└──────┘ │
        └─────────┘
            DMACTL
```

RUNNING SET-ENV

When you change the hardware settings on the card, you need to update the
BLASTER environment string in the AUTOEXEC.BAT file with the new hardware
settings. SET-ENV is a program that allows you to update the BLASTER
environment.

To run SET-ENV:

1. Enter SET-ENV at the \SBPRO directory.
2. Press <Enter>.
3. Follow the directions on the screen.

When prompted to select an I/O address, interrupt & DMA channel, you should
select the ones that match those on the card. Remember to reboot your system
for the changes to take effect.

If the program reports an error while you are selecting the settings, it
might be due to a conflict between Sound Blaster Pro and another adapter
card. To resolve the conflict, you need to change the settings of your Sound
Blaster Pro or the adapter card (see the section on "Changing Configuration
of Jumpers" in this Appendix).

(smm 08/02/93)