

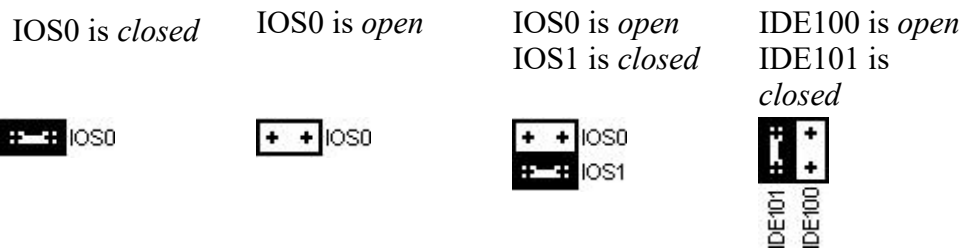
Jumper Settings of Sound Blaster Audio Cards

Summary

- ✓ A jumper is a small plastic piece which fits over two pins on a card. If a jumper is covering both pins on a card, it is said to be "closed". If the jumper is only on one pin, or not present at all, it is said to be "open".
- ✓ Legacy computer expansion cards such as Sound Blaster 16, Sound Blaster Pro, etc often require physical change of jumpers on the card in order to for the changes in the computer resource assignment to take effect. The commonly changed resources are IRQ, DMA, and I/O ranges.

Groups of jumpers are used to create different settings. If one of the jumpers is open, while others are closed it creates one setting, and having different jumpers open or closed creates other settings.

Many cards do NOT have jumpers for IRQ and DMA. Instead they are set by software (DIAGNOSE) or by the Operating System.



Sound Card Base Address



220h 240h 260h 280h

MIDI Port Address



330h 300h

Sound Card IRQ



IRQ 2 IRQ 5 IRQ 7 IRQ 10

MPU-401 Emulation



Enabled Disabled

Sound Card Low DMA



DMA 0 DMA 1 DMA 3 Don't
Use

CSP Chip



No CSP CSP

Sound Card High DMA



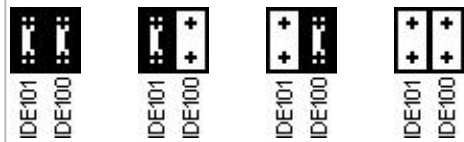
HDMA 5 HDMA 6 HDMA 7 Use Low

SCSI Port Address



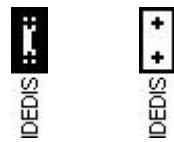
140h 340h

IDE Port Address



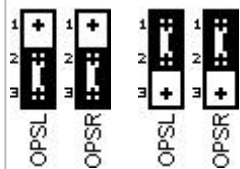
Disabled 1E8h 170h 168h

IDE Port Enable



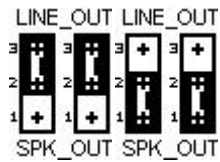
Disabled Enabled

CT17xx Amplifier



Enabled Disabled

CT4171 Amplifier

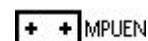


Line Spkr Out
Out

MIDI Port Enable



Enabled



Disabled

Joystick Enable



Enabled



Disabled

SIMM Sockets

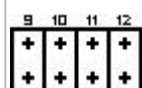


RAM

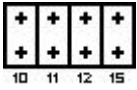


No RAM

SCSI IRQ

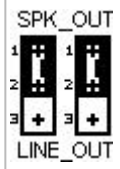


IDE IRQ



Ignore 14 if present.

CT4181 Amplifier



Spkr Out

Line Out