

Acorn 16-bit Audio Card Release Note

The purpose of this note is to supplement the *User Guide*; please note the *Addendum to the manual* below, and then read the *User Guide*.

Addendum to the manual

On page 3, both the diagram and paragraph 3 refer to a brown lead. This lead is in fact red, so paragraph 3 should read:

3 Fit the 5-pin connector with the **red** wire fitted to the first pin of the audio header (the one closest to the rear of the computer)

!Player and the associated Player module do not support 16-bit AudioWorks files.

Disc contents

The Acorn 16-bit Audio Card disc includes the following applications and modules:

- **ReadMe**, a text file containing latest information on the software
- **!Install** for installing the sound DMA software and sound modules
- The latest version of **!Player**, which plays a variety of sound files
- The latest version of **!ARPlayer**, which is compatible with the 16-bit sound AudioDemos
- A directory containing sound samples; some are Replay movies in ADPCM, and the rest are Waveform files.

Updating !ARPlayer

!ARPlayer is a more recent version than the one supplied with the Rise PC. Follow this procedure to install it:

- 1 Click on your hard disc icon on the icon bar to open a directory display.
- 2 Double-click on the 'Apps' directory in this directory display.
- 3 Press Menu over !ARPlayer in the Apps directory display and choose **Access/Unprotected**.
- 4 Press Menu again. If **Options/Newer** is not ticked, choose it.
- 5 Insert the Acorn 16-bit Audio Card floppy disc.
- 6 Click on the floppy disc icon to open up a directory display.
- 7 Drag !ARPlayer from the floppy disc directory display to the Apps directory display on the hard disc.
- 8 When the copying has finished, repeat step 4 above, checking that the copy options are as you want them

Using a MIDI card

If you have installed a MHDI card, you may find that certain music programs will no longer play through the internal sound system.

To correct this, add the line

```
RMReinit SoundScheduler
```

to the end of the file '!Run' in \$.!Boot.Choices.Boot.PreDesk.SoundDMA.