TerraTec Productinfo

Current as of: 02/14/00

SoundSystem Base1.

The SoundSystem Base64 is a sound card for the ISA bus. Its state-of-the-art chip technology places it right in step with the latest BIOS and operating-system developments. This is ensured by "Plug and Play" technology. Your PnP BIOS and/or WIN95 automatically recognizes and configures the sound card in your system. IRQ, DMA or I/O address conflicts are thus a thing of the past. Even if you are running a less than cutting-edge system, you will find that the wholly software-controlled procedure makes installation a lot easier.

Digital audio recording and playback are largely the job of the very-large-scale-integrated CODEC. You can record and play back in stereo at sampler frequencies up to a maximum 55.2 kHz, with 16 bit resolution. The card also offers enhanced full duplex capability, in other words you can record and play back simultaneously at different frequencies. This is a feature you can use for computer-aided telephony applications (such as InternetPhone) or multi-track hard-disk recording. VSpace 3D Sound simulates all-around sound using two loudspeakers, an acoustic experience that you won't want to miss.

The Base 1 SoundSystem is equipped with a radio connector and a Waveblaster-compatible expansion port. The radio connector may be used for the optional Terratec ActiveRadio upgrade module for FM stereo reception with complete RDS support.

The Waveblaster-compatible port also permits the upgrade of the SoundSystem Base 1 to a fully functional wavetable sound card. The MPU-401-compatible interface naturally also ensures full General MIDI (GM) compatibility under DOS.

Games are also pure pleasure with compatibility to Adlib, Soundblaster and SoundblasterPro standards and an interface for two joysticks (optional Y-cable required). In addition, the sound card offers MIDI In/Out (gameport), as well as a LINE-In and MIC-In. A jumper (JP1) can be used to set the output to amplified or non-amplified modes, permitting the use of the sound card with passive or active loudspeakers, or with a stereo amplifier.

Technical data.

Compatible with the following standards.

- Plug and Play
- General MIDI (GM)
- MPU-401™ (UART mode)
- Adlib™
- SoundBlaster™
- SoundBlasterPro™
- Multimedia PC (MPC Level II)
- DirectX™ (Direct Sound)

Audio features.

- 8/16-bit audio stereo/mono for hardware-supported recording and playback with 4 kHz – 55.2 kHz
- Simultaneous enhanced full duplex recording and playback (Dual DMA)
- 4-bit hardware compression ADPCM
- Record and playback all audio sources
- VSpace™ for realistic 3D sound
- MPC Level III mixer

FM synthesizer.

- OPL3-compatible FM synthesizer

- 20 parts, stereo

Stereo digital / analog mixer.

- Mix a wide variety of audio sources:

- CD audio

- MIC in

- LINE in

- Digital Audio (.wav)

- FM synthesizer (OPL3)

- ActiveRadio upgrade module

- Wavetable

MIDI interface.

- MPU-401™ MIDI interface (UART mode)

- Standard Soundblaster™ MIDI interface

- 64-byte FIFO

- Duplex MIDI interface for simultaneous record & playback gameport

- Supports max. two standard PC joysticks (requires Y-adapter)

Radio Connector.

- Adapter for optional TerraTec ActiveRadio upgrade module (FM stereo RDS tuner)

WaveBlaster™ compatible port.

- Compatible to all TerraTec WaveSystems

- Compatible to most wavetable upgrades from other manufacturers (WaveBlaster™ pin-compatible)

Onboard amplifier.

- Stereo amplifier for headphones or passive loudspeakers 2 x 1 watt

Driver support.

- MS-DOS™ 5.0 or higher

- Windows™ 3.1x

- Windows™ 95

- Windows™ NT 4.0

- OS/2 Warp™ 4

Scope of delivery.

- Sound card

- CD-ROM containing drivers, software and multilingual documentation

- Quick reference guide (multilingual)

- Registration card

System requirements.

- IBM™ PC AT, 386, 486 or higher

- 480 kb RAM for DOS installation

- 4 MB RAM for Windows applications

- VGA or SVGA

- MS-DOS™ 5.0 or higher

- Windows™ 3.1 or higher

- Free 16-bit ISA slot