

Release Notes for DS-XG Driver Version 4.07.1040

1. Basic Information

Supported OS: Windows95, Windows98

Supported Hardware: YMF724 (DS-1) A, B, C, D, E, F ver.

YMF740 (DS-1L) A, B, C ver.

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

YMF754 (DS-1E)

2. Version Information

YDSXG.DRV: 4.07.1040

YDSXG.VXD: 4.07.1040

DS1.CPL: 4.07.1040

DsPowExt.dll: 4.07.1040

YDSL.G.DRV: 4.00.1029

YDSL.G.VXD: 4.00.1029

VSVL.VXD: 4.00.1009

3. File Information

AUDIO3D	DLL	786,432	99-09-24	10:05	AUDIO3D.DLL
CRLDS3D	VXD	892,349	99-11-02	10:30	CRLDS3D.VXD
DS1	CNT	967	98-12-21	10:44	ds1.cnt
DS1	CPL	290,816	99-11-19	13:27	ds1.cpl
DS1	HLP	15,169	98-12-21	11:14	DS1.HLP
DSPOWEXT	DLL	135,168	99-11-19	13:32	DsPowExt.dll
DSPOWEXT	HLP	9,670	99-01-06	15:24	DSPOWEXT.HLP
VSVL	VXD	890,471	98-07-24	22:29	Vsvl.vxd
YDSL.G	DRV	47,648	99-11-19	10:29	ydslg.drv
YDSL.G	VXD	37,651	99-11-19	10:29	ydslg.vxd
YDSXG	DAT	2,417,445	98-04-03	9:54	ydsxg.dat
YDSXG	DRV	138,688	99-11-19	13:23	ydsxg.drv
YDSXG	VXD	987,726	99-11-19	13:20	YDSXG.VXD
YDSXG10	INF	16,443	99-10-22	15:43	YDSXG10.INF
YDSXG04D	INF	12,700	99-10-22	15:40	YDSXG04D.INF
YDSXG0AC	INF	11,777	99-10-22	15:40	YDSXG0AC.INF

4. Difference from the Last Release (ver. 4.06.1039)

(1) Fixed the problem that 3D Wide was muted when the Master Balance was set to leftmost with the Master Volume set to the maximum.

(2) Updated the CRL modules.

CRLDS3D.VXD : Ver. 1030

AUDIO3D.DLL : Ver. 1005

Current spec of the CRL modules is as follows.

1) Supports Sensaura MultiDrive (3D sound technology for 4 speaker system).

2) Supports Sensaura EnvironmentFX (Reverb effect that fully supports EAX1.0, 2.0)

3) Supports Sensaura MacroFX (3D sound technology for the area close to the head).

4) Supports DirectSound3D.

5) Supports I3DL2.

6) Supports A3D 1.0.

7) Supports EAX 1.0, 2.0.

8) Supports DirectX7.

(3) Changed the icon for the DS-XG Mixer.

DSXMIXER.EXE : Ver. 4.00.2005

DSLALUNCH.EXE : Ver. 4.00.2005

DSXAPLIB.DLL : Ver. 4.00.2005

(4) Supports DirectX7. As a result, version number has been changed to 4.07.xxxx.