

Technical Specifications of the Sound Blaster 32 series

Model Numbers:

CT3672
CT3671
CT3620
CT3606
CT3600

The Sound Blaster 32 is a standard Sound Blaster16 with the EMU 8000 Advanced WaveEffect music synthesizer chip. The card includes all the standard Sound Blaster16 features.

The EMU8000 is a sub-system offering high quality music synthesis using advanced wave effects technology. It comes with an onboard dedicated effect engine. The effect engine provides high quality effects like reverb and chorus to MIDI playback. The EMU8000 supports up to 32 voices, and the effect amount for each voice can be controlled via MIDI.

The main difference between the AWE32 and Sound Blaster32 cards is the onboard memory, 512k memory on the AWE32 cards vs. 0 k on the Sound Blaster32 cards. In addition, there is a Wave Blaster Header on the AWE32 cards, not in Sound Blaster32 cards.

Wave-Table Synthesis

E-mu Systems EMU8000 wave-table synthesizer
Digital Effects engine for reverb, chorus, flange, and delay
32-voice polyphony and multi-timbral capability
128 GM & Gs compatible instruments and 10 drum kits
16 MIDI channels
1MB ROM of built-in sound samples
Advanced Audio Technology

SoundFont downloadable samples allow new sounds and musical instruments to be added to the card

E-mu 3D Positional Audio positions sound in a 360 degree environment, providing an immersive audio experience with supported applications

Creative 3D Stereo Enhancement Technology expands the spaciousness of the sounds in a traditional two speaker system

Hardware acceleration of Microsoft DirectSound games and applications

Memory Subsystem

Onboard RAM:None

30-pin SIMM RAM Upgrade Module: Yes

CD-Quality, 16-Bit Stereo Digital Audio

8 and 16-bit, mono and stereo recording and playback

User-selectable sample rates from the 5kHz to 44.1kHz

Full-Duplex support enables simultaneous record and playback for Internet communications software

General Specifications

Signal to Noise: 85 dB

Frequency Response: 20Hz-20kHz

Year 2000 Compliant

FM Synthesis: Yes

Wave Synthesis: Yes

Built-In Stereo Power Amplifier: Yes

Built-In Digital/Analog Mixer: Yes

Plug and Play: Yes

CD-ROM Interface: IDE

Hardware Settings

Note: all settings are software selectable via Plug and Play.

Interrupt (IRQ): 2, 5, 7, 10

8-bit DMA Channel: 0, 1, 3

16-bit DMA Channel: 5, 6, 7

Joystick I/O Address: 200 Hex

Audio I/O Address: 220, 240, 260, 280 Hex

MPU-401 I/O Address: 300, 330 Hex

FM Synthesizer I/O Address: 388 Hex

Wave Synthesizer I/O Address: 6x0, Ax0, Ex0 Hex

IDE Interface Port: Secondary, Tertiary, Quaternary

IDE Interface IRQ: 10, 11, 12, 15

MPU-401 Port [Enabled] (MFBEN closed), Disabled (MFBEN open)

Connectors

Line-In: Yes

Mic-In: Yes

Line-Out: Yes

Speaker-Out: Yes

PC Speaker-In: Yes

SPDIF: Yes

Game/Joystick Port: Yes

CD-ROM Audio-In (Sound Blaster Audio Socket): Yes

CD-ROM Audio-In (MPC2 Socket): Yes

30-pin SIMM RAM Upgrade Module: Yes

CSP Chip Socket: No

Wave Blaster Daughter Board Connector: No

External CD-ROM: Not Applicable

Modem Feature Connector: Yes

Minimum System Requirements

80386 or faster processor

4MB system RAM

Windows® 3.1, Windows® 9x and Windows® NT4.0

Open, half-length 16-bit ISA slot

Speakers or headphones