

OS-CompaMatrixBestMultiBoard

Game / Chipset (southbridge) CPU + PCI Soundcard (Comments) compatibility (zero glitch policy, its there is ingame gameplay affecting glitch is list as not compabilible)	X58 (ICH10) + Xeon 5660 + Yamaha 744 Working Y/N?
Golden Axe	OK
Doom II	OK
Quake	OK
Blood	OK
Duke3D	OK
Dungeon Master I	OK
Ultima 0	OK
Albion	OK
Raptor	OK
Settlers 2	OK
Warcraft I	OK
Wizardry 1	OK
Jagged Alliance I	OK
Z demo	OK
Mortal Kombat III	OK
Perverse Doom	OK
Doom1	OK
Mortal Kombat II	OK
Might and Magic V	OK
Fable - Telstar 96	OK
Caesar II	OK
TeenAgent	OK
Dark Sun: Wake..	OK
Street Fighter II	OK
Castlevania-1990	OK
Wacky Wheels	OK
Need for speed 1	OK
Descent I	OK
Redneck Rampage	OK
Wolf3D	OK
Rise of the Triad	OK
Body Blows	OK
TES: Dagefall	OK
Heretic	OK
GTA Dos	OK
CDman	OK
Destruction Derby I	OK
Ducktales	OK
Abuse	OK
EarthWormJim	OK
Gods	OK
Arkanoid	OK
Theme Hospital	OK

Battle Arena Toshinden	OK
Strife	OK
Duke Nukem1	OK
Lost Vikings	OK
Battlechest	OK
Anvil of Dawn	OK
Grand Prix Circuit	OK
Grand Prix - The Cycles	OK
Indycar	OK
Grand Prix 2	OK
Prehistorik	OK
Street Rod 2	OK
Street Rod 1	OK
Center Court Tennis	OK
Warlords	OK
Terminal Velocity	OK
Simcity 1	OK
Winter Games	OK
Summer Games	OK
Command and Conquer 1	OK
Lotus III	OK
Primal Rage	OK
Ski or Die	OK
SW:Dark Forces	OK
Simon the Sorcerer 2	OK
Steel Panthers	OK
Simcity 2000	OK
Carmageddon	OK
Magic Carpet	OK
Double Dragon 3	OK
Lemmings	OK
Hexen I	OK
Syndicate	OK
Blake Stone	OK
Wizzardry 7	OK
Full throttle	OK
X-Com Enemy unknown -	OK
Heroes of Might and Magic I	OK
Kyrandia2	OK
Nhl 95	OK
Nhl 97	OK

Warcraft II demo full	OK
Kyrandia 1	OK
Epic pinball	OK
Dungeon Keeper Gold	OK
Descent II	OK
Scorched earth	OK
Terminator: Skynet or Demo	OK
Prince 1	OK
The incredible machine 1	OK
Wolfenstein - The spear of dest..	OK
Lion King	OK
WIng Commander 2	OK
NHL93	OK
Space hulk	OK
TES Arena	OK
Transport Tycoon Deluxe	OK
Terminator - Future shock	OK
System shock	OK
Master of Orion 2	OK
Stonekeep	OK
Ugh	OK
Dynablaster	OK
Dune I	OK
The incredible Machine 2	OK
Sam & Max demo	OK
Ultima Underworld I	OK
Ultima Underworld II	OK
F29 Retaliator	OK
Commander Keen 5	OK
MDK demo	OK
Mystic Towers	OK

Comand&Conquer: Red Alert	OK
Civilization 1 - v474.04	
	OK
Betrayl at Krondor	OK
Comanche: Maximum Overkill	
	OK
Aladdin	
	OK
Might and Magic IV	OK
Tomb Raider demo	OK
BlackThorne	OK
Another world	OK
Gabriel Knight I	OK
Railroad Tyccon Deluxe	
	OK
Destruction derby 2 Demo	
	OK
Rayman Demo	OK
Wasteland	OK
Ultima6	
	OK
Mechwarrior 2 demo	OK
Sandwarriors	
	OK
Shadow Warrior	OK
Powerslave	OK
Alone in the Dark I	OK
Fallout 1	
	OK

Quake 2 for Dos	OK
Dune II (v.1.07)	NOT OK
Dungeon Master II	NOT OK
Ultima VIII	NOT OK
	NOT OK
Wing Commander: Armada	
Crusader: no Remorse v1.01	NOT OK
	NOT OK
Darklands v 483.07	

Xatax	NOT OK
	NOT OK
Jazz Jackbit 1	
Ultima VII	NOT OK
	NOT OK
Duke Nukem 2	
Ishar 1	NOT OK
	NOT OK
Ishar 2	
Ishar 3	NOT OK
	NOT OK
Monkey Island 2	
Master of Magic	NOT OK
	NOT OK
Worms	
Screamer I	NOT OK

	NOT OK
Prehistoric 2	
Master of Orion I	NOT OK
	NOT OK
Tyrian	
Turrican II	NOT OK
	NOT OK
Railroad Tycoon version 455.00	
Quarantine I	NOT OK

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X58 + Yamaha 744 compatibility notes

* With Yamaha in played with game for quite long time, which other i just believed it would work too.. Mainly was used ATI X800 videocard, but some so games was used Nvidia G220 or 730 or ATI MACH 64 or Voodoo 3 its usualy mentioned in notes.. All binaris was tested first in Dosbox to prove that everything is alright with them.

X58 (ICH10) + Xeon 5660
+Aureal Vortex 1
Working Y/N?
- for now first results are
at line 139..

(ems)
(ems),
(ems),
(ems+NOEMS) - i discovered that if is some audio cd inserted before game loads, i getting freeze on title screen, i dont know if this happens on other machines..
(ems),
(ems),
(ems) - if you want to see programming hell look at qbasic source code its free - 815 lines
(ems),
(ems),
(ems)
(ems)
(ems)
(ems)
(ems)
(ems) - SVGA is working),
(ems)
(ems,Doom I reskin),
(ems),
(ems)
(ems)
(ems)
(ems),
(ems)- polish game
(ems),
(ems)-awful port, but as childress we played it even on laptop..
(ems, working with ATI, Nvidia bad color, SETMUL with L1D has to be used),
(ems)
(ems) - i needed to find right version, some had keyboard arrows problem, some no DOS audio,
(ems),
(ems),
(ems),
(ems only freeze on quit),
(ems,Setmul L1D required),
(ems),version 1.07.213, if you using z.cfg for no CD-set Cheatmode to 0, otherwise is game way to fast
(ems),
(ems+NOEMS,) SVGA mode - give me unsupported SVGA chip message, but its working
(ems+NOEMS, with setmul L1D),
(ems),
(ems)
(ems) + setup.exe is freezing, or not starting at least in (ems) you have edit sound config file manually with info from ini file,
(ems),
(ems),
(ems, setmul l1d needed),
(ems),

(ems) - I discovered it by accident is working when Geforce 730 is used, but not with ATI x800 (blackscreen and back to Dos), working with ATI MAch 64 2 MB.. Sound card is fine, platform is fine, its video chip problem.. Tried setmul l1d, key scrolling in smallest map to slow, so you have to use slowdos - optimal value is around /d10 for me.

(ems) - i tried with sound, no sound, sound driver - everytime hang on taking advantage of memory, i did some ems386 tuning, add min=4096 and scanhigh and buffers=>bufferhigh and files=>filehigh and it helped, or maybe i only managed get few more free kilobytes of conventional memory free..

(ems), SB IRQ5

(ems+NOEMS, SB IRQ5) - now i can finally slap imps its highly enlightening..

(ems) - arrow keys are too sensitive without slowdown, for 320x200 is slowdos /d2 good, for 640x400 you need lesser value - 1 or 1.5 but minimal step you delay is value is 0.05 so there is not problem.

(ems,NOEMS)

(ems+NOEMS) - IRQ5

(ems)

(ems)

(ems)

(ems)

(ems) -its working with new EMS line without memory conflict warning, setmul l1d or other slowdown program needed

(required ems) -its working with new EMS line without memory conflict warning, not setmul l1d needed

(reg ems) with new ems settings,

(req ems) - a.exe is no sound start, for start with sound you will need a.bat - (@A -sa:220 -si:7 -sd:1 -ma:220 -mq:5 -md:1 -ssbdig.adv -msbfm.adv) - i dont understand what are mq:7 a md:1 parameters, it would be somewhere in manual probably.. but music and sounds are working (with new ems settings), so i dont care.

(ems)

(ems)

(ems) - i used Gog floppy version (i dont wanted to use cd and save space), its working out of box without ingame digital sound, only music, i would like to edit sound settings, but when is start install.exe there are some placeholders except all characters is same in all versions of Dosbox which i have tried, i tried luck and find right value in cyb.cfg for FX - digi_card 1

(ems)

(ems)

(ems)

(ems+NOEMS) - with Geforce - freeze during start, with ATIs i get right picture, with new memory settins its working fine

(ems) - with new memory setting its working fine, im using smaller no speech, no cd version

(ems)

(ems) - i have only demo..

(req ems) - with new memory setting game is working

(req ems) - with new memory setting game is working,

(ems) - music is from sound card, sounds form pc speaker, Dosbox behaves same.. Tell me if it is wrong, i know that is quite liked game, but i never liked it.

(ems)

(ems)

(ems)

(ems)

(ems) - there was always stuck atd Microprose logo and intro play when i press key and i got freeze - menu should load.. I have find info how to fix it - Here -Same problem reported even on P3 450 Problem is caused with MGRAPHIC.EXE, Srandista did mgraphic.exe Hex editor magic and now its working. Some mgraphics.exe is used 10 Microprose games, so there is high change to same problem with other games, i simulated it at least woth Railroad Tycoon - 1990, even in Dosbox atd max cpu cycles. I created thread for it. This this fix you get Runtime error 6000 classic, which could be fixed by classic setmul l1d slowdos solution, after that is game fully playable.

(ems)

(ems) version on logo is 92, in game 1994 - maybe helped more conv. ram maybe i did something with files, or recopied same version and now its working..

(ems) - this game even in Dosbox doesnt like more than 32MB ram and give XMS allocation error,or almost all games above are ok with 256MB and 32MB ems

(ems)

(ems)

(req. ems) - Music is working only with SB IRQ7.

(ems)

(ems)

(ems) its not using problematic mgraphic.exe as 1990 version so its working fine

(ems) - bad code, game has not framepacing so its fast like hell, with slowdos /d18 its playable on my machine

(ems)

(ems)

(ems) - in setup in proper Sound blaster support, there is only Creative music system, it doesnt works even in Dosbox, so best possible is Adlib + PC speaker and its running fine.. You need also setmul l1d for speed.

(ems)

(noems) - tested by Rayer on Sandy / Ivy bridge board - GA-P67-DS3-B3 with Y744- SB16, music: adlib, works fine, clean sound. (game doesn't need EMS just v86 mode for DSDMA), X58 - Nvidia - mouse is working only in part of screen, can be moved elsewhere, with ATI MAch 64 its working fine (ems)

(ems)

(ems)

(ems) - as device selected Sound blaster (DMA)

(v1.1 Dos patch (how to convert Win version to Dos)+ some additional files (ems)- Sound setup autodetect / testing is not working / freezing. This game is tricky one, i dont know why exactly it is happening, but Dosbox havent such problem.. but when i run game cfg file is regenerated its much bigger and after that when i execute game i getting Dos4GW error, when i copy back original cfg file game is still working, when i make it read only too, i find out that there 2 variables which stopping game to start-details Core2+G6+SB !Live - its working, but you haves set SB IRQ7, with IRQ5 im getting loading freeze. If is sound setup not working for you magic value for SBpro are: device=57345 + port=544 (for 220) and of course IRQ=7.

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(Q2DOS, real mode) - in project documentation are mentioned problem with EMS, i able to start game, but im getting memory allocation problem during levels loadings, but it usually mean, so sound (because you have to start it from real mode and DSDMA is not working here), but game is using sndpci library from MXplayer project, which could play sound on integrated AC97 and HD and its working for me, i only need to turn on monitor speaker, which i have for now connected to integrated soundcard (mixer board and only 1 speaker would be better). Core2+Voodoo3+SB !Live (NO EMS,80MB RAM) - its running great -sound +3DFX are working.

(ems,602 KB)- It has problem with SB Pro enabled crackling from the start and when i selected house and nothing happens when is enabled extended memory mod, music is still playing, when in setup was enabled use of expanded memory.. when expanded memory is disabled game with SB sound is running - music - ok, some sounds ok, but no units speech sounds, i tested it with 610 KB free. I managed to get it working at least with Adlib (both setup memory options are working), no speech on Adlib i thing that is hardware limitation. Setmul I1d doesnt needed, irq 5/7 too. Kamerat with Asus P5B-Deluxe, C2D and Y744 reported same problems, same as someone with ASUS TX97-XE.

OK

(ems) patched and new audio drivers - i managed to get working demo (with replacing DOS4GW with new version), but full game has after logo some video and before it i get black screen, its using IBMIOP.exe . With Nvidia no even logo, with Realmode (no sound drive) or EMS - no loaded sound driver, i got error message instead of intro, but game is running (without sound). Problem is probably intro sequence - yeah i was right when you move intro files away its working with sound, they videosequences really lackluster (only intro and outro) - intro has 15 secs, so its not compatible, but with help of youtube you can get full experience.. Intro / game is executed by some special ibmiop.exe utility - maybe is there some replacement, better version?

OK

(NOEMS+EMS)- with sound enabled cmd line freeze (after ~10 set its back) - Error message: CPRPOMEM.C 1559 Program halted by code., no sound driver loaded boot - its running. You have select install to save config settings. Adlib no luck, SB sound+no music- no luck.

OK

(ems is working on some machines) - it doesnt start, i got EMS driver is no VCPI complaint. message in ems mode, i tried min=4096 in EMS line, doesnt help, i dunno where is problem, in real mode - get insufficient dos memory available message (only 504 KB of conventional memory, 256 MB extended) In EMM NOEMS - im getting Protected mod driver not responding to EMS function calls. Make sure than EMS using RAM parameter. In realmode (Himem loaded, EMM not - i get insufficient DOS memory available..) here i have (517 KB conv. + 260 MB of free), Protected mode same message (in have 546 KB conv. and 3400 Kb free mem..) I commented CD-ROm driver for protected mod, game finally tried to load some memory - i get that 7 MB is loaded and after that black screen - bad, bad game.

OK

(NOEMS /EMS) - just soft reboot - when sound driver is loaded, no sound driver - setup is running, game is running with no sound.

OK

(EMS mod required, 576 KB)- with IRQ5 music is ok, sounds not, after some loading events (like combat) i get black screen everytime. 620 KB of convMem should be good for everything.. With IRQ7 no sound and no music, but not combat crash, so problem is sound related, working only with PC speaker.

NOT OK

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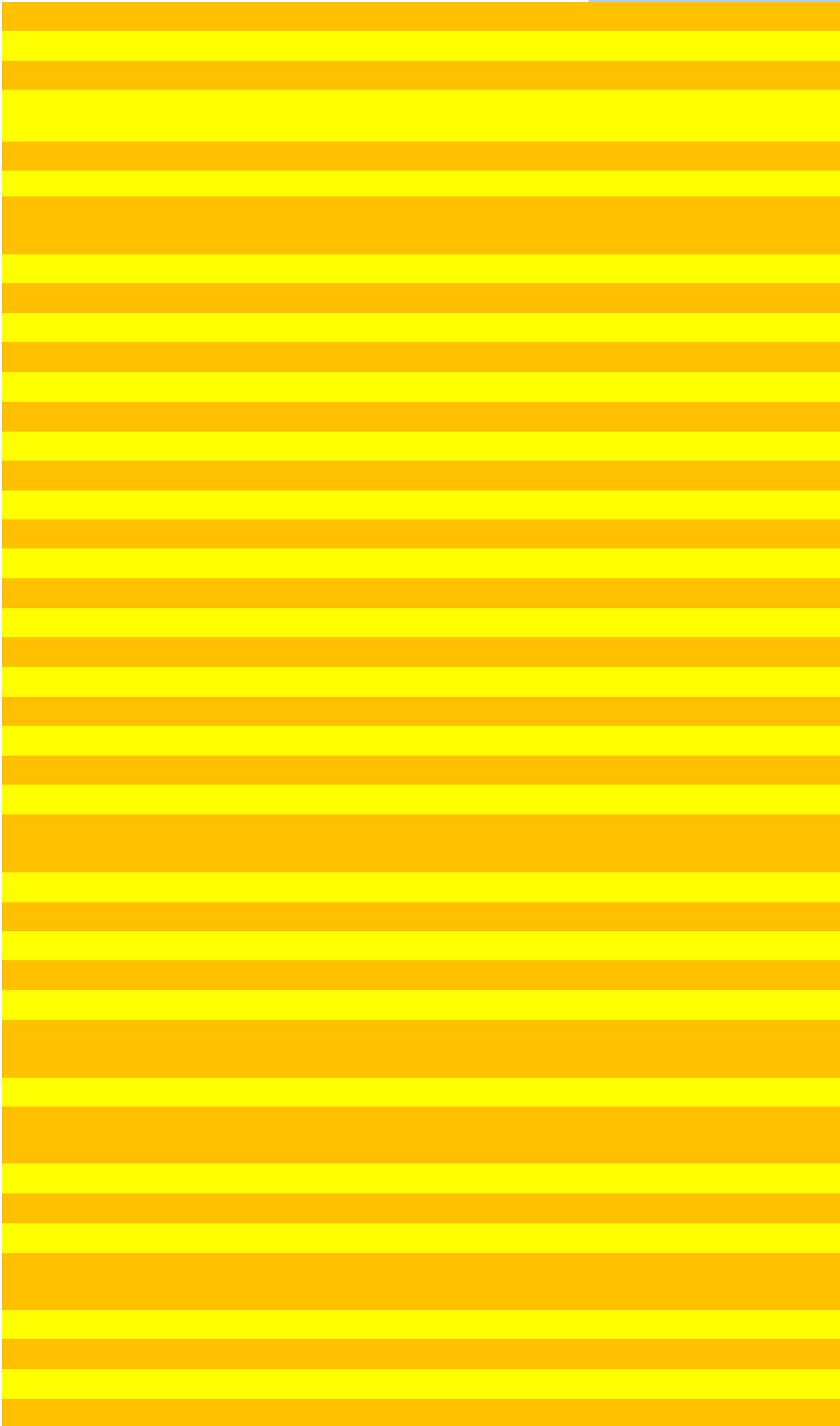
<p>(ems, shareware), there is also sharware version for testing - require Setmul L1d or runtime error 200, even them, working with PC speaker only, SB Pro found, game is unable to load with it enabled - AUX, cannot initialize .. error 25. TPPatch is working you have patch main.exe too, CBpattch not worked.</p>	<p>OK</p>
<p>(ems) - Runtime error 200 - you need to patch it with RE200 patcher. At the start - AUX, cannot initialize .. error 25.. with sound driver loaded, Kamerat with (Asus P5B-Deluxe (Intel P965 +ICH8R), Core 2 Duo,Y744 - reported same problem), even with no sound setting in setup i have same problem. Without loaded sound driver game is working. Stretch: tested Intel SE440BX-2 - Pentium II 233 Mhz + Yamaha 724 - and its working! - SB-Link used / so problem is not pure Yamaha driver, but in DSDMA.exe TSR needed for modern board.</p>	<p>OK</p>
<p>(Realmode only, 555KB) - NOEMS - intro is playing with sound, but after in get black screen. NOEMS not loaded sound driver is the same - so no go. EMS - message remove expanded memory manager before playing Ultima. Protected mode - some memory XMS errors, i probably needs Himem. Realmode - goes in game, but of course without sound. Its fast as hell, so i would need slowdown. Adlib is not working too, freeze after intro and not intro sounds.</p>	<p>OK</p>
<p>(ems) - games sound and music is working, but im not quite sure, but there are some silent moments 1-2s, which are not in Dosbox, when you do something, its like only 1 channel would be used for music, Setmul - doesnt solve that, IRQ7 doesnt helps too. NOEMS - not sound at all. With Adlib option its working fine no silent pauses.</p>	<p>OK</p>
<p>(ems + NOEMS its the same) - when i select sound blaster - only pc speaker sound is playing, game is running fine, IRQ7 is not solution, with Adlib music and FX working.</p>	<p>NOT OK</p>
<p>(ems + NOEMS) - i need lots of conv. memory ~605KB when i select sound blaster - only pc speaker sound is playing, game is running fine, with Adlib and more free memory - music playing but no FX, even on PC speaker and its way to silent..</p>	<p>NOT OK</p>
<p>(ems+NOEMS) - game doesnt like EMS with EMS or NOEMS- Interrupt 0DH, general protection fault - possible illegal address, running in realmode but there is not Yamaha sound driver - so no sound.</p>	<p>NOT OK</p>
<p>(ems+NOEMS) - to configure sound setting you have to run game with "/" parameter, with IRQ5 nothing, with IRQ 7 Adlib is working, SB doesnt.</p>	<p>OK</p>
<p>(req ems) - setup graphics is half broken on Ati cards on Nvidia just glitches. With SB PRO for both and music - game is with working, but sound and music are broken, very similar to Dune II when expanded memory is enabled, before it crash. With Adlib for music and SB pro pro sounds its perfect, if we would game guideline, i would say working game.. Its there really difference in Adlib and SBpro Music because some games have Adlib / SB settings as 1 item?</p>	<p>OK</p>
<p>(ems+NOEMS) - i getting freeze at menu screen, without loaded sound drivers its working (without sounds).</p>	<p>OK</p>
<p>(ems), when i run it with startl its working fine, when i use starth for bigger resolution, i see some intros scene in highres, but after got noise and crash, i maybe Ati videochip related. Both ati cards + nvidia tested. Without Loaded sound driver+Voodoo3+music set to cd (there no none option) its working, Voodoo3+sound enabled - crash. Geforce 220 no sound driver loaded its working too, so problem is sound driver with combination with SVGA. .</p>	<p>OK</p>

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<p>(ems) - Working, but sound is crackling, it tried some slowdown for now without success. When new level loading there broken scrolling of level preview (ATI only) and broken sprites (Nvidia only).</p>	<p>OK</p>
<p>- when is selected SB PRO / SB Pro - sound is broken, when i select Adlib / SB pro sound and music is fine.. As above - Master of Magic, is there only because of guidelines.. IRQ7 is not solution.</p>	<p>OK</p>
<p>(ems) same problem as Xatax and Jazz1, there some DPML loader which detect SB even without driver but cant inicializace it, using same *.ovl problematic driver. To fix Runtime error 200, you have to patch all *.exe which are not working with it, no only tyrian.exe..</p>	<p>OK</p>
<p>(realmode) - refuse to work in EMS or EMS mode so no sound on Yamahas, in realmode is not working even without nosound, no enough memory, when i did temporary clean up its running fine without sounds.. !Live req. EMS too, so no fix.</p>	<p>NOT OK</p>
<p>- 1990 (ems) - same start freeze at title as had civilization 1, probably because of same library Mgraphic.exe - for civilization we fixed it with Hex editor, at max CPU cycles this freeze could be simulated in Dosbox too, setmul I1d or other slowdos utilities dont fix it.. thread for Microprose games fixing Core 2+G6+!Live freeze even before logo. Core2+Yamaha same problem.</p>	<p>OK</p>
<p>(Realmode/Protected mode) - EMS - reboot, NOEMS and protected mode - working without sound, NOEMS and sound device selected in setup - freeze. With too fast, with Setmul too slow, so it needs slowdos (/d5 seems fine). There is some sound.driv maybe exist new version..</p>	<p>OK</p>

X58 + Aural Vortex 1 compatibility notes. All tested with
ATI MACH 64.

intel865 (ICH5) +Core2
E6600+ Yamaha 744
Working Y/N?
- for now first results are at
line 139..



(EMS): Its working.	NOT OK
(ems): Its working fine intro included, no setmul needed, tested with ATI MACH 64./	
(ems): Its Working fine.	NOT OK NOT OK
Its working fine.	
Ems): Its working.	NOT OK NOT OK
Something really work here, when is Aural driver loaded, im getting Unable to Find EMS memory message, even i have a lot free conventional mem, no sound settings still the same.. even with less free conventional memory and no driver its starting.. I now that message is not about conv memory, but its still very strange.	NOT OK

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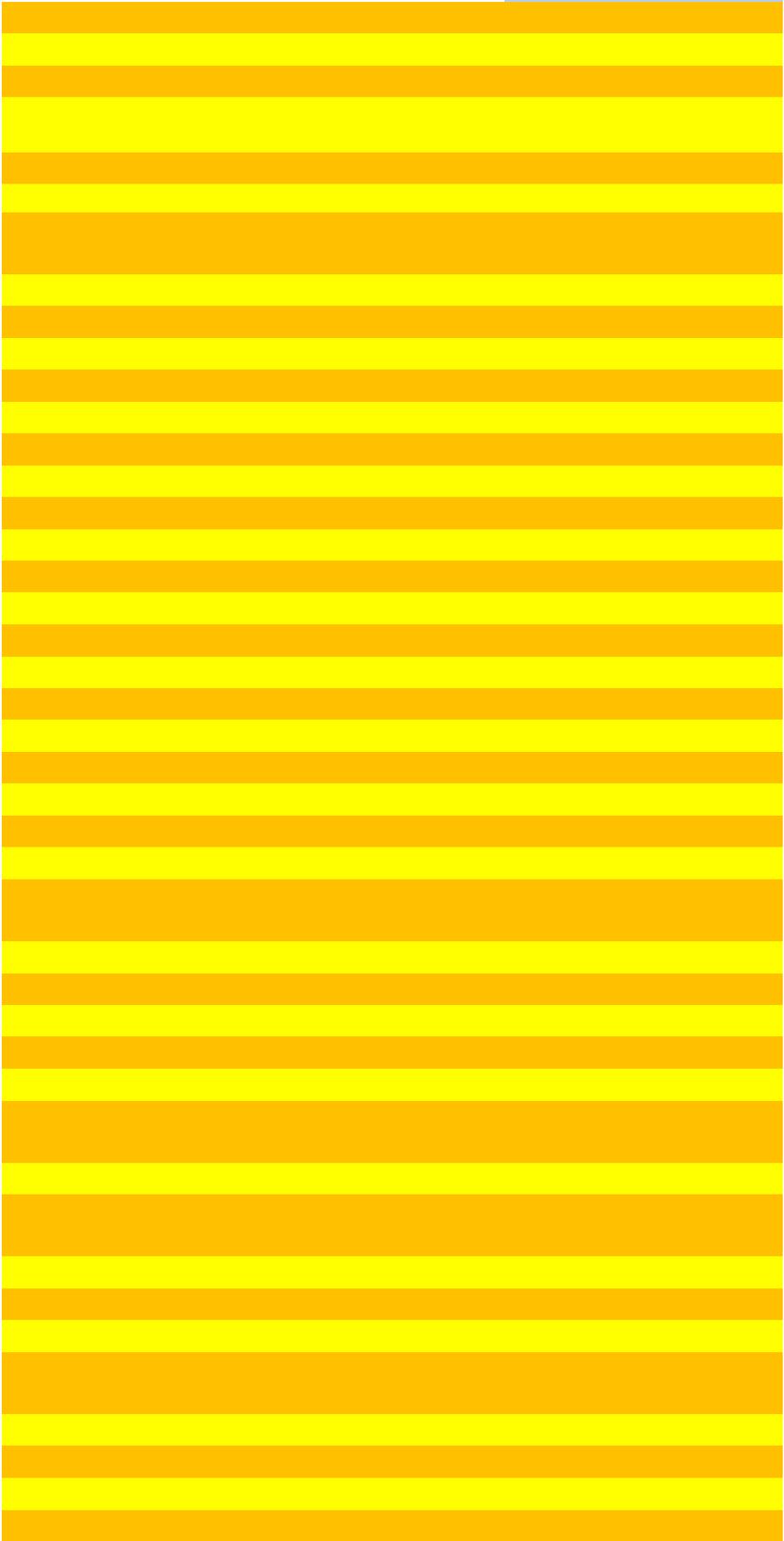
(EMS+RealMode): After proper *.exes patching its working.	NOT OK
(realmode): Its working fine.	NOT OK
(RealMode): SB IRQ5 its working, its too fast - but that fix slowdos /d5 (i can try to find better value but its playable)	NOT OK
(ems): working fine.	NOT OK
(ems): no sound with SB settings, IRQ7/5 tested, even no Adlib, tried to fiddle with BLAST Tx variable nothing.	NOT OK
(ems): no sound with SB settings IRQ7/5 tested, Adlib only music, no FX.	NOT OK
(ems): no sound with SB settings IRQ7/IRQ5, no Adlib	NOT OK
(ems,SBIRQ5, irq 7 working too) - Its working fine	NOT OK
(ems) -Its working fine.	NOT OK
(ems) Game is working, sound are working, bad music is problem, i had problem to say if broken, or so bad, i think that is so bad..	NOT OK
Its tricky one, as other Screamer games, even when IRQ5 and LOW DMA is 1, its when you use autodetection in setup SB is find at IRQ7,DMA3.. even when all other games are working with IRQ5+DMA1 and not workingwith I7D3.. With IRQ5 - The game is running with sound but its freezing few minutes of playing - Dos4gw 06h... cannot load command.	NOT OK

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Not working in EMS with sound driver, with NOESM and sound driver, too but i see there some divide overflow error (tried runtime error 200 fixes no success, but maybe exe is compressed i dont have yet uncompress skill) With setmul l1d its too slow at least in realmode, but dont have any issues with game speed. In protected mode no sound its working with SB IRQ7- but get XMS error during level loading and use /X for other XMS driver.. Realmode IRQ7 (IRQ5 black scree) is winner - its working.	NOT OK
(ems):Its working.	NOT OK
After *.exe patching(Runtime error 200 mitigation) its working.	NOT OK
(realmode) - Game is running sound too, but there is periodic unwanted sound, tested with IRQ5+7, setmul tested, slowdos tested, SB, SBPRO tested, its still the same.	NOT OK
(ems): Same problem as expected, its X58 problem (game is crashing on everything faster that P3 450, it could be simulated in Dosbox too)	NOT OK
(EMS) - freeze during game start, NOEMS Transfer stack overflow - ODh, Realmode+IRQ7- Game starts with clicking sound, free in menu. Loaded sound driver but PC speaker sound, its working. Success (Realmode/Protected mode): Ok with SB IRQ5+Sound blaster (NO PRO) a Slowdos /d5 - its working fine.	NOT OK

1865+Yamaha 744 compatibility notes
Tested with Gefore 6200 AGP

intel865 (ICH5) Core 2
E6600 + SB !Live
Working Y/N?
- for now first results are
at line 139..

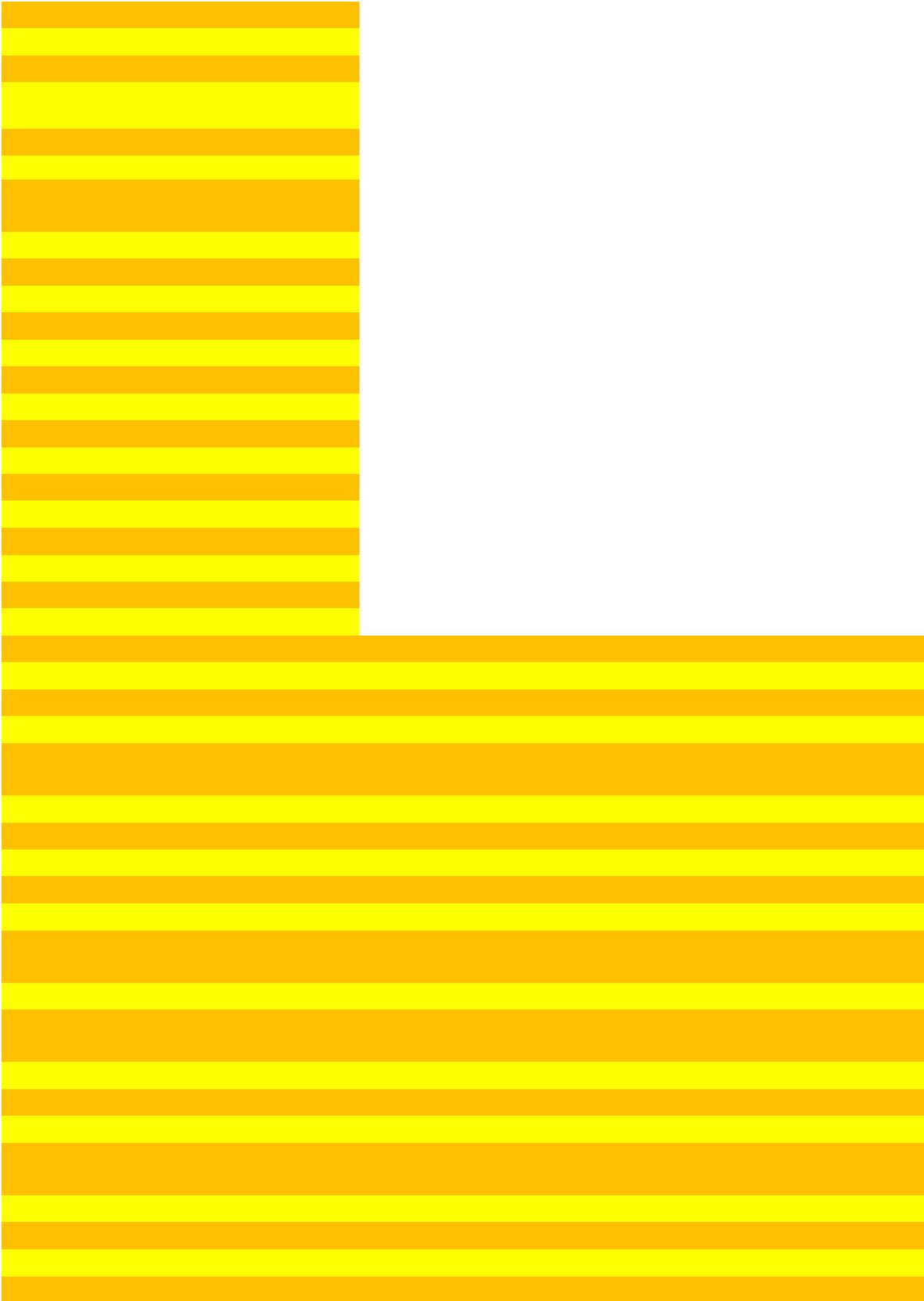


Not working, the same problem as X58+Yamaha.	NOT OK
Not working, the same problem as X58+Yamaha.	OK
Core2+G6+Yamaha - same problem.	OK
No working, its the same, probably Yamaha driver or DSDMA has this problem as X58+Yamaha.	NOT OK
No working, the same problem as X58+Yamaha.	OK
Sound is not working, but not freeze in battle with sound enabled.	OK

No working, the same problem is same as X58+Yamaha.	OK
Not working, the same problem as X58+Yamaha.	OK
Not working, the same problem as X58+Yamaha.	NOT OK
Not working, the same problem as X58+Yamaha.	OK
Not working, same problem as X58+Yamaha.	NOT OK
Not working,same problem as X58+Yamaha.	NOT OK
Not working,same problem as X58+Yamaha.	NOT OK
Not working,same problem as X58+Yamaha.	OK
Not working,same problem as X58+Yamaha.	OK
Not working,same problem as X58+Yamaha.	OK
Not working,same problem as X58+Yamaha.	OK

<p>Not working,, Its the same as X58+Yamaha. Geforce 6 - graphics and scrolling is ok.</p>	<p>NOT OK</p>
<p>Not working, problem is the same as with X58+Yamaha.</p>	<p>OK</p>
<p>Not working, problem is same as X58+Yamaha</p>	<p>NOT OK</p>
<p>Not working, because of nature of problem is the same as with X58+Yamaha. No Yamaha sound driver for Realmode..</p>	<p>NOT OK</p>
<p>Game is crashing on everything faster that P3 450, it could be simulated in Dosbox too)</p>	<p>NOT OK</p>
<p>Not working, same problem as with X58+Yamaha.</p>	<p>NOT OK</p>
<p></p>	<p></p>

I865+SB Live compatibility notes
Tested with Geforce 6200 AGP



Ems+NoEms: Its working only without voices, for voices I have to enable Ex. Memory mod in setup and whe I try to do it, I got freeze, during setup file save.

Game is running fine.

EMS - SB IRQ7-Its working,

Its working in EMS, so perhaps something with Yamaha soundcard / JEMM has similar problem with it too and some JEMM. ovl is budled with game.

Its running fine.

Its working fine

(Ems) Working fine with IRQ7.

Its working.

NOEMS - intro with sounds, after black screen, its the same, realmode - no sound, but im ingame - its the same as X58+Yamahas.

Its working fine.

(Ems+Noems) Its not working, not even Adlib.

(Noems)Only music with Adlib its working.

(NoEMS) Nothing is working.

With IRQ7 its working fine.

Its working fine.

Its working with sound.

Its working fine, highres is ok.

(NO/ESM) - There is very load noise
sound effect mixed to normal audio
and after while I got game freeze.
Both IRQs tested.

Its working fine with sound.

Setup si working only in Realmode,
there is not IRQ settings, only DMA,
only music can be set up, but even
that in EMS+NOEMS reboot or start
freeze.

Game needs realmode with not
compatible with EMS only !Live
driver, so not fun at all..

Game is crashing on everything
faster that P3 450, it could be
simulated in Dosbox too)

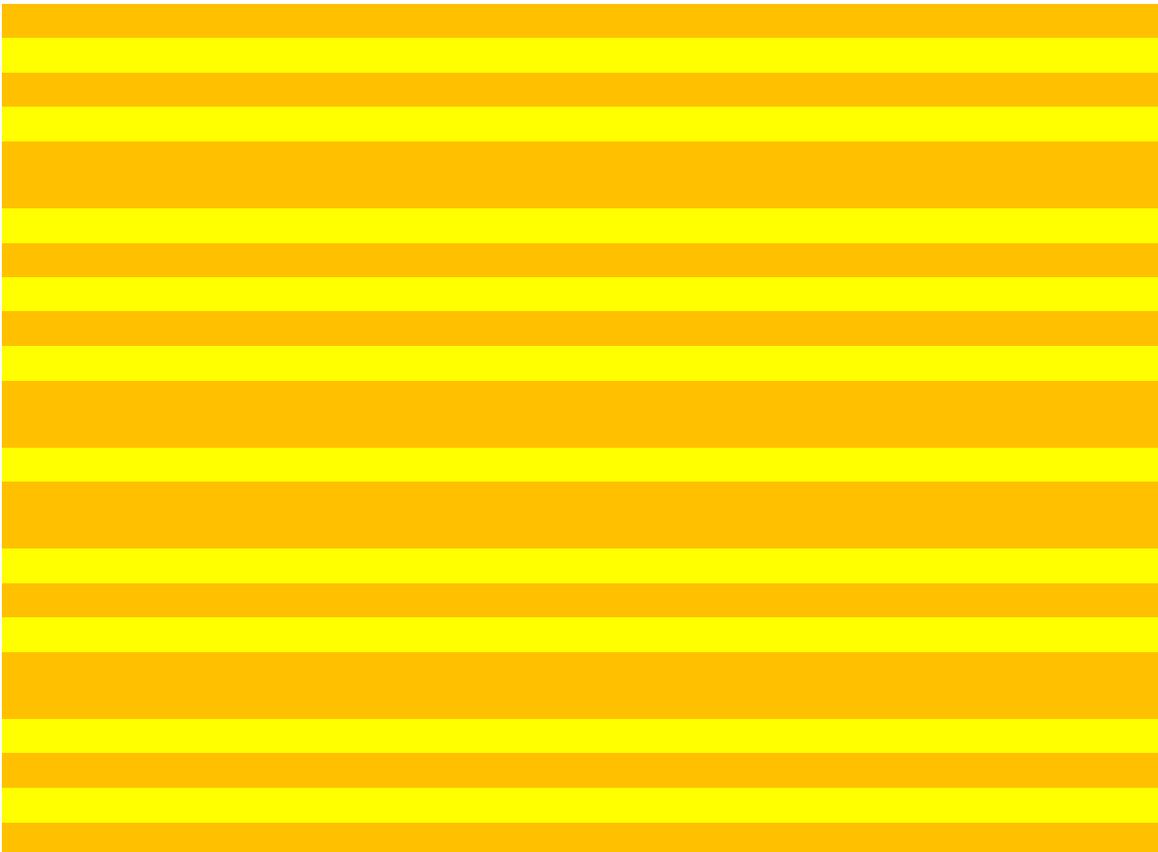
Core2+G6+!Live -setup is working,
but game is not running DOS/4GW
2001 error in EMS, IRQ5/IRQ7
tested.

Legend:



Additional notes:

- created by RuThaN with Vogons members support..
- Dissusions to sheet at [Vogons](#)



SoundcardsOsSupport

Card / OS Support*	Dos7.1*	Win98SE	WinXP32bit	Win7 64bit	Win10 64bit
Yamaha 744**	Y	Y	Y	N	N
Aureal Vortex 1***	Y	Y	Y	N	N
Aureal Vortex 2***	Y	Y	Y	N	N
ESS Solo-1	Y	Y	Y	?, probably doesnt exist	?, probably doesnt exist
CMI8738-PCI	Y	Y	Y	Y	Y
SB Audigy ZS SB160****	Y	Y	Y	Y	Y
SB !Live CT4830****	Y*	Y	Y	Y, Kx driver	Y, Kx driver
RealtekHD integrated	N	N	Y	Y	Y

Quality of pure Dos supports depends on quality of pure Dos drivers and their chipset support - so

How to understand results:

- you can say that results are self-explanatory... well, i have to say that there is lots of superstition against n results proven that there not difference between X58 and i865 compability when you are using Yamaha PCI need Yamaha DSDMA.exe driver, which cause main compatibility problems with some games, so i would h them, but with when you will lose real XP+(there to slow for proper XP gaming) / Linux / Mac OS etc.. comp

But is not so simple Core 2 Duo and other machine have older advantage, you can use much more PCI s Yamahas 7x4 and Aureal Vortex 1/2 are working with Core 2 Duo would work lots of others.. and there ever compatibility and much less hassle to find right configuration). Modern machines with PCI cards, always ne safe lots of time and with community effort we can find the way how to make working even more games.. C cards in pure DOS (there is 30 pure Dos glide games(Voodoo1), 25 of them is working with V2 and 15 with make sense to play..)

Be aware that this sheet (unless of my Vogons megapost) doesnt care about sound quality unless sound one of criteria of proper sound card selection (to be honest still better worse sound and unplayble game.. b particular game or have multiple of them in you pc.. - on modern machines card is sound card without load such compatibility problem but i didnt tested it, i dont have enough free PCI slots.. on my primary testing ma

If you have Dos development skill you help project a lots, i dont mind some HW donations for testing to

Knowledge has to flow!

Linux	MacOS (HackingTosh)
Y	untested, probably not..
Y	untested, but kext exist
Y	untested, but there is Kx MacOS driver
Y	untested, but there is Kx MacOS driver
Y	Y

Creative cards, only look best..

few fast machines in community even at Vogons. My
 l cards.. So Core 2 platform, even Duron at 800MHz still
 ave to use very new old PC (Super socket) to mitigate
 atibility for multiboot.
 oundcards, with X58 at the time we need that my
 n Core 2 board with native ISA slots (best Sound
 ed more effort that old ones, but with guide like this, you
 ore 2 are also probably where are working Voodoo
 n Voodoo 3 and maybe 8 them are actually good and
 is broken (crackling etc), so i game compatibility is only
 ut you are enthusiasts you should replace soundcard for
 ed sound driver just dead piece of metal, so i should be
 achine.. you could enhance guide with this info).
 x:)

Legend:

*MB Supported needed.. Some DMA passthrough things etc.,

** Pure DOS Compatibility should be same for Yamaha 724

*** Pured Compatibility of Vortex 1 and 2 should same or very similar

**** Only some Audigy and !Live types have Windows 98 and pure Dos support, check you SB**** or CT****

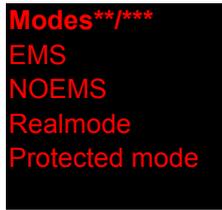
If you can clean ? - Post in Vogons thread..

If want to know details about Sound card vs. chipset compatibility especifialy for other than used chipset, check this:

[Kamerats PCI sounds card vs. chipset compatibility sheet](#)

[deGoGation project by Phil\(TM\)- migration of Gog games to pure Dos](#)

In first sheet is al



You can downloa

[here - post is quit](#)

*Because of too r

**You can simulat

***Often its doesr

Slowdowners

- in text is often me

Setmul

Slowdos

ways commentioned in which pure Dos memory setting mode was game tested..

Explanation (there different modes of Dos mem setting, which affect games compatibility):

means HIMEM.SYS + EMM386.EXE in EMS mode (EMM386.exe RAM)

means HIMEM.SYS + EMM386.EXE in NOEMS mode (EMM386.exe NOEMS)

HIMEM.SYS loaded, no loaded EMM386.exe at all, if you MB supports it you can use in this mode UMBPCI.sys to increas

No Himmem.SYS. No EMM386.exe

d my ultimate config files and drivers and utils package:

[te long search for world Ultimate and Drivers](#)

nuch memory problem (more than 512MB+) you have to use HimemX.exe or Burnmem.sys + Himem.sys instead o

ted same modes with alternative memory managers like JEMM, QEMM, but they are not 100% compatible.

It means, that game not works in other mode, only that is proven that it works, in mode, if game required some m

entioned Setmul or Slowdos - these are CPU slowdown utilities which are needed for some games on very fast CPUs

- I is used to disabling you L1 cache, which slowdown my X5660 somewhere to slow 486 - 300 times..Syntax: setmul l1d /

some machine and with some memory settings modes

Scalable slowdowner Syntax is Slowdos /dXX and XX is number for slowdown delay - bigger slower machine.. Increase is

ToDo

Item	Note(Optimal)
<ul style="list-style-type: none">- add all info from Vogons post..- automatic card % compatibility calculations	

ToDo

Additional notes
Created by Rehan with Vogons members support..
- Dissusions to sheet at Vogons

Workbench-IgnoreThis

intel z97
Core i7 4770S
32 , DDR3

intel Z97
Core i5-4440S
12, DDR3