PCI-AXP201

32-bit PCI Audio Card

USER'S MANUAL

USER'S NOTICE

The product name and revision number are both printed on the board itself. Manual revisions are released for each board design represented by the digit before and after the period of the manual revision number. Manual updates are represented by the third digit in the manual revision number.

For previous or updated manuals, BIOS, drivers, or product release information, contact ASUS at http://www.asus.com.tw or through any of the means indicated on the following page.

Product Name:	**ASUS PCI-AXP201**
Manual Revision:	**1.02**
Release Date:	**September 1997**

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CONTENTS

FCC & DOC COMPLIANCE

Federal Communications Commission Statement

This device complies with FCC Rules Part 15. Operation is subject to the following two conditions:

- This device may not cause harmful interference, and
- This device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with manufacturer's instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

WARNING! The use of shielded cables for connection of the monitor to the graphics card is required to assure compliance with FCC regulations. Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

Canadian Department of Communications Statement

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

I. Introduction

The ASUS PCI-AXP201 audio adapter comes with ESS AGOGO-XP (Maestro-1) audio controller and codec chipset built-in. The ASUS PCI-AXP201 can provide you with high performance, high quality audio playback and recording, which can fully support 3D Gaming and Multimedia Applications.

Item Checklist

- ☑ ASUS PCI-AXP201
- ☑ This User's Manual
- ☑ ASUS Driver & Utility CD

Minimum System Requirements

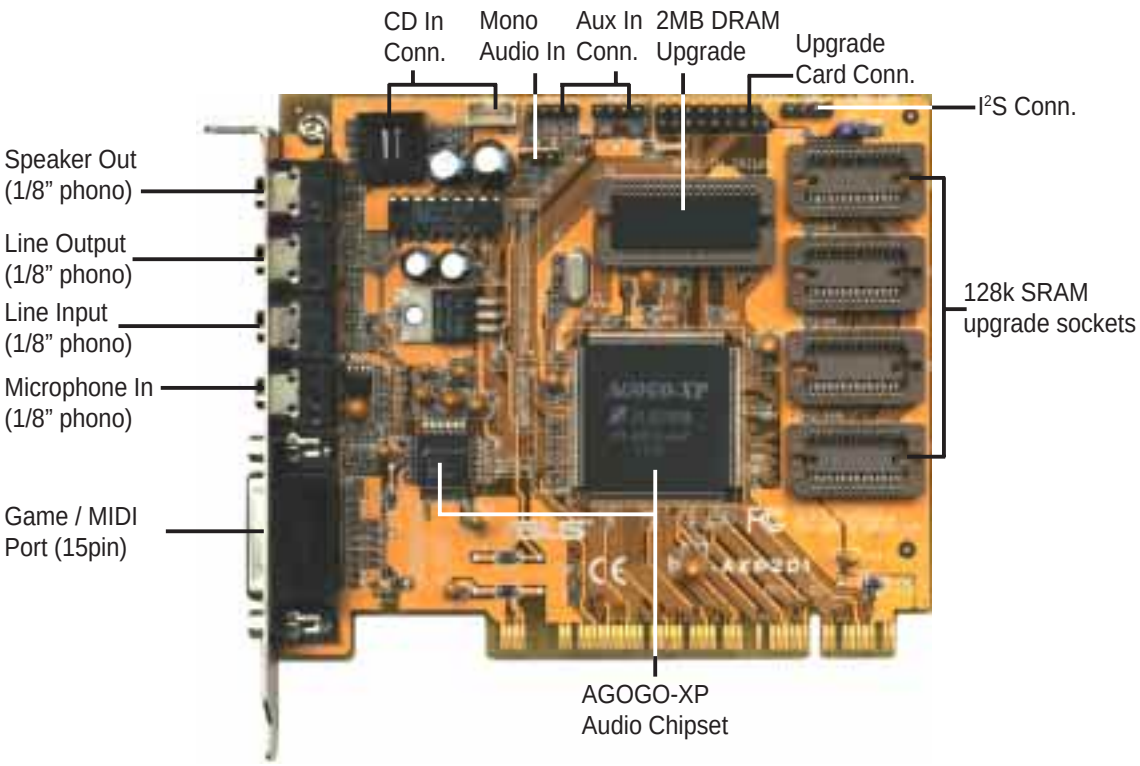
- Pentium compatible processor
- Windows 95 operating system
- Windows 95 CD
- PCI Bus with one available Busmaster slot
- 16 MB of RAM
- 10 MB free hard disk space
- CD-ROM and Audio cable(s)

Features

- New ESS AGOGO-XP (Maestro-1) audio controller and codec chipset built-in
- Upgrade to 2MB DRAM & 128K SRAM
- <0.5% PCI Bus Bandwidth for playing 16-bit/stereo/44.1KHz
- DirectSound Acceleration for 32 data stream digital mixing & sample rate convert
- 64-channel, 50MHz pipelined Wave Processor
- Wavetable downable in either system memory or local memory
- Full compliant to General MIDI, Roland MPU-401 mode UART
- 3D Positional Audio under DirectX 5.0
- Programable enhanced effects (reverb, chorus...)
- Optional daughter board for up to 6 speakers support
- DOS Game support (native DOS and DOS box)
- Full-duplex operation for simultaneous record and playback
- 32-bit PCI 2.1 Interface Compliant for "Plug & Play"
- Compatibility-Oriented Design for ASUS Full-Series Main Board
- Hassle-Free Installation for Win95 through AutoRun CD-ROM

Layout of the ASUS PCI-AXP201

The ASUS PCI-AXP201 inserts into a standard PCI slot.



II. Hardware Installation

WARNING! Computer boards and components contain very delicate Integrated Circuit (IC) chips. To protect the computer board and other components against damage from static electricity, you must follow some precautions.

1. Make sure that you unplug your power supply when adding or removing expansion cards or other system components. Failure to do so may cause severe damage to both your motherboard and expansion cards.
2. Keep all components such as the host adapter in its antistatic bag until you are ready to install it.
3. Use a grounded wrist strap before handling computer components. If you do not have one, touch both of your hands to a safely grounded object or to a metal object, such as the power supply case. Hold components by the edges and try not to touch the IC chips, leads, or circuitry.
4. Place components on a grounded antistatic pad or on the bag that came with the component whenever the components are separated from the system.

Connectors and Jumpers

Bracket

SPK	Speaker Out-stereo amplified connection to external speakers
L-O	Line Output-stereo line level output to amplifier speaker
L-I	Line Input-stereo line level input from external sound source
MIC	Microphone-mono input form microphone for recording
MIDI/GAME	15-pin D-sub connector, used as standard MIDI & joystick port

Card

CD_IN	stereo audio in connector from internal CD-ROM drive
AUX_1/2*	stereo audio in from sound source such as TV-Tuner or MPEG card
MONO	mono input from a mono sound source
EXT	Extension-cable attaches to the daughter board for multi-speakers
I^2S	I^2S interface
JP1	enables EXT port or I2S port (default: EXT enabled)

NOTE: The Speaker Out is the same as Line Out except that it is amplified with a 6 watt 20 db gain power amplifier. Sound quality is better using the Line Out and an external amplifier or powered speakers.

*AUX_1 is represented as AUX B and AUX_2 is represented as AUX C in the mixer control of Windows 95.

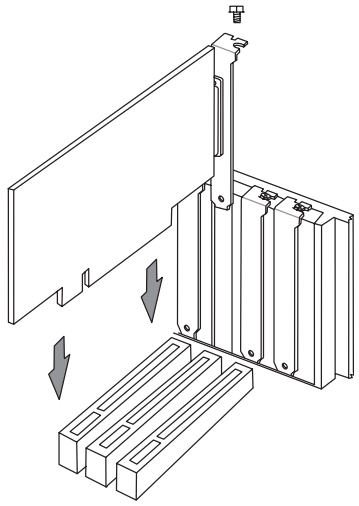
II. Hardware Installation

Installation Procedures

These procedures describes basic installation procedures for typical systems. Your system may require slightly different procedures.

New PC Systems

1. Unplug all electrical cords on your computer.
2. Remove the system unit cover.
3. Locate the PCI bus expansion slot. Make sure this slot is unobstructed.
4. Remove the corresponding expansion slot cover from the computer chassis.
5. Ground yourself to an antistatic mat or other grounded source (see **WARNING!**).
6. Pick up the board (still in its sleeve) by grasping the edge bracket with one hand and then remove the plastic sleeve.
7. Position the card directly over the PCI slot and insert one end of the board in the slot first. Firmly but gently press the bus connector on the bottom of the card down into the slot. Be sure the metal contacts on the bottom of the host adapter are securely seated in the slot.



8. Anchor the board's mounting bracket to the computer chassis using the screw from the slot cover that you set aside previously.
9. Attach the CD-ROM audio cable to the CD-IN connector (Sony or Mitsumi)
10. Replace the cover on the system unit.
11. Attach the amplified speaker cable into the Line-Out jack at the rear of the card. The Speaker-Out jack is for non-amplified speakers.
12. Connect other cables and devices if available -You are now ready to install the software drivers and utilities.

III. Windows 95

Installation CD Contents

This information is provided for convenience only. Information here is subject to change without prior notice. View the installation CD for any updated information.

NOTE: This User's Manual assumes that your CD-ROM drive is letter **D:** and that Windows 95 is in **C:\Windows**. Replace either with the actual location, if necessary.

Directory List

\DirectX5	DirectX 5.0 for Windows95 applications using DirectX
\Win95	Audio Driver for Windows95
\Rack32	AudioRack32 for Windows95
\Midisoft	Midisoft Studio LE for Windows95
\Mixman	Mixman for Windows95

Installation

Install using the installation screen by either: (1)inserting the CD, (2)running SETUP.EXE in the root directory of the CD, (3)double clicking the CD icon in My Computer, or (4) running each setup program individually by the following paths:

\Directx5	\DirectX5\directx\Dxsetup.exe
\Win95	\Win95\setup.exe
\Rack32	\Rack32\setup.exe
\Midisoft	\Midisoft\setup.exe
\Mixman	\Mixman\setup.exe

When installing the PCI-AXP201 audio drivers in Windows 95 for the first time, please refer to the next page.

Audio Driver Installation

Installing the PCI-AXP201 for the first time

When starting Windows 95 with a newly installed PCI-AXP201, the operating system will detect that you have a new PCI Multimedia Device, then an **New Hardware Found** will appear.

Click **OK** button to use the default "Driver from disk provided by hardware manufacturer"

Click the **Browse** button to locate the "Win95" directory on the CD.

If you have never installed a joystick driver, a message will appear to insert your Windows 95 disk (or CD). Click the **OK** button.

Click the **Browse** button to locate the Windows 95 installation files.

Follow the self-explanatory instructions to finish your driver installation.

III. Windows 95

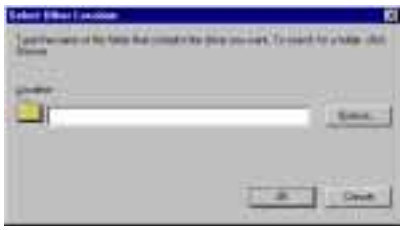
Installing the PCI-AXP201 for the first time (OSR2)

When starting Windows 95 (OSR2) with a newly installed PCI-AXP201, the operating system will detect that you have a new PCI Multimedia Device, then an **Update Device Driver Wizard** will appear.

Click the **Next** button

Click **Other Locations** button to direct the wizard to the audio driver files.

Click the **Browse** button to locate the "Win95" directory on the CD.



Click the **Ok** button and "Maestro Device Driver" will be shown. Click the **Finish** button.

You will be prompted to locate the drivers again. Click **Ok** button.

Click the **Browse** button and locate the "Win95" directory on the CD.

Follow the self-explanatory instructions to finish your driver installation.

DirectX Installation

Microsoft DirectX5 allows DirectSound support in Windows 95.

Reinsert your CD or double click on your CD drive icon in My Computer to bring up the autorun screen or run Setup.exe in the root directory of the CD.

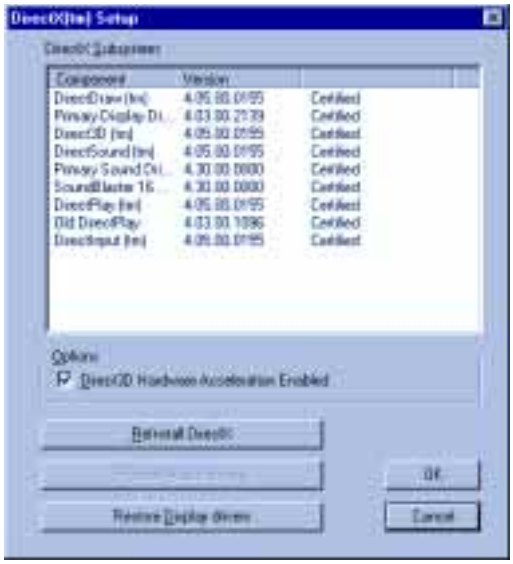
Click **Install Microsoft DirectX5**

DirectX5 Setup Screen Appears

Check **Direct 3D Hardware Acceleration Enabled** option if your VGA card supports it, otherwise leave it unchecked and then click the **Reinstall DirectX** button.

Your VGA card will also be checked for DirectX5 compliance. If your existing VGA driver is older, you will be prompted to update it. Click **Yes** unless you do not want to update it.

If your system already has DirectX5 installed, the screen will show "Certified" next to each component. You may click either the **Ok** to continue or **Cancel** button to cancel the installation.



After reinstalling DirectX, you will be prompted to restart your machine. Click the **Ok** button.

Software Installation

There are three audio utilities that are included in the installation CD. You can install them using the following steps.

Reinsert your CD or double click on your CD drive icon in My Computer to bring up the autorun screen or run Setup.exe in the root directory of the CD.

AudioRack 32

AudioRack provides an interface to control all of the audio functions. Click Install AudioRack32 and follow the self-explanatory instructions to finish your driver installation.

Midisoft Studio LE

Midisoft Studio LE lets you create, record, and play music with your computer and optional external devices, click "Install Midisoft Studio LE" and follow the self-explanatory instructions to finish your driver installation.

Mixman

Mixman is a powerful and creative music making software with CD quality sound that reponds instantly to the keyboard. Click "Install Mixman" and follow the self-explanatory instructions to finish your driver installation.

Setup Audio Driver

Setup Audio Driver is used for upgrading, removing audio drivers, or change the "DOS Game Support Level."

Reinsert your CD or double click on your CD drive icon in My Computer to bring up the autorun screen or run Setup.exe in the root directory of the CD.

Click **Setup ASUS PCI-AXP201 Audio Driver** in ASUS Windows 95 Install Shell, and the "AudioDriver Setup" screen should appear.

Click **Next** and the "Choose Procedure" screen will appear. See next page to complete your installation.

Upgrade or Uninstall Drivers

Select **Upgrade drivers** or **Uninstall drivers** if you want to upgrade or remove the current drivers.

Follow the self-explanatory instructions to finish your driver upgrade/uninstallation.

DOS Game Support

DOS support allows DOS applications to utilize the audio card in DOS mode. The game support level is set to "DOS Box and Native DOS" by default, you can change the setting by the following steps.

NOTE: The PCI-AXP201 may not work properly for DOS applications that does not have the Sound Blaster support.

Select **Game support** for setup DOS game support, and "Game Support Selection" screen will appear.

Select **DOS Box and Native DOS support** if you want to use DOS applications in both DOS Box and Native DOS (to use applications in DOS without entering Win95).

Otherswise, you can select "DOS Box support only" or "NO DOS support".

You will be prompted to restart your computer. Click **Finish** to restart.

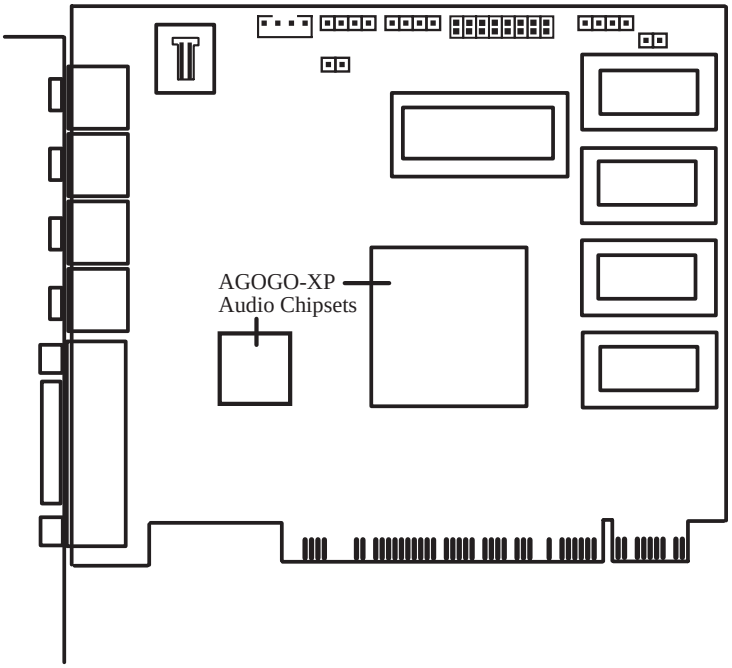
You can obtain information on your audio card under DOS by typing c:\MAESTRO (The value shown may be different for your system. The information shown may be required by DOS audio applications. Choose Sound Blaster Pro or Sound Blaster in DOS applications if prompted.)

After setup, two files (AECU.SYS and MAESTRO.COM) should have been copied into the root directory. There should also be two lines added to the AUTOEXEC.BAT and CONFIG.SYS as follows:

[AUTOEXEC.BAT]
c:\maestro.com

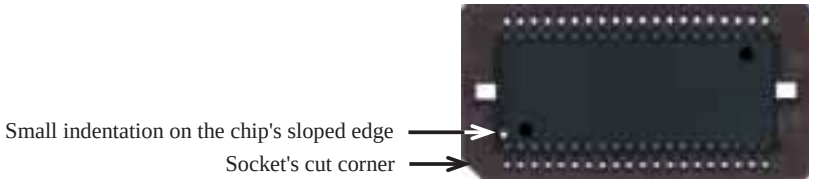
[CONFIG.SYS]
device=c:\aecu.sys

Map of the ASUS PCI-AXP201



Memory Upgrade

The ASUS PCI-AXP201 audio card comes with no local memory. One 42 pins socket is available to upgrade local DRAM to 2MB by adding 2MB (1Mx16) FastPage (FP) DRAM. The other Four 28 pins sockets are used to upgrade local SRAM to 128k by adding 32KB (32kx8) SRAM chips. Specifications may change without prior notice. Memory examples are: NEC PD42S18160LE-60 (1Mx16 FP DRAM) or ISSI IS61C256AH-15J (32kx8 SRAM).



This is an example of an installed DRAM. The indentations were made white for visibility, they are normally black.

1. Match the small indentation on the chip's sloped edge with the socket's cut corner.
2. Place the chip flat and evenly into the socket and press firmly but carefully so that the chip enters evenly. When installed, the chip should be flush with the socket.

WARNING! Installing the memory chip incorrectly may damage the memory and the product itself.

IV. Hardware Information

Connector Pin Definitions

SONY CD-IN

Pin	Definition
1	Left Signal
2	Ground
3	Ground
4	Right Signal

MITSUMI CD-IN

Pin	Definition
1	Ground
2	Left Signal
3	Ground
4	Right Signal

AUX-IN

Pin	Definition
1	Left Signal
2	Ground
3	Ground
4	Right Signal

MONO-IN

Pin	Definition
1	Signal
2	Ground
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I²S CONNECTOR

Pin	Definition
1	I²SDATA
2	I²SCLK
3	I²SLR
4	Ground

EXTENSION

Pin	Definition
1	Ground
2	24 MHz Clock
3	Ground
4	1st Serial Clock
5	Ground
6	2nd Serial Clock
7	Ground
8	2nd Serial Data In
9	Host Reset
10	1st Serial Data Out
11	1st Serial Data In
12	1st Serial Data Frame Sync.
13	Ground
14	2nd Serial Data Frame Sync. 1
15	2nd Serial Data Frame Sync. 2
16	2nd Serial Data Out

MIDI/JOYSTICK

Pin	Definition
1	+5 Volts
2	Joystick A Button 1
3	Joystick A X-Axis
4	Ground
5	Ground
6	Joystick A Y-Axis
7	Joystick A Button 2
8	+5 Volts
9	+5 Volts
10	Joystick B Button 1
11	Joystick B X-AXIS
12	MIDI Out
13	Joystick B Y-Axis
14	Joystick B Button 2
15	MIDI In

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V. AudioRack

Introduction

The *Audio***Rack**32 enables you to take advantage of your computer's audio capabilities with all of the controls conveniently in one compact space. You can play audio CDs, wave files (in WAV and .AUD formats), and MIDI files (in.MID and .RMI formats). With the multisource Audio Mixer, you can blend these sources with line-in and microphone sources any way you choose. You can then record your creations as wave files and edit them with the Audio Recorder.

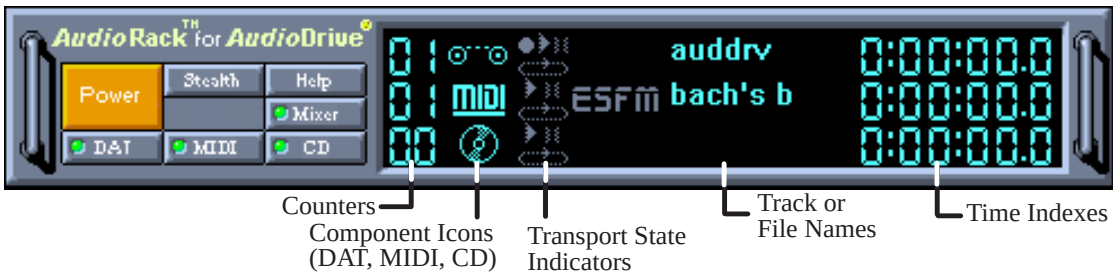
The *Audio***Rack**32 has six main parts:

- Command Center—customizes the appearance of the *Audio***Rack**32.
- Audio Mixer—controls the volume and balance of the *Audio***Rack**32 devices.
- Digital Audio Player—plays and records files in the .WAV format.
- MIDI Player—enables you to play MIDI files.
- Compact Disk Player—enables you to play audio CDs on a CD-ROM drive.

In addition, the *Audio***Rack**32 has a miniature mode enabling you to control the *Audio***Rack**32 while using minimal screen space.

The Audio Recorder is a separate application from the *Audio***Rack**32. It can be used to add effects and edit files recorded with the Digital Audio Player or by the Audio Recorder itself. The Audio Recorder can be launched from the *Audio***Rack**32's Digital Audio Player or on its own.

The Command Center



Introduction

The Command Center controls which parts of the *Audio***Rack**32 are displayed. You can display or hide any part of the *Audio***Rack**32 you choose, customizing its appearance to suit your needs or desires. It also displays information on the status of the different audio components.

The Command Center Controls

closes the *Audio***Rack**32 window.


enables the Miniature mode, minimizing the *Audio***Rack**32 display.

displays or hides the Digital Audio Player.

accesses On-line Help.

displays or hides the Compact Disk Player.

displays or hides the Audio Mixer.

displays or hides the MIDI Player.

The Command Center Display

Counter: shows you which track or file in the playlist the component is playing.

Component Icon: is displayed when the associated component is shown and is not displayed when the component is hidden.

Transport State Indicator: shows the state of a component. It indicates when the component is playing, paused, has the Auto Repeat enabled, or in the case of the Digital Audio Player, is recording.

Track or File Name: shows the name of the current track or file in the playlist.

Time Index: displays the amount of time elapsed for the track or file in hours, minutes, seconds, and tenths of a second.

The Miniature Mode

Introduction

The Miniature mode is designed to give you full control of the *Audio***Rack**32 while using a minimum of space. You are able to effectively use the *Audio***Rack**32 and still have enough room on your desktop to run other applications. In the Miniature mode, you can play, pause, stop, and control the master volume of the *Audio***Rack**32.

The Miniature Mode Controls

 stops currently playing tracks or files of active components.

 plays currently loaded tracks or files of active components.

 pauses currently playing tracks or files of active components.

 calls a popup menu where you can restore the *Audio***Rack**32, invoke the **Always on Top** command, select active components (DAT, MIDI, or CD), or exit the *Audio***Rack**32. The Stop, Pause, and Play buttons affect components that are currently active.

 controls the master volume.

The Audio Mixer

Introduction

The Audio Mixer has two modes: Playback mode and Record mode. You can use these two modes to fully control which of your audio sources you are listening to or recording, how loud each of those sources are and how they are balanced. Each audio source has its own module with mute, balance and volume controls.

In addition, the Audio Mixer provides special effects controls for chorus, reverb, treble, bass, and 3-D effects.

The Audio Mixer Controls

The two Playback and Record toggle buttons are used to switch between Playback mode and Record mode.

The Effects toggle button switches the display to the effects panel where you can use the buttons to enable and disable effects and the sliders to control the amount of the effect.

There are a number of audio source modules displayed on the Audio Mixer. The exact number displayed depends on the capabilities of your hardware. Each module has three controls:

a slider to adjust the balance

a slider to adjust the volume

a button for muting

Modules that your hardware may provide for are: Master, Line, Wave, Mic, CD, MIDI, andAuxB.

V. AudioRack

The Digital Audio Player

Introduction

The Digital Audio Player enables you to play, record, and compress sound as .WAV files. In addition, you can play .AUD files. The .WAV files use PCM, which is the Windows‘ audio file format. The.AUD format uses ESPCM‘ compression to produce an audio file. Files are written directly to your hard disk as you record, enabling you to record very large files. Your only limitation is the amount of free space on your hard disk. The voice activation feature is useful for recording any kind of intermittent audio. The Digital Audio Player provides a choice of linear PCM (8 or 16 bit) recording. Note that you have additional options using the Audio Recorder, which is invoked by the **Edit** button.

The Digital Audio Player Controls

 starts recording to your hard disk.
 goes to the end of the wave file or to the next file in the current playlist.
 plays the wave file currently loaded.
 enables or disables the Auto Repeat.
 activates or deactivates the Pause
 opens the Audio Recorder window.
 stops the file currently playing.
 opens the Set Playlist dialog box.
 goes back one second in the wave file.
 starts a new file by opening the New Options dialog box.
 goes forward one second in the wave file.
 brings up the Open file dialog box in order to load a file into the Digital Audio Player.
 goes to the beginning of the wave file or to the previous file in the current playlist.
 saves an audio file.

The Digital Audio Player Display

 The Level Meter displays the output from the left (top) and right (bottom) channels when a wave file is played.

By clicking on the image of the tape deck, you can display information about the file currently loaded in the Digital Audio Player. The display tells you the file name, size, number of bits per sample, sample rate, and whether the file was recorded in stereo or mono. Click again to return to the image of the tape deck.

The MIDI Player

Introduction

The MIDI Player enables you to play MIDI files with the .MID or .RMI file extensions. These MIDI (Musical Instrument Digital Interface) files can be produced by sequencer programs and then played back using the MIDI Player. You can also mix MIDI files with other audio sources. Or you can compile MIDI files in a playlist and play them back in any order you choose.

The MIDI Player Controls

 plays the MIDI file currently loaded.
 goes back one file in the playlist.
 activates or deactivates the Pause
 goes forward one file in the playlist.
 stops the file currently playing.
 enables or disables the Auto Repeat.
 goes back one second in the MIDI file.
 opens the Set Playlist dialog box.
 goes forward one second in the MIDI file.

The MIDI Player Display

By clicking on the image of the floppy drive, you can display the length and name of the current MIDI file in the playlist. Click the display to return to the image of the floppy drive.

 The MIDI Player has an indicator to show when you are listening to ESFM. When the ESFM light to the left of the playlist button is lit, the MIDI Player is using ESFM synthesis. ESFM performs superior-quality music synthesis compared to that of traditional FM, producing richer timbre and greater depth of instrument voices. **FM synthesis is a lower quality technology compared with Wave table synthesis. This card supports Wave table synthesis therefore ESFM is not supported on this card.**

V. AudioRack

The Compact Disk Player

Introduction

If you have a CD-ROM drive, you can play audio CDs. Check your hardware manual about setting up CD audio hardware and drivers. The Compact Disk Player uses intelligent CD playlist management: The Compact Disk Player maintains a record of each CD you play. It remembers the last playlist you used with each CD and loads that playlist automatically whenever you insert that CD.

The Compact Disk Player Controls

- plays the MIDI file currently loaded.
- goes back one file in the playlist.
- activates or deactivates the Pause
- goes forward one file in the playlist.
- stops the file currently playing.
- enables or disables the Auto Repeat.
- goes back one second in the MIDI file.
- Playlist opens the Set Playlist dialog box.
- goes forward one second in the MIDI file.
- ejects the CD from the CD-ROM drive.

The Audio Recorder

Introduction

The Audio Recorder enables you to record, compress, store, and play back voice, music, and other sound. It provides settings for sound attributes such as mono/stereo, compression level, and sampling rate. You can use it to embed sound objects in documents created in applications that support object linking and embedding (OLE).

The Audio Recorder's edit, record, and playback capabilities are compatible with the Windows Sound Recorder and other recorders that record and play back in the PCM format. Like the Digital Audio Player, the Audio Recorder can record and play back .WAV and .AUD files. The Audio Recorder allows a choice of compression from low, medium, and high ESPCM and ADPCM.

The Audio Recorder Controls

 starts a new audio file.

 inserts the Clipboard audio at the cursor or replaces the selected portion.

 opens an audio file.

 mixes the Clipboard audio with the audio beginning at the cursor.

 saves an audio file.

 starts recording.

 reverses the last change you made to the current audio file.

 plays the currently loaded audio file.

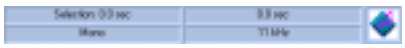
 removes the selected portion of the audio file and stores it on the Clipboard.

 stops the file currently playing or recording.

 copies the selected audio portion to the Clipboard without removing it.

 determines the cursor postion on the waveform.

The Audio Recorder Display



The four text boxes under the tool bar display the length in seconds of the selected part of the currently loaded file, the total length in seconds of the current file, whether the file is in stereo or mono, and the sampling rate in kilohertz.

To the right of the text boxes is a box displaying the icon associated with the particular file. If a file has no icon associated with it, it is given a default icon.

V. AudioRack

Release Notes

This information is provided for convenience only. Information here is subject to change without prior notice. View the installation CD for any updated information in Readme text files. The AudioRack also provides detailed online help (click the **Help** button on the "Command Center")

Disable Eject Button on the CD Player

Under the Windows directory in the file "auddrive.ini", there is a string "DisableEjectButton=0" under the [cdplayer] section. If you would like to disable EJECT button on the CD player, you can change the value from 0 to 1. You need to close AudioRack and launch it again to make the new settings take effect.

Using AudioRack CD Player as Default CD Player

During installation, you will be asked if you want to use AudioRack CD player as the default CD player. Normally Windows 95 CD player is the default and will automatically run when an audio CD is inserted into the CD-ROM. If you answer "Yes", the installation program will overwrite the value of the key [HKEY_CLASSES_ROOT]\AudioCD\shell\play\command in the registry. You may switch back to Windows 95 CD player by resetting this key value.

Configuring Playback Mixer

The Maestro PCI audio card offers eight inputs for the playback mixer, including "Line", "Wave", "CD", "Synth", "Aux A", "Aux B", "Mic", and "Mono In". AudioRack can only display six of them at a time. You may configure the settings by modifying the file "auddrive.ini" in the Windows directory. Under the section [MixerRak], you can enable or disable the display of each input by setting its corresponding binary value to 1(enable) or 0(disable).

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