Apples and Smaart 3.0 It works!

By Don Pearson

It's a little known fact that Mac users have been running Smaart and Smaart Pro under SoftWindows almost since Smaart version 1.0 -- with varying results. In the past, performance could a little disappointing but with continual performance improvements in both SoftWindows and Smaart Pro and Mac portables becoming faster and more affordable, running Smaart on a Mac has become a very real option for many people. Before you ask, Smaart will *not* run under *any* version of Virtual PC. Connectix has yet to solve the problem of getting 16-bit stereo audio into Windows reliably and until they do, SoftWindows is still the only game in town.

To attempt running Smaart under Softwindows, you'll want at *least* a 233 MHz G3 or G4 machine with at *least* 64 Mb RAM (more if you want to use *any* other Mac program while SoftWindows is running). For most people, the biggest setup hurdle after is getting audio into Windows from the Mac's audio inputs. The following set up procedure is required.

Set Up SoftWindows Audio MIDI Options

With SoftWindows running, select SOUND from Soft Windows Setup pull down menu on the Mac menu bar, check the Insignia native 16-bit record/play driver box, and select TYPE: Sound Blaster 16. Set the MIDI to None or QuickTime. RESTART SoftWindows. **When you restart SoftWindows always do a full restart. *Do not* use the SoftWindows "Turbo" Restart.**

Set Up Windows Audio and MIDI Drivers

In Windows, double-click the My Computer icon on the desktop and open the Control Panel folder, double click SYSTEM. Select the Device Manager tab and go to "Sound, video and game controllers." You should see three choices listed:
1.   Creative-Labs Sound Blaster 16 or AWE 32
2.   Insignia Solutions Wave and MIDI Sound System
3.   MPU-401 Compatible

Double click MPU-401 Compatible and select disable.

Restart Windows and open the Control Panel folder again, double click SYSTEM. Select the Device Manager Tab and go to Sound, video and

game controllers again. You should see the same three choices, but the MPU-401 Compatible icon should have a red X through it.

 Again, Open the control panel folder, this time double click MULTIMEDIA, go to The ADVANCED Tab and select MIDI Devices and Instruments Again there should be three options
1.   MIDI for insignia Solutions Wave and MIDI Sound System. Double click on this and turn it off.
2.   MIDI for internal OPL2/OPL3 FM Synthesis. This should be on if you double click. You shouldn't need to make any changes here.
3.   MIDI for MPU-401 Compatible. If you double click on this it should be deactivated (dimmed) since you turned it off in the system settings above.

 Finally, run SIA Smaart Pro. You may get an error message this first time run until you change the device settings. You will probably get the same message twice. Click OK both times. Now double-click on the Smaart name (or click 'option O' <the option key is the same as the ALT key in windows>) in the window and you will see all the settings tabs. Select DEVICES. Set "Wave In" to Insignia Native Record. Set "Wave Out" to SB16 Wave (220). Click the box next to don't use wave buffers greater than 64k. (If you don't do this, the system will crash when you try to use the fixed point per octave function) There should not be any MIDI choices if the previous actions worked. Click OK, Now when you hit the RUN button you should see the noise floor of the built in sound card.

Select the Input Source in Windows

To set up the input source in Windows, double click the little yellow speaker icon in the bottom right of the Windows desktop (next to the clock). You will get the Volume Control panel; this is the PLAY (output) control panel. To select the Recording Control (input) panel, pull down Options, then select Properties. Next, click the Recording radio button. Now all the recording choices appear in the window below. Turn them all on. Click OK and you will see the recording mixer. Select and deselect as required. With only the line-in selected you should see a noise floor between minus 80 -110. Set these volume controls very conservatively. These controls are after the input buffer so it is easy to over load the input. If, when you use the delay locator with two sources different in time, and you get any information at zero time, then you are probably overloading the input and creating cross talk.