

Listing: SBUTIL.H

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/*****+*****/
/*          S B U T I L . H          */
/**-----**/
/* Task      : Header file for SB_UTIL.C      */
/**-----**/
/* Author     : Michael Tischer / Bruno Jennrich */
/* Developed on  : 03/20/1994                */
/* Last update  : 04/06/1995                */
/**-----**/
/* COMPILER    : Borland C++ 3.1, Microsoft Visual C++ 1.5 */
/*****+*****/
#ifndef __INC_SB_UTIL_H
#define __INC_SB_UTIL_H

#include <dos.h>
#include <stdio.h>
#include "types.h"

typedef struct tagSBBASE
{
    INT      iDspPort,          /* Base port of DS processor */
              iMixPort,        /* Base port of mixer */
              iMpuPort;        /* Base port of MP unit */
    INT      iDspDmaB;          /* 8 bit DMA channel being used */
    INT      iDspDmaW;          /* 16 bit DMA channel being used */
    INT      iDspIrq;           /* Interrupt request line being used */
    WORD     uDspVersion;       /* DSP version number */
    LPCHAR   pDspName;          /* Name of Sound Blaster card */
} SBBASE;
typedef SBBASE *PSBBASE;
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INT  sb_GetEnviron  ( PSBBASE pSBBASE, PCHAR lpEnv );
VOID sb_Print       ( PSBBASE pSBBASE );
VOID sb_UnloadDriver( LPVOID lpEntry );
LPVOID sb_LoadDriver( PCHAR pName );
#endif
```