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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;

INT  sb_GetEnviron ( PSBBASE pSBBASE, PCHAR lpEnv );
VOID sb_Print      ( PSBBASE pSBBASE );
VOID sb_UnloadDriver( LPVOID lpEntry );
LPVOID sb_LoadDriver( PCHAR pName );
#endif

```