

1 J1: Wave-Table header
2 J2: Game port
3 J3: Analog CD IN (GRGL/Mitsumi/Panasonic)
4 J4: Analog CD IN (LGGR/Sony)
5 J5: 44kHz Digital Audio In
6 J6: 44kHz Digital Audio Out
7
8 JP1 PnP enable/disable
9 1-3, 2-4: Enable
10 3-5, 4-6: Disable
11
12 JP3: Mic Type