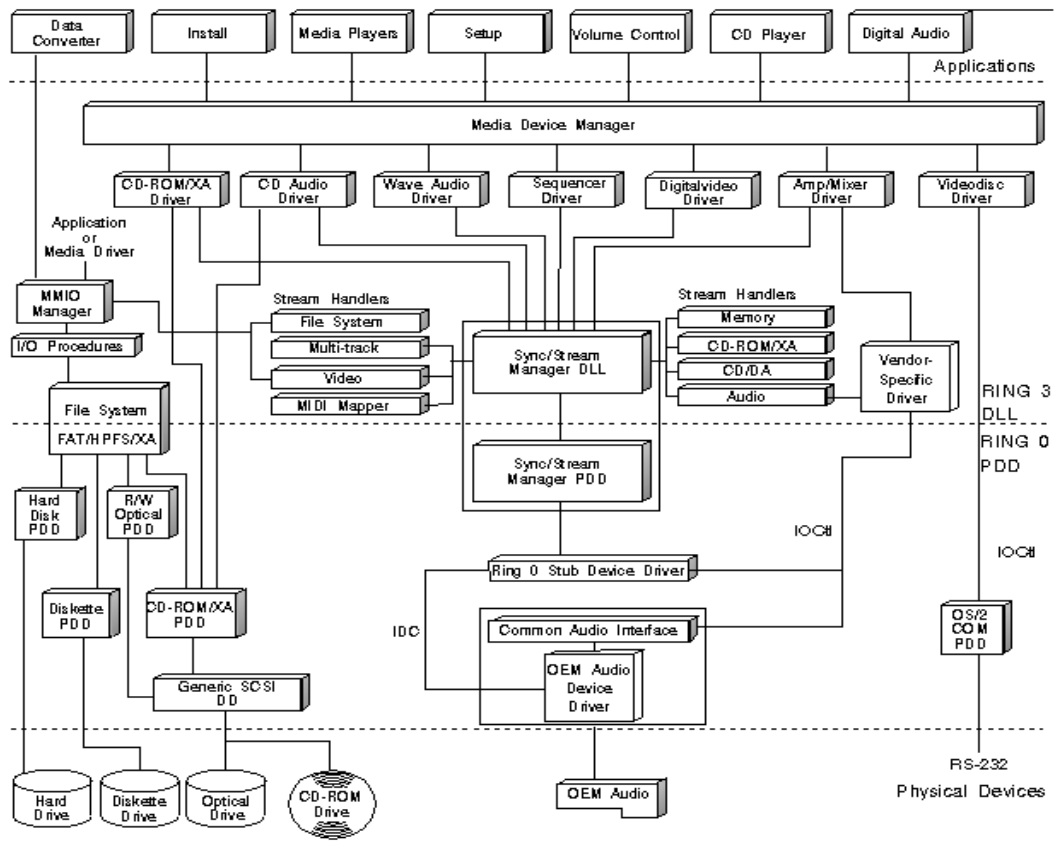DTA
Data Transport Agent

DTA history and OS/2

History for the DTA.

- PDD->VDD->WIN/OS2
- Native Windows 3.1 driver->no longer development
- Contract obligation from customers Windows 3.1
- DDK sample RING 0/ RING 3, slow stuttering audio.
- From WIN/OS2 to ring3 back ring 0, back into ring 3->DART an back to the audio driver…
- From DART->MMOS2->RING0.SYS->UNIAUD driver.
-

DTA->direct X for audio

- DTA locks via DART the audio driver.
- DTA.SYS talks directly to the audio driver!
- DOS is possible project was started vsound.sys
- WIN/OS2 is working (demo later).
- Was developed by John Gow in 2005 (was involved with beta testing).

DTA overview

DTA: A Multimedia Regeneration

Architecture of the DTA

DTA SERVERS — DTA CORE — VDTA.SYS — DTA CLIENTS
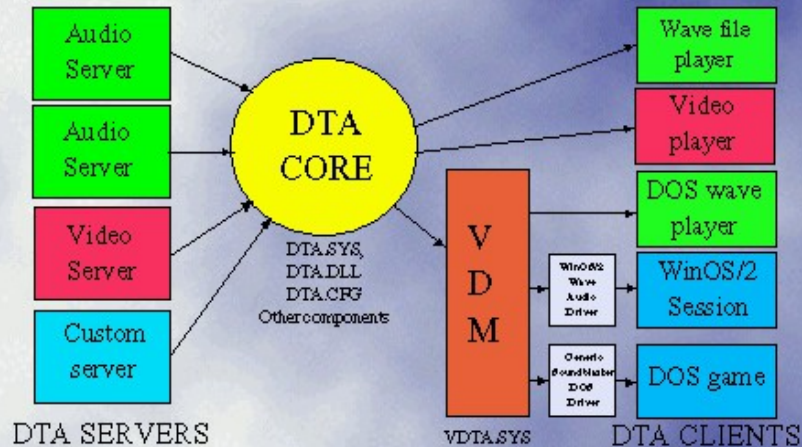
DOS game support with DTA

- DOS games are EXTREMELY sensitive for latency. Stuttering or out of synch audio/music.

- VDM is like virtual machine, TSR most likely not sufficient.

- VSOUND.SYS emulates OPL3 and sound codec.

- Updated TIMER0S.SYS to share timer with DOS sessions.

- Update VDMA.SYS for proper support for DOS games.

- Debugging VDM is pretty complex. 25% of the kernel is VDM code..

Music/OPL3 support

- Still needs to be added to vsound.sys.

- Single audio channel uniaud (??)