Multi-Easy/Multi-Sound



User Manual

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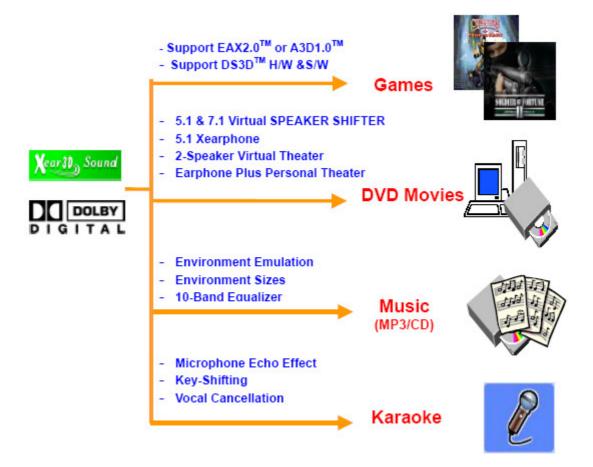
Dolby Digital RTCE, Dolby Earphone and Pro Logic IIx driver is manufactured under

license from Dolby Laboratories.

1. Introduction C-Media Xear 3D Sound Technology

Thanks for choosing C-Media audio solution! The user manual is a guide for users to understand how to use the new generation USB Digital Audio with exclusive Xear 3Dтм sound technology. C-Media provides a value-added PC audio total solution and integrated advance Dolby Digital sound technology. All kinds of applications can get maximum support. With this manual, users can quickly take advantage of these great features to enjoy amazing sound effects even better than consumer electronics devices. Xear 3D[™] Sound Technology is a unique and innovative total audio solution exclusively featured by C-Media Electronics Inc. in 2002. This patented 3D sound technology not only supports real-time 3D gaming and industry-standard 5.1CH or 7.1CH DVD, but also offers an immersive virtual 5.1Ch and 7.1CH sound field to the users regardless of what type of output device is actually utilized. Thanks to Xear 3D[™] Sound Technology, even if users are using a pair of earphones or 2CH speakers, still they can avail themselves of a much better virtual 5.1CH or 7.1CH environment capable only by Xear 3D[™] Sound Technology. Better yet, all audio formats can be converted to thrilling 3-dimensional audio by this technology. Personalized and optimum 5.1CH/7.1CH

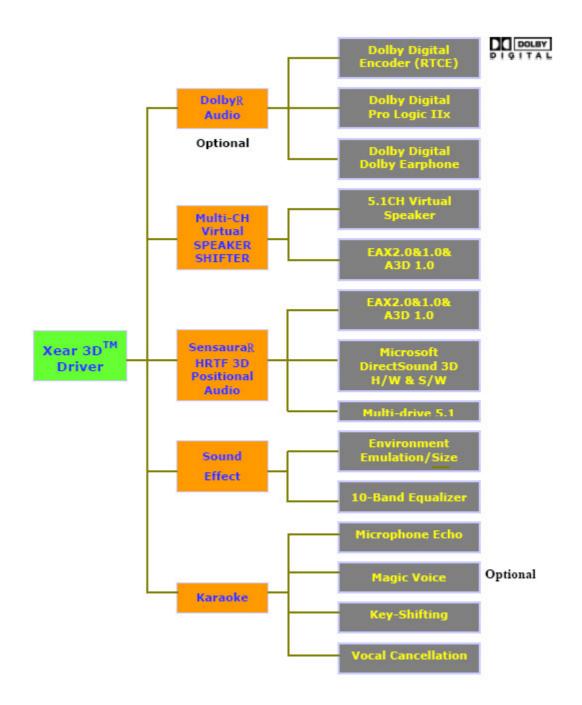
listening environment and experience is thus achieved.



2. Function Structure and Overview

The following shows the function overview of the driver. Optional features mean

optional offers decided by system manufactures.



3. Advantages of USB Xear 3D Sound Solution

A. The 1st Advantage of Xear 3D[™] Sound Technology: Virtual Multi-Channel Audio

SPEAKER SHIFTER allows the users to obtain a 5.1CH & 7.1CH virtual speaker

environment no matter what output device they are using (2CH speakers). Moreover,

the users are able to drag the virtual speakers to anywhere they want without moving

the actual ones to accommodate their need. Therefore, by dragging a specific virtual

speaker shown on the GUI to the preferred position, enhanced individual channel

output is feasible. This revolutionary technology is welcome by those who always

complain about the not-loud-enough volume of the center (for dialog) or bass output

in DVD. With Xear 3D[™] SPEAKER SHIFTER, no more low-volume center and/or

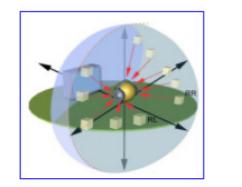
bass output problems.

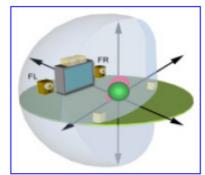
To remedy this, C-Media provides the patented Xear 3D[™] filter, capable of providing

virtual 5.1CH & 7.1CH audio by means of a pair of speakers (2CH speakers to output

virtual 5.1CH or 7.1CH).

Xear 3D[™] SPEAKER SHIFTER allows users to obtain comprehensive 5.1CH and 7.1CH audio even though they are actually using a pair of speakers of 2CH speakers. PS: 7.1CH was supported on WinXP OS and depend on device hardware capability.







B. The 2nd Advantages of Xear 3DTM Sound Technology: Environment $FX^{\rm TM}$ and

3D Positional Audio

In the real world sounds travel directionally; furthermore, sounds would have myriad

manifestations according to different factors of the environment: the room size, distance, reflecting materials, obstructing objects, etc. For example, same

footsteps

in different settings, say the cave and the sewer pipe, will generate distinctive effects

to the ears. In that regard, besides eye perception, sound cues also play an important

role in helping people tell the changes of the surroundings.

Regarding 3D VR (Virtual Reality) implementation, not only actual 3D visual images

are concerned, but what people would hear in the real world is count as well. One of

the major 3D VR implementations is 3D gaming for PC. When a command for 3D

audio is given, Microsoft operation system would provide DirectSound3D, an interface

conversion technology, to function as the bridge interfacing the upper application

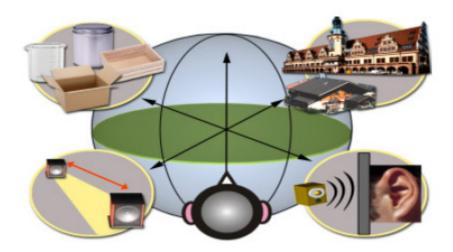
program and lower audio device. Even so, it should be noted that only when the

lower audio device has 3D engine could the upper application program activate 3D

effects. Hence, if audio device does not provide 3D engine, no real-time audio effect

conversion (sound effects in different settings) is feasible. The gaming effect is thus

seriously destroyed.



As previously explained, in the process of real-time simulation of visual and acoustic

elements, powerful HRTF 3D engine and EnvironmentFX[™] are a must. C-Media

patented Xear 3D[™] Engine excels all other solutions in that Xear 3D[™] Engine supports powerful HRTF (Head Related Transfer Function) 3D audio and real-time

EnvironmentFX[™], exhibiting comprehensive and supreme environmental audio

effects. When Xear 3D[™] Engine is utilized, game players can instantly perceive

different sound effect when the setting is changed. No more confusion in directions.

C. The 3rd Advantages of Xear 3D[™] Sound Technology: Karaoke Functions

This function included microphone echo, magic voice, key shifting and vocal canceling.

No matter any sound source you playing, you can enjoy various singing way and feeling

like personal performance. General microphone control cannot prettify user's voice but

by way of microphone echo, any one can get beautiful voice. Moreover, you can use

key shifting to adjusting any music and melody to harmony with your tune. Better yet,

vocal canceling can eliminating singer's voice and make the song to be background

music for happy singing. Furthermore, magic voice not only can provide interest effects

but also can use on Internet voice communicate to keep anonymous. Especially for

applications with ICQ, MSN message, Yahoo message, VOIP phone and on line game

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Low High +8dB	
	3
Key Shifting	
Vecal Cancellation	No Voice +0
	* *
	55
E	
F I JD	-
A	

4. System Requirement and Installation

This device must be applied on USB specification products. And user should to confirm that PC operation supports USB function, USB 1.1 or 2.0.

Case1--No external driver installed :

*OS Support :Win98SE, WinME, Win2000, WinXP, Mac OS 9.0 and 10.1

*System recommended: use Intel Pentium III 或 AMD K6 500 CPU

above

*At least 64 MB RAM (Win98SE) or 128MB RAM (WinME, Win2000 and WinXP)

*At least 50 MB hard disk space

*For good sound quality, please adjust your system's H/W acceleration and Sample

rate conversion quality to Full and Best.

vanced Audio Properties	?
peakers Performance Effects	
These settings control how troubleshool audio-related p Audio playback	Windows plays audio. They can help yo problems.
\underline{H} ardware acceleration:	None Ful
Full acceleration: use this setting t	o enable all acceleration features.
Sample rate conversion quality:	Good Best
Best sample rate converter, provi conversion	des best qually sample rale
Restore Defaults	
	OK Cancel Apply

Note: Some USB Host Controller may have problem with data stream package loss,

this will influence output audio data and make some discontinuous sound. But

this is very rare.

Sometime, when user plug USB Personal Multi-media Device on PC system

and OS cannot auto change audio device to USB audio, please switch the

audio device to USB audio sound and audio devices properties in control panel.

Volume	Sounds	Audio	Voice Ha	ordiware	
Sound pl	ayback			-	
	elault devic	æ		_	
9	C Hede US	B Device		Y	
		⊻clume	Advago	ed	
Sound re	cording				
	Detault device:				
18 [Modern #0 Line Record				
	Ĩ.	Volume	Advance	ed	
MIDI mus	ic playback				
-	Dejault devic	æ			
and a later of the	Microsoft GS Wavetable SW Synth				
L	_	Makaza			
	5 <u>1</u>	Volu <u>m</u> e	About		
Use onl	y default de•	vices			

Case3--Install C-Media Xear 3D technology driver :

*OS Support : Win98SE, WinME, Win2000, WinXP

*System recommended: use Intel Pentium III 或 AMD K6 500 CPU above

*At least 64 MB RAM (Win98SE) or 128MB RAM (WinME, Win2000 and WinXP) * At least 50 MB hard disk space *Support direct sound 3D

Note : Windows OS has default USB driver support, but no support for HRTF 3D, EAX , Virtual Multi-channel sound effect and Dolby Digital sound DSP function. Thus, if user wants to enjoy these fancy experiences must install C-Media Xear 3D sound audio driver. Before users install C-Media Xear 3D sound audio driver, they must make sure

that USB Multi-media Sound Device have connected to PC system already.

If your PC system has more than one USB connecting port, please remember which one is connected for install, and next time when you plug this USB

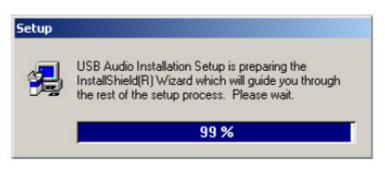
Multi-media Sound Device to PC, you have to plug the same port for initialize the Xear 3D driver.

C-Media Xear 3D Sound Audio Driver Installation Step :

1. Turn on PC system and connect USB Multi-media Sound Device to PC system.



2. Insert Installation CD on your CD-ROM or DVD ROM, the program will pop up auto run information.



3. Please follow up the set up procedure and click "Next" button to continue installation.



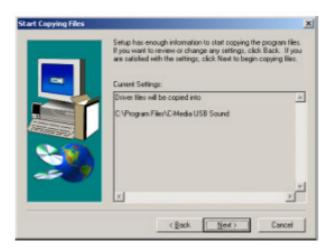
4. You can Select install driver only or both driver and demo program then click "Next"

to continue installation. The demo program includes a simple helicopter and Rock

F Instal USB Audio Driver
P Instal 30 Audo Deno Program

shooting for 3D sound.

5. Set up will install USB audio kit to default path and folder.



6. If your System is WinXP, you may see a dialog box asking you about windows logo

issue, please click "Continue Anyway" to complete installation. And set up program

will continue install.



7. While program is running to install driver it's may take a little time.

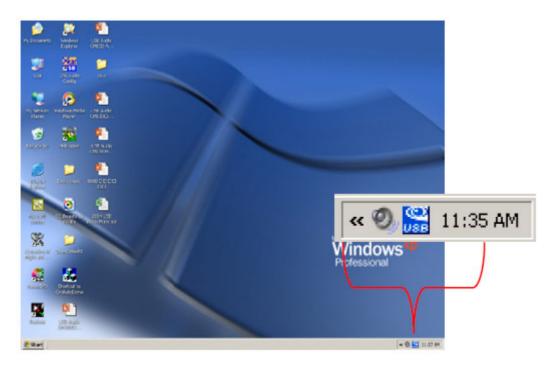


8. When set up program complete installation system will need to restart to initialize the driver.

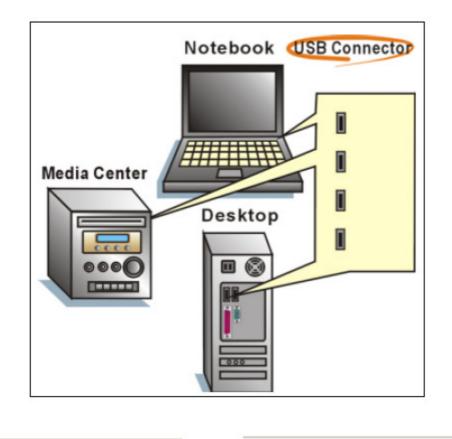


9. After reboot and system running up again, you can see a small icon on right down of

screen. You can click it to open Xear 3D Sound driver functions for control.



10. If your PC system has more than one USB port, you can just plug USB Personal Multi-media Device to any USB port. If this connect is right that driver will detect device and show a task bar on the bottom right side of the screen to guiding you which port is correct.





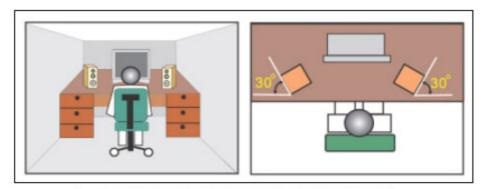
When this USB sound icon was showing, it's mean C-Media Xear3D sound driver was initialed and working now. If your USB port was more than one and you forgot which one was installed C-Media Xear 3D sound driver, this icon was mean you are connecting to the right port.

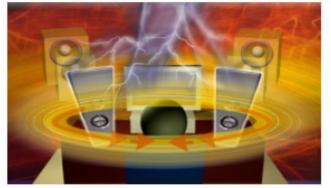
5. Sound Environment Set Up

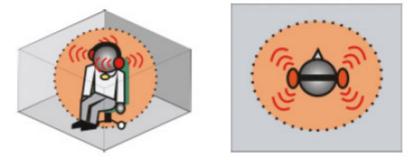
USB 2CH speakers and headphone set

You may use Xear 3D sound on 2CH speakerphone products or headphone set. The best thing for Xear 3D sound technology was easy to suit and create great sound effects on any kind of listening environment. Even if only 2CH physical speaker or headphone, Xear 3D sound can create virtual 5.1CH surround sound effect and dynamic to adjust multi-channel sound source by way of SPEAKER SHIFTER function. Better yet, user can in terms of different music and song to re-define favorite

sound effect by function of SPEAKER SHIFTER, EnvironmentFX or Equalizer and got personalize listening style.







USB to SPDIF out application

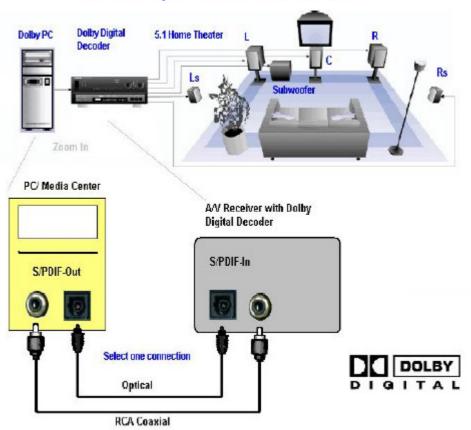
This function can be a bridge to link PC and consumer electronics. By way of PSDIF

out, user can directly output digital sound source from PC to home theater equipments and getting non-loss-less high quality sound.



If the system manufacturer provides the value-added Dolby Digital Real-Time Content Encoder (RTCE), you can generate the Dolby Digital audio for any digital PC

sounds (3D Games, DVD, MP3, CD...) with your PC and make use of your hi-fi home theater. Just connect your PC to the external decoder/AV receiver with a S/PDIF optical fiber or coaxial cable like the figure below.



Realize Dolby PC / Media Center at Home

6. User Interface and Function Control

Main Setting Using Analog Output or Digital S/PDIF-Out

1.Analog Output : turn on this button then can select analog output

channels mode.

2.Analog Output channels Mode :Earphone, 2CH, 4CH, 6Ch and 8CH for

selected.

3.Digital Output : turn on this button then can select SPDIF Out data

format.

4. Digital Output Mode : Dolby RTCE, PCM for selected.

5. Audio Jack Connected Display

6.DSP Mode : pull down to select different DSP Mode. (Default support

Xear 3D)

7.Virtual SPEAKER SHIFTER : can open SPEAKER SHIFTER windows

for control. (For detail information see the next page)

8.Digital Volume Control can open each channel to adjust digital volume.

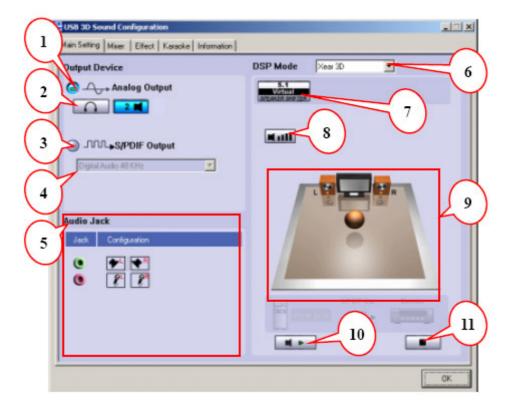
(For detail information see the next page)

9. Channel Display & Speaker Test : can show analog output channel

status and directly click speaker graphic can do sound testing.

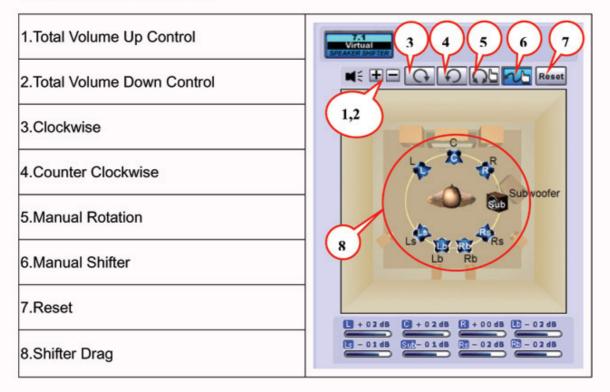
10.Auto Sound Test : can auto testing every channel sound effect.

11.Stop Auto Sound Test : can stop auto testing.



Main Setting

Virtual SPEAKER SHIFTER



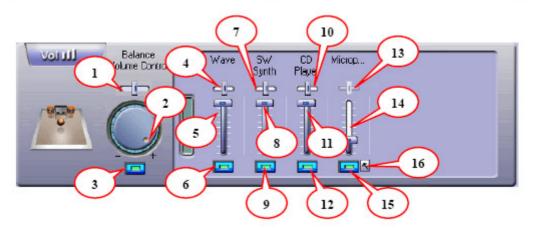
Digital Volume Control

1.Reset Volume	1 3
2.Left Channel Control	2
3.Right Channel Control	

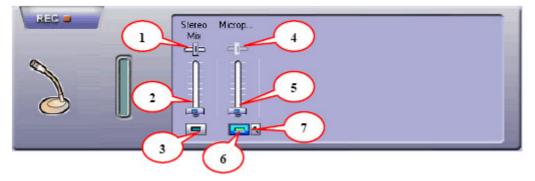
Mixer

Playback Volume Control

1.Balance Control 9. SW Synth Volume On/Off	
2.Volume Up/Down Control	10.CD Volume Balance
3.Master Volume On/Off	11.CD Volume Control
4.Wave Volume Balance	12.CD Volume On/Off
5.Wave Volume Control	13.Microphone Balance
6.Wave Volume On/Off	14.Microphone Control
7.SW Synth Volume Balance	15.Microphone On/Off
8. SW Synth Volume Control	16.Microphone Advanced Setting

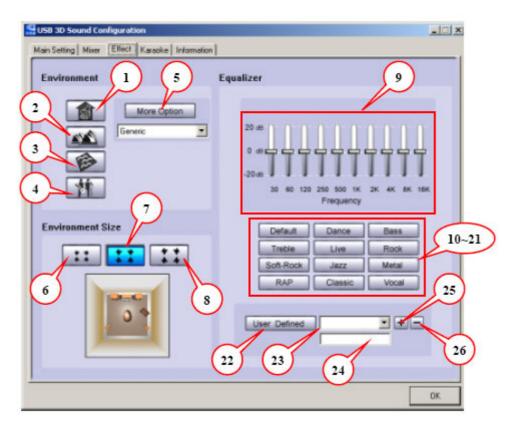


Recording Volume Control 1.Stereo Mixer Balance Control 2.Stereo Mixer 3.Stereo Mixer 4.Microphone Record Balance 5.Microphone Record Volume Control 6.Microphone Record Volume On/Off 7.Microphone Record Advanced Setting

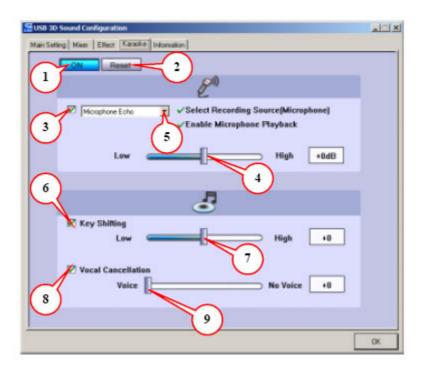


Environment	Environment Size
1.Bathroom	6.Large
2.Opera	7.Middle
3.Underwater	8.Small
4.Music Pub	
5.More option : 27 mode for selected	

Equalizer		
9.Ten Band Equalizer Adjust	18.Pre-Set Mode (Metal)	
10.Pre-Set Mode (Default)	19.Pre-Set Mode (RAP)	
11.Pre-Set Mode (Dance)	20.Pre-Set Mode (Classic)	
12.Pre-Set Mode (Bass)	21.Pre-Set Mode (Vocal)	
13.Pre-Set Mode (Treble)	22.Equalizer User Define On/Off	
14.Pre-Set Mode (Live)	23.Pull to select user define mode	
15.Pre-Set Mode (Rock)	24.User Define naming key in	
16.Pre-Set Mode (Soft-Rock)	25.Add new user define mode	
17.Pre-Set Mode (Jazz)	26.Del user define mode	



1.Karaoke On/Off	Click this button then can control all karaoke
2.Karaoke Setting Reset	Can reset all setting to default value
3.Start Microphone Echo Function	Select this button will pop up a dialog box to enable microphone function.
4.Echo Low/High Control Bar	Adjust echo low/high
5.Magic Voice Function (Optional)	This function only supported in multi-channel audio products.
6.Start Key Shifting Function	Select this button to enable key shifting function and control.
7.Key Shifting Low/High Control Bar	This function can adjust tune of background music to fit your singing.
8.Start Vocal Cancellation Function	Select this button to enable vocal cancellation function and control.
9.Vocal Canceling Control Bar	This function can control singer's vocal of background music and cancel it as possible.



Information

This page is showing all of the USB audio product and system information. The information will be very useful to end user and vender once they got some troubles or

3D Audio Engine	Xex30 CFL30 D530 EAV2.0 A301.0	
Audio CODEC :	CM100	
Audio Driver Version :	5.12.01.0039.8a (35a)	
Audio Controller :	VIA Rev 5 or later USB Universal Hout Controller	
Dilectic Version :	Direct/(81	
0	Media 3D Audio Configuration Ver. 1.0.41.6 Copuright ICI 2003-2005 C-Media Inc.	

problems with function control or product application.

7. FAQ & Technical Support

Q1 : Why play CD without sound ?

Most general case was digital CD playback function did not open. Because USB audio is digital signal, it is use different path to process CD music with traditional

analog CD.

You should open "Device Manager", select "DVD/CD ROM drives" and open it.

Then switch to "properties" page and enable digital CD audio.

aeneral	Properties	DVD Region	Volumes	Driver		
*		tings determine t for playing CD m		hich Wind	lows uses t	his
	layer Volum	18				
Low		1 1 1	1 1	r r	<u> </u>	High
Ulgita	al CD Playba	ack				
audio	. This featu	Andows use digi ure may not work ems with CD aud	k with all CD			
audio are h	i. This featu aving proble	ure may not work	k with all CD tio.	•ROM dev		
audio are h	i. This featu aving proble	ure may not work em: with CD auc	k with all CD tio.	•ROM dev		

Q2 : Why sometimes Win98SE and WinME can not auto detect USB audio

device and switch? Since Win98SE and Win ME have different driver architecture with Win2000 and WinXP. When users plug in/out USB audio device too much time or faster, these two OSs may not detect the change on device. So, sometimes user got to switch audio device to USB audio device by them self. While user plug in USB audio device on Win98SE and WinME system, if system cannot switch audio device to USB, please open "Control Panel", select "Sounds and Audio Devices", choice "Audio" page then switch "Default device" to USB Device or C-Media USB Device.

/olume	Sounds Audio Voice Hardware				
Sound	olayback				
Ø.	Delault device:				
9	C-Media USB Device 🗸 🗸				
	Volume Advanced				
Sound	ecording				
P	Diglault device:				
18	Nodem #0 Line Record				
	Volume Advanced				
MIDI mi	isic playback				
₽	Delault device:				
men	Microsoft GS Wavetable SW Synth				
	Volume About				
Use of	nly default devices				

Q3 : When using software application program (Like: Media player,

Winamp,

PowerDVD, WinDVD....) to playback any media files, can I plug out USB

audio device while playing?

It is incorrect mode of operations, because while application programs were

playing audio stream, windows system is stilling using audio device to process

and deliver data real-time. So, when user plug out USB audio device windows

system can not delivering audio data to the same device, so that system will be

confused and make application programs failure or system crash.

The right way to plug out USB Audio device was stop playback function first.

Especially when your Windows system was Win98SE or WinME, this corrected

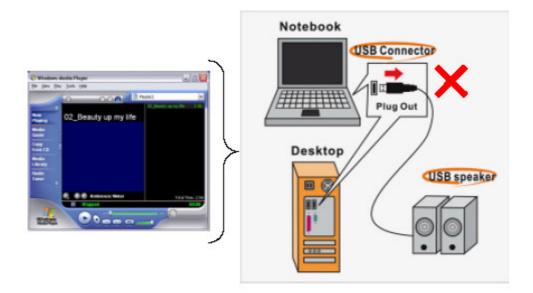
operation will keep stability of working system. Otherwise, uncorrected plug out

will cause application program or system crash.

* Do not plug out while application programs were playing media files.

Please

stop playback before plug out USB audio device.



Q4 : Xear 3D Sound technology provide amazing function In virtual 5.1

speaker shifter, how to using this function in different media format? Virtual 5.1 Speaker shifter can process 2CH, 4CH or 5.1CH audio format and make 2CH audio file like MP3. stereo wave to transfer in virtual 5.1 surround sound. However, the most perfect application is playing 5.1CH DVD content like Dolby digital AC-3 and DTS. User can using physical 2CH device (earphone, speaker) to enjoyed dynamic 5.1CH surround sound by moving graphic user interface. In general, when user buy a new computer usually got a free bundle software DVD player like PowerDVD or WinDVD. Most of these free bundle software version only provide 2CH DVD audio playback capability that because 5.1CH decoding was more expensive. So that, when user playback real 5.1CH DVD content it can not processing different 6 channel audio source to spread out characteristic with each channel. If user wants to enjoy real 5.1CH DVD surround sound, you can buy a software DVD player with Dolby digital AC-3 or DTS 5.1CH decoding function.

 $\ensuremath{\,\times\,}$ User can check software DVD player to confirm what decoding version that

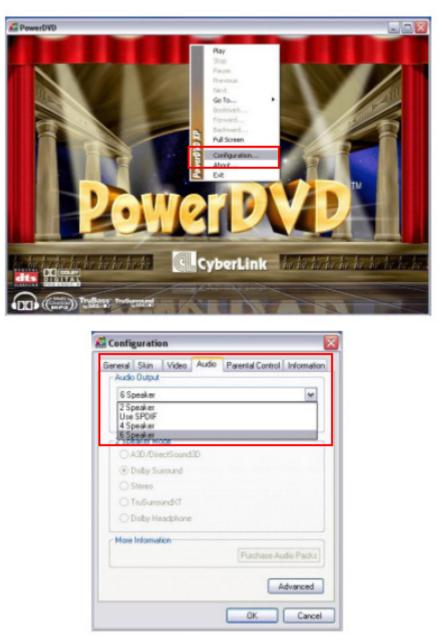
DVD software player supported.

- 1. Open Software DVD Player
 - 2. Click display windows
 - 3. Click right key of mouse
- 4. Select "Configuration" or "Setup"
- 5. Choice "Audio" function setting page
- 6. Check "Audio Output"→If you can see or select speaker from 2 to 6 that

mean this version was supported 5.1CH decoding capability. Otherwise,

is only supported 2CH decoding capability.

it



Q5 : What is 7.1CH listening environment and how different with 5.1CH?

1. The 7.1 channel mode is newest multi-channel audio format and technology in

the market. It's include center, subwoofer, front left, front right, rear left,

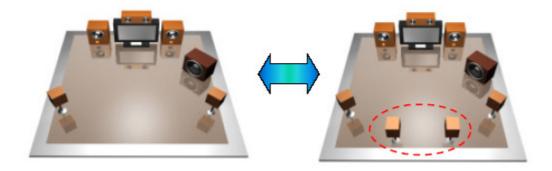
right and back surround. This definition was the same as Dolby Lab. and DTS Lab.

 This format is a new standard and not very much content has supported it.
The 7.1CH content was naming Dolby Digital EX by Dolby Lab. and DTS was

naming DTS-ES (Extended Surround).

3. The difference of 5.1CH and 7.1CH is additional 2CH. This 2 speaker was

placed on rear area and to enrich backward sound effects.



Q6 : When can I use 7.1CH function and have any application note or

limitation on

it?

1. If you using Microsoft default USB audio driver to process this device,

the

7.1CH mode only can work on Windows XP operation system.

Moreover, you

have to buy a 7.1CH DVD content with Dolby Digital EX or DTS-ES format

and use DVD software player to decoding this format.

2. If you using Xear 3D sound technology driver to process this device, no matter

any sound source you playback this driver can convert it to 7.1CH. This function was virtual multi-channel effects and you can feel 7.1CH sound effect on any devices, like earphone, 2CH speakers, 4Ch speakers,

5.1CH

speakers or 7.1CH speakers. But, if your want to listening real 7.1CH sound

effect that has to work on 7.1 audio device products and connected real

8

speakers.