



How to use this manual

Creative Sound Blaster Audigy Creative Audio Software

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Important: This PDF file has been designed to provide you with complete product knowledge. The following are instructions on how to make use of this PDF file effectively by launching applications and help files, as well as accessing relevant web sites, where applicable, via specially prepared links.

- To launch applications, Help files or to access relevant web sites, click the [blue text](#), or whenever the symbol  or  appears on the object or text.
- For best viewing, this PDF is by default set to "Fit Width" so that all the contents on every page is visible. If you are unable to read the text clearly, press Ctrl + <+> to zoom in or Ctrl + <-> to zoom out. To view full screen, press Ctrl + <L>.

Note: To access the applications and Help files, you must first install the manual and the applications in your computer. Otherwise, you will receive error messages. When you click a link to launch a program, a dialog box may appear to inform you that Adobe Acrobat is going to launch the application. Click the **All** button to run subsequent applications without the message appearing again. To access linked web sites, your computer must be connected to the Internet.



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Introduction

Introduction

High Definition Digital Audio Entertainment



The product name may differ depending on your region.

Thank you for purchasing Sound Blaster Audigy, the complete high-definition digital audio entertainment solution.

Two models are covered in this manual: Sound Blaster Audigy (FireWire®/IEEE® 1394), with FireWire/IEEE 1394 connectivity, and Sound Blaster Audigy (non-FireWire/IEEE 1394), without FireWire/IEEE 1394 support. FireWire/IEEE 1394 applications are only applicable for the Sound Blaster Audigy (FireWire/IEEE 1394) model.

With the onboard 24-bit Analog-to-Digital Converter (ADC) and Digital-to-Analog Converter (DAC), Sound Blaster Audigy delivers high-definition sound of astounding quality with 96 kHz SPDIF support. The Sound Blaster Audigy card, with its Audigy processor, is four times as powerful as its nearest competitor. This enables awesome EAX ADVANCED HD™ technologies for your games and music listening experience.

The FireWire/IEEE 1394 port provides easy high-speed connectivity to NOMAD portable digital audio players, external CD-RW drives and other IEEE 1394 compatible devices like DV Camcorders, printers, scanners and digital still cameras.

Combine Sound Blaster Audigy with our rich software package and you get endless hours of fun. Included in your Sound Blaster Audigy Installation CD are exciting applications that allow you to create EAX-enhanced MP3 songs, which you can share with your friends over the Internet.



What is EAX ADVANCED HD?



EAX ADVANCED HD brings a new level of performance, power and flexibility to PC audio. Taking advantage of the increased processing capabilities of the Sound Blaster Audigy Processor, EAX ADVANCED HD delivers a host of new high definition audio features for gaming and music enhancement.

The all-new EAX ADVANCED HD Game Audio Library takes in-game audio acoustics to a whole new level. New Multi-Environment™ technology renders up to 4 simultaneous audio environments in real time. Environment Panning™ makes spatializing and localizing environments in 3D possible. Environment Reflections™ offers localization of early reflections and echoes. Environment Filtering™ accurately simulates the propagation of sound in both open and closed environments. Finally, Environment Morphing™ allows for seamless transition from one environment to the next. These innovative technologies bring tremendous realism and immersiveness to gaming.

Sonic superiority is also assured with EAX ADVANCED HD Music Technologies. Audio Clean-Up enables the removal of unwanted noise in a digital audio file. Time Scaling speeds up and slows down music with no distortion. Music playback is further enhanced with the specially developed EAX ADVANCED HD music effects.

EAX ADVANCED HD offers dramatically increased 3D audio performance and functionality, delivering superior audio fidelity and sophisticated reverb effects for an unsurpassed digital entertainment experience that is only available from the Sound Blaster Audigy family of products.



Package Contents

The following items are included in your package:

- Sound Blaster Audigy card
- Joystick/MIDI bracket for Sound Blaster Audigy (FireWire/IEEE 1394) card
- Sound Blaster Audigy Installation CD

System Requirements

Sound Blaster Audigy card

- Genuine Intel® Pentium® II 350 MHz, AMD® K6 450 MHz or faster class processor
- Intel, AMD or 100%-Intel compatible motherboard chipset
- Windows® 98 Second Edition (SE), Windows Millennium Edition (Me), Windows NT 4.0, Windows 2000 or Windows XP
- 64 MB RAM for Windows 98 SE/Me
128 MB RAM for Windows 2000/XP
- 600 MB of free hard disk space
- Available PCI 2.1 compliant slot for the Sound Blaster Audigy card
- Available adjacent slot for the Joystick/MIDI bracket (optional)
- Headphones or amplified speakers (available separately)
- CD-ROM drive installed

FireWire/IEEE 1394 applications, games and DVD viewing

- Genuine Intel Pentium II 350 MHz, MMX or AMD 450 MHz processor/3Dnow!
- Windows 98 SE, Windows Me, Windows 2000 or Windows XP
- 3D graphics accelerator with at least 8 MB of texture RAM for games
- 128 MB RAM recommended for digital video (DV) capture and editing
- Ultra DMA type hard disk with 1 GB workspace (ATA-100, 7,200 rpm type and 6 GB recommended) for DV applications (300–500 MB of free hard disk space for games)



- ❑ Second generation or later DVD-ROM drive with these recommended soft-DVD players: InterVideo's Win DVD 2000 or CyberLink's PowerDVD 3.0 or later

Other applications may have higher system requirements or may require a microphone. Refer to the application's online Help documentation for details.

Getting More Information

Refer to the [Sound Blaster Audigy Online Quick Start](#) and the various online Help files for detailed information on Creative applications. The [Sound Blaster Audigy Experience](#), an online demo, gives you an interactive introduction to Sound Blaster Audigy and demonstrates the card's capabilities.

More Help

View the contents of the Sound Blaster Audigy Installation CD for additional demonstrations, libraries and other software. Visit the www.soundblaster.com site for the latest Sound Blaster news and products. The site also includes information on making purchases, technical help, and CreativeWare updates.

Technical Support

Visit www.soundblaster.com/support/faq for general help.

Document Conventions

The following typographical conventions are used throughout this manual:



The notepad icon indicates information that is of particular importance and should be considered before continuing.



The alarm clock designates a caution or warning that can help you avoid situations involving risk.



The warning sign indicates that failure to adhere to directions may result in bodily harm or life-threatening situations.

Sound
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1

Installing Hardware

This chapter tells you how to install the Sound Blaster Audigy hardware.

Installing Hardware

What You Need

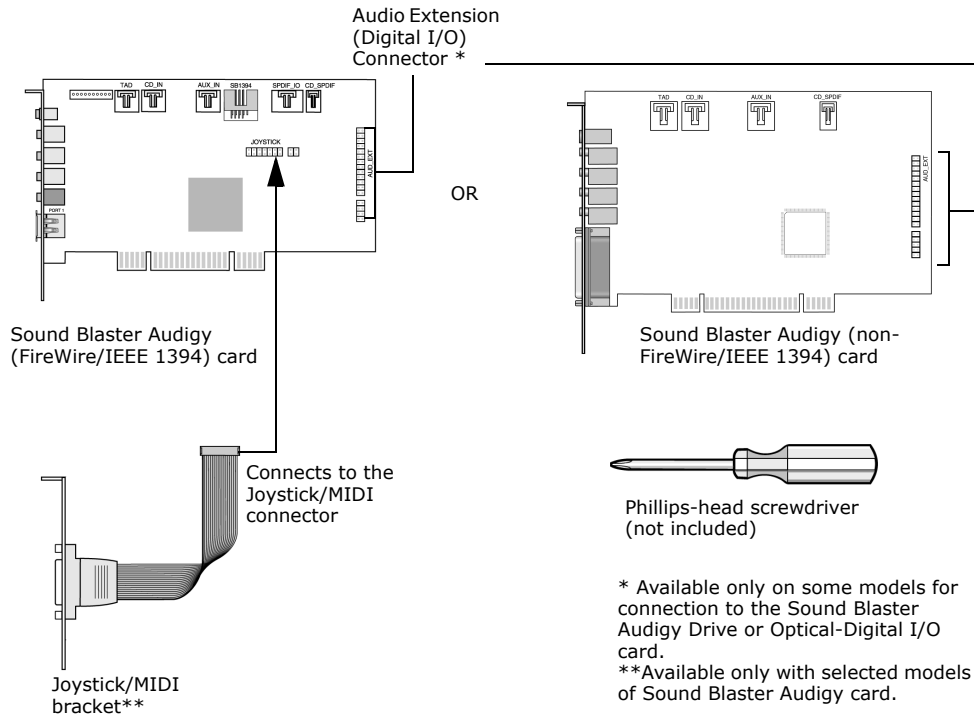
Before you begin installation, be sure that you have these:



In addition, you will also need an available PCI slot and another adjacent available slot on your computer.



Audio cards shown here may differ slightly from the actual product.



Your Sound Blaster Audigy (FireWire/IEEE 1394) Card



Refer to the [User Guide](#), "Hardware Information", for connector pin assignments.

Your Sound Blaster Audigy (FireWire/IEEE 1394) card has these connectors that allow you to attach other devices:

CD Audio connector (CD_IN)

Connects to the Analog Audio output on a CD-ROM or DVD-ROM drive using a CD audio cable.

Telephone Answering Device connector (TAD)

Provides a mono connection from a standard voice modem, and transmits microphone signals to the modem.

For Creative's proprietary use only

Analog/Digital Out connector

6-channel or compressed AC-3 SPDIF output for connection to external digital devices or digital speaker systems. Also supports Center and Subwoofer analog channels for connection to 5.1 analog speaker systems.

Line In connector (LIN_IN)

Connects to an external device (such as a cassette, DAT or MiniDisc player).

Microphone In connector (MIC_IN)

Connects to an external microphone for voice input.

Line Out connector (LIN_OUT1)

Connects to powered speakers or an external amplifier for audio output. Also supports headphones. Can be used simultaneously with the Rear Out connector for 4.1 channel speaker systems.

Rear Out connector (LIN_OUT2)

Connects to powered speakers or an external amplifier for audio output. Can be used simultaneously with the Line Out connector for 4.1 channel speaker systems.

AUX connector (AUX_IN)

Connects to internal audio sources such as TV Tuner, MPEG, or other similar cards.

Internal FireWire/IEEE 1394 connector (Optional)

Connects to J5 on the Audigy Drive.

For Creative's proprietary use only

CD SPDIF connector (CD_SPDIF)

Connects to the SPDIF (Digital Audio) output (where available) on a CD-ROM or DVD-ROM drive.

Joystick/MIDI connector (Optional)

Connects to the Joystick/MIDI bracket

FireWire/IEEE 1394 connector

Connects to an IEEE 1394 compatible external device (such as a digital video camcorder, digital still camera, printer or scanner).

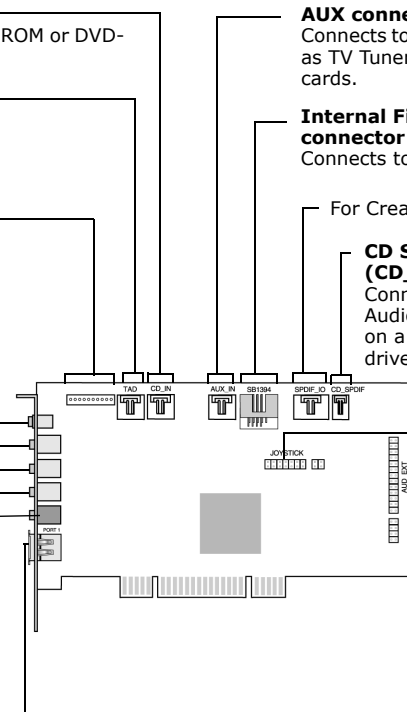


Figure 1-1: Connectors and ports on the Sound Blaster Audigy (FireWire/IEEE 1394) card.

Your Sound Blaster Audigy (non-FireWire/IEEE 1394) Card

Your Sound Blaster Audigy (non-FireWire/IEEE 1394) card has these connectors that allow you to attach other devices:

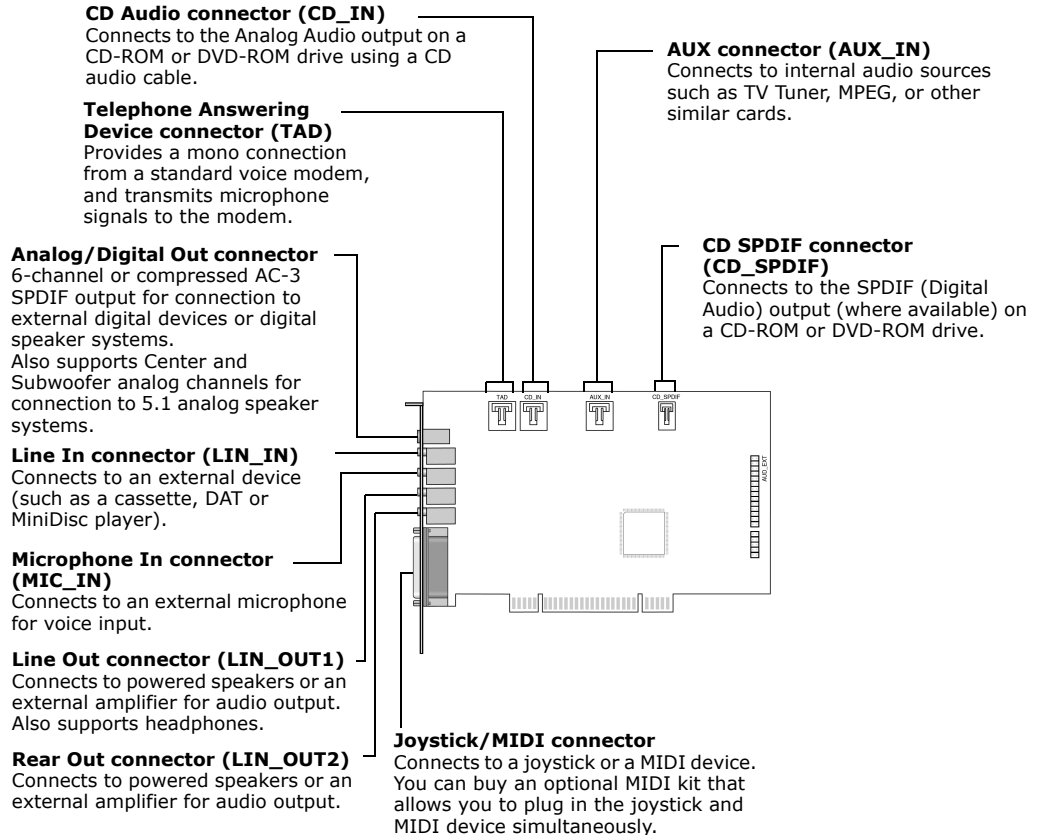


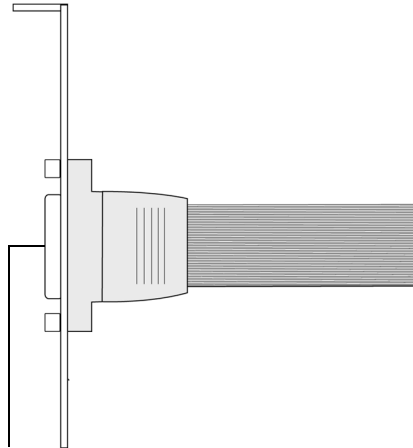
Figure 1-2: Connectors and ports on the Sound Blaster Audigy (non-FireWire/IEEE 1394) card.

Your Joystick/ MIDI Bracket (optional): For Sound Blaster Audigy (FireWire/IEEE 1394)



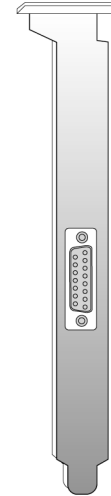
This bracket is available only with selected models of Sound Blaster Audigy card.

Your Joystick/MIDI bracket has this connector that can be attached to other devices:



Joystick/MIDI connector

Connects to a joystick or a MIDI device. You can buy an optional MIDI kit that allows you to plug in a joystick and MIDI device simultaneously.



Rear view of connector bracket

Figure 1-3: Connector on the Joystick/MIDI bracket.

Installation Steps

Step 1: Prepare your computer



Turn off the main power supply and disconnect your computer's power cord. Systems using an ATX power supply unit with soft power off may still be powering the PCI slot. This can damage your audio card when it is inserted into the slot.



Remove any existing audio card or disable the onboard audio chipset. For more information, see "Problems with Multiple Audio Devices" on page B-7.

1. Turn off your computer and all peripheral devices.
2. Touch a metal plate on your computer to ground yourself and to discharge any static electricity, and then unplug the power cord from the wall outlet.
3. Remove the computer cover.
4. Remove the appropriate number of metal brackets from unused PCI slots as shown in Figure 1-4. You will need a screw to secure the audio card to the computer.

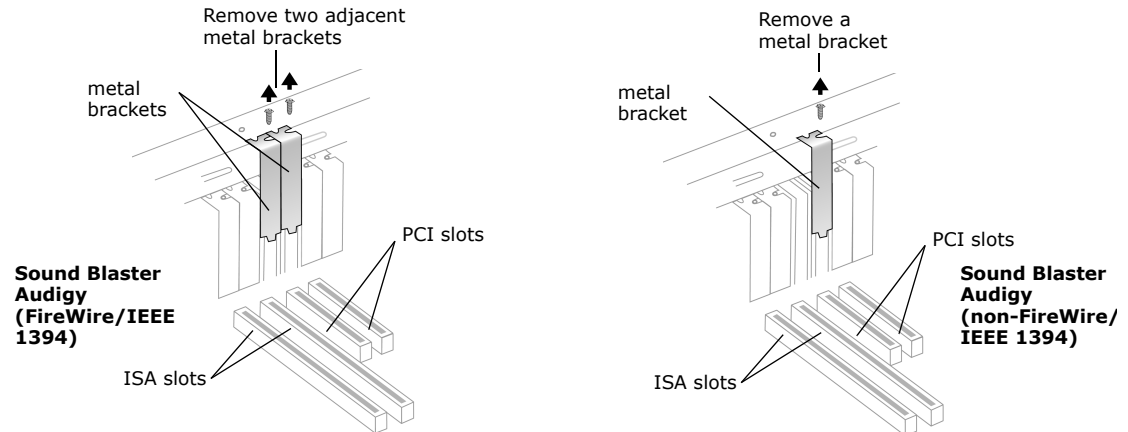


Figure 1-4: Removing metal bracket

Step 2: Install the Sound Blaster Audigy card



Do not force the audio card into the slot. Make sure that the gold finger PCI connector on the Sound Blaster Audigy card is aligned with the PCI bus connector on the motherboard before you insert the card into the PCI expansion slot. If it does not fit properly, gently remove it and try again.

1. Align the Sound Blaster Audigy card with the PCI slot and press the card gently but firmly into the slot as shown in Figure 1-5.

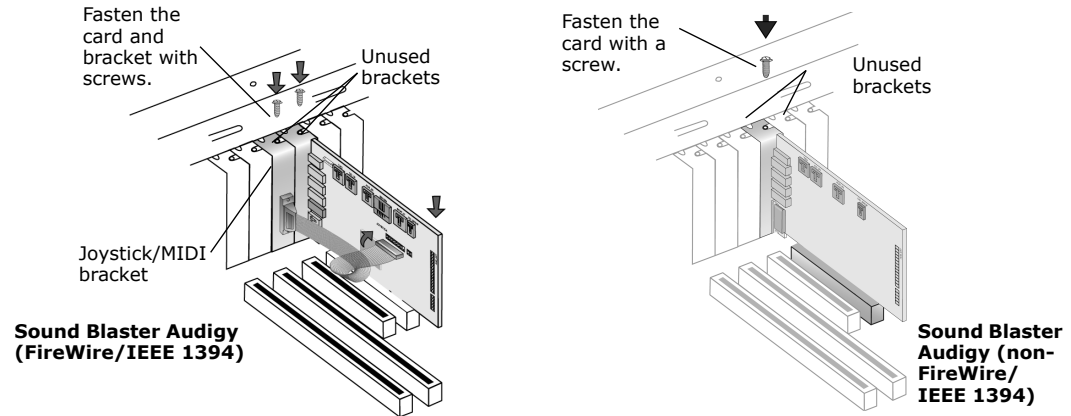


Figure 1-5: Securing the audio card to the expansion slot.

2. Secure the card with the screw you had placed aside earlier.
3. For Sound Blaster Audigy (FireWire/IEEE 1394) card users, secure the Joystick/MIDI bracket to the slot next to the Sound Blaster Audigy (FireWire/IEEE 1394) card with the second screw. Connect the Joystick/MIDI cable (if available) to the Joystick/MIDI connector on the Sound Blaster Audigy (FireWire/IEEE 1394) card as shown in Figure 1-5.

Step 3: Connect to audio cable (Optional step for Analog or Digital CD audio cable connection)



- The MPC-to-MPC (4-pin) Analog CD audio cable and the MPC-to-MPC (2-pin) Digital CD audio cable are not included with your audio card.
- If the Sound Blaster Audigy card is connected to both the CD SPDIF and CD Audio connectors on a CD-ROM or DVD-ROM drive, do not enable the CD Audio and CD Digital options at the same time in Surround Mixer.

For analog CD audio output:

- ▶ connect the Analog CD audio cable from the Analog Audio connector on your CD-ROM/DVD-ROM drive to the CD_IN connector on the Sound Blaster Audigy card as shown in Figure 1-6.

For digital CD audio output:

- ▶ connect the Digital CD audio cable from the Digital Audio connector on your CD-ROM/DVD-ROM drive to the CD_SPDIF connector on the Sound Blaster Audigy card as shown in Figure 1-6.

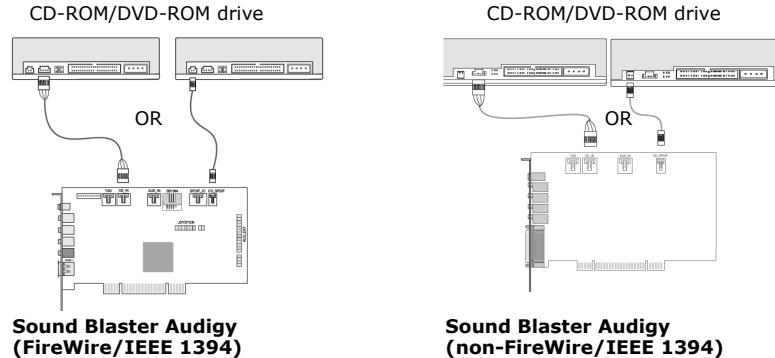


Figure 1-6: Connecting the drives.



Step 4: Connect to power supply

1. Replace the computer cover.
2. Plug the power cord back into the wall outlet, and turn on the computer.

To connect your Sound Blaster Audigy card to other devices, see "Connecting Related Peripherals" on page 1-9.

To install drivers and software, refer to "Installing Drivers and Applications" on page 2-1.

Connecting Related Peripherals

Sound Blaster Audigy will give you endless hours of listening pleasure. Figure 1-7 shows you how to connect related peripherals to your Sound Blaster Audigy (FireWire/IEEE 1394) and Figure 1-8 shows you how to connect related peripherals to your Sound Blaster Audigy (non-FireWire/IEEE 1394) to optimize your enjoyment.

Analog/Digital Out connector

Analog Mode (default): Connects to Center and Subwoofer channels.

Digital Mode: Connects to digital speakers* (via the miniplug-to-DIN cable, which is included with your speakers), MiniDisc or DAT

For instructions on how to switch between digital and analog modes, refer to topic "Digital Output Only" of the Creative Surround Mixer online Help.

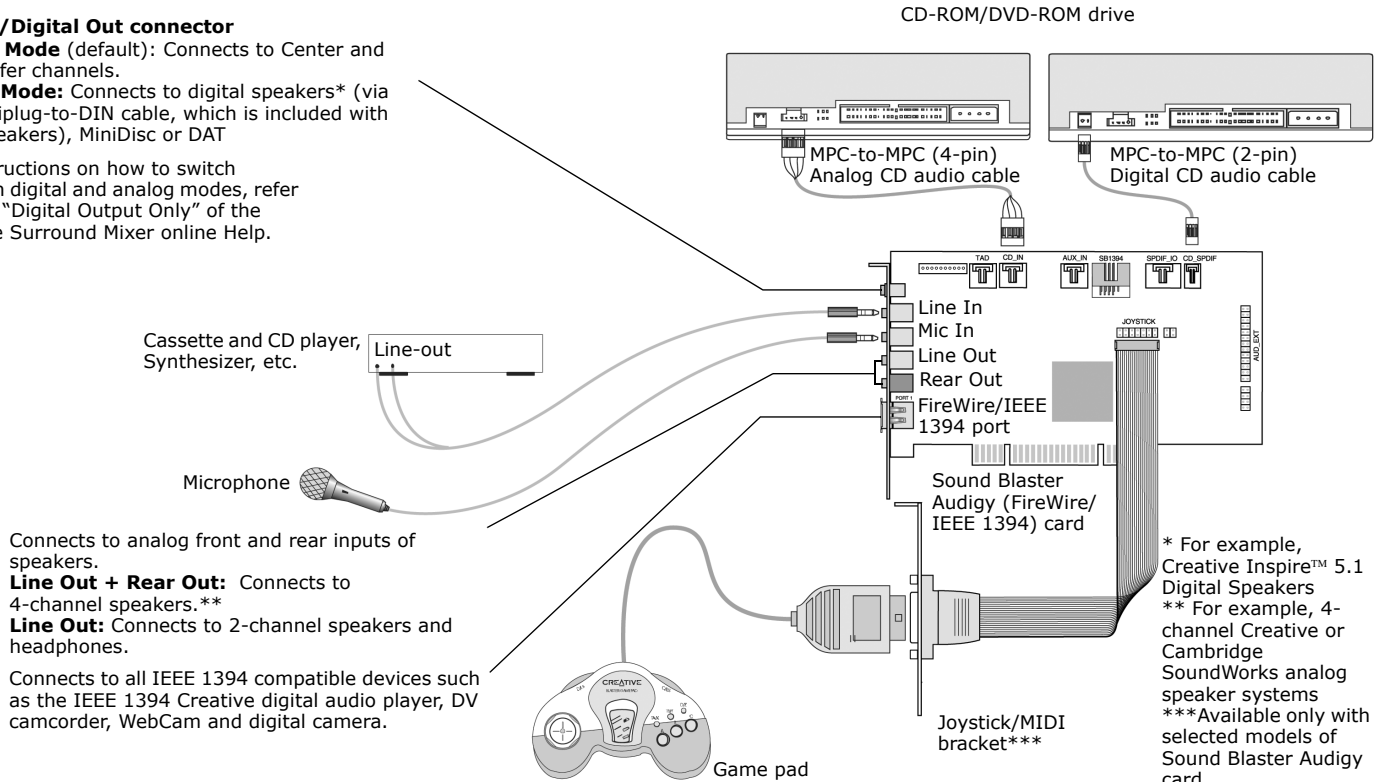


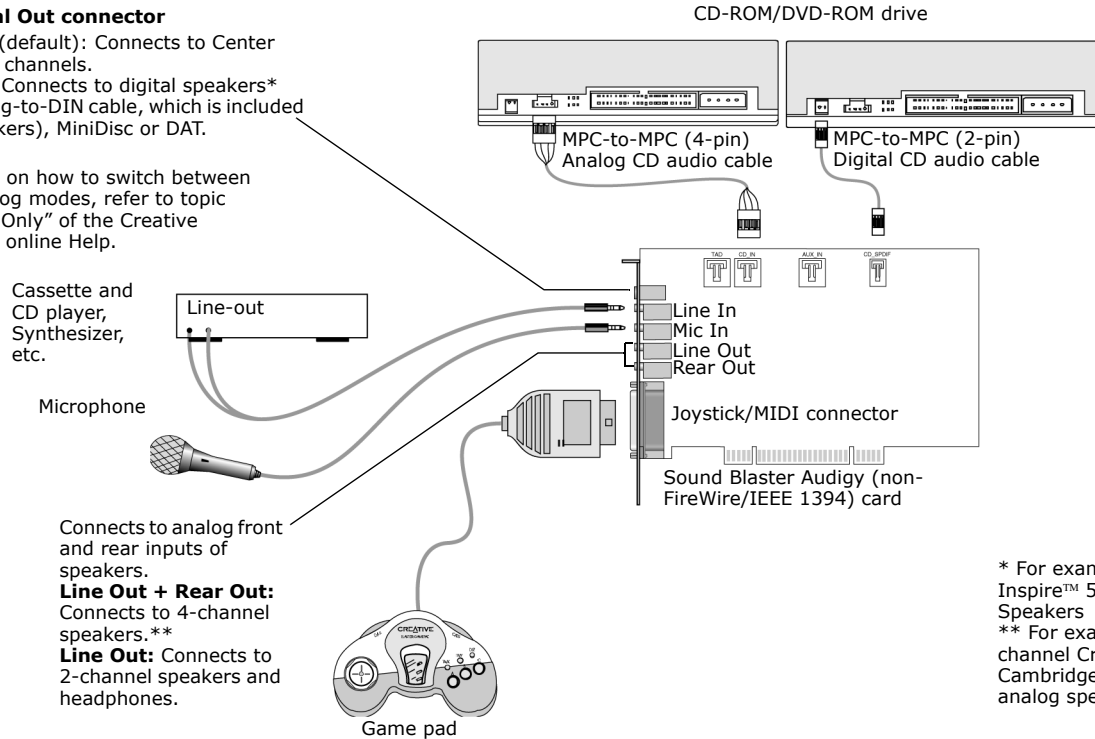
Figure 1-7: Connecting other devices to the Sound Blaster Audigy (FireWire/IEEE 1394) card.

Analog/Digital Out connector

Analog Mode (default): Connects to Center and Subwoofer channels.

Digital Mode: Connects to digital speakers* (via the miniplug-to-DIN cable, which is included with your speakers), MiniDisc or DAT.

For instructions on how to switch between digital and analog modes, refer to topic "Digital Output Only" of the Creative Surround Mixer online Help.



Cassette and CD player, Synthesizer, etc.

Microphone

Connects to analog front and rear inputs of speakers.

Line Out + Rear Out: Connects to 4-channel speakers.**

Line Out: Connects to 2-channel speakers and headphones.

* For example, Creative Inspire™ 5.1 Digital Speakers

** For example, 4-channel Creative or Cambridge SoundWorks analog speaker systems

Figure 1-8: Connecting other devices to the Sound Blaster Audigy (non-FireWire/IEEE 1394) card.

Connecting Speaker Systems



If you are playing games in Windows 98 SE MS-DOS mode (pure DOS mode), you must:

- Make sure the CD Audio connector on the Sound Blaster Audigy card and the Analog Audio connector on the CD-ROM or DVD-ROM drive are connected.
- In addition, if you get distorted sound, do not connect the CD SPDIF connector on the Sound Blaster Audigy card to the Digital Audio connector on the CD-ROM or DVD-ROM drive.

For instructions on how to switch between digital and analog modes, refer to the topic "Digital Output Only" of the Creative Surround Mixer [online Help](#).

If you have a 5.1 channel speaker system, you can upmix your stereo sources (such as CD Audio, MP3, WMA, MIDI and Wave) to 5.1 channels by using the Creative Multi Speaker Surround (CMSS) technology. To upmix, you need to enable the CMSS feature in PlayCenter (Player view). Refer to the PlayCenter [online Help](#).

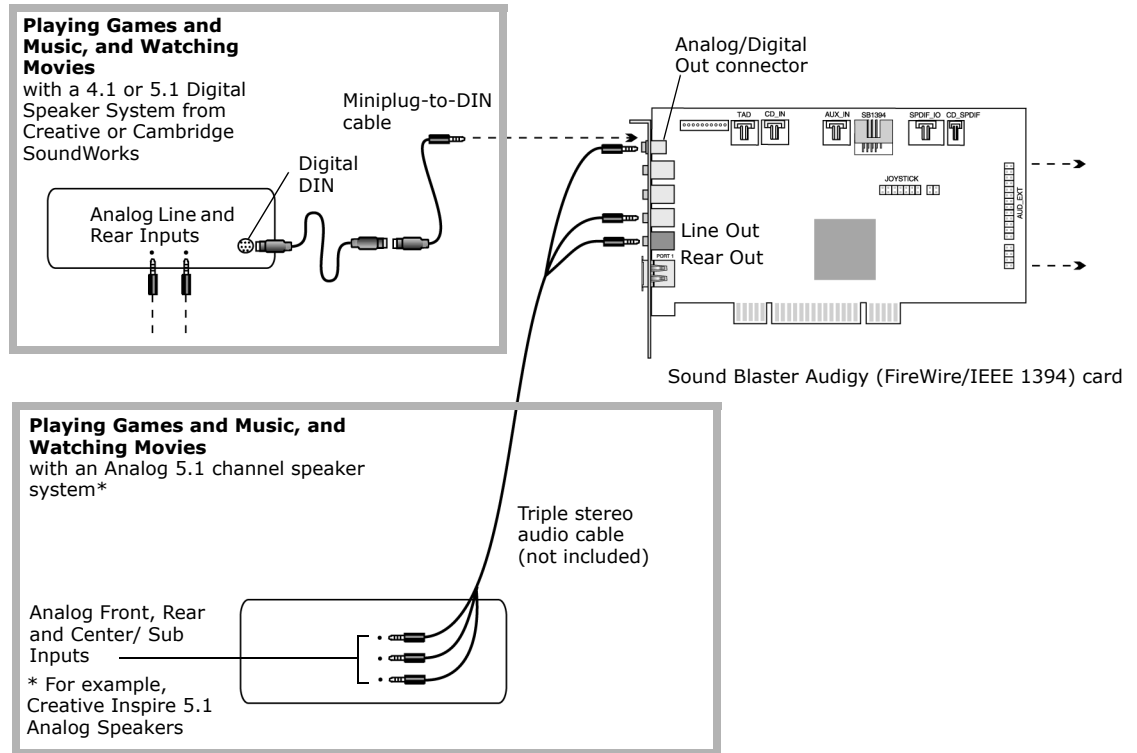


Figure 1-9: Connecting Sound Blaster Audigy (FireWire/IEEE 1394) card to speaker



If you are connecting Sound Blaster Audigy to Cambridge SoundWorks DTT2500 or Cambridge SoundWorks PlayWorks 2500 speaker systems via the miniplug-to-DIN cable connection, you may achieve 5.1 channels by selecting the music or movie mode on your decoder

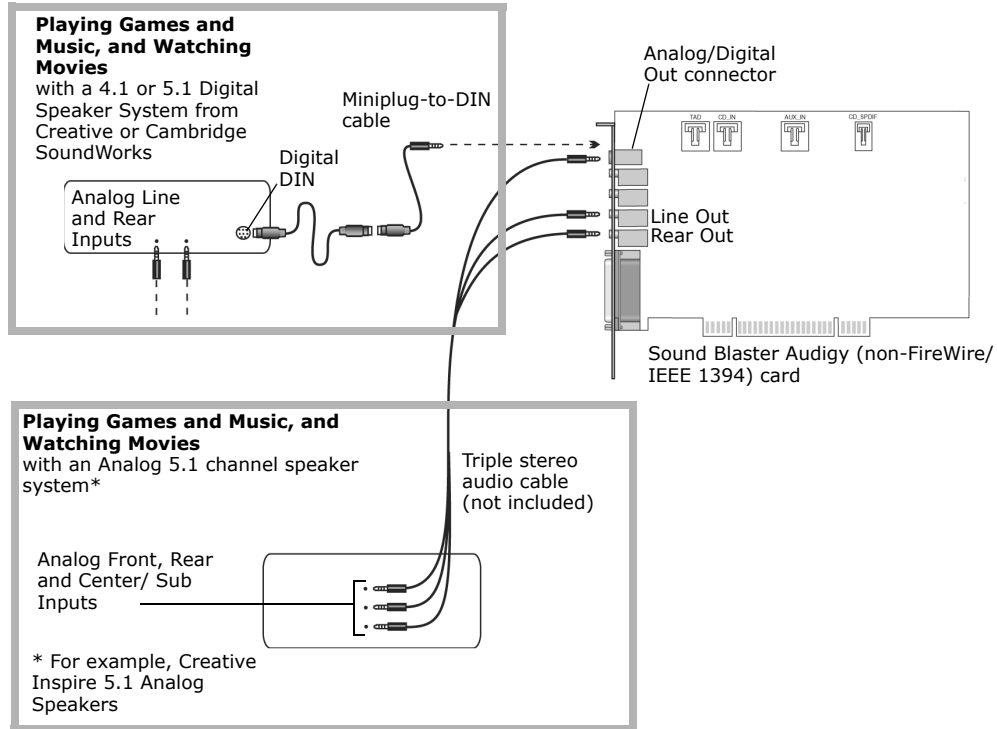


Figure 1-10: Connecting Sound Blaster Audigy (non-FireWire/IEEE 1394) card to speaker

Connecting External Consumer Devices

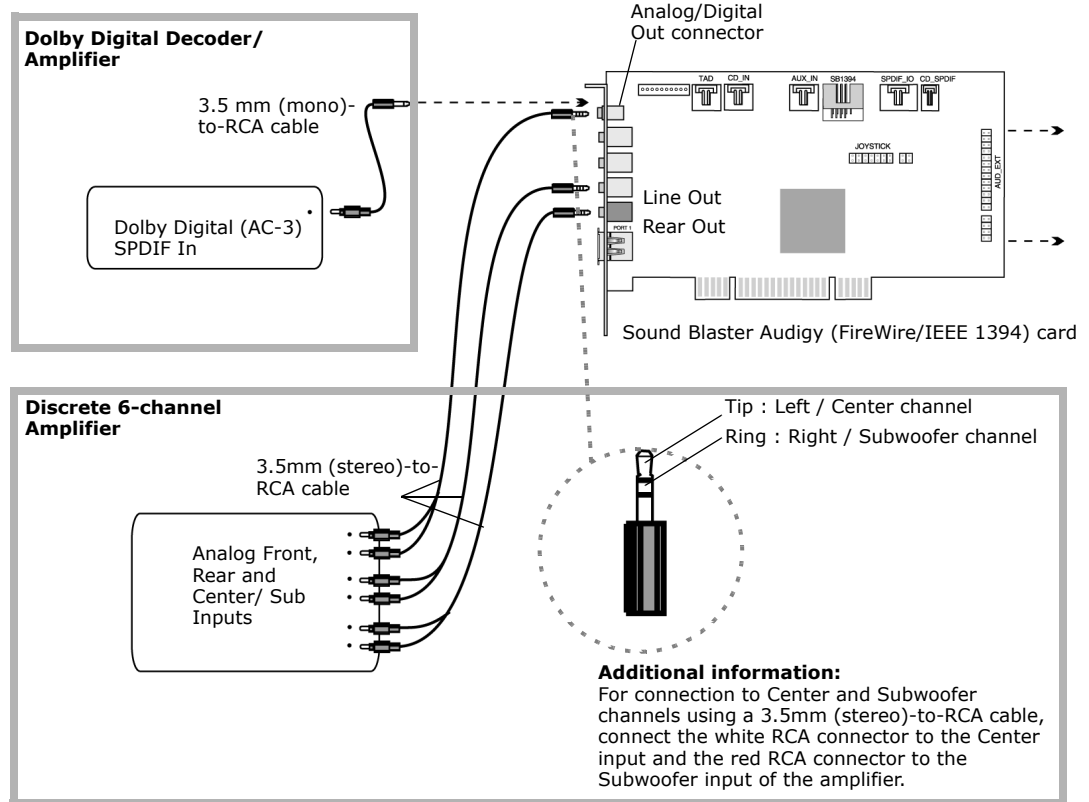


Figure 1-11: Connecting external consumer devices to the Sound Blaster Audigy (FireWire/IEEE 1394) card.

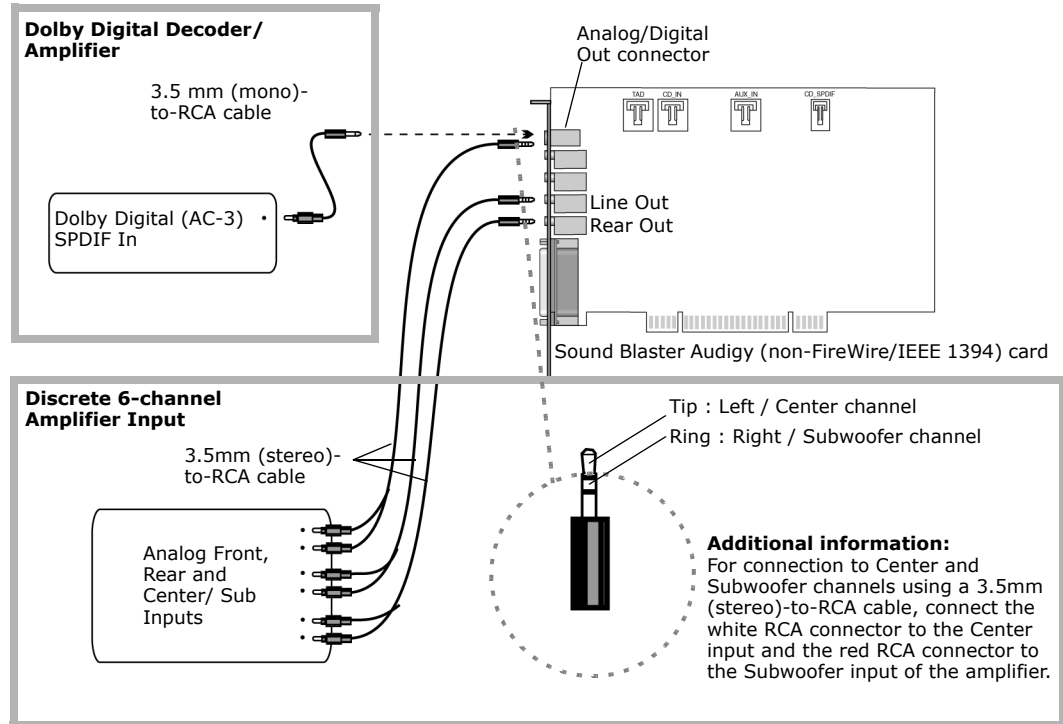


Figure 1-12: Connecting external consumer devices to the Sound Blaster Audigy (non-FireWire/IEEE 1394) card.

Positioning Your Speakers

If you are using four speakers, place them so that they form the corners of a square with you exactly in the center (as in Figure 1-13) and that they are angled toward you. Make sure that the computer monitor is not blocking the path of your front speakers. You may want to adjust the relative positions of the speakers until you get the audio experience you like best. If you have a subwoofer, place the unit in a corner of the room for the best bass experience.

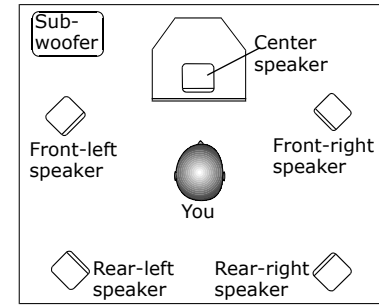


Figure 1-13: Recommended speaker positions.

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2 Installing Software

This chapter tells you how to install the Sound Blaster Audigy software.

Installing Software

Installing Drivers and Applications



During the installation process, Windows 98SE users will be prompted to insert the Windows 98SE installation CD into the CD-ROM drive. Insert the installation CD into the CD-ROM drive and then click the **OK** button. If your system was not provided with a Windows 98 SE CD, but rather a Recovery CD; or if you installed the Windows 98SE cabinet files onto your system during installation, click the **Browse** button to locate the file in C:\Windows\Options\Cabs. When the appropriate .cab file has been found, click the **OK** button.

Prior to using your Sound Blaster Audigy, you will need to install device drivers and supporting applications. To install these drivers and the bundled applications, use the following instructions. The instructions are applicable to all supported Windows operating systems.

1. After you have installed the Sound Blaster Audigy card and Joystick/MIDI bracket, turn on your computer. Windows automatically detects the audio card and device drivers.
2. When prompted for the audio drivers, click the **Cancel** button.
3. Insert the Sound Blaster Audigy Installation CD into your CD-ROM drive. The disc supports Windows AutoPlay mode and starts running automatically. If not, you need to enable your CD-ROM drive's auto-insert notification feature. For more details, see "Problems Installing Software" on page B-1.
4. Follow the onscreen instructions to complete the installation.
5. When prompted, restart your system.



Uninstalling Applications

You may at times need to uninstall and then reinstall the applications to correct problems, change configurations, or make version upgrades. The following instructions tell you how to uninstall the applications in all Windows operating systems.

1. Insert the Sound Blaster Audigy Installation CD into your CD-ROM drive. The disc supports Windows AutoPlay mode and starts running automatically. If not, see "Problems Installing Software" on page B-1.
2. Close all audio card applications. Applications that are still running during the uninstallation will not be removed.
3. Click **Start** -> **Settings** -> **Control Panel**.
4. Double-click the **Add/Remove Programs** icon.
5. Click the **Install/Uninstall** tab and select **Sound Blaster Audigy**.
6. Click the **Add/Remove** button.
7. When the **InstallShield Wizard** dialog box appears, click the check boxes of the items that you want to uninstall to clear them.
The selected applications will be uninstalled.
8. Click the **Next** button.
9. If prompted, restart your computer.



Reinstalling Applications

You may want to reinstall the applications in the event of driver corruption.

1. Insert the Sound Blaster Audigy Installation CD into your CD-ROM drive. The disc supports Windows AutoPlay mode and starts running automatically. If not, see "Problems Installing Software" on page B-1.
2. Click **Start** -> **Settings** -> **Control Panel**.
3. Double-click the **Add/Remove Programs** icon.
4. Click the **Install/Uninstall** tab, and then select **Sound Blaster Audigy**.
5. Click the **Add/Remove** button.
6. When the **InstallShield Wizard** dialog box appears, click the **Repair/Modify** option to select it.
The **Repair** option reinstalls all the applications installed previously.
The **Modify** option adds new program components or uninstalls currently installed components.
7. Follow the instructions on the screen to complete the installation of the applications.

Updating Windows 2000 (Service Pack 3)

Windows 2000 now provides better support for AC-3 SPDIF output (non-PCM through waveOut) for software DVD viewing. Click the website address below to go to Microsoft's Windows 2000 web site to download the Windows 2000 Service Pack 3 to enjoy this support and to fix other issues in the Windows 2000 OS.

<http://microsoft.com/windows2000/default.asp>

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3 Sound Blaster Audigy Applications

This chapter tells you how to get the most out of your Sound Blaster Audigy.

Sound Blaster Audigy Applications

Creative Sound Blaster Audigy Applications



The applications included with Sound Blaster Audigy may differ from the ones described here.

Sound Blaster Audigy is supported by a full range of applications to help you get the most from your audio card. The following software is most important to the operation of your audio card:

- Creative Taskbar
- Creative Sound Blaster Audigy Online Quick Start
- Creative Sound Blaster Audigy Experience
- EAX ADVANCED HD Gold Mine Experience
- Creative Diagnostics
- Creative Surround Mixer
- Creative AudioHQ
- Creative WaveStudio
- Creative PlayCenter
- Creative Recorder
- Creative MiniDisc Center
- Creative Restore Defaults



Creative Taskbar

Creative Taskbar is an application that allows you to perform tasks with your audio card easily and quickly. Just select a task and everything is done for you — the necessary applications are started and your mixer and effects settings are configured automatically.

Creative Taskbar also comes with Creative TaskGuide, which provides tips and useful links related to the selected task.

For more information and usage details on Creative Taskbar, refer to its [online Help](#).

Creative Sound Blaster Audigy Online Quick Start

This is a good starting point from which you can learn about Sound Blaster Audigy. The online Quick Start consists of several interactive and informative demos that feature different aspects of Sound Blaster Audigy, like experiencing digital music and digital gaming, watching movies, connecting speakers and performing tasks.

Creative Sound Blaster Audigy Experience

Use the Creative Sound Blaster Audigy Experience to *feel* Sound Blaster Audigy's awesome gaming, music listening and home studio capabilities. You will experience the advantage of multi-environment audio processing, dynamic EAX ADVANCED HD effects, high-quality surround output and EAX-enhanced home theater quality audio.

This application does not work in Windows NT 4.0.

EAX ADVANCED HD Gold Mine Experience

Run this demonstration, which is set in a gold mine, and experience EAX ADVANCED HD technologies such as Environment Panning, Environment Reflection and Environment Morphing. Compare the scenes with and without EAX ADVANCED HD, and understand why more game developers are using EAX ADVANCED HD technologies for the best gaming experience.

Refer to its Readme file for more details on the Interactive Mode.

Creative Diagnostics

Use Creative Diagnostics to quickly test your audio card's Wave, MIDI or CD Audio playback capability, recording function and speaker output. For more information and usage details on Creative Diagnostics, refer to its [online Help](#).

Creative Surround Mixer



To restore Surround Mixer to its original settings, click **Start** -> **Programs** -> **Creative** -> **Sound Blaster Audigy** -> **Creative Restore Defaults**.

Creative Surround Mixer is the main application to use for the following tasks:

- Testing speakers
- Applying EAX-enabled audio effects
- Mixing sounds from various audio input sources
- Setting audio effects

Surround Mixer has two modes. Click the **Basic Mode** or **Advanced Mode** button to switch between the two modes:

In basic mode, the Mixer panel is displayed. You can:

- mix sounds from various audio input sources when playing or recording
- control volume, bass, treble, balance and fade

In advanced mode, the Surround Mixer and Mixer panels are displayed. In Surround Mixer, you can:

- select audio effects
- specify the speaker output
- perform a speaker test



For more information and usage details on Creative Surround Mixer, refer to its [online Help](#).

Creative AudioHQ

AudioHQ is Creative's audio software control center.

The AudioHQ interface has the standard look and feel of the Windows Control Panel. It contains several control applets that allow you to view, audition or set up the audio properties of one or more audio devices on your computer.

As in Control Panel, you can view AudioHQ's control applets in the main window as large icons, small icons, list items or detailed list items. You can also select all or invert the selection when you are in the Applet view. The number of items in the main window, however, varies with the control applet or device selected. The By Audio Device view shows only the control applets supported by the selected device. The Applet view shows only the audio devices that support the selected applet.

For more information and usage details on Creative AudioHQ, refer to its [online Help](#).

SoundFont Control

SoundFont Control allows you to configure MIDI banks with SoundFont, DLS and Wave files and instruments, as well as set the caching algorithm and space.

For more information and usage details on SoundFont Control, refer to its [online Help](#).

Device Controls

Device Controls lets you configure devices to allow multiple simultaneous Wave playback. For example, you can play five Wave tracks at the same time. Device Controls also allows you to select the sampling rate of your SPDIF output, enable the SPDIF Bypass feature for your digital inputs and outputs, and mute your speakers when you plug your headphones into Audigy Drive.

For more information and usage details on Device Controls, refer to its [online Help](#).



Creative Keyboard

Creative Keyboard is a virtual keyboard that allows you to audition or play musical notes produced through MIDI devices. To edit the sound, use Vienna SoundFont Studio or another sound editor.

MIDI Input

You can use external MIDI input devices to audition your MIDI banks and instruments. First, connect a MIDI input device to your audio card and then select that device in Creative Keyboard.

EAX Control

EAX Control allows you to configure the Sound Blaster Audigy processor's effects engine.

It allows you to specify to a low level the components that make up the audio elements that in turn make up an audio effect.

It promises to deliver sounds that are so life-like, you can almost see them! It is the computer industry's first system to recreate and deliver real-world, interactive audio experiences in games, music, and other audio applications. These audio effects take your computer beyond home-theater quality, immersing you in sound so vivid your imagination can almost "see it". The effects go beyond today's surround-sound and 3D positional audio and actually model an environment by taking into account room size, acoustic properties, reverb, echo and many other effects that create a real-world experience.

For more information and usage details on EAX Control, refer to its [online Help](#).

Creative WaveStudio

Creative WaveStudio allows you to perform the following sound editing functions easily:

- Play, edit, and record 8-bit (tape quality) and 16-bit (CD quality) wave data
- Enhance wave data or create unique sounds with various special effects and editing operations such as reverse, echo, mute, pan, cut, copy, and paste
- Open and edit several audio files at the same time
- Open Raw (.RAW) and MP3 (.MP3) data files



- ❑ For more information and usage details on Creative WaveStudio, refer to its [online Help](#).

Creative PlayCenter

Creative PlayCenter is a revolutionary audio CD and digital audio (such as MP3 or WMA) player. Besides managing your favorite digital audio files on your computer, it is also an integrated MP3/WMA encoder for ripping audio CD tracks into compressed digital audio files. It can encode tracks many times faster than normal play speed and up to 320 kbps (for MP3).

Note: For more information and usage details on Creative PlayCenter, refer to its [online Help](#).

Creative Recorder

Recorder allows you to record sounds or music from various input sources like the microphone or Audio CD, and save them as Wave (.WAV) files. For more information and usage details on Creative Recorder, refer to its [online Help](#).

Creative MiniDisc Center

Creative MiniDisc Center allows you to play back known audio format or compact discs for recording to digital recorders such as DAT players, especially for MiniDisc (MD) recorders.

With MiniDisc Center, you can:

- ❑ create an album of your favorite songs, each of which may be in a different audio format
- ❑ insert a preset period of silence automatically between each track
- ❑ play back your personal album and record it to your MD recorder

For more information and usage details on Creative MiniDisc Center, refer to its [online Help](#).



Creative Restore Defaults

Creative Restore Defaults allows you to restore all your audio settings to the default settings.

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4 Using Applications

This chapter tells you which applications to use for content creation, gaming and entertainment purposes.

Using Applications

Sound Blaster Audigy offers you high-quality multimedia playback, digital entertainment, content creation capability, Internet entertainment and gaming. The following pages tell you which applications would best suit your needs.

Multimedia Playback

Watching DVDs



Some software DVD player versions, may not decode 5.1 output but can pass the S/PDIF output to an external device. You may enable SPDIF output in the audio properties of these applications to allow Sound Blaster Audigy to decode a Dolby Digital signal.

You may enjoy 5.1 Dolby Digital sound output from DVD movies encoded with Dolby Digital sound in one of two ways with Sound Blaster Audigy.

1. Output the encoded Dolby Digital signal to an external Dolby Digital (AC-3) decoder; such as the Creative Inspire 5700 speaker system, Cambridge SoundWorks DTT2500, PlayWorks DTT2500, or DTT3500 Digital speaker systems, or an AV receiver with a Dolby Digital decoder.
2. Dolby Digital (AC-3) sound can also be decoded by Sound Blaster Audigy and sent out as analog audio through Line Out 1, Line Out 2, and Digital/Analog jacks of the sound card.

In both cases you will need a second generation DVD-ROM drive, and a software DVD player (such as InterVideo's WinDVD or Cyberlink's PowerDVD). SPDIF Output must be enabled in the audio properties of the software DVD player so that the Dolby Digital signal can be sent to Sound Blaster Audigy.

If the Dolby Digital signal is to be decoded by an external decoder, AC-3 decoding must be disabled in the Speaker - Settings section of Surround Mixer. For more information, refer to the Creative Surround Mixer [online Help](#).



Playing MP3 or WMA files

Creative PlayCenter supports and plays MP3 and WMA files.

Playing back Wave and CD Audio files

Use Creative PlayCenter to play back both Wave and CD Audio files. WAV is the format for digital audio files on the Windows operating platform. CD Audio refers to audio compact discs that can be played on your CD-ROM drive.

Playing MIDI files

MIDI (*.MID) is a music format that uses an internal synthesizer for playback. Use Creative PlayCenter in the Sound Blaster Audigy Installation CD for playing MIDI files.

Creating non-General-MIDI-compliant files

Many musicians have created music files that use exotic or non-regular instrument (non General MIDI compliant) using Vienna Soundfont Studio. These instruments are stored in SoundFont banks. Such MIDI files can be played back using Creative PlayCenter. The Sound Blaster Audigy Installation CD contains many MIDI demos that use high quality SoundFont banks.

Digital Entertainment

Watching surround movies

If you want to enjoy high quality movie entertainment, ensure you have good speakers. If you have a 4- or 5-speaker system connected to your Sound Blaster Audigy, configure your speaker setup in Creative Surround Mixer. For DVD movies, it is recommended that you purchase a digital home entertainment system and Creative Inspire 5.1 Digital Speakers.



Compiling personal albums

You can compile albums containing CD Audio, WAV or MIDI files using Creative PlayCenter.

Content Creation

Applying voice effects

When singing and recording your own songs, you can enhance your voice, or even add special effects. You can do this with EAX Control, which can be accessed from Creative Surround Mixer.

Recording sound and effects

Creative Recorder is an easy way of recording any audio source without worrying about mixer settings. You can also record any audio effects.

Capturing and editing videos

Using digital video applications such as Ulead VideoStudio allows you to capture and edit your videos, then output them to popular formats like AVI, QT, MOV or MPEG.

Advanced Content Creation

Recording multi-tracks with ASIO

You can create a home music studio using software MIDI sequencers such as Cubasis VST. It lets you put together your own productions consisting of multiple music tracks from a MIDI Synthesizer (internal or external), your guitar or external musical instrument (Line-In), a digital device (SPDIF), or a microphone. ASIO



support allows you to create all these with amazingly low latency (solving multi-track sync up issues).

Creating music

You can create desktop music on your Sound Blaster Audigy using Cubasis VST. Hook up a MIDI controller keyboard to the MIDI/Joystick port and you instantly have a high quality synthesizer with this software. The sequencing software provided also lets you compose your own music compositions and arrangements.

Recording and transcribing music

Using Cubasis VST, you can record your own music and do musical notation transcriptions. You can even print your own music score.

Recording and editing musical instruments

You can record any sound effects or sample loops and then use them as a MIDI instrument — all using Vienna SoundFont Studio. You can also edit existing SoundFont banks.

Recording digital audio

You can do digital recording and editing (16-bit, 48 kHz) on your computer with Sound Blaster Audigy using Creative Wave Studio. Connect any SPDIF compatible device such as a DAT deck and select CD Digital in Creative Surround Mixer.

Creating multiple effects

Sound Blaster Audigy comes with a variety of effects that are programmable. You can literally create thousands of reverb and other special effects in EAX Control, which can be accessed from Creative Surround Mixer.

Creating and playing back SoundFonts

With Creative's SoundFont technology, you have limitless sound creation possibilities for use with your own music. Create your own SoundFont banks in Vienna SF Studio to convert drum loops to Soundfont banks. You can download Vienna SF Studio from <http://www.SoundFont.com>.



Internet Entertainment

Encoding CD songs to MP3 format

With Creative PlayCenter, you can encode and record all your favorite CD songs into your computer's hard drive, so that you have a database of customized song lists.

Downloading and playing MP3 songs

With Creative PlayCenter, you can add current songs to your database by downloading them from various sites on the Internet.

Playing MP3 songs with EAX ADVANCED HD

Use Creative PlayCenter to create MP3 renditions with multi-dimensional and multi-textured realism by adding environments such as "concert hall" or "bathroom"! You can share these enhanced MP3 songs, even with someone who does not own a Sound Blaster Audigy card.

Gaming Reference

Enjoying EAX ADVANCED HD support

Enjoy the many EAX ADVANCED HD titles designed by top game developers, which immerse you in realistic environments. Visit <http://www.eax.creative.com> for a full list of compatible titles.



Enjoying DirectSound3D support

DirectSound3D (DS3D) games are supported on your Sound Blaster Audigy. You can hear sounds positioned in 3D space that enhance your game experience.

Enjoying A3D 1.0 support

Your card translates A3D calls into DirectSound3D, meaning that you can enjoy A3D games.

Customizing environments for non-3D games

You can create customized environments for your non-EAX ADVANCED HD games using the EAX Control panel, which can be accessed from Creative Surround Mixer.

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A

General Specifications

This section displays the specifications of your Sound Blaster Audigy card.



General Specifications

This section lists the specifications of your Sound Blaster Audigy (FireWire/IEEE 1394) or Sound Blaster Audigy (non-FireWire/IEEE 1394) cards, and Joystick/MIDI bracket for Sound Blaster Audigy (FireWire/IEEE 1394).

Features

PCI Bus Mastering

- Half-length PCI Specification Version 2.1 compliant
- Bus mastering reduces latency and speeds up system performance

Audigy Processor

- Advanced hardware accelerated digital effects processing
- 32-bit digital processing, which maintains a 192 dB dynamic range
- Patented 8-point interpolation that reduces distortion to inaudible levels
- 64-voice hardware wavetable synthesizer
- Professional quality digital mixing and equalization
- Unlimited size of SoundFont bank can be mapped to host memory (limited by available system memory)

High Quality Audio Path

- Mixes analog sources such as CD Audio, Line in, Auxiliary, TAD and PC speaker, Microphone in via AC'97 Codec with internal digital sources
- Playback of 64 audio channels, each at an arbitrary sample rate
- 32-bit mixing of all digital sources within Audigy's Digital Mixer
- 24-bit Analog-to-Digital conversion of analog inputs at 48 kHz sample rate
- 24-bit Digital-to-Analog conversion of digital sources at 48 kHz to analog 5.1 speaker output
- 16-bit recording sampling rates: 8, 11.025, 16, 22.05, 24, 32, 44.1 and 48 kHz



Professional Digital Audio Processing

- Supports Sony/Philips Digital Interface (SPDIF) format input signal of up to 24-bit/96 kHz quality
- SPDIF output up to 24-bit resolution at selectable sampling rate of 44.1, 48 or 96 kHz
 - Note:** SPDIF output not available during playback of protected digital audio contents authored with DRM (Digital Rights Management) technology
- Selectable 6-channel SPDIF output to external amplifier/digital speaker systems
- Software switching of SPDIF Input-to-Output (bypass) to minimize cable connection hassle (with Audigy Drive upgrade option)
- Low latency multitrack recording with ASIO support

Flexible Mixer Control

- Software playback control of CD Audio, Line In, Auxiliary, TAD, PC speaker, Microphone In, Wave/DirectSound device, MIDI device and CD Digital (CD SPDIF)
- Software recording control of Analog Mix (sum of CD Audio, Line In, Auxiliary, TAD, PC speaker) Microphone In, Wave/DirectSound device, MIDI device and CD Digital (CD SPDIF)
- Selectable input source or mixing of various audio sources for recording
- Adjustable master volume control
- Separate bass and treble control
- Front and rear balance control
- Muting and panning control for mixer sources

Dolby Digital (AC-3) Decoding

- Decodes Dolby Digital (AC-3) to 5.1 channels or will pass uncompressed Dolby Digital bitstream to an external decoder
- Bass redirection: redirects bass to a subwoofer when the subwoofer is independent of the satellite speaker system
- Crossover bass frequency (10–200 Hz): adjustable to standalone subwoofer units for desired bass level
- Adjustable Center and LFE level control



Creative Multi Speaker Surround™ (CMSS™)

- ❑ Multispeaker technology
- ❑ Upmixes mono or stereo sources to 5.1 channels
- ❑ Professional-quality panning and mixing algorithm

Compatibility: For Sound Blaster Audigy (FireWire/IEEE 1394) only

- ❑ Compliant to IEEE 1394a specification
- ❑ Supports data rates of 100, 200, and 400 Mbps
- ❑ Supports up to 63 IEEE 1394 compatible devices in a daisy-chain configuration

Connectivity

Sound Blaster Audigy (FireWire/IEEE 1394) card

Audio Inputs

- ❑ One line-level analog Line input via stereo jack on rear bracket
- ❑ One mono Microphone analog input via stereo jack on rear bracket
- ❑ CD_IN line-level analog input via 4-pin Molex connector on card
- ❑ AUX_IN line-level analog input via 4-pin Molex connector on card
- ❑ TAD line-level analog input via 4-pin Molex connector on card
- ❑ CD_SPDIF digital input via 2-pin Molex connector on card

Audio Outputs

- ❑ ANALOG/DIGITAL OUT via 4-pole 3.5 mm miniplug on rear bracket
 - ANALOG OUT: Center and Subwoofer channels
 - DIGITAL OUT: Front, Rear, Center and Subwoofer SPDIF digital outputs

- Two line-level analog outputs via stereo jacks on rear bracket, Front and rear Line-Outs 1 and 2
- Stereo headphone (32-ohm load) support on Front Line-Out
- One 2 x 5 pin Internal FireWire/IEEE 1394 connector (J6) on card for connection to the Audigy Extension card (with Audigy Drive upgrade option available only on some models)

FireWire/IEEE 1394 Interfaces



The 6-pin FireWire/IEEE 1394 connector/port has a 2-watt maximum power output. Connect only one high-power usage device such as the IEEE 1394 hard disk and CD-RW drive to this port unless it is self-powered.

Table 1: Pin Assignments for FireWire/IEEE 1394

Pin	Signal
1	TPA+
2	TPA-
3	GND
4	GND
5	TPB+
6	TPB-
7	POWER (+12 VDC)*
8	POWER (+12 VDC)*
9	VOID
10	GND

* Depopulated on some models

- One 6-pin FireWire/IEEE 1394 connector/port on rear bracket



Interfaces

- VOL_CTRL 1 x 4 pin header
- PC_SPK (PC speaker) 1 x 2 pin header
- AUD_EXT 2 x 20 pin header for connection to Audigy Drive (upgrade option, available only on some models)
- JOYSTICK 2 x 8 pin header for connection to the Joystick/MIDI connector (optional attachment: metal bracket bundled with some models)

Sound Blaster Audigy (non- FireWire/IEEE 1394) card

Audio Inputs

- One line-level analog Line input via stereo jack on rear bracket
- One mono Microphone analog input via stereo jack on rear bracket
- CD_IN line-level analog input via 4-pin Molex connector on card
- AUX_IN line-level analog input via 4-pin Molex connector on card
- TAD line-level analog input via 4-pin Molex connector on card
- CD_SPDIF digital input via 2-pin Molex connector on card

Audio Outputs

- ANALOG/DIGITAL OUT via 4-pole 3.5 mm miniplug on rear bracket
 - ANALOG OUT: Center and Subwoofer channels
 - DIGITAL OUT: Front, Rear, Center and Subwoofer SPDIF digital outputs
- Two line-level analog outputs via stereo jacks on rear bracket, Front and rear Line-Outs 1 and 2
- Stereo headphone (32-ohm load) support on Front Line-Out



Interfaces

- ❑ VOL_CTRL 1 x 4 pin header (available only on some models)
- ❑ AUD_EXT 2 x 20 pin header for connection to Audigy Drive (upgrade option, available only on some models)
- ❑ 15-pin Joystick/MIDI connector on rear bracket (optional attachment: metal bracket included with some models)

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B Troubleshooting

This section provides solutions to problems you may encounter during installation or normal use.



Troubleshooting

This appendix provides solutions to problems you may encounter during installation or normal use.

Problems Installing Software

The installation does not start automatically after the Sound Blaster Audigy Installation CD is inserted.

The AutoPlay feature in your Windows system may not be enabled.

To start the installation program through the My Computer shortcut menu:

1. Double-click the **My Computer** icon on your Windows desktop.
2. In the **My Computer** window, right-click the CD-ROM drive icon.
3. On the shortcut menu, click **AutoPlay** and follow the instructions on the screen.

To enable AutoPlay through Auto Insert Notification:

1. Click **Start -> Settings -> Control Panel**.
2. In the **Control Panel** window, double-click the **System** icon.
3. In the **System Properties** dialog box, click the **Device Manager** tab and select your CD-ROM drive.
4. Click the **Properties** button.
5. In the **Properties** dialog box, click the **Settings** tab and select **Auto Insert Notification**.
6. Click the **OK** button to exit from the dialog box.

To start the installation program through Windows Explorer:

1. In Windows Explorer, browse to the **D:\Audio\Setup** folder (where D: represents your CD-ROM drive).
2. Double-click the **Setup.exe** file.



Problems with Sound

There is unexpected excessive environmental sound or effects when an audio file is played.

The last selected preset is an inappropriate environment for the current audio file.

To switch to an appropriate environment:

1. Double-click the **EAX Control Panel** icon in AudioHQ.
2. In the **Environment** box, click the down arrow to select **(No effects)** or an appropriate environment.

No sound from the headphones.

Check the following:

- The headphones are connected to the Headphones jack.
- In the **Speakers** tabbed page of the Main panel of Surround Mixer, the **Headphones** option is selected in the **Speaker** box.
- In the Mixer panel of Surround Mixer, the recording source selected is **"What U Hear"**.

Individual analog recording sources are not displayed in Surround Mixer.

The following analog recording sources are combined in one recording control called **Analog Mix (Line/CD/TAD/Aux/PC)**, which is found in the one-column record panel:

- Line-In
- CD Audio
- Auxiliary
- TAD-In
- PC Speaker



Individual analog recording sources cannot be selected in Surround Mixer.

Five analog recording sources are combined under the selection **Analog Mix (Line/CD/TAD/Aux/PC)**. For more information, see "Individual analog recording sources are not displayed in Surround Mixer." on page B-2.

To record an individual analog source:

- In the one-column record panel of Surround Mixer, make sure the recording source selected is **Analog Mix (Line/CD/TAD/Aux/PC)**.
- In the six-column panel, mute the analog sources that you do not want to record by clicking the **Mute** check box to select it.

No sound from the speakers.

Check the following:

- You have connected your speakers to your card's output.
- You have selected the correct source in the Mixer panel.
- If both the above conditions have been met and you still do not get any sound, click the **red plus sign** above the **VOL** control and check whether the **Digital Output Only** check box is selected. If it is, you are in the Digital Output Only mode and so must connect to digital speakers to hear the sound from your audio card. See the section on Digital Output Only in Surround Mixer's [online Help](#) for more information.

No audio output when playing digital files such as .WAV, MIDI files or AVI clips.

Check the following:

- The speakers' volume control knob, if any, is set at mid-range. Use Creative Mixer to adjust the volume, if necessary.
- The powered speakers or external amplifier are connected to the card's Line Out or Rear Out jack.
- There is no hardware conflict between the card and a peripheral device. See "Resolving I/O Conflicts" on page B-9.



- The Speaker selection in the Main panel of Surround Mixer corresponds to your speaker or headphone configuration.
- The **Original Sound** sliders in either or both the **Master** and **Source** tabbed pages of the **EAX Control Panel** application are set to 100%.

No audio output when playing audio CDs or DOS games that require a CD-ROM.

To solve this problem, do one of the following:

- Make sure the Analog Audio connector on the CD-ROM drive and the CD In connector on the audio card are connected.
- Enable digital CD playback:

For Windows 98 SE

1. Click **Start -> Settings -> Control Panel**.
2. In the **Control Panel** dialog box, double-click the **Multimedia** icon.
3. In the **Multimedia Properties** dialog box, click the **CD Music** tab.
4. Click the **Enable digital CD audio for this CD-ROM device** check box to select it.
5. Click the **OK** button.

For Windows Me

1. Click **Start -> Settings -> Control Panel**.
2. In the **Control Panel** dialog box, double-click the **System** icon.
3. In the **System Properties** dialog box, click the **Device Manager** tab.
4. Double-click the DVD/CD-ROM drives icon.
Your computer drives will appear.
5. Right-click the disk drive icon. A menu will appear.
6. Click **Properties**.
7. In the **Digital CD Playback** box of the next dialog box, click the **Enable digital CD audio for this CD-ROM device** check box to select it.
8. Click the **OK** button.



For Windows 2000 and Windows XP

1. Click **Start -> Settings -> Control Panel**.
2. In the **Control Panel** dialog box, double-click the **System** icon.
3. In the **System Properties** dialog box, click the **Hardware** tab.
4. Click the **Device Manager** button.
5. Double-click the DVD/CD-ROM drives icon.
Your computer drives will appear.
6. Right-click the disk drive icon. A menu will appear.
7. Click **Properties**.
8. In the **Digital CD Playback** box of the next dialog box, click the **Enable digital CD audio for this CD-ROM device** check box to select it.

Panning a source sometimes turns off its sound.

This occurs when you are in the Digital Output Only mode and the source's left-right balance in a software mixer application other than Surround Mixer (for example, the Windows Volume Control application) is at the opposite end compared to the position to which you have panned the source in the Main panel of Surround Mixer. For example, the CD Audio balance in Windows Volume Control is on the left but in Surround Mixer you have panned the CD Audio to the right.

To solve this problem:

Open that other mixer, and center the balances for all the audio input sources. This ensures that your analog sources will not turn silent when you pan them in Surround Mixer.

Insufficient SoundFont Cache



The trade-off of a smaller SoundFont file is its lower sound quality.

There is insufficient memory to load SoundFonts.

This may occur when a SoundFont-compatible MIDI file is loaded or played while insufficient memory has been allocated to SoundFonts.

To allocate more SoundFont cache:

On the **Options** tabbed page of the SoundFont Control applet, move the SoundFont Cache slider to the right.

The amount of SoundFont cache you can allocate depends on the system RAM available.

If there is still insufficient system RAM available:

Do one of the following:

- On the **Configure Banks** tabbed page of the SoundFont Control applet, select a smaller SoundFont bank, if available, from the **Select Bank** box.
- Increase the system RAM on your computer.

Problems With Joystick

The joystick port is not working.

The audio card's joystick port may be conflicting with the system's joystick port.

To solve this problem:

Disable the audio card's joystick port and use the system port instead. Do the following:

1. Click **Start -> Settings -> Control Panel**.
2. In the **Control Panel** window, double-click the **System** icon.
3. In the **System Properties** dialog box, click the **Device Manager** tab.
4. Double-click **Sound, Video And Game Controllers**, and then select **Creative Audigy Gameport (Creative Game Port for Windows 2000)**.
5. Click the **Properties** button.
6. In the Properties dialog box:

If you have an **Original Configuration (Current)** check box:

- Clear the check box to disable it.
- If you have a **Disable In This Hardware Profile** check box:
- Make sure that the check box is selected to disable it.
7. Click **OK** to restart Windows and for the change to take effect.

When the Gameport Joystick interface is disabled, the entry in Device Manager has a red cross.

The joystick is not working properly in some programs.

The program may use the system processor timing to calculate the joystick position. When the processor is fast, the program may determine the position of the joystick incorrectly, assuming that the position is out of range.

To solve this problem:

Increase your system's 8 bit I/O recovery time of the BIOS setting, usually under the Chipset Feature Settings section. Or, if available, you may adjust the AT Bus speed to a slower clock. If the problem persists, try a different joystick.



Do not attempt to make changes to the BIOS unless you have experience with system software.

Problems with Multiple Audio Devices

The other installed audio card is not working well.

You may have an existing audio device installed in your computer. The audio device may be an audio card or an onboard audio chipset. Before you install your Sound Blaster Audigy card, you are advised to completely uninstall and remove your existing audio device. Operating multiple audio devices in your computer may introduce usability issues.

Alternatively, during the installation of your Sound Blaster Audigy card, do the following:

- If your computer detects an installed Sound Blaster Live! Series or Sound Blaster PCI512 audio card, a message box recommending that you completely uninstall and remove the older audio device will appear. Click the **Yes** button and follow the instructions on the screen to complete the removal of the old audio device. Remove the old audio card from your computer.

- ❑ If your computer detects any other installed audio card, a message box recommending that you completely uninstall and remove the older audio device will appear. Click the **Yes** button to continue with the installation of the Sound Blaster Audigy card.
After the installation of the Sound Blaster Audigy card, completely uninstall the existing card and remove the audio card from your computer.



These steps may vary with different motherboards. For more information, consult your motherboard manufacturer's documentation.

The onboard audio chipset is not working well.

To disable an onboard audio chipset, do the following:

1. Restart your system.
2. During the memory check, press <F2> or <Delete>, depending on your motherboard.
The BIOS setup menu appears.
3. Select **Chipset Features Setup** and press <Enter>.
4. Select **Onboard Legacy Audio** and press <Enter> to disable your onboard audio chipset.
5. Press <Esc> to return to the BIOS setup menu.
6. Select **Save & Exit Setup**, and then press <Enter>.
7. Press <Y> and then press <Enter>

Problems with Sound Blaster Live! Series or Sound Blaster PCI512 card

Sound Blaster Live! or Sound Blaster PCI512 applications are not working.

Other than normal playback and recording function, older audio devices may not work well when Sound Blaster Audigy is installed.

To solve this problem:

Uninstall and remove the older card from the computer. Otherwise, you can choose to disable the Sound Blaster Live! or Sound Blaster PC512 card:

1. Click **Start -> Settings -> Control Panel**.

2. In the **Control Panel** window, double-click the **System** icon.
3. In the **System Properties** dialog box, click the **Device Manager** tab.
4. Double-click **Sound, Video And Game Controllers**, and then select **Creative Sound Blaster Live! Series** or **Creative Sound Blaster PCI512**.
5. Click the **Properties** button.
6. In the Properties dialog box:
 - If you have an **Original Configuration (Current)** check box:
 - Clear the check box to disable it.
 - If you have a **Disable In This Hardware Profile** check box:
 - Make sure that the check box is selected to disable it.
7. Click **OK** to restart Windows and for the change to take effect.

When the Sound Blaster Live! series is disabled, the entry in Device Manager has a red cross.

Resolving I/O Conflicts



You can also refer to the Troubleshooting section in the online Help of Windows 98 SE/Me.

Conflicts between your audio card and another peripheral device may occur if your card and the other device are set to use the same I/O address.

To resolve I/O conflicts, change the resource settings of your audio card or the conflicting peripheral device in your system using Device Manager in Windows 98 SE/Me.

If you still do not know which card is causing the conflict, remove all cards except the audio card and other essential cards (for example, disk controller and graphics cards). Add each card back until Device Manager indicates that a conflict has occurred.

To resolve hardware conflicts in Windows 98 SE/Me:

1. Click **Start -> Settings -> Control Panel**.
2. In the **Control Panel** window, double-click the **System** icon.



3. In the **System Properties** dialog box, click the **Device Manager** tab.
4. Under the Sound, Video And Game Controllers entry, select the conflicting audio card driver—indicated by an exclamation mark (!)—and click the **Properties** button.
5. In the Properties dialog box, click the **Resources** tab.
6. Make sure that the **Use automatic settings** check box is selected, and click the **OK** button.
7. Restart your system to allow Windows 98 SE/Me to reassign resources to your audio card and/or the conflicting device.

Problems in Windows NT 4.0

A Service Control Manager error message appears with one or more other error messages at system restart.

This occurs after you remove an audio card from your computer after you have successfully installed the Sound Blaster Audigy card. Windows is trying to match the drivers to the removed audio card.

To solve this problem:

1. Log on to your computer as Administrator.
2. Click **Start -> Settings -> Control Panel**.
3. Double-click the **Multimedia** icon, and then click the **Devices** tab.
4. In the list, remove from under these entries
 - Audio Devices
 - MIDI Devices And Instrumentsthe items other than
 - Audio for Creative Sound Blaster Audigy
 - MIDI for Creative Sound Blaster Audigy
 - MIDI for Creative S/W Synth

5. Click the **OK** button to close the dialog box.
The drivers are removed.

Problems with Software DVD Player

Changing audio configuration (for example, switching from 6-channel mode to SPDIF Output mode or vice versa) while watching a DVD movie does not seem to work, even though all settings in the software DVD player and in Surround Mixer are correct.

To solve this problem:

Close and restart the software DVD player.

Problems with DV driver for Windows 98 SE/2000/Me

The DV camcorder is not working properly.

The MSDV camcorder driver may not be the latest version (v4.10.2226).

To solve this problem:

1. Visit the [Microsoft web site](#) and download the Digital Video update for DirectX 8.0 file (dx80bda.exe).
2. Install the above file into your computer.

Note: You need to install DirectX 8.0 or 8.0a run time first.

If the problem still persists, the MSDV camcorder driver may not be fully optimized for your DV camcorder.

To solve this problem:

1. Turn on your DV camcorder.
2. Insert the Sound Blaster Audigy Installation CD into your CD-ROM drive.
Exit from the welcome screen.
3. Using Windows Explorer, locate the **1394** folder in the CD-ROM, and run the DVConnect 240.exe file. Follow the instructions on the screen to complete the setup.
If you are in Windows 98 SE, you may be prompted to insert the Windows 98 SE CD-ROM first. Follow the instructions on the screen to complete this setup.



The 1394 DVConnect driver does not run on Windows XP.

4. Click the **Finish** button.
5. Turn off and then turn on your DV camcorder.

Problems with File Transfers on Some VIA Chipset Motherboards

After you install the Audigy card on a VIA chipset motherboard, you may have the slight chance of seeing one of the following:

When transferring large amounts of data, the computer stops responding ('hangs') or restarts itself, OR Files transferred from another drive are incomplete or corrupted.

These problems appear in a small number of computers, which contain the VIA VT82C686B controller chipset on their motherboards.

To verify if your motherboard has the VT82C686B chipset:

- Refer to your computer or motherboard manual, or
- In Windows:
 - i. Click **Start -> Settings -> Control Panel**.
 - ii. Double-click the **System** icon.
 - iii. Click the **Device Manager** or **Hardware** tab.
 - iv. Click the **Systems devices** icon.
 - v. In the list that appears, see if the items highlighted in Figure B-1 appear.
 - vi. If the items appear, remove your computer cover and locate the VIA chipset on your motherboard. (Take note of the safety precautions on page 1-5.) The VT82C686B chipset has its model number inscribed on the chip.

If you have the VT82C686B chipset:

- Creative recommends that you first contact your computer vendor or motherboard manufacturer for the latest solution.

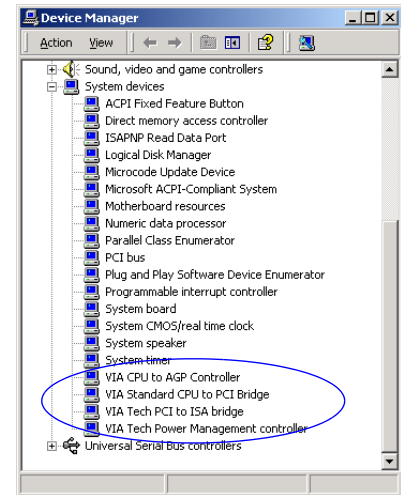


Figure B-1: Device Manager tab.



- Some users have solved the above problems by doing one or both of the following:
 - downloading the latest VIA 4in1 drivers from <http://www.viatech.com>*,
 - obtaining the most current BIOS for your motherboard from the manufacturer's web site*.
 - *Content in these web sites is controlled by other companies. Creative bears no responsibility for information or downloads obtained from them. This information is provided only as a convenience to you.

Problems in Windows XP

A Hardware Installation error message appears on a Windows XP operating system when non-Creative applications are being installed.

At the time of this product's release, Microsoft strongly encouraged companies to submit their hardware solutions for certification. If a hardware device driver is not submitted, or does not qualify, for Microsoft certification, a warning message similar to the one below appears.



You may see the message when you install hardware drivers from companies other than Creative. If you do, you may choose to click the **Continue Anyway** button. Device drivers not signed by Microsoft may be used in Windows XP, and need not impair or destabilize your computer.

Should you need more XP-related information or help, you can contact the company that developed the driver, at the company's web site or helpline.

Sound
BLASTER

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