

Echo Digital Audio Corporation

AudioFire 2
AudioFire 4
AudioFire 8
AudioFire 12
Windows driver 3.0.5

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Disclaimer

Please be aware that these drivers are used at your own risk; Echo Digital Audio Corporation is not responsible for any damage or loss incurred by the use of these drivers.

Introduction

These drivers contain several fixes and improvements for all AudioFire products.

This release includes the ASIO Analyzer, a utility that displays timing information about the ASIO driver.

This document also discusses new features not covered in the manual.

Changes

- The clock source can now be selected via the ASIO driver.
- Console hardware identification - when you select the console window, an LED blinks on the corresponding AudioFire device. This is useful when you have multiple AudioFire units attached. (AudioFire 8 and 12 only).
- The LEDs now blink on startup (AudioFire 8 and 12).
- The meters on the console are more accurate.
- The driver now more accurately tracks external clocks for playback and record.
- Fixed a bug in the ASIO driver when using multiple AudioFires; the ASIO driver would incorrectly report that audio channels were not available.
- Word clock now works at 32 kHz.
- Fixed a bug with the console remembering which output tab was previously selected.
- Fixed a bug in the console where the session file name extension could be set incorrectly.
- Fixed a firmware bug with handling command packets from the computer.
- Fixed a firmware bug with handling FireWire bus resets.
- Fixed a firmware bug with AudioFire 2 and AudioFire 4 with restoring mixer settings from flash memory.

Console Sessions

With version 3.0.4, the AudioFire console supports saving and loading the state of the AudioFire device to a file, called a “session”.

Sessions are stored in the “My Documents” folder in a sub-folder named after the device. For example, AudioFire 8 sessions are stored in a folder named “AudioFire 8 sessions”.

To save or load a session, select one of the audio output tabs at the top of the console window and click the appropriate button.

To restore the device to its default state, click the “Reset” button.

The “Gang” buttons, the “Phantom power” button, “Clock source” buttons, the “Sample rate” buttons, the “Locked” sample rate button, and “Buffer size” do not reset.

The “Phantom power” button, the “Locked” sample rate button, and “Buffer size” do not save.

Multi-client audio

Multi-client audio allows multiple apps to record and playback at the same time.

When using multi-client audio, be sure that all your audio applications are set to the same sample rate. You may wish to use the sample rate lock feature on the console; this prevents applications from changing the sample rate.

Audio inputs are shared; any number of applications may record from the same audio input at the same time.

Different applications must use different audio outputs; you will need to configure each individual audio application accordingly.

Version history

3.0.5

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3.0.4.3

- The audio buffer size is now saved with the session.
- The console meters are better calibrated.
- Fixed the rude solo light on the console.
- Various firmware efficiency improvements.
- The front panel lights on the AudioFire 12 now blink on startup.
- Fixed a bus reset problem in the firmware
- Fixed 32 kHz playback

3.0.4

- The console can now save and load settings.
- Multi-client audio is now supported; this means that multiple applications can play and record at the same time.
- The ASIO driver now displays more descriptive channel names
- MIDI output timing is improved
- The ASIO driver no longer needs to be reset when changing sample rates
- Windows no longer displays the message "No audio device" in the Sounds and Audio Devices control panel (you may need to uninstall and reinstall your AudioFire from Device Manager).