

# **Echo Digital Audio Corporation**

AudioFire 2

AudioFire 4

AudioFire 8

AudioFire 12

Windows release 3.1.1

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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**

This release adds support for 32-bit Windows Vista. It also includes several fixes and improvements for all AudioFire products.

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

## Changes

- Added support for Windows Vista (32-bit)
- Phantom power for the AudioFire 4 is now saved and restored with console sessions
- Firmware fixes for improved Mac OS X support
- Firmware tweak for AudioFire 12 to improve playback at 176.4 and 192 kHz
- Changed the internal filter creation logic for better DirectShow support
- Improved playback buffer timing
- Firmware update to correct a problem with playback on AudioFire 8 and 12

## 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 “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.

### Troubleshooting tips:

- Turn off system sounds
- Make sure all applications are set to the same sample rate, including the preferred sample rate for all AudioFire devices in the Vista “Sound” control panel.
- Ensure that your audio software does not have “Microsoft GS Wavetable SW Synth” selected as a MIDI playback device.
- Ensure that “Microsoft GS Wavetable SW Synth” is not selected as the default Windows MIDI output device in the “Sounds and Audio Devices” control panel.
- Try setting a different audio device as your default Windows audio playback device.

# Version history

## 3.1.1

- Firmware update to correct a problem with playback on AudioFire 8 and 12

## 3.1

- Added support for Windows Vista (32-bit)
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## 3.0.5

- 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.
- 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.

## 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).