

Echo Digital Audio Corporation

AudioFire 2

AudioFire 4

AudioFire 8

AudioFire 12

Windows driver version 4.1 Install

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Disclaimer

This is a fully supported release. While we have tested these drivers extensively, there may still be bugs lurking. 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 offers extensively optimized firmware and driver code.

This driver supports the following versions of Windows:

- Windows XP
- Windows XP Professional x64 Edition
- Windows Server 2003
- Windows Server 2003 x64 Edition
- Windows Vista
- Windows Vista 64-bit Edition

This release includes several fixes and improvements for all AudioFire products.

This document discusses new features not covered in the manual.

New Features

- The firmware and driver code has been extensively optimized, with particular attention paid to AudioFire 12.
- Added support for DTS over S/PDIF.
- Improved MIDI output timing

Fixes

- Fixed a problem with AudioFire 2 and 4 where playback could become distorted upon opening the console.
- Fixed a problem with AudioFire 2 and 4 initial sample rate.
- Fixed a problem with AudioFire 2 and 4 restoring the settings for the +/-10 buttons.
- Fixed a problem where the buffer size slider on the console would display the incorrect buffer duration.

Known Issues

- Dolby Digital over S/PDIF does not work in 64-bit Vista with Windows Media Player

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

4.1

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- Improved MIDI output timing
- Fixed a problem with AudioFire 2 and 4 where playback could become distorted upon opening the console.
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- Fixed a problem with AudioFire 2 and 4 restoring the settings for the +/-10 buttons.
- Fixed a problem where the buffer size slider on the console would display the incorrect buffer duration.

4.0

- Added Windows 64-bit support
- Added support for Dolby Digital and WMA Pro over S/PDIF
- More efficient use of FireWire to better support multiple devices on a single FireWire bus
- The device will now remember the previously programmed clock and sample rate in standalone mode.
- AudioFire 8 and AudioFire 12 firmware optimizations
- Fixed MIDI input for Vista
- Increased MIDI output buffering inside the device
- Fixed a bug with the driver remembering the most recent sample rate on startup.

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)
- 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

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).