

Sound Blaster Live! Value

User Guide

On-line Version

Getting Started

Creative Sound Blaster Live! Value
Creative Audio Software

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Version 1.2 (CLI)

October 1998

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Version 2.0, June 1998

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Safety Information

CAUTION: This device is intended to be installed by the user in a CSA/TUV/UL certified/listed IBM AT or compatible personal computers in the manufacturer's defined operator access area. Check the equipment operating/installation manual and/or with the equipment manufacturer to verify/confirm if your equipment is suitable for user-installed application cards.

ATTENTION: Ce carte est destiné à être installé par l'utilisateur, dans un ordinateur compatible certifié CSA/TUV/UL ou listé IBM AT, à l'intérieur de la zone définie par le fabricant. Consulter le mode d'emploi ou le fabricant de l'appareil pour vérifier ou confirmer si l'utilisateur peut y installer lui-même des cartes périphériques.

Notice for the USA

FCC Part 15: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, this notice is not a guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try one or more of the following measures:

- q Reorient or relocate the receiving antenna.
- q Increase the distance between the equipment and receiver.
- q Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
- q Consult the dealer or an experienced radio/TV technician.

CAUTION: To comply with the limits for the Class B digital device, pursuant to Part 15 of the FCC Rules, this device must be installed in computer equipment certified to comply with the Class B limits.

All cables used to connect the computer and peripherals must be shielded and grounded. Operation with non-certified computers or non-shielded cables may result in interference to radio or television reception.

Modifications

Any changes or modifications not expressly approved by the grantee of this device could void the user's authority to operate the device.

Notice for Canada

This apparatus complies with the Class "B" limits for radio interference as specified in the Canadian Department of Communications Radio Interference Regulations.

Cet appareil est conforme aux normes de CLASSE "B" d'interférence radio tel que spécifiée par le Ministère Canadien des Communications dans les règlements d'interférence radio.

Compliance

This product conforms to the following Council Directive:

q Directive 89/336/EEC, 92/31/EEC (EMC)

Declaration of Conformity

According to the FCC96 208 and ET95-19

Name: ***Creative Labs Inc.***
Address: ***1901 McCarthy Boulevard***
Milpitas, CA. 95035
United States
Tel: (408) 428-6600

declares under its sole responsibility that the product

Trade Name: ***Creative Labs***

Model Number: ***CT4670***

has been tested according to the FCC / CISPR22/85 requirement for Class B devices and found compliant with the following standards:

EMI/EMC: ANSI C63.4 1992, FCC Part 15 Subpart B

This device complies with part 15 of the FCC Rules.

Operation is subject to the following two conditions:

1. This device may not cause harmful interference, and
2. This device must accept any interference received, including interference that may cause undesirable operation.

Ce matériel est conforme à la section 15 des règles FCC.

Son Fonctionnement est soumis aux deux conditions suivantes:

1. Le matériel ne peut être source D'interférences et
2. Doit accepter toutes les interférences reçues, Y compris celles pouvant provoquer un fonctionnement indésirable.

Compliance Manager
Creative Labs, Inc.
April 28, 1998

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Introduction

Congratulations! You are now the proud owner of Sound Blaster™ Live!™ Value—the ultimate platform for the Environmental Audio experience. At the heart of Sound Blaster Live! Value is EMU10K1™, a new processor from E-mu Systems based on E-mu’s highly acclaimed Emulator IV sound module and Darwin hard disk recorder. The EMU10K1’s more than 2 million transistors and 1,000 MIPS of audio processing power are capable of delivering intensive digital mixing and effects processing for an immersive Environmental Audio experience. The EMU10K1 is endowed with other powerful features:

- ❑ Advanced hardware-accelerated digital effects processing
- ❑ 32-bit digital processing while maintaining a 192 dB dynamic range
- ❑ Patented 8-point interpolation that reduces noise/distortion to inaudible levels
- ❑ 64-voice hardware wavetable synthesizer
- ❑ Professional-quality digital mixing and equalization

To support the EMU10K1 audio processor, additional audio technology is necessary to achieve Environmental Audio:

- ❑ E-mu Environmental Modeling™ accurately positions audio objects in space, calculates audio reflections, and ultimately renders the 3D environmental audio model.
- ❑ DynaRAM™ technology makes the downloading of sound samples more robust by dynamically allocating memory for storing and processing samples—no need for onboard audio card memory!
- ❑ SoundFont® banks, software libraries of sampled musical instrument sounds, can be easily downloaded onto host memory as needed. Less constrained by memory size, SoundFonts can “capture” the full expressiveness, tone and color of sounds to deliver the realism necessary for Environmental Audio.
- ❑ Creative Multi Speaker Surround™ (CMSS™), multi-speaker technology from Creative, allows Sound Blaster Live! Value to support 4 to 8 speakers. With professional-quality panning and mixing, multiple sounds can be moved and placed seamlessly around you. When combined with the Environmental Audio effects of E-mu Environmental Modeling technology on the EMU10K1, you are presented with a totally immersive audio experience so real that it sounds Live!

System Requirements

For Creative software, your cards require at least:

- ☐ Pentium® class 133 MHz or equivalent processor
- ☐ Windows 95, 98 or Windows NT 4.0
- ☐ 16 MB RAM for Windows 95/98 (32 MB RAM recommended), 32 MB RAM for Windows NT 4.0
- ☐ 72 MB of free hard disk space for Windows 95/98; 55 MB for Windows NT 4.0
- ☐ Free PCI bus slot for the audio card
- ☐ Powered speakers or external amplifier (recommended: Cambridge SoundWorks speakers)

Sound Blaster Live! Value gives you an estimate of the hard disk space required when you select it on the installation screen. Some applications may require a system configuration greater than that listed above. Refer to online documentation (README or HLP files) or specifications on the outer box for details.

Before You Begin

The README file on the installation CD-ROM contains information and changes not available at the time of printing. Read the file before you continue.

Getting More Information

See the online *User's Guide* for MIDI specifications and connector pin assignments, as well as instructions on using the various applications included with Sound Blaster Live! Value.

Document Conventions

The following typographical conventions are used throughout this document:

- | | |
|---|--|
| bold | Bold face type identifies words and phrases that are to be entered exactly as shown. For example:
<code>D:\AUDIO\ENGLISH\WIN95DRV</code> |
| <i>italic</i> | Italic type identifies word and phrases that are to be replaced by you. For example:
<code>DEVICE=C:\SB\CD\DRV\SBIDE.SYS /D:MSCD001 /P:xxx,yy</code>
In the example, you must supply a value for xxx,yy.
Italic in the text may emphasize or identify a word or phrase that is being defined. |
| ALL CAPS | A word in all capital letters identifies a key you are to press. For example, "Press the ENTER key." |
|  | 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. |

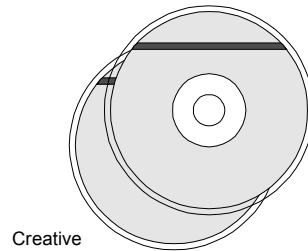
Installing Sound Blaster Live! Value

What You Need



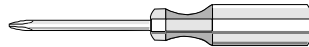
Installing your audio card requires you to perform the following steps:

- Install the audio card
- Install the Creative audio software
- Test the installation.

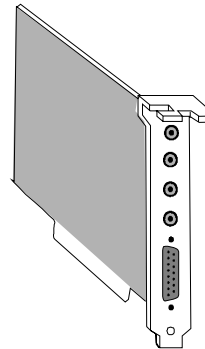


Creative Audio Software

Phillips Screwdriver (not included)



Audio Card



Refer to the colored insert for specific information about the audio card.

Installing the Audio Card



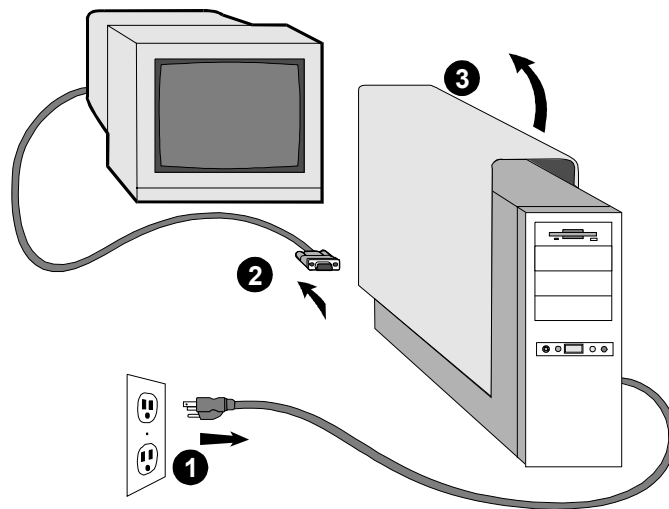
Before you remove the computer cover, touch a grounded metal surface to discharge static electricity.



Remove or disable any existing audio card and its driver from your computer. Refer to the manufacturer's documentation for details.

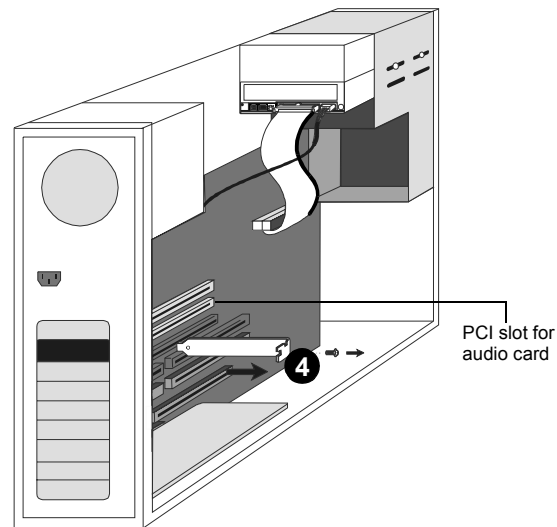
To install the audio card:

1. Turn off your computer, and disconnect the power cable.
2. Disconnect the monitor and other devices that are connected to the computer.
3. Remove the computer cover.

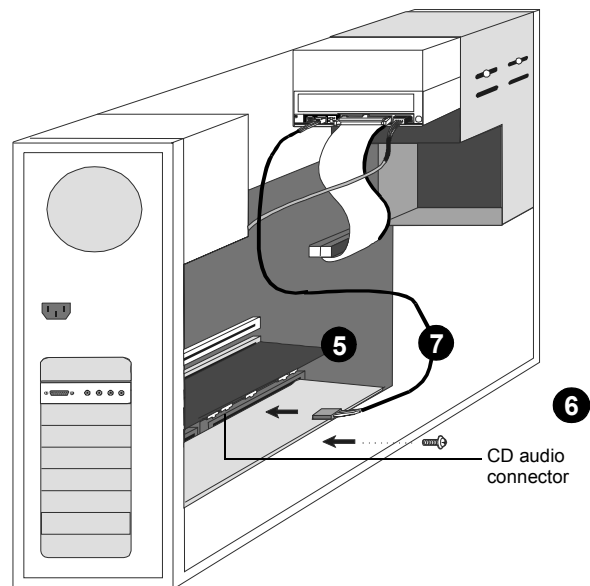


4. Locate a PCI slot for the audio card.

Remove the slot cover from the slot—save the screw to secure the audio card.

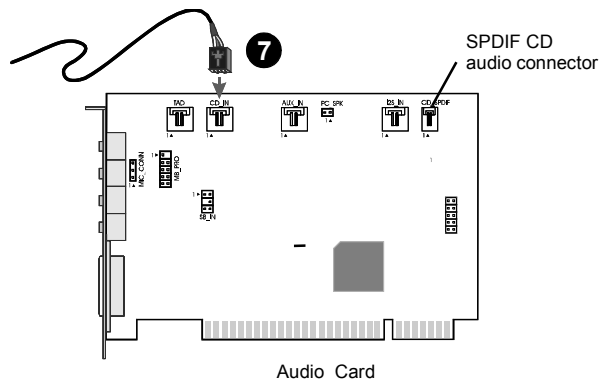


5. Align the gold-striped tabs on the bottom of the audio card with the PCI slot, and firmly press the card into place until it fits snugly.
6. Use the screw from the slot cover to secure the audio card to the frame of the computer—securing the card with the screw assures proper grounding.

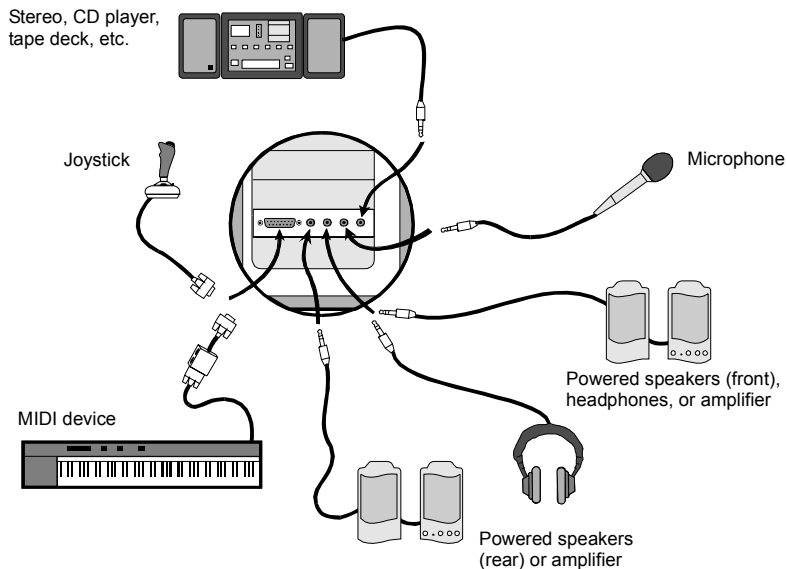


You may want to connect the data cable to the audio card before inserting it.

7. Connect the CD audio cable from your CD-ROM drive to the audio card's CD audio connector. *Or*, connect the CD digital (SPDIF) cable from your CD-ROM to the audio card's CD SPDIF connector.



8. Connect your speakers, headphones, microphone, joystick, MIDI devices, or other devices to the back panel of the audio card.



If you are connecting a single pair of powered speakers (or headphones), you must use the third jack. Use the fourth jack if you are connecting an additional pair of powered speakers.

See the next section, “Configuring the Speakers,” for detailed information.

9. Replace the computer cover.
10. Reconnect the power cable, monitor, and other devices.

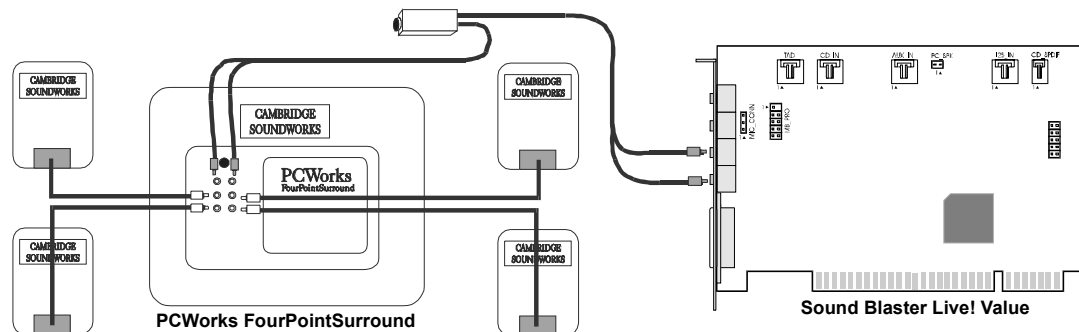
Configuring the Speakers

Creative's Cambridge SoundWorks PCWorks FourPointSurround

The best speaker configuration for Sound Blaster Live! Value depends on the type and number of speakers you have connected to the audio card. For the best audio, Creative's Cambridge SoundWorks PCWorks FourPointSurround speaker system is an excellent complement to Sound Blaster Live! Value

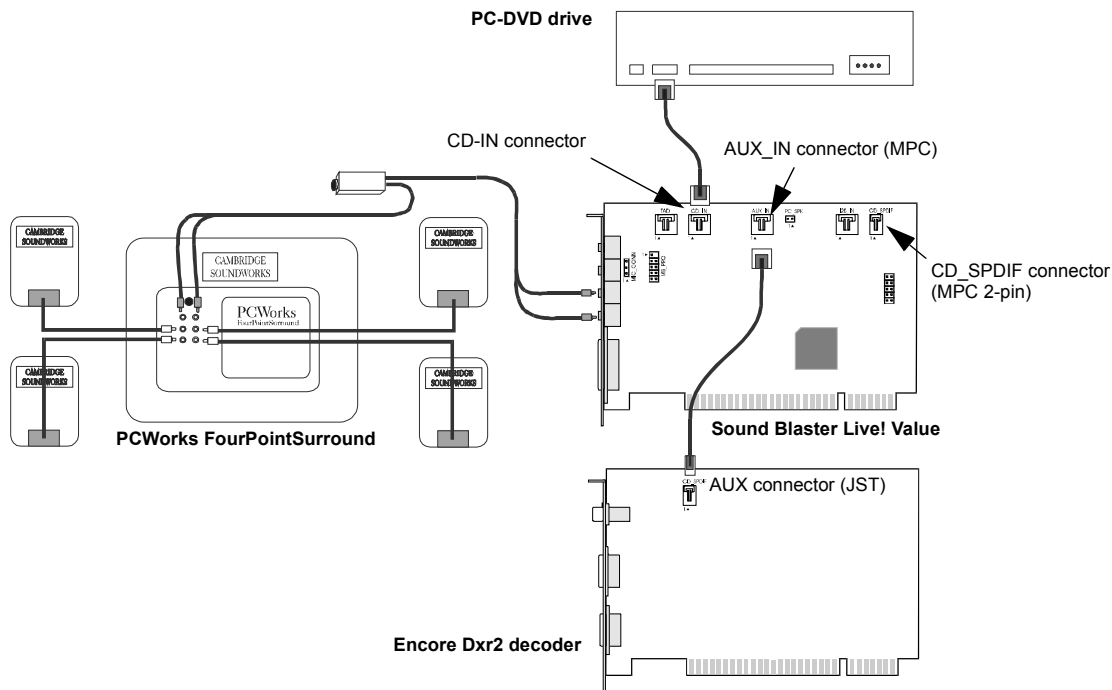
After installing the Creative Software, open the Speaker utility from the AudioHQ to select the speaker configuration. See "Speaker" on page 27 for more information.

After you have installed your FourPointSurround speaker system, open AudioHQ and select the 4 Speakers option in Speaker Configuration Output.



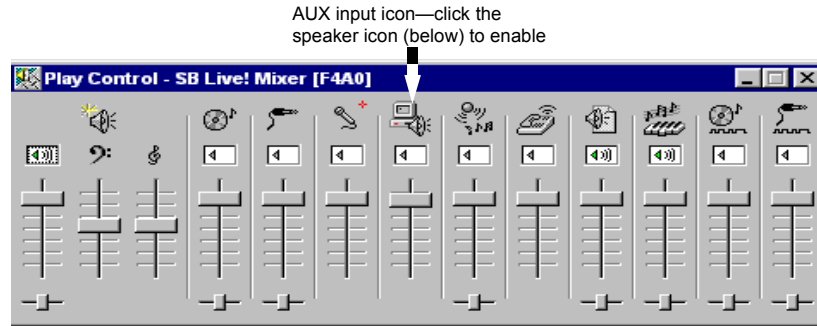
Creative PC-DVD and FourPointSurround

To achieve the best possible sound when playing DVD titles, connect your PC-DVD drive to Sound Blaster Live! Value with an MPC-to-MPC (4-pin) audio cable; connect Sound Blaster Live! Value to the Encore Dxr2 decoder card with an MPC-to-JST audio cable.



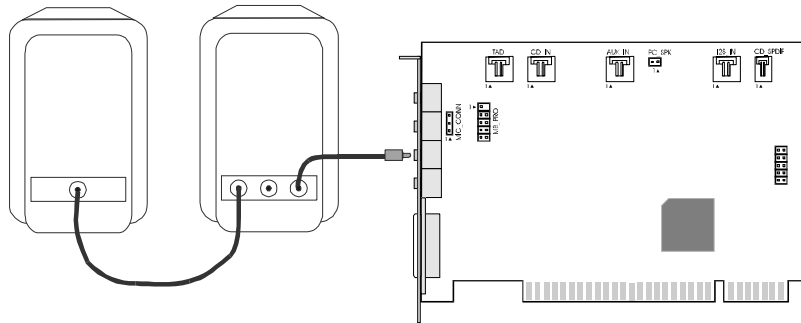
If you have an additional CD-ROM drive installed, connect the CD-ROM to the Sound Blaster Live! Value through the CD_IN connector using an MPC-to-MPC (4-pin) audio cable. Connect the PC-DVD drive to the Sound Blaster Live! Value through the CD_SPDIF connector using an MPC-to-MPC (2-pin) audio cable.

With the AUDIO_OUT connector on the Encord Dxr2 decoder card connected to the AUX_IN connector on Sound Blaster Live! Value, you must enable the AUX input on the Mixer as shown below.



Two Speakers or Headphones

If you have a two-speaker system or want to use headphones, connect to Sound Blaster Live! Value through the Line Out jack—third from the top.



To add two more speakers, connect the additional speakers to the Rear Out jack on Sound Blaster Live! Value.

Existing Two Speakers	Additional Speakers	Result
PCWorks	PCWorks	Environmental audio
SoundWorks	SoundWorks	Environmental audio with improved bass
MicroWorks	MicroWorks	Excellent Environmental Audio and bass
Creative SBS20, SBS50, or similar powered speakers	PCWorks	Use the PCWorks speakers in front and move the existing speakers to the rear

Installing the Creative Software

The Sound Blaster Live! Value software contains drivers necessary for operation and utilities to make the most of the audio card. The software installation varies according to your computer's operating system:

- ☐ Windows 95
- ☐ Windows 98
- ☐ Windows NT

Windows 95



This manual reflects a software installation in an unmodified version of the operating system. Your installation screens and procedure may vary slightly from what is shown and described. The variations may be caused by other software/hardware installed on your computer, or the version of the Windows 95 operating system.

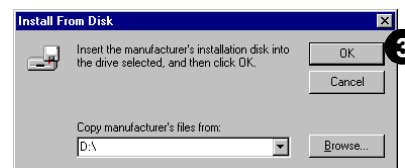
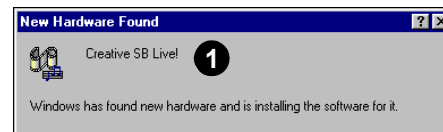


If the Sound Blaster software installation screen appears, click on Exit. You must install the audio card drivers before installing the applications.

When you turn on your computer, Windows 95 automatically detects the new hardware, and prompts you for the software installation disk. The installation may vary from the instructions below based upon previously installed software and hardware.

To install in Windows 95:

1. Turn on your computer for Windows 95 to automatically detect your new hardware. The New Hardware Found dialog appears.
2. Select the *Driver from disk provided by hardware manufacturer* option, and click OK. The Install From Disk dialog appears.
3. Insert Sound Blaster Live! Value Disk 1 into your CD-ROM drive. Enter the path for your CD-ROM drive and the software on the disk. For example, use the Browse button to locate, or type, the following:





Double-click the *My Computer* icon on your desktop, right-click your CD-ROM drive icon, and click on AutoPlay to start the Creative audio software install if the CD is in the drive.



You must install the Creative Sound Blaster Live! Value software in order to use the audio card effectively.

D:\AUDIO\ENGLISH\WIN95DRV (D:\ represents your CD-ROM drive). Click OK to install the Windows 95 drivers.

4. If prompted, install the gameport/joystick drivers from the installation CD. For example, use the Browse button to locate, or type, the following: **D:\DIRECTX\DIRECTX\DRIVERS\USA**. Click OK to install the gameport/joystick drivers. (If you are not prompted and want to install the gameport/joystick drivers, click Start on the Taskbar, select Settings and Control Panel. Double-click the Install New Hardware icon. Follow the on-screen instructions—select to *NOT* search for new hardware and, then, select Sound, Video and Game Controllers. Then, select Have Disk to locate the file you want as described above.)
5. You may be prompted to restart your computer—restart your computer for the drivers to take effect.

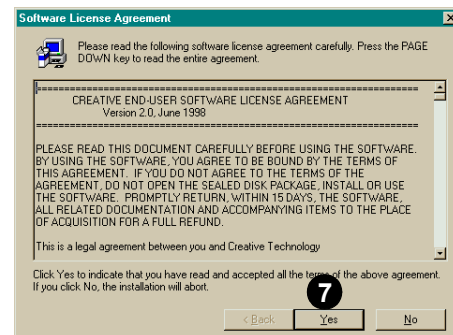
NOTE: *When your computer attempts to restart Windows 95, it may take **up to six minutes** to update the system settings. **DO NOT RESET** your computer even though there does not seem to be any hard disk activity.*

6. If Autorun is enabled and the Sound Blaster Live! Value Disk 1 is in the drive, the Creative Software Installation screen appears. The software included with your Sound Blaster Live! Value is listed on the screen. Select Creative Sound Blaster Live! Value software and any other applications that you want to install and click on OK.

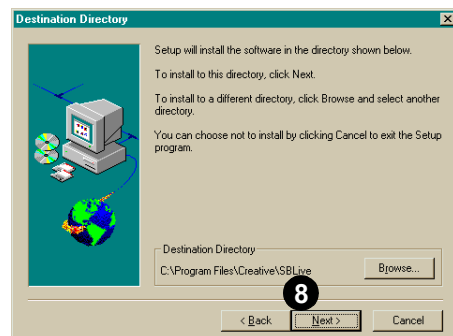


7. Next, the Software License Agreement appears. Read the text and click on the Yes button if you accept the terms of the agreement.

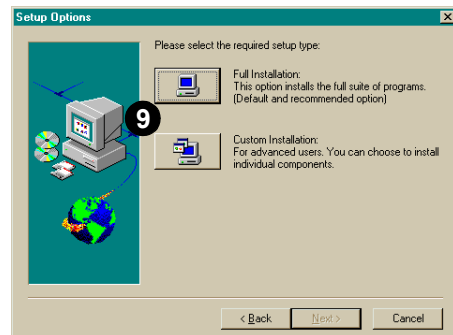
The README file follows. Please read the file for any last minute information not included in this manual. Click Next when finished.



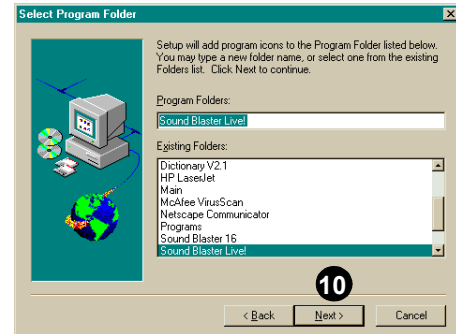
8. Next, you are asked to accept the default destination directory, or enter a new directory. When the directory is correct, click the Next button.



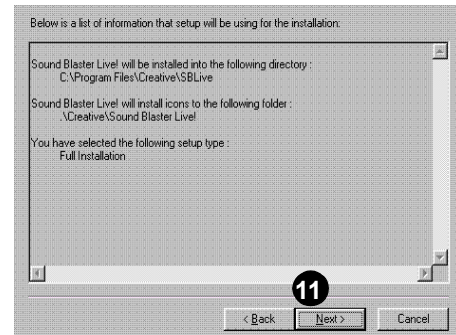
9. Next, the Setup Options are displayed. When you select an option, the installation continues.



10. The Select Program Folder dialog allows you to select the folder to which the audio software is to be installed, or you may confirm the default selection. Click the Next button when the Program Folder is correct.



11. The Installation Information dialog lists the installation selections you have made.
- To make changes to your selections, click on the Back button until you reach the screen with the option to be changed. Then, click Next until you are returned to the Installation Information dialog.
- If the information is correct, click the Next button to continue.



12. The Creative Sound Blaster Live! Value installation screen, similar to that shown to the right, appears to inform you of the progress of the installation.
13. You may be prompted to restart your computer—restart your computer for the drivers to take effect.
14. To install the additional software, insert Sound Blaster Live! Value Disk 1 and Disk 2, each time selecting the software that you want to install.



Windows 98

The following instructions describe the Sound Blaster Live! Value installation in Windows 98.

To install in Windows 98:

1. The Windows 98 Add New Hardware Wizard automatically detects the Sound Blaster Live! Value and attempts to locate the driver media provided by the manufacturer. Insert Disk 1 into your CD-ROM drive and click the Next button.
2. Select the Search For The Best Driver For Your Device (Recommended) option and click the Next button.
3. Clear all check boxes and click only the Specify a Location check box. Type or click the Browse button and point to the driver path: **D:\AUDIO\ENGLISH\WIN95DRV** (**D:** represents your CD-ROM drive). Click the Next button.
4. Click the Next button to install the Windows 98 drivers.
5. Click the Finish button when the installation is complete.
6. Restart your computer for the changes to take effect.

NOTE: *When your computer attempts to restart Windows 98, it may take **up to six minutes** to update the system settings. **DO NOT RESET** your computer even though there does not seem to be any hard disk activity.*

7. Follow the software installation instructions for Windows 95.



If no sound is heard, see “Sound” on page 47 in Chapter 3, “Troubleshooting” for tips.

Windows NT

The following instructions describe the Sound Blaster Live! Value installation in Windows NT 4.0.

To install in Windows NT 4.0

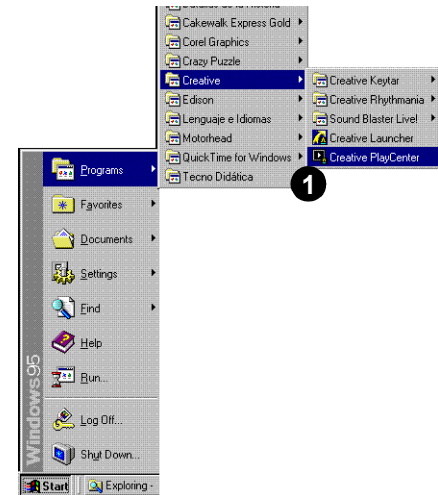
1. Click the Start button on the Taskbar, select Settings, and click on Control Panel.
2. On the Control Panel, double-click the Multimedia icon.
3. On the Audio Devices tab page, click the Add option, and choose the Unlisted or Updated Driver option. Click the OK button.
4. Insert Sound Blaster Live! Value Disk 1 and follow the instructions for each screen to complete the installation.

Testing the Installation

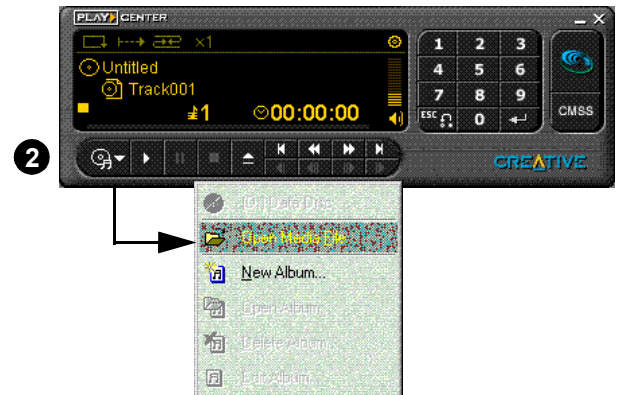
To test the installation:

1. Click  in the task bar; select *Programs*, *Creative*, and *PlayCenter* from the menus. The Creative PlayCenter appears.

Alternatively, open the PlayCenter by selecting its icon on the Creative Launcher.



2. On the PlayCenter, click the Media icon and select Open Media File.
3. Use the Browse dialog to find *Creative*, *SBLive*, and *Media*. The Media directory should contain a number of audio files from which you may select to test your Sound Blaster Live! Value installation.



Using Sound Blaster Live! Value

Sound Blaster Live! Value is supported by a full-range of applications to help you get the absolute most from the audio card:

- ☐ SB Live! Tour
- ☐ Creative Launcher
- ☐ AudioHQ
 - SoundFonts
 - Device Controls
 - Creative Keyboard
 - Sound Graph
 - Creative Mixer
 - Speaker
 - Environmental Audio
- ☐ Soundo'LE
- ☐ Wave Studio
- ☐ Creative PlayCenter

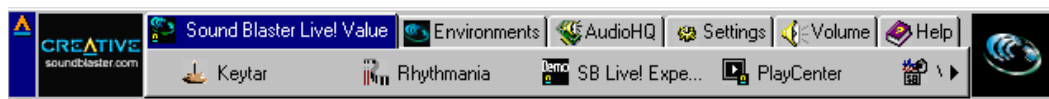
Other software included with Sound Blaster Live! Value may be on Disk 1 or another CD-ROM disk. Begin your installation of the additional software as described in “Installing the Creative Software” on page 9.

SB Live! Tour

SB Live! Tour is a multimedia presentation that guides you through the features and utilities included with your audio card. Topics included are Sound Blaster Live! Value, Music Applications, Games Applications, and Business/Audio Tools.

Creative Launcher

Creative Launcher allows you to organize your desktop and open Creative applications quickly.



The Creative Launcher is installed at the top of your screen. If it does not appear, move your mouse pointer to the top of the screen. As the pointer reaches the top of the screen, it changes to a pointing hand and the Creative Launcher displays as a bar window. The Launcher consists of the System Menu icon (the Creative logo at the top left corner), the web site icon, the group tab pages, and the group items. The Environmental Audio icon also appears in the right corner.

Options

To set the options for the Launcher:

1. Click the System Menu icon on the Launcher.
2. On the System menu, click Properties. The Properties dialog appears.
3. Select or clear the desired options.
4. Click the OK button to apply the changes to the Launcher.

Groups

You can place three kinds of items on the Launcher:

- Subgroups
- Shortcuts
- Plugins.

A *subgroup* is an item within a group that may contain more items.

The installation creates a number of group tab pages in the Launcher that may contain *shortcuts* to Creative applications such as PlayCenter and Control Panel. It may also contain shortcuts to other applications for your hardware settings, volume control, Help files or demo programs by Creative.

A *plugin* is a Creative software module that is integrated into the Launcher. Examples are the Volume Control plugin and the Command Line plugin.

Use the System menu on the Launcher to add, delete, and rearrange groups and items within each group on the Launcher.

AudioHQ

AudioHQ can be accessed from the Creative Launcher or by opening the Programs menu from the Windows taskbar—click Start, select Programs, select Creative, and click on AudioHQ. AudioHQ uses the familiar Windows group to display the icon for each utility:



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

SoundFonts

Configure a MIDI Bank



Setting the maximum amount of cache memory for SoundFont files does not mean setting aside or reserving the space. The space can still be used by your computer or other files, if needed.

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

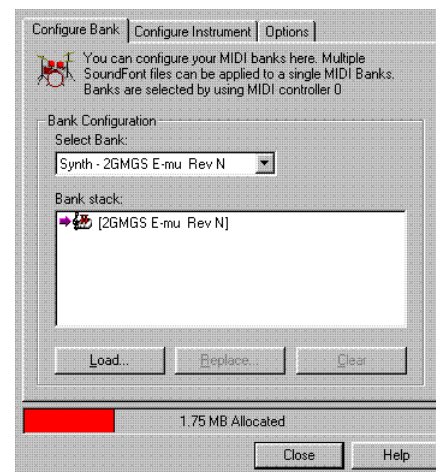
To configure a MIDI bank:

1. In SoundFont Control, click the Configure Bank tab.
2. In the Select Bank list, select the MIDI bank to configure.
3. Click the Load button and load the SoundFont file you want to the MIDI bank.
The latest file loaded always appears at the top of the Bank Stack box.
The top of the stack is indicated by an arrow.
4. To replace a SoundFont file, click the file and then click the Replace button.
OR
Double-click the file, and select the replacement.
5. To clear a bank from the stack, select the bank and then click the Clear button.
A variation bank can only be cleared by clearing its main bank .
6. Repeat Steps 3, 4 or 5 as required.

By stacking a SoundFont file instead of replacing one with the other, you may return to the original sounds or use the new selection.

You can “spot” hide particular instruments by loading one or more SoundFont files on top of the original.

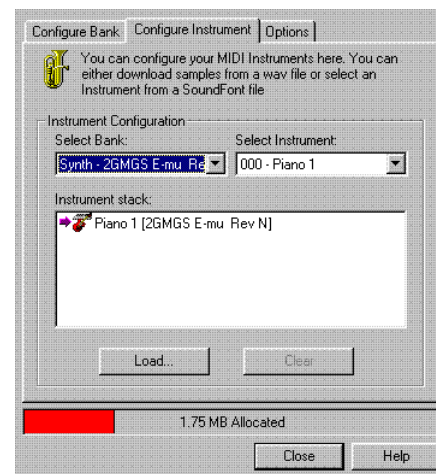
When you clear a SoundFont file, you remove the latest configuration of the main bank and any variation banks, including the latest configuration of instruments on the Configure Instrument tab page.



Configure an Instrument

To configure an instrument

1. In the SoundFont dialog, click the Configure Instrument tab.
2. In the Select Bank list, select the bank whose instruments you want to configure. You can select any bank.
3. In the Select Instrument list, select the instrument to configure.
In the Instrument Stack, you may see an instrument entry although you did not load an instrument on this page. The instrument can be found in a bank loaded on the Configure Bank tab page.
4. Click the Load button and load a SoundFont or single-instrument (for example, .WAV) file.
The last file loaded always appears at the top of the Instrument Stack with an arrow pointing to it.
5. To clear an instrument from the stack, select the instrument and then click the Clear button.
6. For faster processing of SoundFont files, the files are loaded into memory. You need to set the maximum amount of cache memory your SoundFont files can occupy, so that your system performance does not suffer from insufficient memory. You can also set the caching algorithm for a balanced system performance.



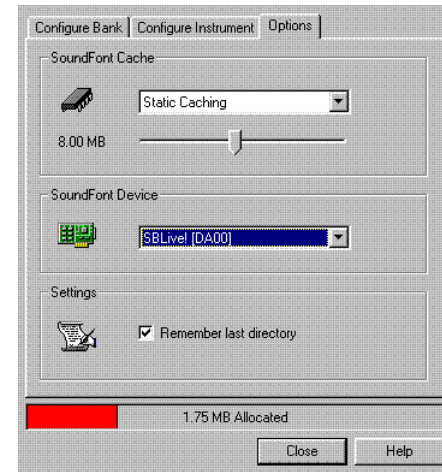
SoundFont Caching

To specify the caching algorithm:

1. On the Options tab page of the SoundFont Control dialog, select an algorithm from the SoundFont Cache list.

Set the amount of cache for SoundFont files:

1. On the Options tab page of the SoundFont Control dialog, move the SoundFont Cache slider to the set the amount of cache.



SoundFont Device

To change the SoundFont device

1. On the Options tab page of the SoundFont dialog, select the new device from the SoundFont Device list.

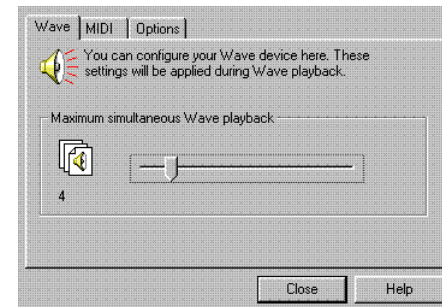
Device Controls

Device Controls allows you to configure your audio devices for audio playback. The EMU8008 chip or higher on your audio device allows multiple simultaneous Wave playback sessions; therefore, you can play several games at the same time, and enjoy the sounds from them all.

Playback Sessions

To set maximum simultaneous wave playback sessions:

1. On the Wave tab page, drag the Maximum Simultaneous Wave Playback slider to the right to set a higher number of wave playback sessions, or to the left to set a lower number of simultaneous playback sessions.



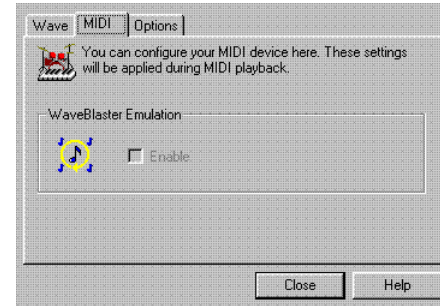
Wave Blaster Emulation

To enable Wave Blaster emulation (if available):

1. On the MIDI tab page, select the Wave Blaster Emulation check box.
All MIDI output to Wave Blaster is redirected to the AWE device.

Wave Blaster emulation is required to hear sound from games that do not directly support the AWE device. That is, in the audio devices list of the games, there is no device with the label “AWE.”

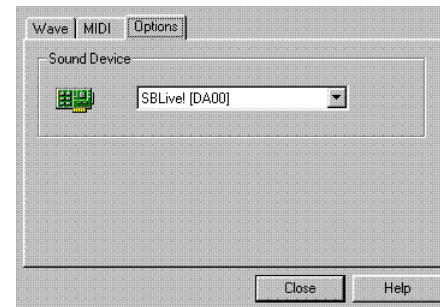
Wave Blaster Emulation is disabled if your system already has a true Creative SB16-compatible audio card installed and correctly configured under Windows 95.



Sound Device

To select the sound device to configure:

1. On the Options tab page, click the device you want to configure from the Sound Device list. The device is immediately selected.



Creative Keyboard

The Creative Keyboard allows you to play musical notes on various instruments much like a composer would play notes on a piano (or other instrument) while creating or arranging music. To edit the sound, use Vienna SoundFont Studio or another sound editor.

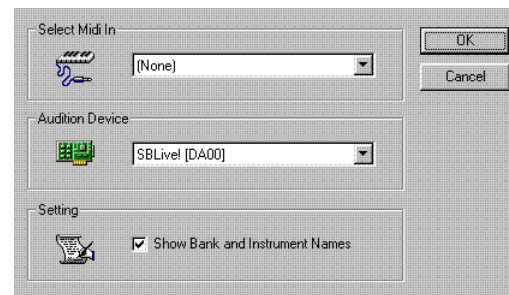
MIDI Input

To select a MIDI input device:

1. In the Select MIDI In box on the Options dialog, click the correct MIDI port.
2. Click the OK button.

You can now use the external MIDI input device to test your sound creation.

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.



Test an Instrument

To test an instrument:

1. In Creative Keyboard, click the bank and the instrument you want.
2. Click the keys on the keyboard to test the sound. If you have an external MIDI input device, you will probably find it easier to use:
 - To select multiple notes to play simultaneously, use your right mouse button to click on each key—each key selected is marked by a black dot.
 - To release the keys, right-click each one, or click the All Notes Off button.
 - To slide across the keyboard, drag the mouse.
 - If the playback is sustained too long, click the All Notes Off button.

To test instruments with MIDI controllers

1. In Creative Keyboard, click the MIDI controller you want to use.
2. Specify a value in the Controller Value box or drag the slider to the value.
3. Click the keys on the keyboard to test the sound. If you have an external MIDI input device, it may be easier to use.

If you do not like the effects on your instrument, click the Reset Controllers button to set the MIDI controllers to their default values.

Sound Graph

Creative Sound Graph complements the Record Control view of Creative Mixer by giving a graphical view of the sounds mixed for recording.



There are three display modes:

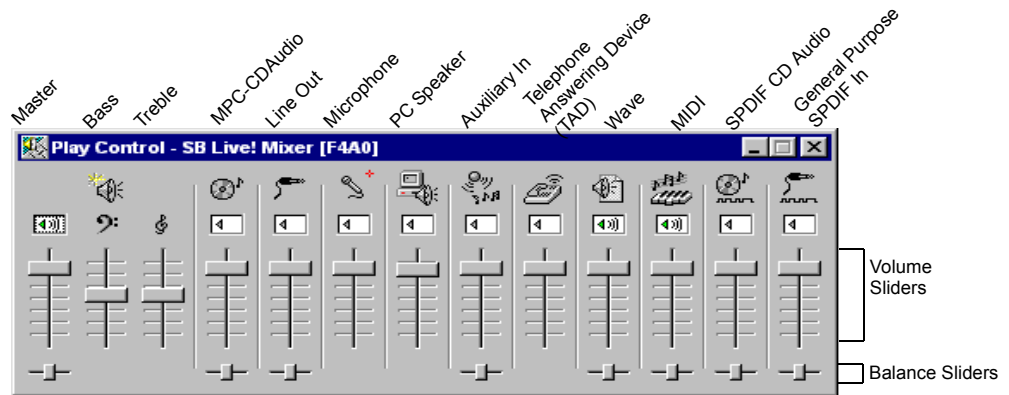
- ☐ VU Display Mode
displays the playback signal levels of the left and right channels.
- ☐ Scope Display Mode
displays the amplitude-to-time relationship between the playback signals.
- ☐ Spectrum Display Mode
 - Logarithmic spectrum* displays the normal frequency spectrum of the recording signal in logarithmic form, that is, non-linear. The frequency bands are 250 Hz, 375 Hz, 750 Hz, 1 kHz, 2 kHz, 3 kHz, 4 kHz, 6 kHz, 8 kHz, 10 kHz, 12 kHz, 14 kHz, 16 kHz, and 18 kHz.
 - Fine grain spectrum* displays the normal frequency spectrum of the recording signal linearly. Its range is 160 Hz to 12 kHz, with a frequency interval of about 86 Hz, and is very detailed. (This mode is the *fine grain* version of the *spikes* spectrum mode.)
 - Spikes spectrum* displays the normal frequency spectrum linearly. Its range is 160 Hz to 12 kHz, with a frequency interval of about 86 Hz, and is very detailed. (This mode is the *spikes* version of the *fine grain* spectrum mode.)

Double-click the center of Creative Sound Graph to switch to the next display mode.

Click the buttons labeled 1, 2 or 3 on Creative Sound Graph to switch to the Logarithmic Spectrum Mode, Spikes Spectrum Mode, or Fine Grain Spectrum Mode, respectively.

Creative Mixer

Creative Mixer allows you to control, combine, and manipulate sound from various audio sources. You can control the volume of an audio source while running other Windows applications, and you can select and mix different audio sources during playback and recording.



Mixer Menu

To access the Mixer menu:

1. Right-click an open area of the Mixer. The Mixer menu appears.

If the Mixer's title bar is displayed, you can display the menu by clicking on the icon in the upper left corner.

Customizing the Mixer

You can use your mouse pointer to change the size and shape of the Mixer. Place the mouse pointer on the side or corner of the Mixer and, holding down the left mouse button, drag the side or corner to re-shape the Mixer.

To change between record/playback mode, double-click the left mouse button with the pointer in an open area of the Mixer.

The device panels can be moved, switched, added, and deleted from the Mixer. See the Help utility for more information.

Playback

To select a device in Play (or Volume) Control view:

1. Set the mute box for the device to not muted:

Muted 

Not muted 

Balance Sliders

Balance sliders are displayed on the bottom of the Mixer. Move the slider left or right to adjust the balance of sound from left or right. Re-center the balance by double-clicking on the slider.

Volume Control

To adjust the volume of a device:

1. Drag its Volume slider up to increase the volume and down to decrease the volume.

If you raise the Play (or Volume) Control Volume slider, the overall volume is increased. If you mute Play (or Volume) Control, no sound is produced.

In Play Control, setting a device volume slider to zero may not completely mute the sound.

To show volume controls only:

1. If the title bar is displayed, open the Mixer menu, and uncheck the Advanced Controls command. Or, right-click in an open area on the Mixer, and uncheck the Advanced Controls command.

Recording

To select a device in Record(ing) Control and other views:

1. Select the record box to On:

On 

Off 

To record from a single source:

1. Open the Mixer in Record Control view.
2. Select a source (except “What U Hear”) to record.
3. In a wave recording program (for example, WaveStudio), set the record options and click Record. To adjust the recording volume, adjust the source volume slider in Mixer.
4. To stop recording, click the Stop button in the recording program.

Effects settings are not applied to the recording output, so your recording will sound *dry* (without effects, if any). For *wet* (effects are included) recordings, select the “What U Hear” device icon.

If you record in monaural and only the left channel can be heard during playback, record in “What U Hear” mode—available only if the “What U Hear” device icon is available on your mixer. See “Recording from Multiple Sources” for details.

To record from multiple sources:

1. Open Mixer in Record(ing) Control view.
2. If the “What U Hear”  device icon is available, select it. Then switch to or open another Mixer in Play Control view, and select the sources you want to mix.
 - To adjust the recording volume, use the “What U Hear” volume slider.
3. If you do not have the icon, select the sources you want to mix in the Recording Control view.
 - To adjust the recording volume, use the volume sliders of the respective sources in the Recording Control view of Mixer.
4. Select your recording sources—make sure they are *on*.
5. In the wave recording program (for example, WaveStudio), set your record options and, then, click the Record button to start recording.
6. To stop recording, click the Stop button in the recording program.

If you select the “What U Hear” device icon in the Mixer’s Record Control view *AND* in the Play Control view, the PC Speaker audio source is unavailable and other audio sources become muted.

Only one of the following audio sources can be used for recording at a time: CD Audio, Line In, Microphone, Auxiliary, TAD In.

To record voice commands:

1. Open Mixer in Record Control view.
2. Select a source for the recording.
3. In a wave recording program (for example, WaveStudio), click the Record button to start recording.
4. To stop recording, click the Stop button.



You can record voice commands only if there is a Voice Command in the Mixer menu for Voice Control.

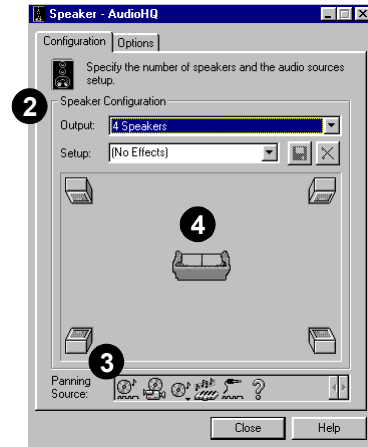
Speaker

The Speaker (Play or Volume Control) controls affect the sound heard over the desktop speaker that is produced by the audio sources.

The Speaker utility allows you to configure your speakers or headphones through the intuitive graphical interface to achieve the balance of effects you want.

To configure your speakers:

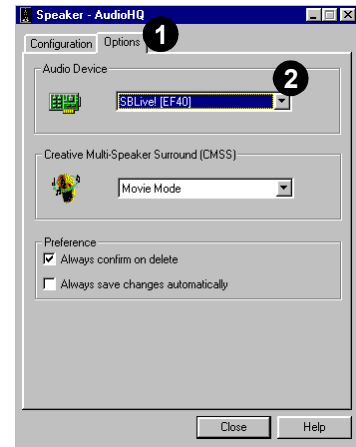
1. On the Creative Launcher, select AudioHQ and double-click the Speaker icon.
Or, click the Start button on the Taskbar, select Programs, then Creative, followed by Sound Blaster Live! Value Click on AudioHQ; double-click the Speaker icon.
2. Select the speaker configuration from the Speaker Configuration box.
3. Use Creative PlayCenter (or Windows Media Player) to open and play a wave file. Return to the Speaker dialog and drag the wave sound icon from the Panning Source box to each speaker in the Preview—you should hear the sound from each speaker in turn.



4. Try placing the sources around you. As you place them further away from you, they sound softer. You can place them anywhere—in front of you, behind you, at either side, diagonally, wherever.

To select the audio device:

1. In the dialog, click the Options tab.
2. In the Audio Device box, click the device you want to use.



Environmental Audio

Using multiple speakers, Sound Blaster Live! Value recreates and produces sounds realistically as you would hear them with the acoustics, such as reverberation, associated with the chosen location, such as a concert hall, room, cave, tunnel, etc. The Environmental Audio utility allows you to specify the elements that make up the sound for an environment.

On the Master tab page, you can define an audio environment by specifying the effects and their master settings—add to or remove effects from an environment, specify the type and the degree of the effect.

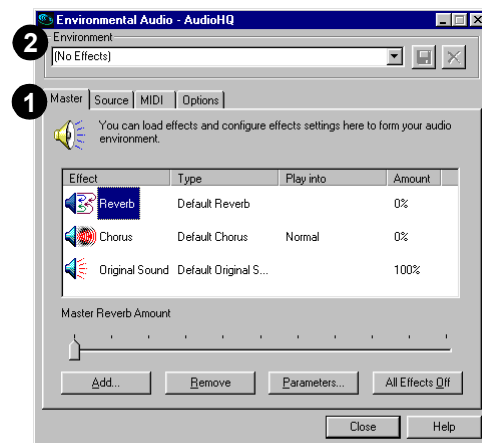
To configure the master settings for the effects of an audio environment:

1. In the Environmental Audio Control dialog, click the Master tab.
2. In the Environment box, select the environment to view or modify.

Use a default or custom environment to create a new environment. You cannot save changes to or delete a default environment.

Save the new environment with a new name or the name of an existing environment in the Environment box, and click the Save button.

- To add an effect to the environment:
Click the Add button, select one or more effects from the Add Effect dialog and then click the OK button. The added effect appears in the Effects list.
- To change the type of effect:
Click the Type entry in the Effects list and select from the drop-down list.
- To route the sound to another channel:
Click the Route entry in the Effects list, and select from the drop-down list.
- To change the amount of effect:
Select the effect and move the Master Amount slider to the left or right. The amount is reflected in the Amount column of the Effects list.
The amount set applies even when the effect type is changed.
- To change an effect's parameters:
Double-click the effect OR select the effect and click the Parameters button.



- To remove an effect from the environment:
Select the effect and click the Remove button.
3. Repeat Step 2 until you are satisfied with the configuration. Then, save the settings into the current environment or, in the case of a default environment, save the settings as a new environment by typing a new name or the name of an existing custom environment in the Environment box, and click the Save button.

If you do not want to save the environment, click the Delete button.

On the Source tab page, you can set the amount of the effects to apply on an audio source.

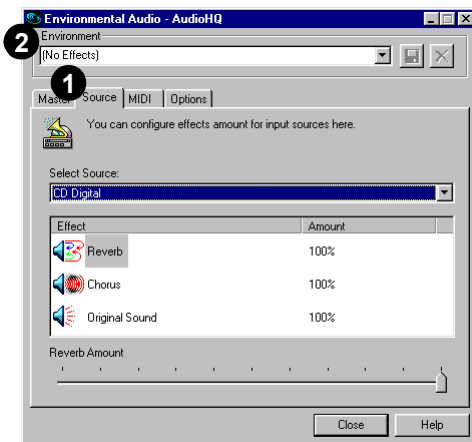
If the Always Save Settings Automatically check box on the Options tab page is selected, your revised settings are saved when you quit the Environmental Audio control utility. You cannot return an environment to its original settings unless you clear this check box.

To change the amount of the effects for an audio source:

1. In the Environmental Audio Control dialog, click the Source tab.
 2. In the Select Source box, click the source whose effect amount you want to change.
 3. To change the amount of an effect to apply to the source, select the effect and move the Amount slider to the left or right. The amount is reflected in the Amount column of the Effects list.
 4. Repeat steps 2 and 3 for each audio source you want to configure.
 5. When you are satisfied with the configuration, save the settings into the current environment or, in the case of a default environment, save the settings as a new environment by typing a new name or the name of an existing custom environment in the Environment box, and click the Save button.
- If you do not want to save the new environment, click the Delete button.



An effect's parameters and values appear in the Parameter list of the Edit Effect Parameters dialog. To open the dialog, double-click the effect in the Effects list.



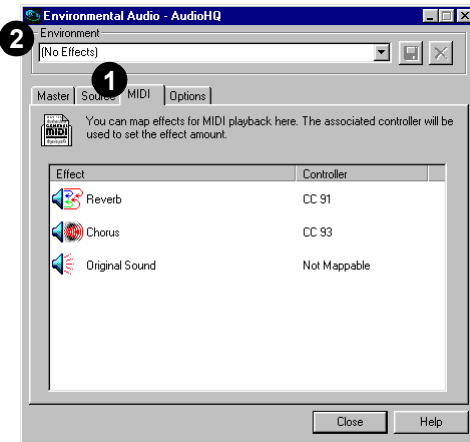
In the MIDI tab page, you can map effects for MIDI playback. To set the effect amount, insert the controller command when you are authoring a MIDI file in a MIDI sequencer program such as CakeWalk.

To configure effects for MIDI playback:

1. In the Environmental Audio Control dialog, click the MIDI tab.
2. To assign a MIDI controller to an effect, click the Controller value in the Effects list and select from the drop-down list displayed.

To change the effect amount, go to a MIDI sequencer program to specify the Controller value when you insert the controller command.

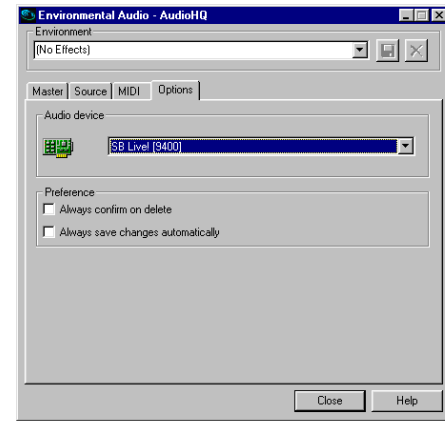
3. When you are satisfied with the configuration, save the settings into the current environment or, in the case of a default environment, save the settings as a new environment by typing a new name or the name of an existing custom environment in the Environment box, and then click the Save button.



To configure an effect:

1. To change the value of a parameter, select the parameter and move the slider at the bottom of the dialog.
You can audition changes without closing the dialog.
To reset to the parameter's default value, click the Default button.
2. Repeat Step 1 for each parameter you want to change.
3. When the configuration is correct, save the settings into the current type or, if a default type, by typing a new name or an existing name in the Type box, and then clicking the Save button.
4. Click the OK button to close the dialog.

If the Always Save Changes Automatically check box on the Options tab page is selected, your revised settings are saved when you quit the Environmental Audio control utility. You cannot return to a previously saved environment unless you clear this check box.



Soundo'LE

Creative Soundo'LE plays and records wave (.WAV) data, and supports Object Linking and Embedding (OLE) 2.0.

To open a wave file:

1. On the File menu, click Open. The Open a Sound File dialog appears.
2. Select the wave file you want to open. Information about the file such as the wave format, and data size are displayed in the dialog. You can preview a file by clicking the Play button.
3. Click the OK button.

To play a wave file:

1. Open the wave file.
2. Click the Play button or press the P key.
To stop the playback, click the Stop button or press the S key.

To record a wave file:

1. On the File menu, click New.
2. Click the Record button or press the R key.
To stop the recording, click the Stop button or press the S key.

The .WAV File Length Indicator shows the length of the file in seconds.

Embedding a Wave File

When you embed a wave file, a copy of the wave file is placed in Soundo'LE and transferred to an application that supports Object Linking and Embedding (OLE). If you edit the wave file in Soundo'LE, the copy of the wave file in the application is not affected.

To embed a wave file from Soundo'LE:

1. Open Soundo'LE.
2. Record a new wave file or open an existing wave file you want to embed.
3. On the Edit menu, click Copy Sound As An Object. The wave file is placed on the Clipboard.
4. Open the document in which you want to embed the wave file.
5. On the Edit menu in WordPad, click Paste Special. The icon representing the embedded wave file appears.

Linking

Linking a wave file enables you to make references to the wave file without duplicating it. If you edit a wave file in Soundo'LE, the changes are reflected in the application copy of the file.

To link a wave file in an application:

1. Open Soundo'LE.
2. Create a new wave file or open an existing file that you want to link.
3. Save the wave file if you created a new one. The wave file must be saved before you can link it to an OLE client.
4. On the Edit menu, click Copy Sound. The wave file is placed on the Clipboard.
5. Open the document in which you want to link the wave file.
6. On the Edit menu in the application, click Paste Special.
7. In the Paste Special dialog, click the Paste Link option button and click the OK button. The icon representing the wave file is placed in the document.

Toolbar

The Toolbar gives you quick access to commands and features in Soundo'LE. For example, you can open a new file by clicking the New button on the Toolbar.

There are nine command buttons on the Toolbar: New, Open, Save, Copy, Preferences, Record Settings, Mixer Settings, CD Player, and Select Wave Device.

Wave Studio

Working with Wave Files

WaveStudio allows you to perform the following sound editing functions:

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

Wave format refers to the channel type, sample frequency (sampling rate), and sample size. These options must be specified correctly when you perform certain functions in WaveStudio, such as converting wave formats or recording new wave files.

To use the Open command:

1. From the File menu, click Open. The Open Sound File dialog appears.
2. In the File Name list, click a file you want to open. Once a file has been selected:
 - Play button allows you to listen to the playback of the selected wave file.
 - File format, size, date, and time are shown at the bottom of the dialog.
 - List Files of Type box allows you to type or select raw data files (.RAW).
3. Click the OK Button.

You can also open multiple files using the drag-and-drop method by holding down the SHIFT key and dragging the files from Windows Explorer to the WaveStudio window.

To convert the wave format:

1. From the Options menu, click Convert Format. The Select Wave Format dialog appears.
2. Select the format of the wave file. In the Attributes list, choose:
 - Sampling rate, frequency may be from 11025 Hz to 44100 Hz. 11025 Hz for voice recording, 22050 Hz for tape-quality recording, and 44100 Hz for CD-quality recording.
 - Sampling size, click 8- or 16-bit sample size. 8-bit wave data gives sound quality comparable to that of a cassette tape. 16-bit wave data gives sound quality comparable to that of a CD.
 - Mono or Stereo for channel.
3. Click the OK button.

A wave file with better sound quality requires more disk space due to its higher sampling rate and size.

To save a wave file:

1. Click the Save button on the Toolbar or click Save from the File menu.
2. Enter the name of the file and its path.
3. Click the OK button.

Playback

The Audio menu allows you to control playback of your wave file in four ways:

- ☐ Selecting Auto Playback automatically plays the selected wave file, or the file from the location of the cursor.
- ☐ Loop Playback plays to and from the location of the cursor or the selection and back until it is deselected or until the Stop option is pressed.
- ☐ Play All Files plays all open wave files. If a part of a wave file was selected, only the selected portion is played. If your cursor is placed within the file, portions from the location of the cursor are played.
- ☐ Selecting Stop All Playback immediately stops all wave files from playing. These two features are available only on audio cards that support these functions.

Mixing

When you mix the data of two wave files, the data of one file is added to another to create a new file. After mixing, you can play back the new file to hear the new sound generated.

To mix the data contents of two wave files:

1. Activate the first (source) file and select the data you want for mixing.
2. From the Edit menu, click Copy.
3. Activate the second (target) file and select a location for mixing the data.
4. On the Edit menu, click Paste Mix. The Paste Mix dialog appears.
5. Under From Buffer Use, click the channels for copying data from the source file and for mixing data to the target file under Mix With Wave.
 - Select Mono Channel for mono file.
 - Select Left Channel, Right Channel, or Both Channels for stereo file.
6. Click the OK button.

Recording

To record a new wave file:

1. Click the New button in the toolbar or on the File menu to open a new window.
2. From the Audio menu, click Record.

The status bar below the file displays the message, “Performing Recording,” followed by the completion percentage.

3. To save the new file, go to the File menu, and click Save As.
4. Enter the new file name and click the OK button.

Check and then change the recording format by clicking the Format button located on the status bar.

To record over an existing file:

1. Activate the file to record over.
2. From the Audio menu, click Record Special.

The status bar below the file displays the message “Performing Recording,” followed by the completion percentage.

WaveStudio also allows you to record over the selected wave file or from the cursor position by following the same instructions but choosing the relevant commands from the record Special menu.

When you open a compressed wave file, WaveStudio decompresses the file before displaying it. The file must reside on a drive that has sufficient disk space to accommodate the decompressed data. The amount of space required depends on the compression of the wave format.

- ☐ For CCITT, A-Law, and μ -Law the ratio is 1:2 (compressed : uncompressed).
- ☐ For ADPCM formats, the ratio is 1:4. For example, if you are working on a 1MB ADPCM file, you must have at least 4MB of free disk space to store the decompressed file.

After opening and editing a compressed wave file, WaveStudio automatically compresses it when you save changes. To save time, save your work first to a temporary uncompressed (PCM) wave file. After editing, save the file in the compression format you want.

Special Effects

Wave Studio allows you to create new sounds by adding one or more of the following special effects from the Special menu:

- ☐ *Adjust Volume:* Allows you to change the volume of wave files.
- ☐ *Echo:* Modifies sound to produce echoing.
- ☐ *Fade-In/Fade-Out:* Creates a fading in (soft to loud) or fading out (loud to soft).
- ☐ *Insert Silence:* Inserts a pause between sounds.
- ☐ *Invert Waveform:* Turns the wave form over along its horizontal axis. For stereo files, you can either invert both channels, the left channel, or the right channel.
- ☐ *Mute:* Silences a selected portion of a wave file. For stereo files, you can either mute both channels, the left channel, or the right channel.
- ☐ *Pan:* Moves the sound from the left channel to the right channel. This effect applies only to stereo files.
- ☐ *Phase Shift:* Applies a delay on wave playback in the selected channel a a specified amount of time or sammples. This effect applies only to stereo files.
- ☐ *Rap:* Repeats a portion of the wave file, creating a jerky or stuttering effect to voice recordings.
- ☐ *Reverse:* Changes the sequence of data so that the sound is played backward.
- ☐ *Swap Channels:* Exchanges the entire or selected portion of wave data between the left and the right channels. This effect applies only to stereo files.

Most effects can be applied to:

- ☐ Entire file by placing the cursor at the beginning of the file or not placing the cursor on the wave data.
- ☐ Selected portion of the file by using the cursor to select the section.
- ☐ Section of the file starting at the cursor position to the end.

Using Volume Meter

The *Volume Meter* is a three-colored bar with scales and markings located next to the wave file window or windows. The three-colored region represents the different loudness zones. The volume meter shows in decibels the loudness of your playback or recording.

When recording, adjust the volume so that the sound level falls within the yellow zone. Use the following indicators to help you monitor the volume:

- ☐ *Peak* indicator shows increasing volume; the *valley* indicator shows decreasing volume.
- ☐ Five scales representing different volume ranges (-90dB to Infinity, -24dB to Infinity, etc.).

To use the indicators to adjust volume:

1. Right-click on the volume meter. The context-sensitive menu appears listing all the indicators.
2. Click the desired indicator to enable it; a check mark appears before the indicator.
Clicking on it again disables the indicator; the check mark is no longer displayed.

If you have more than one wave device in your computer (for example, more than one Sound Blaster card), the volume meter displays these devices. You can choose which one to monitor by clicking on it.

Clicking Auto Reset Indicator turns on an automatic timer that resets the peak and valley indicators every five seconds or so. If you want to monitor the peak/valley at a much longer period, deselect Auto Reset Indicator.

On the Preferences dialog from the Options menu, you can change settings for your audio devices, editing options, and display colors.

Customizing Settings

You can configure the manner in which WaveStudio presents wave data in the Edit and Preview Windows by making changes on the Preferences dialog, opened from the Options menu:

- ☐ Display colors
- ☐ Devices to be used for recording and playback
- ☐ Default recording format
- ☐ Settings related to editing and undo operations

Creative PlayCenter

PlayCenter allows you to play most types of media, such as multimedia files (MIDI, Wave, etc.), audio CDs, Video CDs and DVD-Videos. Just insert or select your media and PlayCenter does the rest.

PlayCenter also allows you to organize and arrange your multimedia files and tracks into albums.

PlayCenter is usually launched automatically when you insert a disc into your CD-ROM/PC-DVD drive. It recognizes the media and starts playback of the disc, if those preferences are set.

Once PlayCenter is launched, place your mouse pointer over a button or icon on the interface. The icon or button lights and the corresponding tooltip is displayed. The PlayCenter display varies slightly with different media. Not all features and functions of the PlayCenter may be available at any one time. A grayed out button or menu indicates that the function or option is unavailable.

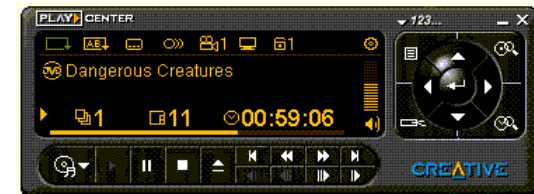
If you are playing a VCD or DVD-Video, the Video window appears. Right-click anywhere in the Video window to display the options menu.

To use the DVD function in PlayCenter, you must have a Creative PC-DVD drive and the latest software components installed in your system.

PlayCenter is usually launched automatically when you insert a disc into your CD-ROM/PC-DVD drive. It will recognize the media and start playback of the disc, depending on the preferences you have set. If it does not, follow the steps described below to play your multimedia files and discs.

To launch PlayCenter:

1. On the taskbar, click the Start button, select Programs, select Creative and click Creative PlayCenter.



To play a multimedia file:

1. Launch PlayCenter.
2. On the PlayCenter interface, click the Media button.
3. On the Media menu, click Open Media File. The Open dialog appears.
4. Select the multimedia file you wish to play by exploring the directories.
5. Click the OK button.
6. On the PlayCenter interface, click the Play button.

To play a disc:

1. Launch PlayCenter.
2. Insert a disc into your CD-ROM/PC-DVD drive.
3. On the PlayCenter interface, click the Media button.
4. On the Media menu, select and click the CD-ROM/PC-DVD drive.
5. On the PlayCenter interface, click the Play button.

To adjust the volume:

1. On the PlayCenter LED display, click and drag the Volume Slider to the desired volume level or double-click the desired level on the Volume Slider.

Configuring

You can set your preferences as to how PlayCenter is to handle the playback of your discs and multimedia files.

To set playback preferences:

1. On the PlayCenter Interface, click the System Menu icon.
2. On the System menu, click Preferences. The Preferences dialog appears.
3. Select the check boxes for your preferred settings.
4. Enter a value for Intro length (in seconds) to specify the duration of the initial track playback.
5. Click the OK button.

To make PlayCenter the default player for discs:

1. On the PlayCenter interface, click the System Menu icon.
2. On the System menu, click Disc Detector. The Creative Disc Detector dialog appears.
3. Click the Players tab page.
4. Select the disc type in the list box and click the Select Player button. The Player Properties dialog appears.
5. In the Target text box, enter the path or click the Browse button to locate the PlayCenter program (that is, **C:\PROGRAM FILES\CREATIVE\PLAYCENTER\CTPLAY.EXE**).
6. Click the OK button to close the Player Properties dialog.
7. Click the OK button to save the changes and close the Disc Detector dialog.

To make PlayCenter your default player for multimedia files:

1. Launch Windows Explorer.
2. On the menu bar, click View and select Options. The Options dialog appears.
3. Click the File Types tab page.
4. Select the multimedia file type in the list and click the Edit button. The Edit File Type dialog appears.
5. Click the Edit button.
6. Enter the path or click the Browse button to locate the PlayCenter program (that is, **C:\PROGRAM FILES\CREATIVE\PLAYCENTER\CTPLAY.EXE**).
7. Click the OK button to close the dialogs.
8. Click the Close button to save the changes and close the Options dialog.

Troubleshooting

This appendix provides tips for solving problems you may encounter during installation or normal use.

Installing Software

In Windows 95/98, the installation does not start automatically after the CD-ROM is inserted.

The AutoPlay feature in your Windows 95/98 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 the Start button, select Settings, and then click Control Panel.
2. In the Control Panel window, double-click the System icon.
3. In the System Properties dialog, click the Device Manager tab and select your CD-ROM drive.
4. Click the Properties button.
5. In the Properties dialog, click the Settings tab and select Auto Insert Notification.
6. Click the OK button to exit from the dialog.

Sound

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

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

To select an appropriate environment:

1. Open Environmental Audio control.
OR

Display Creative Launcher at the top of your screen (bring your mouse pointer to the top edge of the screen to display Launcher). Then, click the Environments tab.

2. In the Environment list, select “No effects” or an appropriate environment.

In a 4-speaker configuration, there is no sound from the rear speakers.

Check the following:

- ☐ The rear speakers are connected to the audio card's Rear Out jack.
- ☐ In Creative Mixer's Record Control view:
 - If a single source (for example, CD Audio, Line In, TAD, Auxiliary or Microphone) is playing, the check box for the source is selected.
 - If more than one source is playing, the "What U Hear" device icon is selected and, in the Play Control view, the sources you want to mix are selected.

No sound from the headphones.

Check the following:

- ☐ The headphones are connected to Line Out (front) jack.
- ☐ In the Speaker dialog (open AudioHQ and click the Speaker icon), set the Output field to Headphones.

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

Possible causes:

- ☐ Speaker volume is not set properly.
- ☐ External amplifier or speakers are connected to the wrong jack.
- ☐ Hardware conflict.
- ☐ Output selection in the Configuration tab page on the Speaker dialog is incorrectly selected.
- ☐ Original Sound sliders in either the Master or Source tab pages of the Environmental Audio dialog are set at or near 0 percent.

Check the following:

- ☐ The speakers' volume control 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.
- ☐ No hardware conflict between the card and a peripheral device.
- ☐ The output selection on the Speaker dialog corresponds to your speaker or headphone configuration.
- ☐ The Original Sound sliders in either or both the Master and Source tab pages of the Speaker dialog are set to 100 percent.

No audio output when playing CD-Audio.

OR

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

To solve this problem:

- Check the connections of the CD audio cable between the CD-ROM drive and the audio card.

SoundFonts



A smaller SoundFont bank usually is of lower sound quality.

There is insufficient memory to load SoundFonts.

This may occur when you a SoundFont-compatible MIDI file is loaded or played and insufficient memory is allocated.

To allocate more SoundFont cache:

- On the Options tab page of the SoundFont Control dialog, move the SoundFont Cache slider to the right to increase memory. The amount of SoundFont cache you can allocate depends on the system RAM available.

If there is insufficient system RAM available:

- On the Configure Banks tab page of the SoundFont Control dialog, select a smaller SoundFont bank from the Select Bank box.
The smallest SoundFont bank available is 2 MB (2GMGSMT.SF2).

Joystick



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

The joystick port is not working.

The audio card's joystick port conflicts with the system's joystick port.

To solve this problem:

- Disable the audio card's joystick port and use the system port instead.

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.

I/O Conflicts

Conflicts between your audio card and another device may occur if they 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 device using Device Manager in Windows 95/98.

If you still are unable to determine 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 95/98:

1. Click the Start button, point to Settings, and then click Control Panel.
2. In the Control Panel window, double-click the System icon.
3. In the System Properties dialog, 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, click the Resources tab.
6. Select Use Automatic Settings and click the OK button.
7. Restart your computer to allow Windows 95/98 to reassign resources to the devices.



You can also refer to the Troubleshooting section in the Help file of Windows 95/98.

Windows NT 4.0

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

This occurs when you remove an audio card from your computer after successfully installing Sound Blaster Live! Value. 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 the Start button, select Settings, and then click Control Panel.
3. Double-click the Multimedia icon, and then click the Devices tab.
4. Under the Audio Devices and MIDI Devices And Instruments headings, delete all devices *except*:
 - Audio for Creative SB Live!
 - MIDI for Creative SB Live!
 - MIDI for Creative S/W Synth
5. Click the OK button to close the dialog. The unneeded drivers are removed.

Creative PlayCenter

The Creative PlayCenter is not launched when a DVD is inserted into the drive.

To solve this problem:

1. In Creative Launcher, click Settings, and click the Disc Detector icon,.
2. On the General tab page of the Creative Disc Detector dialog, select Enable Disc Detector.
3. Click the Players tab.
4. Select the DVD Disc entry and then click the Select Player button.
5. In the Players Properties dialog, click the Browse button.
6. Browse to **C:\PROGRAM FILES\CREATIVE\PLAYCENTER** and double-click **CTPlay**. The Name box now displays **CTPlay**.
7. Click the OK button twice to close.