



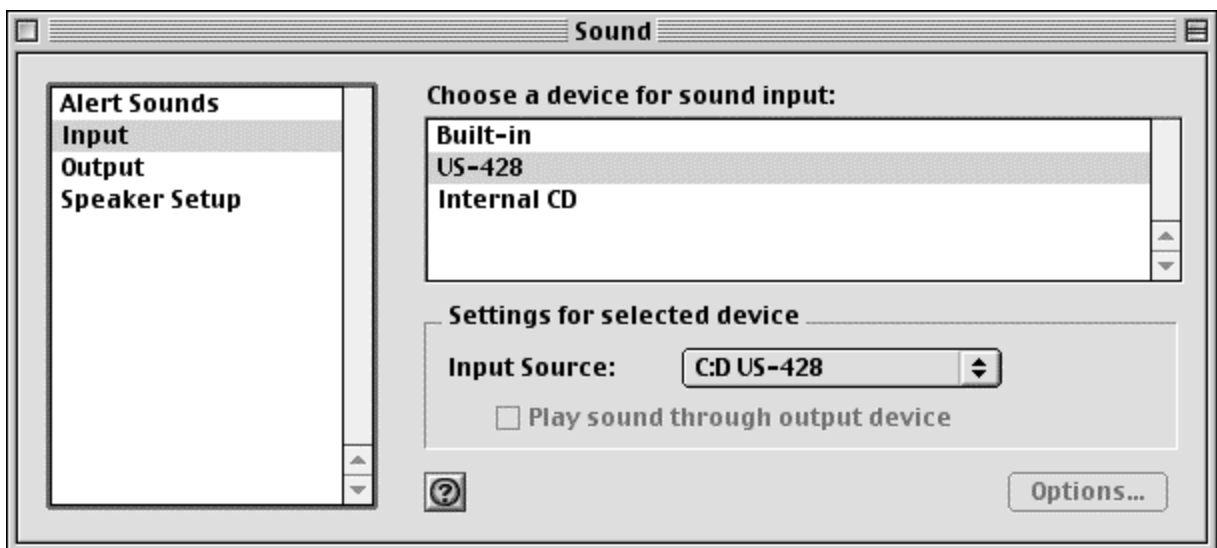
Setting up SoundManager Support

The Macintosh Sound Manager is a standard 2-channel software interface for playing and recording sound on a Mac. The audio inputs and outputs (speakers) that are built into any Macintosh use the Sound Manager interface, and essentially every Mac application that uses sound supports it. This includes not only audio recording and editing programs, but also games, video editors, web browsers, MP3 players, and even Macintosh beeps and system sounds. Even some audio-oriented program only support Sound Manager I/O, such as Digidesign's Pro Tools Free. The Sound Manager input and output sources are selected by control panels. The control panels used are different in MacOS 8.6 and 9.0, and are explained separately below.

MacOS 9.0

The "Sound" control panel in MacOS 9.0 is used to select Sound Manager inputs and outputs. With this control panel active, click on the left of the window where it says "Output" to display the possible Sound Manager output devices. On the right, click on "US-428" to select it as the Sound Manager output. The US-428 has its own output volume controls, so the output volume slider can only be able to mute or enable sound output. Moving the volume slider to the right or clicking on it will send a system beep out the US-428 outputs.

When you click "Input" on the left, the available input devices appear on the right. Click on "US-428" to select it as the Sound Manager input device. Below it are two choices for "Input Source": either A:B or C:D. You can select either as the enabled input pair.

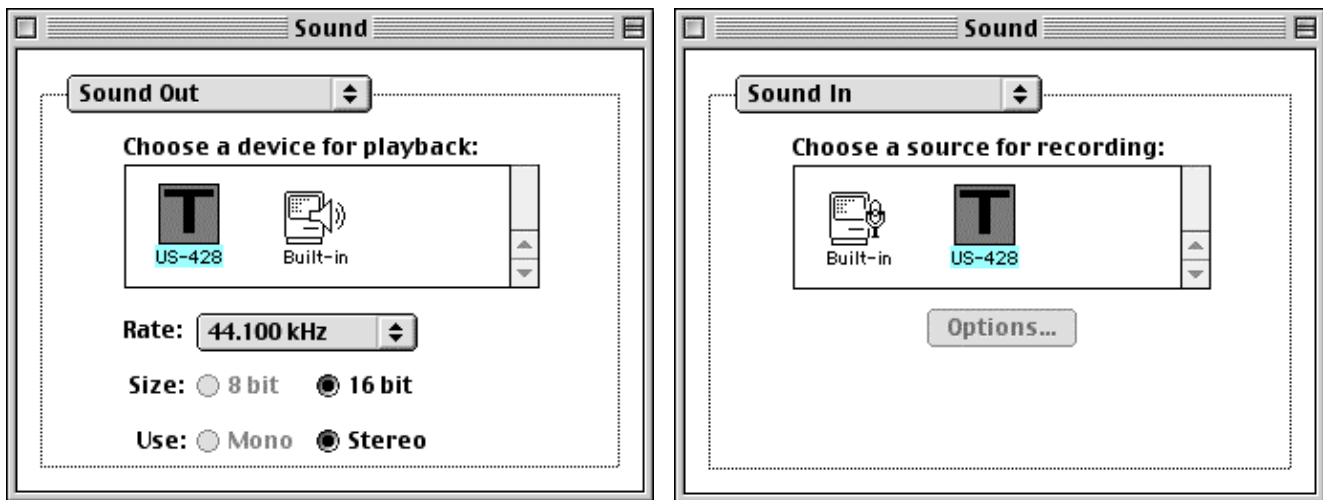


When an application is using the Sound Manager inputs, this “Input Source” field is grayed out, displaying the current inputs but preventing you from changing them here. You can still change the input pair without quitting your program, however. To do this, bring up the US-428 control panel and go to the System tab. You will find a selection there labeled “Sound Manager Input.” Here you can change the input pair at any time, even when an audio program is active. The grayed out “Input Source” field in the “Sound” control panel “Input” section will display any input changes you make.

MACOS 8.6

The “Monitors and Sound” control panel in MacOS 8.6 has a “Sound” section. It displays the currently selected Sound Manager output and lets you select among several “Built In” input sources. It cannot be used to select the US-428 as the Sound Manager input or output.

The “Sound” control panel has a selection line at the top to let you choose among “Alert Sound,” “Sound In,” “Sound Out,” and “Volume” windows. (Note: If your “Sound” control panel does not have all these options, you should use the alternate “Sound” control panel found in Apple Extras/Sound Control Panel.) With “Output” selected, you can choose “US-428” as the Sound Manager output. Since the US-428 has its own output volume control, its slider under “Volume” in this control panel is only used to enable or mute the US-428 output.



Under “Sound In” you can select the “US-428” instead of the Mac’s Built-in sources, but it doesn’t let you select between the US-428’s A:B and C:D input pairs. To do this, go to the “US-428” control panel’s “System” tab. There you will find a field labeled “Sound Manager Input” that selects between the two input pairs. You can change this setting at any time, even while a program is using the Sound Manager I/O.