
User's Guide

DGX220 Speaker System with Philips Sound Agent 2™



NOTE: Please install Philips Sound Agent 2 software to utilize all the advanced features of the DGX220 Speaker System.

Philips Sound Solutions



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Minimum System Requirements

350 MHz CPU

64 MB RAM

One CD ROM drive

One available USB port

800 X 600 Screen resolution (1024 X 768 recommended)

20 MB of available hard drive space

Windows® 2000 or Windows® XP operating system.

Please Note: *Each operating system has its own minimum requirements, which should be observed. In addition, various games and DVD applications may require higher limits than listed above.*

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1. Introduction

The Philips Sound Agent 2 (PSA2) is a computer graphical audio control center, designed to work with Philips DGX220 Bus Powered Speaker. The PSA2 utilizes the computing power of any compatible personal computer to enhance the quality of the audio that is played by PC resident audio players. PSA2 includes a full suite of studio quality audio DSP processor that adds features, depth and richness to all audio sources.

1.1. KEY FEATURES

- **QSurround** enhances Dolby Digital 6-channel sources by filling the sound gap between speakers to create a complete 360-degree wrap-around audio experience that is smooth and natural. But more importantly, it creates virtual 3D surround over a two-speaker setup.
- Active Dynamic Filtering found in the new **QSizzle** and **QRumble** components feature low, mid and high frequency enrichment algorithms that help restore sonic fidelity for highly compressed digital audio files such as MP3s and WMAs. Simply put, it makes MP3's sound great.
- **UltraBass** is a bass-enhancement system, which uses the way humans perceived sound and signal processing to enhance bass quality of small loudspeakers.
- **QInteractive3D** technology offers precise 3D sound positioning with headphone and speaker output and is compatible with DirectSound3D, EAX 1.0, EAX 2.0/13D Level 2, and A3D enabled games.
- **QXpander** converts ANY ordinary stereo input to virtual 3D surround sound with headphones or speakers.
- Professional style **10-Band Equalizer** for precise sound tailoring of all digital audio media.
- 15 unique reverb environments using the exclusive **QSound Environmental Modeling (QEM)** algorithms for totally immersive gaming and dramatic musical performances.
- **Normalization** smoothes out the volume differences within audio files and reduces the volume variations for all audio sources - automatically.
- **Default** and user defined **Presets** for most settings to personalize all your games, music, and movies - exactly the way you like it.

2. Software Installation

IMPORTANT:

- **Plug the speaker system into available USB port**
- **Install Philips Sound Agent 2 software from the Install CD.**

NOTE: To get all the advanced features of DGX220 Speaker System, Philips Sound Agent 2 must be installed on the PC.

2.1. Installation Procedure

Insert the Installation CD into the CD-ROM drive and run the **Setup**. Follow the directions on the screen to install Philips Sound Agent 2.

Please reboot the system to complete the installation. After reboot, the Sound Agent icon will appear in the system tray. See **Figure 1**. Please note that the number and types of icons in the system tray varies from computer to computer.

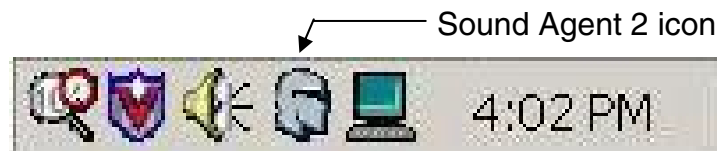


Figure 1

3. The Philips Sound Agent 2 Interface Operation

The following sections provide a detail description of the PSA2 features.

3.1. Launching the PSA2

DGX220 must be connected to the PC through the USB port. When DGX220 is not connected to the PC, PSA2 icon in the system tray will appear with the red void mark. See **Figure 2**.

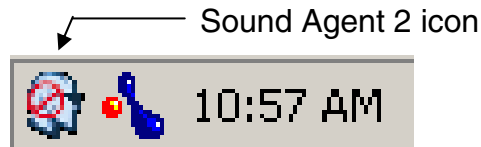


Figure 2

To open the control panel, double click on the PSA2 icon in the System Tray (normally the lower right hand corner of the screen). This method can be used only if the icon does not have red void mark on it. See **Figure 3**.



Figure 3

When you first launch the PSA2 it appears as partially expanded form as shown in **Figure 4**. To reveal the Main Control Panel click on the Drop-down arrow at the bottom side of the Visualization Control Panel.

The panel contains three distinct sections: **Compact Control Panel**, **Main Control Panel** and **Visualization Control Panel**. To reduce the expanded form to a compact form, use the Resize button. The Compact Control Panel takes up very little space on the screen and it contains the top-level controls. However, to set or change some of the settings, you need to expand to the Main Control Panel. Use the Resize button when you need to expand the Main control panel again.

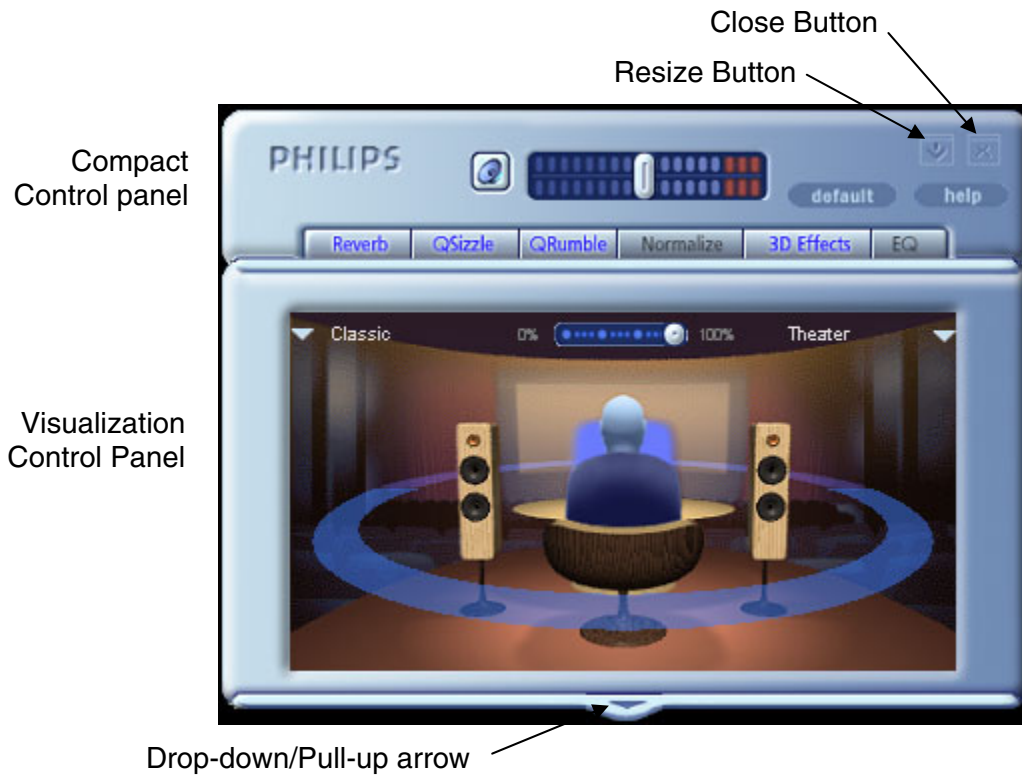


Figure 4

The Visualization Control Panel provides a graphic representation of the advanced audio processing features of the PSA2. It also includes controls to enable the environmental effects. The Visualization Control Panel only appears in the expanded mode as a sliding cover for the Main Control Panel.

3.2. Compact Control Panel

The Compact Control Panel contains the following controls:

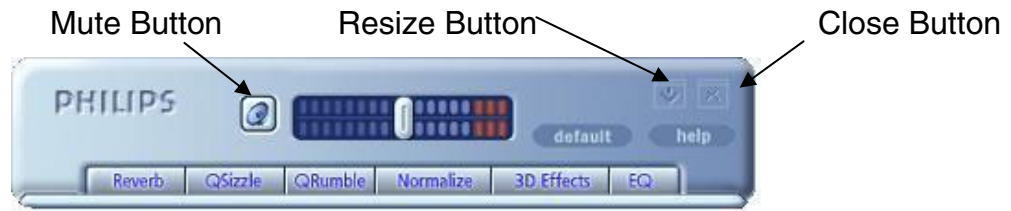


Figure 5

Master Volume

Master Volume controls the overall output level of the sound system. This volume control is synchronized with the volume control on the system tray (the yellow speaker icon).

Mute

This button toggles the sound on or off to attached speakers or headphones. It mutes the sound but does not stop the player.

Resize

Resize button toggles between the compact mode (basic controls) and the expanded mode (for more advanced options).

Close

Closes the PSA2 control panel without affecting audio operation.

Default

Pushing the *Default* button resets most controls to a predefined functional state.

Help

This button launches the on-line help system. It contains detail descriptions of all features of the PSA2 interface and its operation.

Reverb

This button toggles the QSound Environmental Modeling (QEM) on or off. However, some games apply their own environmental effects, which are not controlled by this button. Environmental modeling uses reverb (reflected sound) and delay to create the impression that the listener is in a particular environment.

QEM provides a wide range of high-quality environmental modeling effects that are selectable from the Visualization Control Panel. By selecting a default environment, you impose the effects of that environment for music, movies, or games that do not use the EAX feature.

PSA2 responds automatically to games that use the EAX and EAX2.0 commands. These games automatically control the selection of environments (regardless of what is selected from the Visualization Control Panel) to match various scenes and locations, and change these selections as the environment changes. The applied intensity of reverb is controllable by a slider in the Visualization Control Panel. If the level of Reverb is not as expected, check the slider in the Visualization Control Panel and adjust properly.

QSizzle

Toggles the QSizzle effect. When on, enhances the mid/high frequency range of a digitally compressed audio stream. The button label illuminates when QSizzle is enabled.

QRumble

Toggles the QRumble effect. When on, it enhances the low frequency range of the audio stream. The button label illuminates when QRumble is enabled.

Normalize

Toggles Normalization (automatic volume leveling) on or off. The button label illuminates when Normalization is enabled.

3D Effects

Toggles 3D Effects on or off. This does not affect 3D audio games, but does affect non-3D audio games utilizing the 2D to 3D remixing feature. The button label illuminates when 3D Effects are enabled. To enable automatic audio features such as QSurround, and QXpander this feature must be enabled

EQ

Toggles the 10-band Equalizer on and off. The button label lights up when the Equalizer is enabled. When the button is not activated the EQ remains inoperative.

3.3. Main Control Panel

The Main Control Panel is in the center of the expanded mode, and it provides access to advanced settings for most PSA2 controls, which are grouped in five separate tabs. See **Figure 6**.

If only the Compact Control Panel is visible, you must expand it by clicking on the Resize button on the right hand corner, next to the Close icon. See **Figure 5**.

If the Visualization Control Panel is covering the Main Control Panel, slide the Visualization Control Panel cover down to reveal the Main Control Panel by clicking on the arrow at the middle of the lower edge of the Visualization Control Panel. See **Figure 4**.

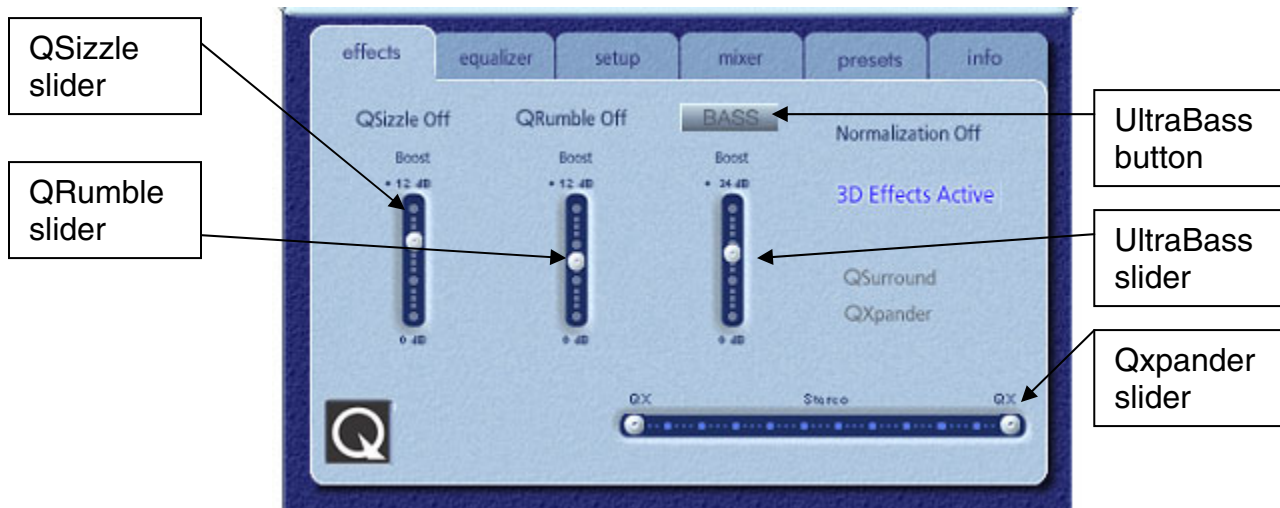


Figure 6

Once the Main Control Panel is open, you can choose any of the tabs to select the desired set of controls. The following is a description of each tab from left to right:

3.3.1. Effects Tab

The Effects Tab is the first of the Main Control Panel tabs. Below is a description of all the features on the Effects tab.

QSizzle

QSizzle is a mid and high frequency (treble) enhancement algorithm that helps to compensate for the loss of presence, punch and signal detail that often results from compressed digital media, such as MP3 and WMA formats.

QSizzle self-adjusts in real time according to frequency response of the input signal. This is different from the Equalizer, which is a fixed frequency processor. The Equalizer does not monitor the input signal or perform self-adjustment. The label **QSizzle Active** appears in illuminated text when QSizzle is enabled, and **QSizzle Off** when disabled.

QRumble

QRumble is a powerful low frequency enhancement algorithm that helps to compensate for loss of bass that may result from compressed digital media such as MP3's or WMA formats.

QRumble responds in real time to the varying nature of the input signal, automatically adjusting itself accordingly. This is very different from the Equalizer, which is a static frequency processor. The Equalizer does not monitor the input signal or perform self-adjustment.

The label **QRumble Active** appears in illuminated text when QRumble is enabled, and **QRumble Off** when disabled.

Normalization

Normalization automatically adjusts the volume variations in various audio files or streams. Quieter signals are amplified to match the level of louder ones, so that the listening volume maintains a consistent level. This means that when playing files with various output levels, the need to constantly adjust your speaker volume is minimized.

The label **Normalization Active** appears in illuminated text when Normalization is enabled, and **Normalization Off** when disabled.

NOTE: If the pre-recorded volume of the source is too high, the playback might sounds 'wavy'. This is 'as designed' and can be minimized by turning off the Normalization for that particular song.

UltraBass

UltraBass is a bass-enhancement system, which uses the way humans perceived sound and signal processing to enhance bass quality of small loudspeakers.

3D Effects

Three separate 3D audio enhancement algorithms are provided to maximize the spatial experience no matter what the combination of signal type and output hardware.

When 3D Effects are enabled, the audio processor will automatically choose the appropriate algorithm (3D mode) according to your output configuration and the type of input signal. The 3D Effects indicator LED's on front panel and the indicators on the Effects Tab illuminate to show which algorithm is active at any given time.

QXpander optimizes stereo input played over 2 speakers or headphones. When QXpander is active it provides a wider sound field far exceeding physical position of the speakers.

QSurround optimizes a multi-channel source (e.g. a 5.1 channel DVD) to create "virtual" speakers and immerse the listener in surround sound.

NOTE: The source must be a multi-channel in order for this feature to be activated (e.g. on 5.1 DVD playback, please make sure the software-DVD player is set to 6-channel output).

3.3.2. Equalizer Tab

The Equalizer (EQ) controls the frequency response of the system by increasing or decreasing the frequency response of ten independent frequency bands.

This Equalizer works very much the same as the equalizers in high quality sound systems. Each slider controls the relative level of a band (range) of frequencies. The number listed above each slider column is the center frequency of the band controlled by that slider. When a slider is set to the center position, frequencies within this band left flat and the gain is 0dB. See **Figure 7**.

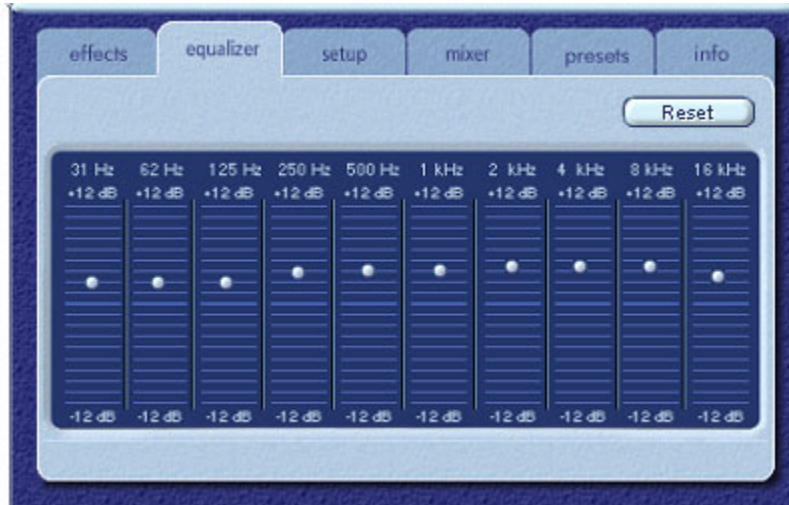


Figure 7

To boost the level of a given band, move its slider above the centerline. To cut the relative level of a given band, move its slider below the centerline. Maximum boost or cut is ± 12 dB on each frequency level.

Sliders can be individually centered by right clicking anywhere within the slider area, or collectively by clicking the Reset button on top right corner of the panel. Clicking the default button on the Compact Control Panel can also collectively center the sliders. Please note that the default button resets several other features as well.

3.3.3. Setup Tab

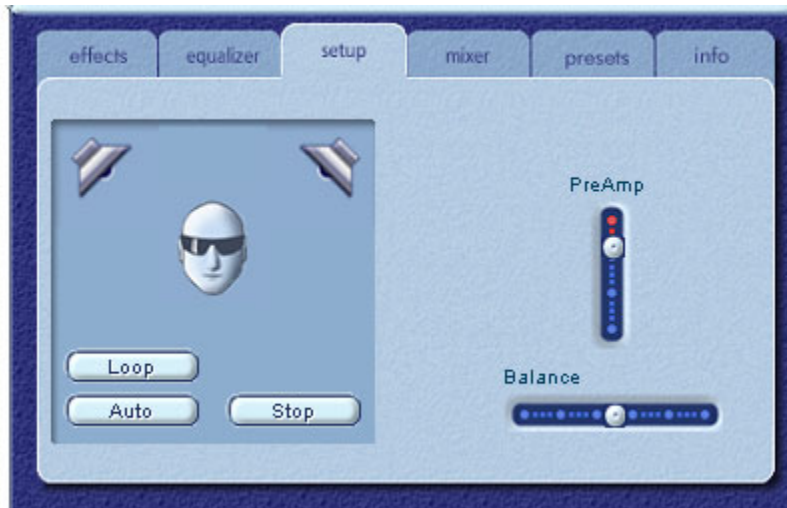


Figure 8

Speaker Test Utility

The Speaker Test Utility can be used for troubleshooting, in case no sound is coming out of the speakers when expecting to have sound.

The test utility highlights each speaker that is being tested. Click either speaker to send the test sound to the corresponding speaker. See **Figure 8**.

The **Loop** test button allows the test to repeat until the **Stop** button is pressed. If the **Loop** is off, the sound will play once for each click of a speaker button.

The **Auto** button sends the test sound to each speaker once and moves to the next speaker automatically. If the **Loop** and the **Auto** buttons are used in conjunction, the test signal will loop through the speakers until the **Stop** button is pressed.

Preamp Slider

The Preamp Level control allows you to boost the input audio signal before it is processed by the PSA2. It has a similar effect as the master volume, but should not be used instead of it.

NOTE: Increasing the PreAmp may cause audio distortion on some high level input signals. In some cases, an input signal can be of such amplitude that audio distortion can occur at the preamp default level. If this is the case simply lower the preamp level to help eliminate any distortion.

Balance Slider

This slider allows you to balance the left and the right speakers.

3.3.4. Mixer Tab

Mixer controls allow you to control playback sources.

3.3.4.1. Playback source controls

You can individually mute or un-mute as many playback sources as you wish.

Volume sliders set the playback level for each source.

Balance sliders adjust the relative left and right output levels for each stereo source. Balance sliders should normally be left in the center, which is the default position. Right-click any of the balance sliders to center it.

Depending on the number of available playback sources in your PC, the number of horizontal and vertical slider may vary, and a scrollbar may or may not be preset. The viewing area on the Mixer Tab displays controls for a maximum of four playback sources at one time. Use the Playback Source Scrollbar (if present) to reveal more source controls. See **Figure 9**.

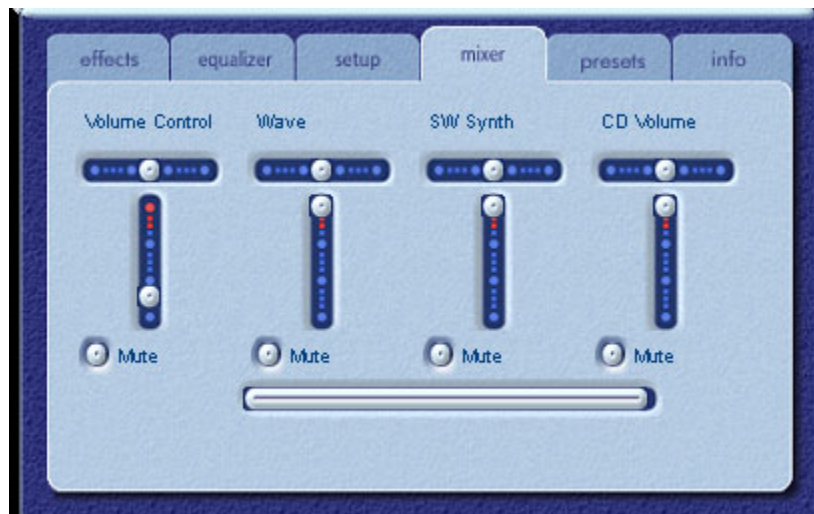


Figure 9

When playing audio CD's using the CD ROM driver of the PC, one should enable the digital audio extraction in the system device manager. If you need more information refer to the **TroubleShooting** section in **Appendix C** of this document.

3.3.4.2. Recording source controls

To simplify the operation of recording control on PSA2, the recording source have been pre-selected at Mic In. To record from Mic In, connect the Microphone and launch your favorite recording software and just hit Record.

3.3.5. Presets Tab

The Preset functions enable you to make snapshots of the state of all Philips Sound Agent 2 controls, so that you can conveniently reload the same settings at any time.



Figure 10

The Preset system enables you to save the state of PSA2 controls once you have made adjustments to customize your listening experience, so you can recall settings for any source and playback environment.

For example, if you have been listening to music with predominant drums and bass and have adjusted the controls to suit your taste, you can quickly save a preset called “Drums’n’Bass”. Whenever you listen to this type of music again, simply load this preset, and all the controls will return to the settings you had in effect when you saved it.

Sound Agent 2 comes with six factory presets as listed on the Presets tab. The following is a description of each feature on the Presets tab.

Load

Clicking on this button loads an existing preset. To load another preset, highlight it on the list and click the **Load**.

Save

When you load one of your presets and make changes to it, you can save it by clicking on the **Save** button. If you have selected one of the factory presets and made changes to it, you will have to save it under a different name. Sound Agent 2 will not overwrite factory presets, but you can overwrite your own unique presets.

Save As

You can load an existing preset (factory or one of yours), modify it to your taste, and save it as a new preset.

Delete

Deletes the selected preset permanently from the list. When you select one of your presets and click on this button, a confirmation dialog box will appear and when you confirm by clicking the OK button, the preset will be removed from the list. This button will not delete any of the factory presets.

3.3.6. Info Tab

This tab contains useful information regarding the product. It includes the software driver's version number, manufacturer's name, and web page addresses.



Figure 11

3.4. Visualization Control Panel

The Visualization Control Panel provides a graphical representation of the environments and effects that are created by Sound Agent 2. It also contains two drop-down menus and the Reverb Intensity Slider.

The drop-down menu on the right contains sixteen different reverb environmental effects to select. To select a reverb environment, the Reverb button located on the Compact Control Panel must be enabled.

The drop-down menu on the left contains all factory and user defined presets for various types of music. This menu allows easy preset access via the Visualization Control Panel.

The top center horizontal slider controls the intensity of the reverb effect that is being applied. Adjust as necessary to achieve the right amount of Reverb based on individual content.

The Visualization Control Panel may be moved up and down to conceal or reveal the Main Control Panel by clicking the arrow at the bottom center of the panel.

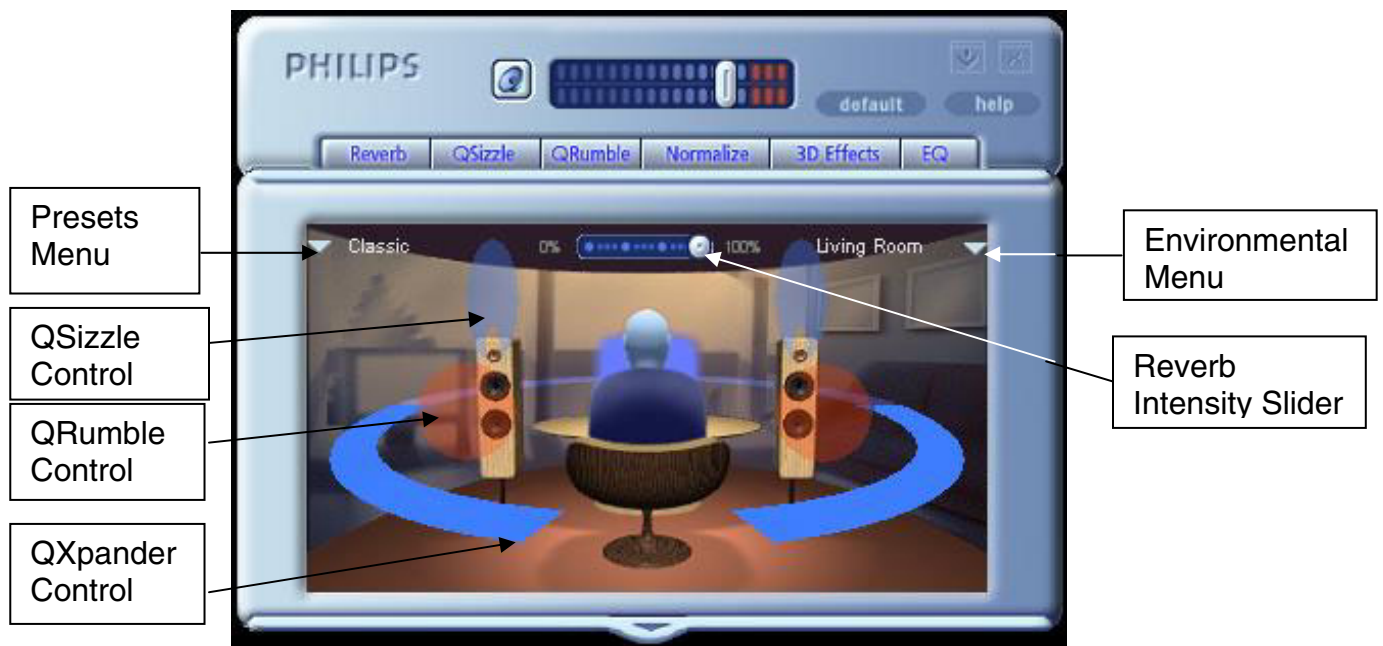


Figure 12

4. Uninstalling PSA2

If for any reason it becomes necessary to uninstall the PSA2 drivers, you can choose one of two available methods. You may go to the system control panel and launch the “Add/Remove Programs” utility. From the list of programs find PSA2 (or Philips Sound Agent 2) and click on it so it is highlighted. Click the “Change/Remove” button.

Or, you may choose the uninstall program that comes with PSA2 program. For this you click on the Windows Start button, click on the “Programs”, (“All Programs” in XP), click on the Philips folder, then select and execute the Philips Uninstall program.

5. Technical Support And Warranty

Before calling the technical support number please make sure you have the following information available:

- Model number and date of purchase.
- Computer type, processor speed, and memory available.
- Computer operating system (IE; Windows® 2000, or XP).
- On-screen error information.

5.1. Internet Address:

Technical support and driver:

<http://www.philips.com/support>

The web site for Europe is:

<http://www.philips.com/pcstuff>

Philips general web site is:

<http://www.philips.com/ce>

5.2. Technical Support Information:

Toll-Free telephone numbers:

Available 6:00 AM – 10:00 PM Central Standard Time

USA: 1-800-835-3506

Elsewhere: See the Warranty Conditions document in your package.

6. Appendix B, USB Hub Considerations

6.1. Introduction to USB Hub

A hub is a USB device that uses one USB port for connection to a PC and typically provides four additional ports for connection to USB devices. The function is similar to an electrical plug expander or an extension cord with multiple receptacles.

Some of the earlier computers have only two USB ports that are usually located on the backside of the computer. In this case if we have more than two USB devices for connection to the PC we need to use a USB hub. Using a hub not only provides more USB ports, but also provides easy access to the ports that are located in the back of the computer.

Most newer computers have two USB ports in the back and two additional ports in the front. The front ports are usually concealed under a flip up or flip down cover. Refer to your PC document to locate these ports.

A USB host controller card may be added to a computer if it does not have any USB ports at all. These cards need to be installed inside the computer in a PCI slot.

6.1.1. Power Limitation

Hubs, like any USB device, may be bus-powered or self-powered. A self-powered hub has an external power supply, which plugs into an electrical outlet, and can provide maximum specified power to all its USB ports. A bus-powered hub draws power from the root USB port, and thus, it has limited power available to the connecting USB devices.

6.1.2. Bandwidth Limitation Issues

Each USB port on the PC has a maximum bandwidth of 12 Mega-bits per second (Mbps). Different USB devices require different amount of bandwidth. Connecting more than two high bandwidth-demanding devices to a hub may cause degradation of functionality for some or all of the devices on that hub. For example, connecting a web camera and an audio device to the same hub may cause gaps in the displayed video, or gaps in the audio stream. It may even cause the devices not to function at all. This usually happens to the device that is used last when other USB devices are active.

7. Appendix C, Troubleshooting

No Sound is coming out

1. Ensure the speaker system is plugged in.
2. Check the mute button to ensure it is deactivated.
3. Check the volume button and turn it up.
4. Click on default button on the PSA2 Compact Control Panel.

System Error Message

When attempting to launch an audio player application, on a rare occasion you may see one of the following error messages depending on the operating system of the PC. This error message also causes no audio to be played.



Windows XP



Windows 2000

Figure 13

This error message is generated due to lack of sufficient bandwidth on the USB hub that the Audio System is plugged into. If you have a USB imaging device (such as a webcam or a scanner) and you have an imaging application open, and try to open an audio player application such as Winamp or Windows Media Player.

Solution

Click “Close” or “No” depending of which error message you have.

Close the audio player application.

Close the imaging application.

Reopen the audio player application and play the audio stream.

No Audio When Playing Audio CD in the CD Drive

The system CD ROM drive could be used to play audio CD's. However, the Audio Digital Extraction feature of the PC should be enabled. Here are the steps to enable this feature:

Windows 2000

1. Right click on "My Computer". On Windows 2000 this icon on desktop. On Windows XP it is in the upper right portion of the Start menu.
2. Scroll down to "Properties" and click on it.
3. Click on "Hardware" tab.
4. Click on "Device Manager" button at the middle of panel.
5. Click on the + sign next to the DVD/CD-ROM Drives.
6. Right click on the CD ROM drive that appears. If there are more than one CD ROM drives, click on the one that is being used for audio CD playing.
7. Scroll down to "Properties" and click on it.
8. A new panel opens. **See Figure 14**
9. Click on the Properties tab
10. Click to select the box with the label "Enable digital CD for this CD-ROM device"
11. Click the OK button and close all the relating windows.

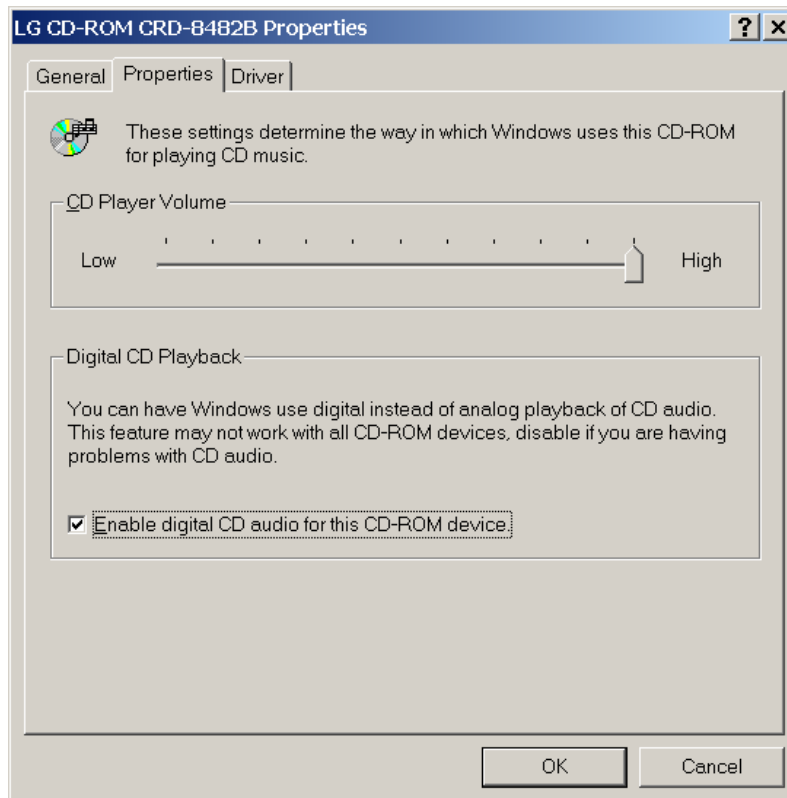


Figure 14

 **CD Player Control in the mixer playback tab does not have any effects on the output when Playing Audio CD in the CD Drive**

Because the CD player sends the audio streams via the digital data lines, Windows treats this source like other digital audio sources such as MP3 files. Therefore, to control the volume and balance use the controls for “wave”.

 **No PSA2 Icon in the System Tray**

After you have installed PSA2 from the installation CD, if the PSA2 icon disappears from the System Tray, go to the start menu, click on Programs (Windows 2000 or Windows XP), click on Philips, then click on Sound Agent 2, then click on Control Panel.