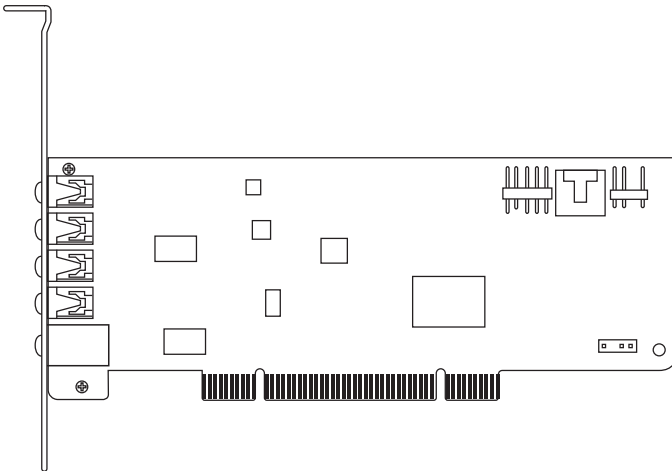




Xonar DG SI

PCI 7.1 & Headphone Amp Audio Card

User manual



E11103

First Edition (V2)

November 2015

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Notices

Federal Communications Commission Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- This device may not cause harmful interference, and
- This device must accept any interference received including interference that may cause undesired operation.

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 manufacturer's instructions, may cause harmful interference to radio communications. However, there is no 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 to correct the interference by one or more of the following measures:

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

Canadian Department of Communications Statement

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

This class B digital apparatus complies with Canadian ICES-003.

Australia statement notice

From 1 January 2012 updated warranties apply to all ASUS products, consistent with the Australian Consumer Law. For the latest product warranty details please visit <http://support.asus.com>. Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

If you require assistance please call ASUS Customer Service 1300 2787 88 or visit us at <http://support.asus.com>

Safety information

- Before installing the device on a motherboard, carefully read all the manuals that came with the package.
- To prevent electrical shock hazard or short circuits, switch off the power supply before installing the device on a motherboard or connecting any single cables to the device.
- If the device is broken, do not try to fix it by yourself. Contact a qualified service technician or your retailer.
- Before using the product, make sure all cables are correctly connected. If you detect any damage, contact your dealer immediately.
- To avoid short circuits, keep paper clips, screws, and staples away from connectors, sockets and circuitry.
- Avoid dust, humidity, and temperature extremes. Do not place the product in any area where it may become wet.
- Place the product on a stable surface.
- If you encounter technical problems with the product, contact a qualified service technician or your retailer.



This symbol of the crossed out wheeled bin indicates that the product (electrical and electronic equipment) should not be placed in municipal waste. Check local regulations for disposal of electronic products.

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License

Dolby Master Studio driver is manufactured under license from Dolby Laboratories.

1. Introduction

1.1 Package contents

- ASUS Xonar DG SI PCI audio card

1.2 System requirements

- One PCI 2.2 (or higher) compatible slot for the audio card
- Microsoft® Windows® 10 / 8.1 / 8 / 7 / XP(32/64bit) / MCE2005
- Intel® Pentium® 4 1.4 GHz, AMD® Athlon 1400 CPU, or faster CPU
- 256 MB (or above) DRAM system memory
- 60 MB available HDD space for driver installation package
- CD-ROM drive (or DVD-ROM drive) for software installation
- High-quality headphones or powered analog speakers to enjoy the ultra-high fidelity sound of the card

1.3 Specifications summary

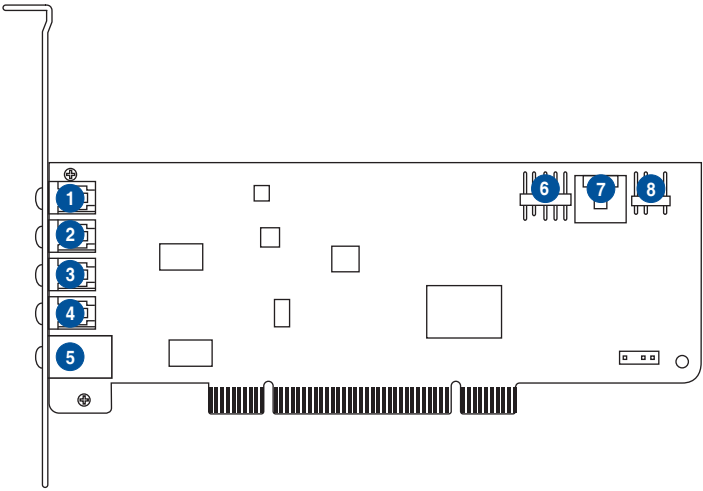
Items	Description
Audio Performance	
Output Signal-to-Noise Ratio (A-Weighted):	Up to 105dB
Input Signal-to-Noise Ratio (A-Weighted):	103dB
Output Total Harmonic Distortion + Noise at 1kHz (A-Weighted):	Up to 0.0025% (-92dB)
Input Total Harmonic Distortion + Noise at 1kHz (A-Weighted):	Up to 0.0022% (-93dB)
Frequency Response (-3dB, 24-bit/96kHz input):	<10Hz to 48kHz
Output/Input Full-Scale Voltage	1Vrms (3Vp-p)
Headphone Impedance	Optimized for 32–150Ω
Bus Compatibility	
PCI	PCI v2.2 or above bus compatible
Main Chipset	
Audio Processor	C-Media CM18786 High-Definition Sound Processor
D-A Converter of Digital Sources:	Cirrus Logic CS4245*1 (104dB DNR, Max. 192kHz/24bit) / Cirrus Logic CS4361*1 (103dB DNR, Max. 192kHz/24bit)
A-D Converter for Analog Inputs:	Cirrus Logic CS4245*1 (104dB DNR, Max. 192kHz/24bit)
Sample Rate and Resolution	
Analog Playback Sample Rate and Resolution	44.1K/48K/96KHz/192KHz @ 16/24bit for all channels
Analog Recording Sample Rate and Resolution	44.1K/48K/96KHz/192KHz @ 16/24bit
S/PDIF Digital Output	44.1K/48K/96KHz/192KHz @ 16/24bit, Dolby Digital, DTS, WMA-Pro
ASIO 2.2 Driver Support:	44.1K/48K/96KHz/192KHz @ 16/24bit
I/O Ports	
Analog Output Jack:	3.50mm mini jack *3 (Front/Side/Center-Subwoofer)

(continued on the next page)

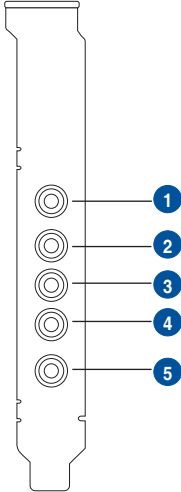
Analog Input Jack:	3.50mm mini jack *1 (Line-In/Mic-In)
Other line-level analog input (for CD-IN/TV Tuner):	Aux-In (4-pin header on the card)
Digital S/PDIF Output	High-bandwidth Optical Connector supports 192KHz/24bit -additional SPDIF-out header for HDMI audio output
Front-Panel Audio Header	Supports headphone jack-detection, automatically switch audio output from back-panel to front
Driver Features	
Operating System	Windows® 10 / 8.1 / 8 / 7 / XP(32/64bit) / MCE2005
Dolby® Headphone	Dolby Headphone technology allows you to listen to music, watch movies, or play games with the dramatic 5.1-channel surround or realistic 3D spacious effects through any set of stereo headphones.
DirectSound3D Game Extensions 2.5 (DS3D GX 2.5)/DirectX	DS3D GX 2.5.0 supports EAX gaming sound effects and DirectSound 3D hardware enhanced functions on Windows 7. (DirectX/DirectSound 3D compatible)
Smart Volume Normalizer™	Normalizes the volume of all audio sources into a constant level and also enhances your 3D sound listening range and advantages in gaming
VocalFX™	The latest vocal effect technologies for gaming and VoIP, including: - VoiceEX: produces vivid environmental reverberation for your voice in EAX games - ChatEX: emulates different background environment effects when you chat online - Magic Voice: changes your voice pitch to different types (Monster/ Cartoon...) for disguising your real voice or just for fun in online chatting
Karaoke Functions	Music Pitch-Shifting, Vocal Cancellation, and Microphone Echo effects with Stereo Mix recording (Wave and Mic-in) for online Karaoke or online DJ applications
FlexBass™	Professional Bass Management/Enhancement system
Xear 3D™ Virtual Speaker Shifter	Adjustable virtual 7.1-speaker positioning
Other Effects	10-band Equalizer/27 Environment Effects
3D Gaming Sound Engines/APIs	Windows® 8: DirectSound3D® GX 2.5, EAX® 2.0&1.0, DirectSound® HW, DirectSound SW, OpenAL generic modes, 128 3D sounds processing capability Windows® 7: DirectSound3D® GX 2.5, EAX® 2.0&1.0, DirectSound® HW, DirectSound SW, A3D® 1.0, OpenAL generic modes, 128 3D sounds processing capability Windows® XP: DirectSound3D® GX 2.5, EAX® 2.0&1.0, DirectSound® HW, DirectSound SW, A3D® 1.0, OpenAL generic modes, 128 3D sounds processing capability

*Specifications are subject to change without notice.

2. Xonar DG SI card layout



Audio ports



For details on using these audio ports, refer to the section **Connecting speakers and peripherals**.

No	Item	Description
1	Microphone In port	Connect your external PC microphone to this 3.5mm port for voice input. Built-in high-quality Microphone pre-amplifier.
	Line In port	Connect analog devices like MP3 players, CD players, music synthesizers and other line-level sound sources to this 3.5mm port for audio recording or processing.
2	Headphone/Front Out port	Connect your headphones or 2/2.1 channel speakers to this 3.5mm port. For multi-channel speaker systems, connects to the front left/right input on the powered speakers.
3	Side Surround Out port	Connects to the surround channel input on 4/4.1/5.1/6.1/7.1 powered analog speakers.
4	Center/Subwoofer Out port	Connects to the center/subwoofer input on 5.1/6.1/7.1 powered analog speakers.
5	Rear/Back Surround Out port	Connects to the Back surround input on 6.1/7.1 powered analog speakers.
	S/PDIF Out port	Optical TOSLINK digital output port. Connects to external digital decoder or digital speaker systems, Home Theater systems, AV receivers for outputting digital audio including PCM, DTS Digital, DTS, WMA-Pro, etc.
6	Front panel audio header	9-pin Intel AC'97 / HDA front-panel which supports audio jack-detection and audio FP Headphone selection for Analog Out on the Audio Center.
7	Aux Input Header	4-pin header. Usually connects to the Analog Audio output of TV tuner card or other sound source inside your PC system. (To monitor your TV tuner card's audio from this Aux-In, you must enable the "monitor" function for Aux-In in the Xonar Audio Center's recording mixer.)
8	S/PDIF Out header	Connects to the graphics card with HDMI support.

3. Installing the hardware

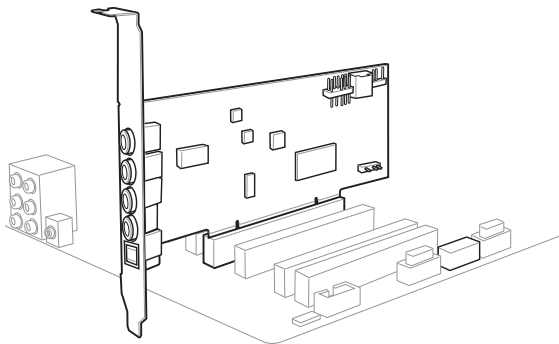
3.1 Installing the audio card



Before you proceed with the following installation steps, disable your onboard audio device in your BIOS settings, or uninstall any other audio cards on your PC. For BIOS setting or uninstallation of other sound cards, refer to the user manuals of your motherboard and audio card.

Installing the Xonar DG SI card

1. Power OFF the computer, the monitor, and all other peripheral devices connected to your computer.
2. Unplug the computer power cord from your computer and power outlet.
3. Touch the metal back or side panel of your computer to avoid static electricity.
4. Remove the chassis cover.
5. Remove the metal bracket from an available PCI slot for the Xonar DG SI audio card.
6. Carefully insert the audio card into the PCI slot. Ensure the audio card sits properly in place.
7. Secure the audio card with screws and the metal bracket.
8. Put back the chassis cover.
9. Reconnect all cables.
10. Plug the power cord to your computer and to a power outlet.
11. Power ON your computer.



3.2 Connecting to a TV tuner card

1. If you have a traditional PCI TV tuner card on your PC, you may need to connect it to the Xonar DG SI card to send the tuner card's sound to your PC speakers.
2. Secure the PCI TV tuner card and screw it into the back-panel.
3. Connect the audio output header from the TV tuner card to the Aux-In header of the Xonar DG SI card.



For optimum TV audio quality, Xonar DG SI uses ADC recording to digitize the signal and loops it back to DAC playback. Select Aux-In as the recording source in the Xonar DG SI Center's recording mixer and enable the monitoring button to pass this signal to the audio output. Using this setup, you can even turn on sound effects such as Dolby Headphone to expand the stereo TV audio to 5.1 channel surround sound in any set of headphones. TV audio on your PC will become even better than on your TV set.

4. Driver Installation

Installing the card driver



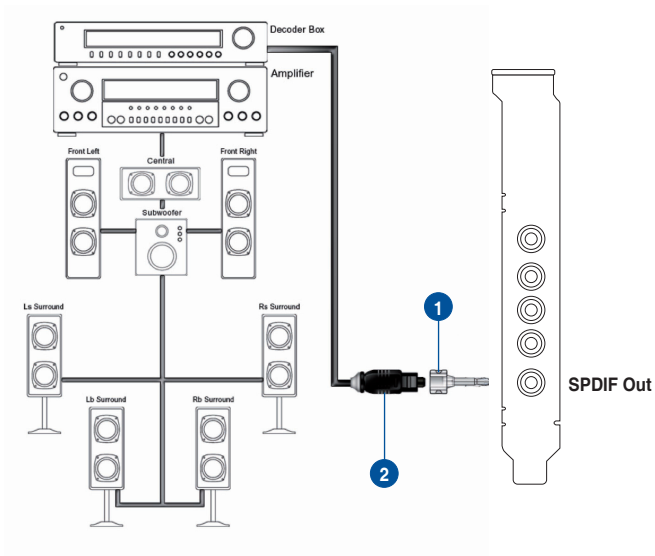
Ensure that you have installed the audio card driver before installing the Xonar DG SI driver. Otherwise, driver installation error may occur.

1. After you have installed the Xonar DG SI card, turn on your computer. Windows® automatically detects the audio card and searches for device drivers. When prompted for the drivers, click **Cancel**.
2. Download the driver from ASUS support website. Open the driver folder and run **setup.exe**.
3. Follow the onscreen instructions to finish the installation.

5. Connecting speakers and peripherals

5.1 Connecting digital speaker systems (Home Theater)

The Xonar DG SI makes playback through your home theater system possible, creating an immersive and impressive cinema surround sound experience. A single digital cable connection can carry high-quality digital audio from any of your PC audio sources to any digital speakers or AV Receivers.



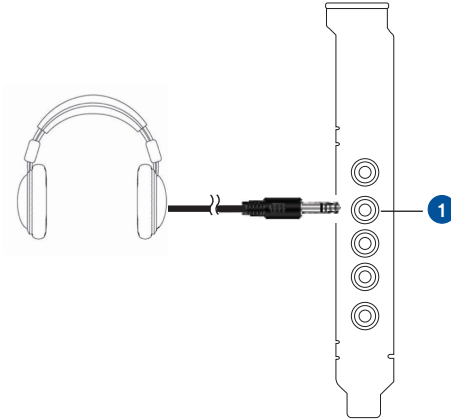
No	Item	Description
1	Optical adapter	Plug an optical TOSLINK adapter into the S/PDIF-Out combo connector.
2	Optical cable	Connect your decoder's S/PDIF-In port to the optical adapter using the TOSLINK optical cable.



- You can also use a coaxial cable for a S/PDIF connection. Just plug the coaxial RCA male connector to the S/PDIF-Out combo jack and connect the other end into the coaxial S/PDIF input on your decoder.
- The optical TOSLINK adapter is purchased separately.

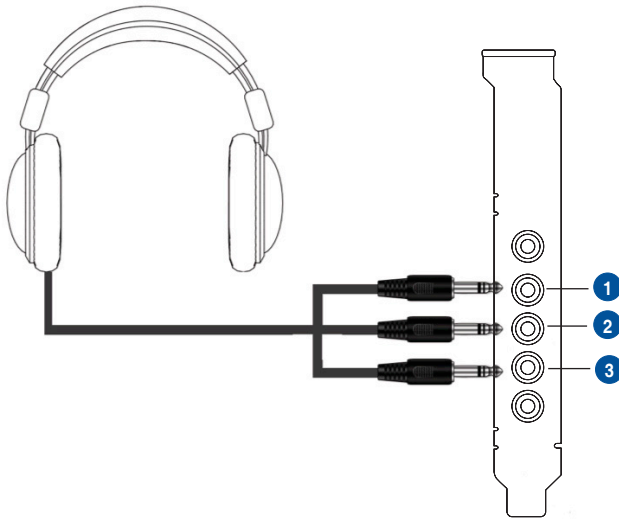
5.2 Connecting stereo headphones

5.2.1 Connecting Stereo Headphones



No	Item	Description
1	Front Out/Headphone Jack	The Front Out jack has a built-in high-quality amplifier to drive headphones. Connect your stereo headphones directly to this jack.

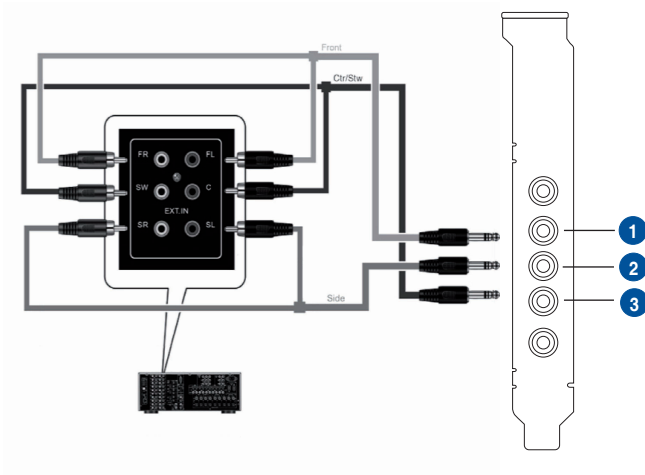
5.2.2 Connecting 5.1 channel Headphones



No	Item	Description
1	Front Out	Connect the front-channel 3.5mm plug of your 5.1 headphone into this jack.
2	Side Surround Out	Connect the surround-channel 3.5mm plug of your 5.1 headphone into this jack.
3	Center/Subwoofer Out	Connect the Center/Bass-channel 3.5mm plug of your 5.1 headphone into this jack.

5.3 Connecting Analog Speaker Systems

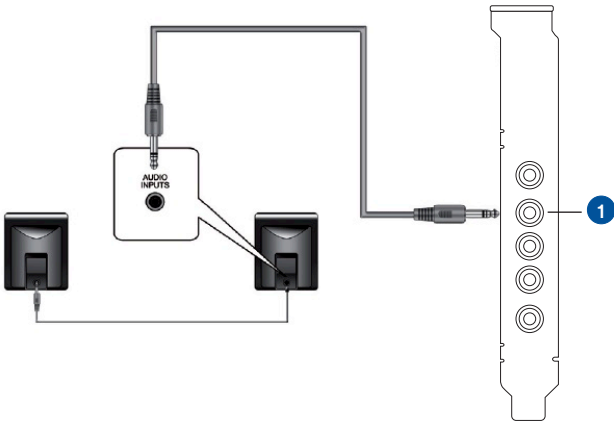
5.3.1 Connecting Analog Power Amplifier



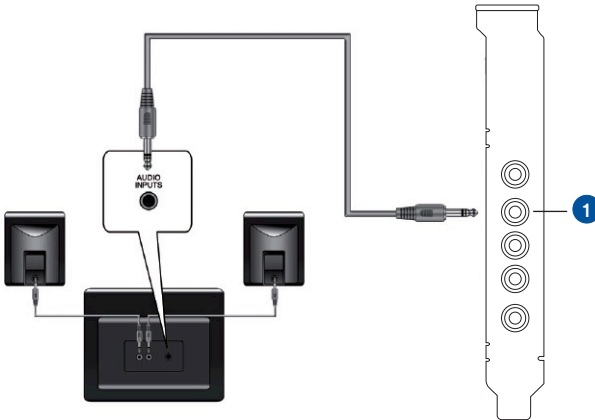
No	Item	Description
1	Front Out	Connects to the "left front" and "right front" input ports of the analog amplifier with the mini-jack to RCA cable.
2	Side Surround Out	Connects to the "left surround" and "right surround" input ports of the analog amplifier with the mini-jack to RCA cable.
3	Center/Subwoofer	Connects to the "Center" and "subwoofer" input ports of the analog amplifier with the mini-jack to RCA cable.

5.3.2 Connecting 2/2.1 channel speakers

2 Speakers



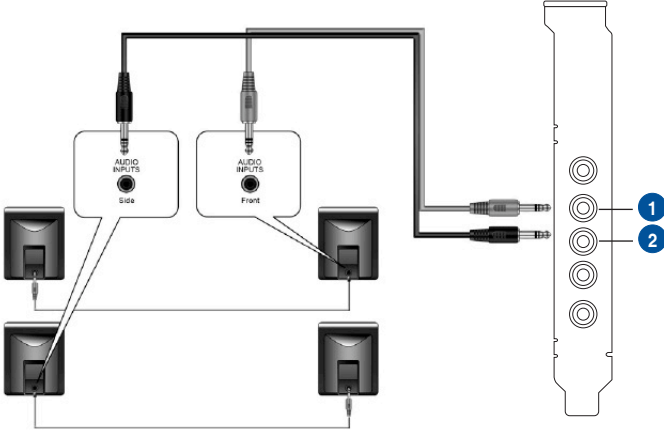
2.1 Speakers



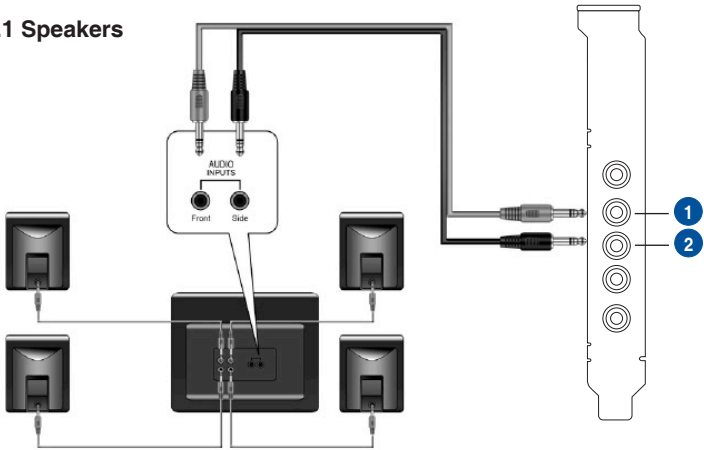
No	Item	Description
1	Front Out/Headphone Jack	Connect the 2/2.1 speaker set's 3.5mm plug into this Front Out jack.

5.3.3 Connecting 4/4.1 Channel Speakers

4 Speakers



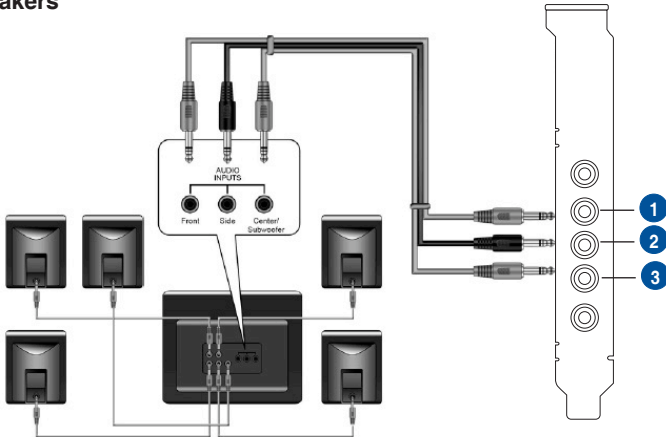
4.1 Speakers



No	Item	Description
1	Front Out	Connects to the Front input port of the 4/4.1 speakers with the mini-jack cable.
2	Side Surround Out	Connects to the Surround input port of the 4/4.1 speakers with the mini-jack cable.

5.3.4 Connecting 5.1 Channel Speakers

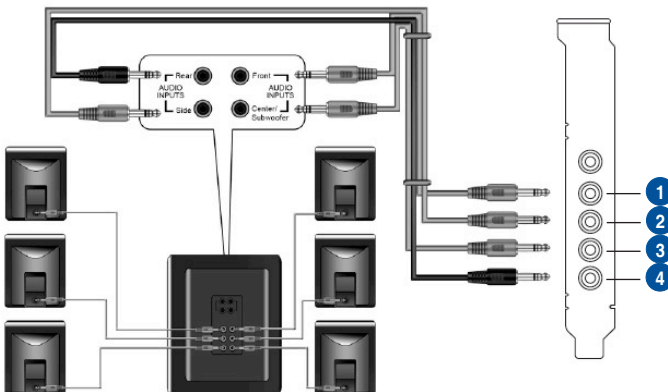
5.1 Speakers



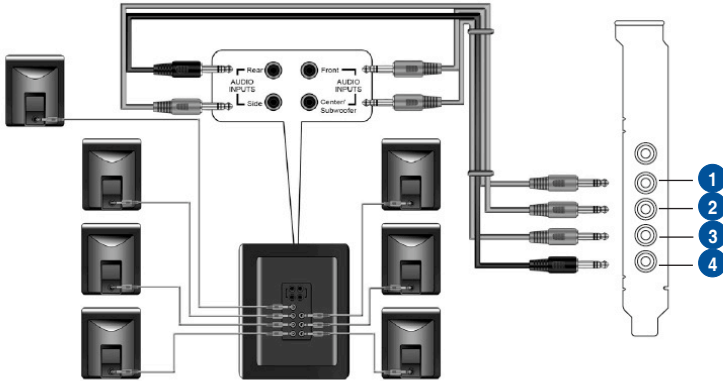
No	Item	Description
1	Front Out	Connects to the Front input port of the 5.1 speakers with the mini-jack cable.
2	Side Surround Out	Connects to the Surround input port of the 5.1 speakers with the mini-jack cable.
3	Center/Subwoofer	Connects to the Center/Subwoofer input port of the 5.1 speakers with the mini-jack cable.

5.3.5 Connecting 6.1/7.1 Channel Speakers

6.1 Speakers

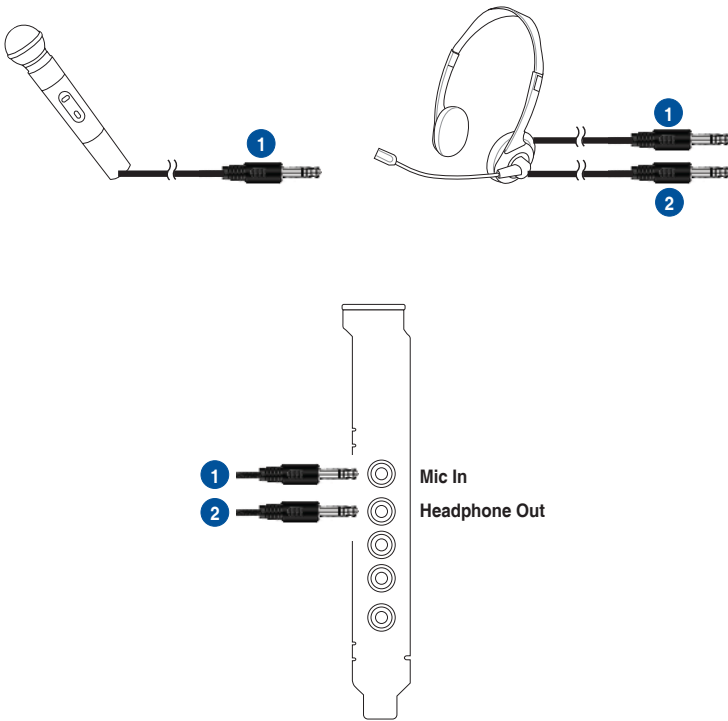


7.1 Speakers



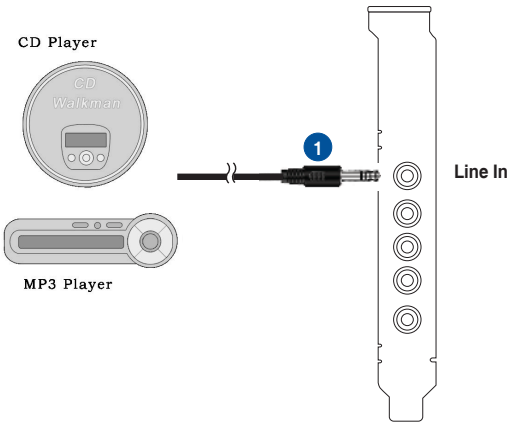
No	Item	Description
1	Front Out	Connects to the Front input port of the 6.1/7.1 speakers with the mini-jack cable.
2	Side Surround Out	Connects to the Surround input port of the 6.1/7.1 speakers with the mini-jack cable.
3	Center/Subwoofer	Connects to the Center/Subwoofer input port of the 6.1/7.1 speakers with the mini-jack cable.
4	Back Surround Out	Connects to the Back Surround input port of the 6.1/7.1 speakers with the mini-jack cable.

5.4 Connecting microphone



No	Item	Description
1	Microphone Input Jack	Connect the microphone's 3.5mm plug into this Mic-In jack for voice communication, recording, or karaoke.
2	Headphone Jack	The Front Out jack has a built-in high-quality amplifier to drive headphones. Connect your stereo headphones directly to this jack.

5.5 Connecting Line-In audio sources



No	Item	Description
1	Line Input Jack	Connect the 3.5mm plug of the CD/MP3 Player or any other Line level analog audio sources into this Line-In jack for sound recording (See the "Mixer" section of the driver guide).

6. Xonar Audio Center

6.1 Xonar Audio Center GUI

1. After the driver installation is completed and your computer has been rebooted, you will find the Xonar Audio Center's icon in the system tray on the bottom right-hand corner of the screen. Double click this icon to open the Xonar Audio Center utility.



If the icon could not be found in the system tray, click **Start > All Programs > ASUS Xonar DG SI Audio > Xonar DG SI Audio Center** to launch the Xonar Audio Center from the Windows desktop.

2. Xonar Audio Center is the Graphic User Interface (GUI) for the Xonar DG SI driver. You can control the functions and features of the Xonar DG SI driver on the Xonar Audio Center.



No	Item	Description
1	Display Area	This display area shows the 10-band signal meter, volume level, and the status of the Dolby/DTS technologies, EQ, and DSP modes. Note: This area just displays information, but is not used to alter the settings.
2	Menu Open/Close	Click this button to move the display area and reveal the configuration area below. Click it again to move the display area back down.
3	Master Volume	This rotary knob controls the master playback volume. Drag the small circle inside it to change the volume level.
4	SVN Button	Click this button to enable the “Smart Volume Normalization” feature for constant volume from all playback sources. It will display a blue light when enabled.
5	Mute Button	Click this button to mute audio playback. It will display a red light when playback is muted.
6	DSP Mode	These 2 buttons give access to quick gaming surround sound effect (GX2.5) and effect-free (Hi-Fi) modes.
7	Setting Menu Panel	This panel gives access to setting tabs, including Main Settings, Mixer/volume, Effects, Karaoke, FlexBass, and VocalFX.
8	Information icon	Click this icon to view the driver’s information.

6.2 Main Setting

6.2.1 Sample Rate

The Sample rate determines the number of audio samples per second that the Digital-to-Analog Converters (DAC) and S/PDIF digital interface will output. The Xonar DG SI audio card can support sample rates up to 192KHz (44.1K, 48K, 96K, 192KHz). Usually audio CDG and MP3 files are 44.1KHz; DVD-Video uses 48KHz; DVD-Audio or other HD media may contain 96KHz high-definition audio content. Please select the corresponding sample rate for your playback sources to get the best audio fidelity.

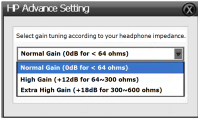


No	Item	Description
1	Sample Rate	<p>Select the sample rate that corresponds to (or exceeds that of) your playback sources for optimal audio fidelity. The Xonar DG SI card supports sample rates up to 192KHz (44.1K, 48K, 96K, 192KHz). Typical values:</p> <ul style="list-style-type: none">- Audio CD, MP3, WMA, Wave files are 44.1KHz.- The audio of DVD-Video is 48KHz.- DVD-Audio or other HD media may contain 96KHz high-definition audio content.

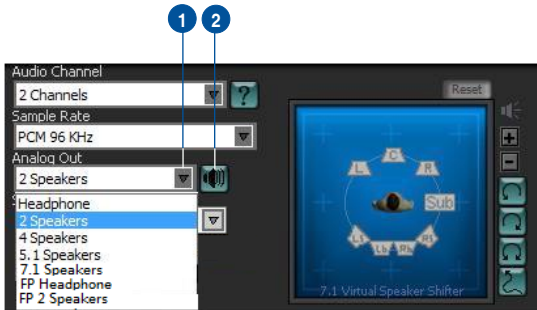
6.2.2 Analog Out modes

Headphone



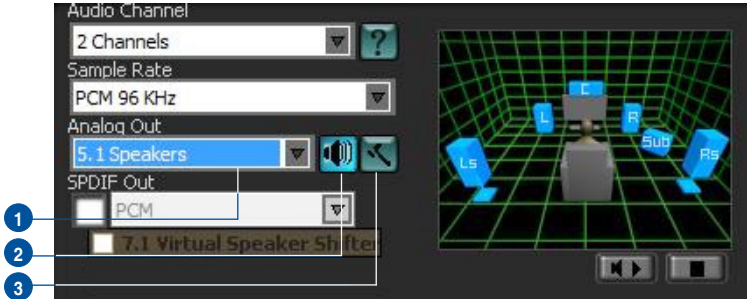
No	Item	Description
1	Analog Out	The Analog Out setting is used to match your actual speaker setting, such as headphones, 2 speakers (or 2.1), 4 speakers (or 4.1), 5.1 speakers, 7.1 speakers, Front Panel Headphone and Front Panel 2 speakers (or 2.1). Xonar DG SI will play the channels and do the proper 3D surround sound processing accordingly. Select the correct speaker type for your connected speakers.
2	Speaker Test	Click this button to show the speaker test window in the right pane. Click the “play” button to test each speaker one by one or click each speaker manually to test.
3	HP Advanced Setting	Click this button to select the gain tuning according to your headphone impedance. The setting is also available for FP Headphone. 
4	Dolby Headphone enable/disable	Tick this checkbox to enable Dolby Headphone. Click the textbar to switch the right pane to Dolby Headphone page for manual adjustment. * 7.1 Virtual Speaker Shifter can be selected only when Dolby Headphone is enabled.

2 Speakers & 4 Speakers



No	Item	Description
1	Analog Out	The Analog Out setting is used to match your actual speaker setting, such as headphones, 2 speakers (or 2.1), 4 speakers (or 4.1), 5.1 speakers, 7.1 speakers, Front Panel Headphone and Front Panel 2 speakers (or 2.1). Xonar DG SI will play the channels and do the proper 3D surround sound processing accordingly. Select the correct speaker type for your connected speakers.
2	Speaker Test	Click this button to show the speaker test window in the right pane. Click the “play” button to test each speaker one by one or click each speaker manually to test.

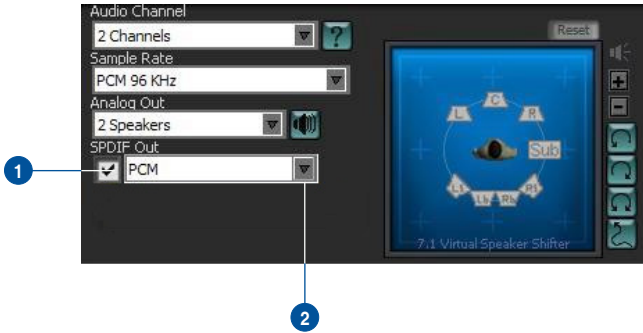
5.1 Speakers



No	Item	Description
1	Analog Out	The Analog Out setting is used to match your actual speaker setting, such as headphones, 2 speakers (or 2.1), 4 speakers (or 4.1), 5.1 speakers, 7.1 speakers, Front Panel Headphone and Front Panel 2 speakers (or 2.1). Xonar DG SI will play the channels and do the proper 3D surround sound processing accordingly. Select the correct speaker type for your connected speakers.
2	Speaker Test	Click this button to show the speaker test window in the right pane. Click the “play” button to test each speaker one by one or click each speaker manually to test.
3	Speaker Swap	Click this button to view the advanced setting window to allow you to: <ul style="list-style-type: none"> – Swap center/bass outputs for 5.1/7.1-speaker set ups – Swap Side/Back Surround outputs for 7.1-speaker set ups Tick the checkboxes if your speakers are outputting the incorrect channel. Otherwise, leave them blank. <div data-bbox="391 1136 636 1268" data-label="Image"> </div>

6.2.3 SPDIF Out

It enables a single digital connection to carry high quality audio from your PC to digital speakers and AV Receivers.

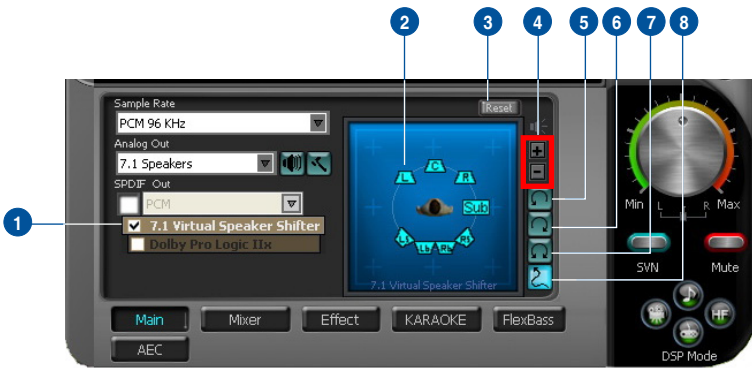


No	Item	Description
1	S/PDIF Out enable/disable	Tick this checkbox to enable S/PDIF output.
2	S/PDIF Output Formats/Functions	PCM (Pulse Code Modulation, which is a typical raw audio data format.)

6.2.4 7.1 Virtual Speaker Shifter

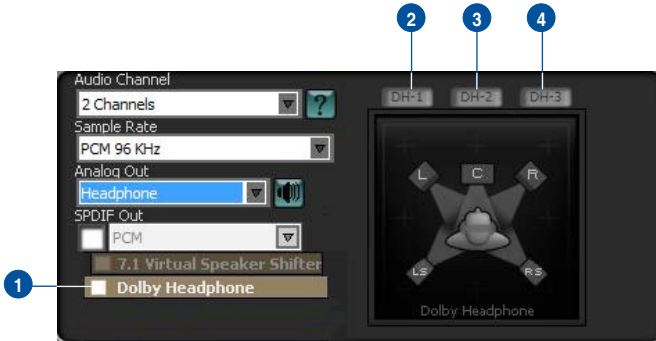
The 7.1 Virtual Speaker Shifter has the following major features:

- Expanding/upmixing audio to 7.1-channel surround sound
- Virtualizing 7.1 surround sound over any set of speakers
- Shiftable virtual speaker positioning allows you to adjust the best sound field easily without moving physical speakers and wires



No	Item	Description
1	Shifter enable/disable	Tick this checkbox to enable the 7.1 Virtual Speaker Shifter. Click the text bar to switch the right window to the Speaker Shifter page for manual adjustments.
2	Drag speaker or listener	You can drag each speaker or listener to a different relative position “virtually” using only your mouse. The Xonar DG SI card will process it and virtualize each speaker position in real-time. The Subwoofer has no directional sounds, and hence can be moved only closer or further away.
3	Reset	Reset all Speaker Shifter settings to the defaults.
4	Increase/decrease volume	Click + to increase volume (move speakers closer); click – to decrease volume (move speakers further away)
5	Counter-clockwise	Make all speakers (except Subwoofer) rotate counter-clockwise
6	Clockwise	Make all speakers (except Subwoofer) rotate clockwise
7	Manual Rotation	Manually drag and rotate all speakers (except Subwoofer)
8	Manual Drag Mode	This is the default mode that allows you to manually drag each speaker or the listener with your mouse.

6.2.5 Dolby Headphone



No	Item	Description
1	Dolby Headphone enable/disable	Tick this checkbox to enable Dolby Headphone. Click the textbar to switch the right window to Dolby Headphone page for manual adjusting. * 7.1 Virtual Speaker Shifter and Dolby Pro-Logic IIx can be selected only when Dolby Headphone is enabled.
2	DH1	Dolby Headphone (DH) provides three room filters that may be used with any type of audio. They differ in the sense of the “spatial dimension” they impart. DH1—Reference Room: Small, acoustically damped room.
3	DH2	DH2—Livelier Room: More acoustically live than DH1
4	DH3	DH3—Larger Room: Larger room than DH1; more distant and diffused effect.

6.3 Mixer/Volume

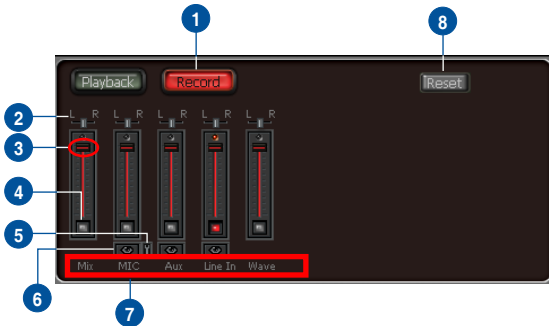
The mixer page is designed to control the volume for playback and recording on the Xonar DG SI. Xonar DG SI also provides a high-quality digital monitoring function for hearing the recorded audio from the speakers.


6.3.1 Playback Volume



No	Item	Description
1	Playback volume tab	Click this button to show the playback volume page.
2	Source / path name	This shows the source name for each volume control slider, including: <ul style="list-style-type: none"> - WAVE: All digital audio sources except MIDI files - SW: Software Synthesizer that controls the playback volume of the MIDI files - CD: CD-ROM digital playback (CD-DA) volume control - LEFT, RIGHT...: The volume control for each speaker/channel
3	Mute button	Click this button to mute the audio channel. Click this button again to restore the audio output.
4	Volume slider	Drag this slider down to decrease the volume; drag it up to increase the volume. The tool-tip reveals the percentage number from 1 to 100 in terms of the full scale level.
5	Left/Right balance	The horizontal slider controls the volume between the left and right channels. (On Windows XP only)
6	Reset	Reset all volume controls to the default settings.

6.3.2 Recording/Monitoring Volume



No	Item	Description
1	Recording Volume Tab	Click this button to show the recording volume page.
2	Left/Right balance	The horizontal slider controls the volume between the left and right channels.
3	Recording volume slider	Drag this slider down to decrease the recording volume. Drag up to increase the recording volume. The tool-tip reveals the percentage number from 1 to 100 in terms of the full scale level.
4	Recording Selector button	Click this button to select the path/source you are going to record. Note that the recording function on Windows is a one-path selector. So, you can select only one default recording source at a time. You may have to restart the recorder program if you switch to a different source.
5	Microphone-In Advanced Setting	<p>Click this button  to open the advanced settings for the Microphone-In:</p> <div data-bbox="399 1029 611 1149" style="border: 1px solid gray; padding: 5px; margin: 10px 0;"> <p>Advance Setting</p> <p><input checked="" type="checkbox"/> Microphone Boost</p> <p>Select Input Source</p> <p><input type="checkbox"/> Front Mic</p> <p><input checked="" type="checkbox"/> Microphone</p> <p>OK</p> </div> <p>Enabling "Microphone Boost" will increase a volume gain to boost microphone input signals. Enable this function for a low-cost PC microphone. You can tick "Front Mic" to enable microphone of front panel.</p>

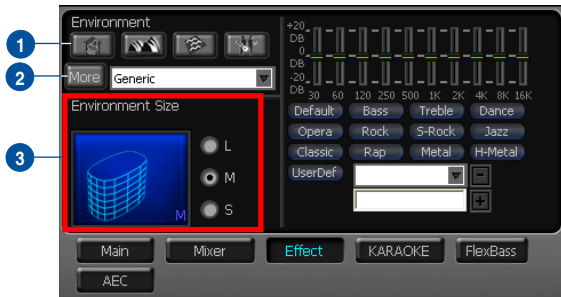
(continued on the next page)

6	Monitoring button	Click this button to monitor and loopback recording audio to outputs (PC speakers). The recording volume will influence the monitoring signals from speaker outputs. The audio will be mixed into the streams you are playing out from your PC and all DGP effects will also be applied to the source.
7	Source / path name	<p>This shows the source name for each volume control slider, including:</p> <p>Mix: Stereo Mix which will record analog inputs (MIC and Aux) and digital wave audio (Wave) you are playing on PC</p> <p>MIC: Recording from MIC jack</p> <p>Aux: Recording from Aux-In for typically TV-tuner card audio or other sound sources</p> <p>Line-In: Recording from Line-in jack for external audio devices</p> <p>WAVE: Recording from digital wave audio you are playing on PC</p>
8	Reset	Click to reset all volume controls to the default settings.

6.4 Effects

6.4.1 Environment Effects

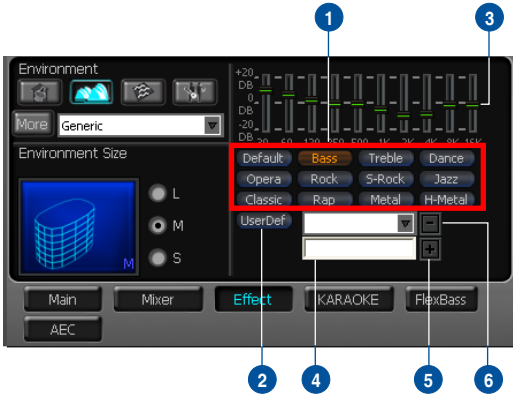
Environment effects can be used to create realistic listening experiences that mimic different environments. There are a total of 27 environment options, which can be applied to all 2D sound sources, like music.



No	Item	Description
1	Default environments	These four buttons activate Bathroom, Concert hall, Underwater, and Music Pub environments, respectively.
2	More options	Click this button to apply the environment effect that you selected from the pull-down menu on the right side. There are another 23 options in this menu.
3	Environment size	There are three size settings for each environment: Large, Medium, and Small.

6.4.2 10-Band Equalizer

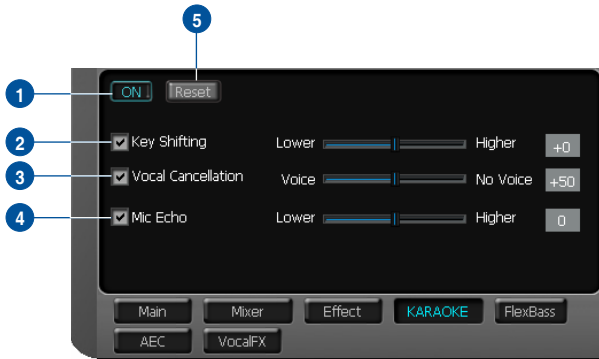
The equalizer can modify the audio output for different frequencies, and can be used to compensate for deficiencies in your speakers/systems. There are 12 default patterns and you can also make your own settings.



No	Item	Description
1	Default equalizer options	There are 12 available equalizer patterns. Click one to apply it.
2	User Defined	You can click this button to apply your own defined parameters saved in the pull-down menu.
3	Equalizer slider	Adjust the gain for each band (30~16KHz).
4	Save name	Key in a name for your own "User Defined" equalizer setting.
5	Add / save	Click this "+" button to save the parameters into User Defined list.
6	Delete	Click this "-" button to delete the parameters from User Defined list.

6.5 Karaoke

Xonar DG SI provides powerful features for Karaoke, including Key-Shifting, Vocal Cancellation, and Microphone Echo. Microphone Echo can generate natural echo effects on your singing voice just like a karaoke machine. Key-Shifting can change the pitch of Karaoke background music, and Vocal Cancellation can reduce the original vocal in songs and keep the music and symphony for karaoke.



No	Item	Description
1	On/Off	Click the switch to turn on or off the functions on this page.
2	Key-Shifting	Tick this box to enable or disable the key shifting feature for music playback from 4 semitones below, to 4 semitones above.
3	Vocal Cancellation	Tick this box to enable or disable the vocal cancellation function and adjust the voice cancellation level from 0 to +100. +100 will eliminate most original vocals (default value is 50).
4	Mic Echo	Select the Mic Echo function and adjust the gain for echo signals (30~16KHz).
5	Reset	Click this button to reset to the default settings.



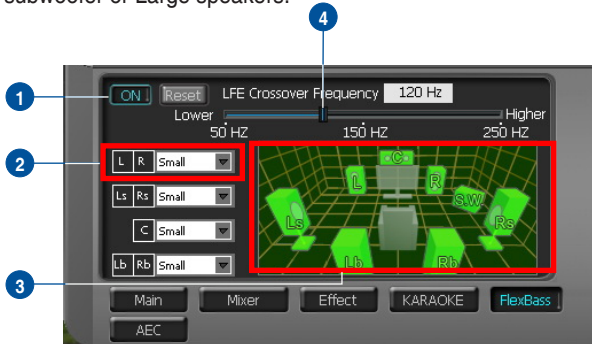
The following message appears when Mic Echo is selected:



This message implies that the recording device will be set according to your requirement. With Mic, you will only record audio source from microphone with echo effects. But you are able to record all audio sources from Wave, Aux, and Mic with microphone echo effect. Click **OK** to accept it or **Cancel** if you want to enable it later. Tick **Don't remind me again** and this message will not show up again.

6.6 FlexBass

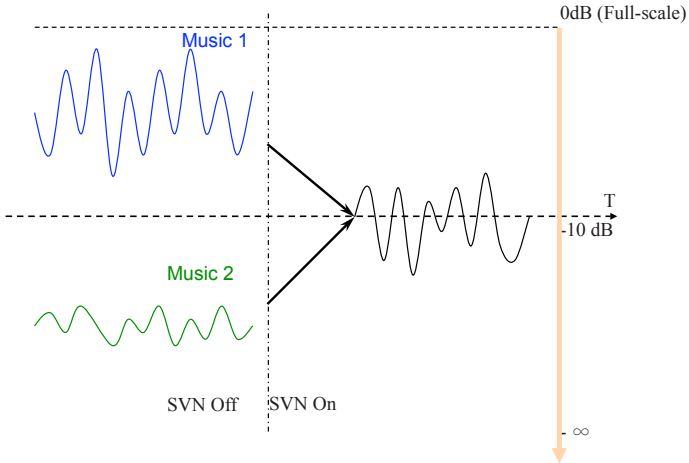
FlexBass, an advanced bass management and enhancement mechanism, allows you to select each satellite speaker's type for optimal sound performance from the speakers. (Small: common speaker that cannot produce low frequencies; Large: wide-band speakers that can produce low frequencies well). It comes with an adjustable crossover frequency for the boundary of the bass signals. FlexBass will filter out the bass signals from small speaker channels and redirect them all to the subwoofer or Large speakers.



No	Item	Description
1	On/Off	Click this switch to turn on or off all functions on this FlexBass page.
2	Small / Large speaker option	Select the speaker type that you connected. If your speaker type cannot perform low-frequency signals (bass), select “Small” speaker type and Xonar DG SI will filter out the bass signals and send them to the subwoofer channel. If those speakers are full-range, you can select the “Large” speaker type. Note: Usually, low-cost PC’s 2-channel speakers are small-type speakers. Refer to the speaker’s specification. If you have any questions, consult your speaker vendor. However, common 2.1 speakers with a subwoofer should be categorized as Large speakers because the subwoofer can redirect the bass signals inside the two channels to the subwoofer speaker automatically.
3	Picture for Small/ Large speaker	Colors for small/large speakers are different. Orange: large speakers Green: small speakers
4	LFE Crossover Frequency	Adjusts the cut-off frequency (20~250Hz) for LFE (low-frequency effects) signals. Xonar DG SI will filter out the bass signals below the crossover frequency from small speaker channels and forward them to the subwoofer. The higher the crossover frequency, the more bass signals will be subtracted.

6.7 Smart Volume Normalization

Smart Volume Normalization™ (SVN) automatically keeps all music or video/TV audio output at a constant level to reduce manual adjustment hassles inherent with sound sources of different loudness. It allows you to listen to various content, like MP3, TV program, DVD video and even games with consistent sound level. The following graph shows how different signals 1 & 2 will become the same level (for example, 10dB below full scale) after you turn on SVN. Please note that for lower volume music 2, it will become louder when you turn on SVN, and for higher volume music 1, it will become quieter.





No	Item	Description
1	SVN On/Off	Click this button to enable SVN. This button is outlined blue when active.
2	SVN display	When SVN is enabled, "Smart Volume" will be lit up at the bottom of the volume meter and the volume meter will show the level.
3	SVN blue light	When SVN is enabled, the master volume knob will be illuminated by a blue light. It will be lit red if the volume is muted.

6.8 DS3D GX and DSP Modes

Xonar DG SI use the DirectSound 3D Game Extensions v2.5 (DS3D GX 2.5) technology to restore DirectSound 3D Hardware acceleration mode and its subsidiary EAX effects on Windows 7 for 3D games. Unlike some proprietary API like OpenAL, DS3D GX doesn't require games to support OpenAL API. All existing games compatible with Microsoft DirectX and DirectSound 2D/3D will be supported with DS3D GX technology. Before you start EAX and DS3D HW games, enable DS3D GX on the Xonar Audio Center, and disable the function after the games.

In addition, Xonar DG SI also offers a Hi-Fi mode for hi-fidelity playback without any effect processing to keep the original audio fidelity. Every time you turn on Hi-Fi mode, Xonar DG SI will clear all sound effects. Use Hi-Fi mode for audio quality tests (using RMAA software or another machine-based measurement). Use the DSP mode button as the quick setup if you do not wish to know the details of the effect setup.



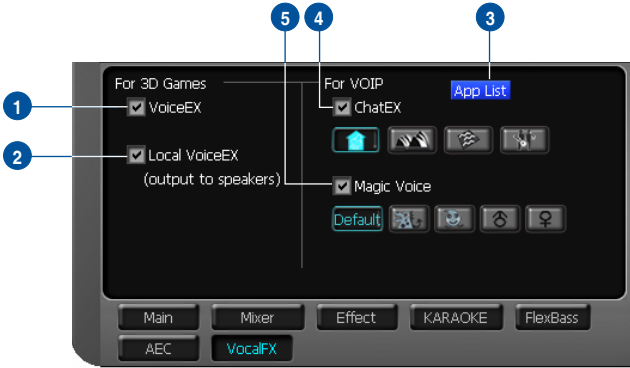
No sound effects will be applied to high-definition 96KHz/192KHz content.



No	Item	Description
1	GX Mode	DirectSound 3D Game Extensions mode to support EAX and DirectSound 3D Hardware extensions for lots of DirectX/ DirectSound3D games on Windows 7 / XP.
2	Hi-Fi Mode	This mode is set for Hi-Fidelity playback, where all effects will be cleared to keep the original digital data and analog output quality as high as possible.

6.9 VocalFX

VocalFX is an innovative voice processing technology to let your voice get into the realistic game landscape (VoiceEX) or to emulate the background scenes in online chat (ChatEX). It also allows you to change your voice pitch to disguise who you are (Magic Voice). These features dramatically increase the fun for voice communication on PC.



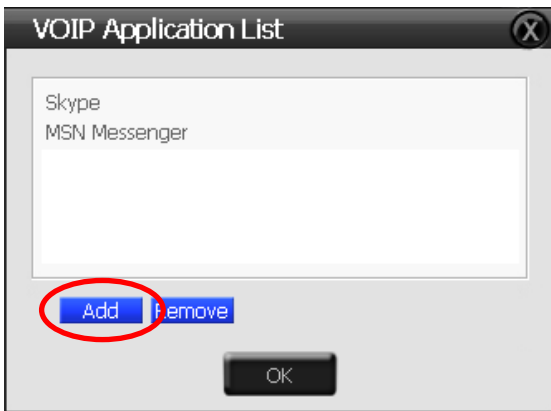
No	Item	Description
1	VoiceEX	It produces realistic and dynamic environmental reverberation for your voice in 3D gaming communication.
2	Local VoiceEX	It produces realistic and dynamic environmental reverberation for your voice in 3D gaming communication. (You can hear your voice form speakers)
3	App List	You can add VOIP application into VOIP application List.
4	ChatEX	It emulates different background environment effects when you chat online.
5	Magic Voice	Changes your voice pitch to different types for disguising your real voice or just for fun in online chatting.

For 3D Games

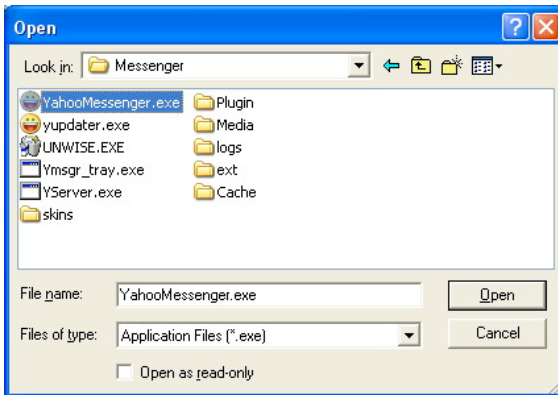
1. Tick the VoiceEX and Local VoiceEX checkboxes.
2. Ensure you and your team member can talk to each other in the game.

For VOIP

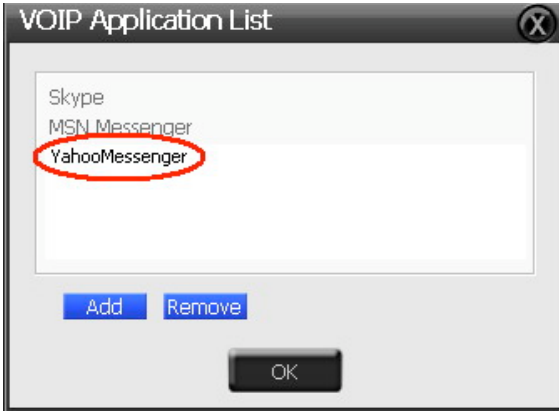
1. Click App List.
2. If you do not see your VOIP application in the list, click Add. Ensure that you are using the latest Skype and MSN Messenger version.



3. Find the application and launch it.



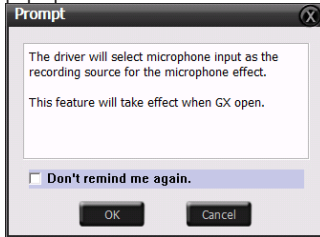
4. Your VOIP application has been added to list.



5. Tick the ChatEX and Magic Voice checkboxes.
6. You can use ChatEX and Magic Voice when you chat online.



- * Tick the checkbox to enable VocalFX function, then a prompt message will pop up:



This message implies the record device will be set to microphone. Make sure the GX function is enabled. Click "OK" to accept it, or "Cancel" if you want to enable it later. Tick **Don't remind me again** if you do not want to see this message pop up again.

- * Microphone input source must be selected from advanced setting under MIC volume control slider in Mixer page.

7. Troubleshooting and FAQs

[Troubleshooting]

The audio card driver could not be installed on my PC.

- Make sure that you have properly plugged the audio card in the PCI slot on your motherboard.
- Check that the Windows hardware device manager has discovered a multimedia audio device. If no device is found, please try scanning for new hardware.
- Try restarting your computer.
- Remove the card, plug it into another PCI slot, and try again.

I cannot find the Xonar DG SI Audio Center

1. Ensure you have installed the driver.
2. Locate the Xonar DG SI Audio Center icon in the system tray on the bottom right-hand corner of the screen. Double-click the icon to open the Xonar DG SI Audio Center utility.



3. If the icon could not be found in the system tray, go to the Windows Control Panel and double click the "Xonar DG SI Audio Center" icon to make it visible in the system tray again.
4. After the driver installation is completed, reboot your computer to complete the setup. If the icon still does not appear, please try installing the driver package again.

I cannot hear any sound from my analog speakers

- Ensure that you have connected speakers properly and have powered on your speakers.
- Ensure that the device master volume or the software player has NOT been muted on the Xonar DG SI Audio Center.
- Go to the sound and audio device of Windows Control Panel to check if the playback default device is set to Xonar DG SI Audio Device, instead of other onboard AC97 or HDA codec device. If it is not, please set it to Xonar DG SI Audio Device and relaunch your applications.
- Restart your computer.

I cannot hear any sound from the S/PDIF output

- Ensure that you have enabled S/PDIF output in the Audio Center GUI (Main page).
- Ensure that you are connecting the correct S/PDIF output jack on the card to the decoder's (AV receiver) S/PDIF input jack.
- You may need to select the correct input and mode of your decoder or AV receiver.
- If you are using 96KHz PCM output, please make sure your decoder can support 96KHz decoding. Try changing it to 44.1K or 48KHz first.

I cannot hear audio input (Mic, Line-in, AUX, etc.) from my speakers

- Go to the mixer recording page in the Audio Center and select the correct input as the recording source.
- Remember to turn on the digital monitoring button for that recording source.

I cannot hear the TV tuner audio from my speakers

- If you are using a traditional TV tuner card which has analog audio output, please connect it to the Aux-In header on the audio card
- Select Aux-In as the recording source and remember to turn on the digital monitoring button on the recording mixer page
- If you are using a TV tuner card which has digital audio output instead of analog, check that the sound is not muted and whether other applications can play sound out. If you still have problem, read the TV tuner card's software user guide.

[FAQ]

Does the Xonar DG SI support Windows 7?

Yes, the Xonar DG SI driver package does support Windows 7 32/64 bit and most key features are available. Xonar DG SI also supports unique DS3D GX on Windows 7, which can recover DirectSound 3D hardware and EAX gaming sound effects on Windows 7 for a lot of existing DirectX games.

Why does the Xonar DG SI support Dolby® Headphone?

Dolby is the ONLY brand and technology recognized by the CE industry and available on a wide range of audio equipment. Xonar DG SI includes the feature to make your PC a powerful media and entertainment center.

Why do I need Dolby Headphone for PC games?

Dolby Headphone is the best 3D sound positioning, spatial modeling and 5.1-channel virtualization technology for regular stereo headphones and speaker headphones.

What is the most important benefit of the Xonar DG SI for gamers?

- **Headphone amplifier:** Enables accurate sound positioning in superb quality for unparalleled gaming experience.
- **Dolby headphone:** Delivers a realistic and spacious 2-to-5.1 surround and 3D positional sound field over any set of stereo headphones.
- **GX 2.5:** Enables the latest EAX gaming audio and restore surround gaming in Windows 7 without additional software.

Will PCM sound output through S/PDIF be just 2 channels even with different analog output channels?

The S/PDIF protocol specification (IEC-60958) can only carry 2-channel PCM data or non-PCM AC3/DTS data. So, when a user selects PCM output for S/PDIF, the Xonar sound card will always deliver 2 channel PCM data through the S/PDIF output port.

Why is it that there are no sound effects when playing 96K sound sources?

Currently Xonar DG SI effects support common 44.1K, 48KHz sound sources processing and will assure high-definition audio (192K) in hi-fidelity playback. This is also usually the behavior that professional audiophiles and musicians prefer.

If you still want to have the effects, you can use some editing software (Ableton Live, Cakewalk, CoolEdit, Soundforge, etc.) to convert the sounds into 48KHz files. Please note that the frequency meter on Xonar DG SI Audio Center panel will not take effect either when the playback source is 96KHz sample rate to prevent any processing distortion.

