

Live! Drive IR Quick Start

SB0010

Contents

Introduction	1
System Requirements	2
Your Live! Drive IR	3
Installing Hardware	7
Using Your Live! Drive IR	11
Installing Software.....	14
Using the RemoteCenter Remote Control.....	15
General Specifications.....	16
Troubleshooting.....	17

Introduction

Connect Live! Drive IR to your Sound Blaster Live! audio card to get the best audio solution available for your music, digital audio content creation, games, movies and other Internet entertainment. The Live! Drive IR has a front panel, which allows you to connect commonly used audio sources to external devices easily. It conveniently allows you to plug in your microphone and headphones, and adjust the gain/volume from the front panel. Live! Drive IR also provides MIDI, as well as, digital input and output connectors for your audio recording and content authoring purposes. The infrared receiver on the Live! Drive IR lets you control your PC and perform tasks (such as playing audio CDs and video CDs) remotely from the comfort of your sofa or bed by using the Creative RemoteCenter remote control.

System Requirements

The minimum system requirements for Live! Drive IR are:

- An installed Sound Blaster Live! (with an AUD_EXT expansion header)
- An available 5¼" PC drive bay
- Genuine Intel® Pentium® class processor:
 - 166 MHz for Windows 95/98 or Windows Millennium Edition,
 - 200 MHz for Windows NT 4.0 or Windows 2000
- Intel or 100% compatible motherboard chipset
- Windows 95, 98 or Millennium Edition, Windows NT 4.0 or Windows 2000
- 16 MB RAM for Windows 95/98 or Millennium Edition (32 MB RAM recommended),
32 MB RAM for Windows NT 4.0,
64 MB RAM for Windows 2000
- 160 MB of free hard disk space
- Headphones or amplified speakers (available separately)
- CD-ROM drive required for software installation

Your Live! Drive IR



If a particular INPUT source (for example, Line In 2) is supported by the Live! Drive IR as well as the Digital I/O card, only the input on the Live! Drive IR will be enabled.

However, using the microphone via the Line In 2/Mic In 2 input on the Live! Drive IR will also disable the Line In 2 input on the Digital I/O card.



To connect to your existing computer headphones and microphone to the Live! Drive IR, use the 1/4" to 3.5mm adapter provided.



It is recommended to lower the gain level of the Mic In 2 jack to the minimum before connecting a microphone.

The front panel of your Live! Drive IR has these jacks, connectors and controls:

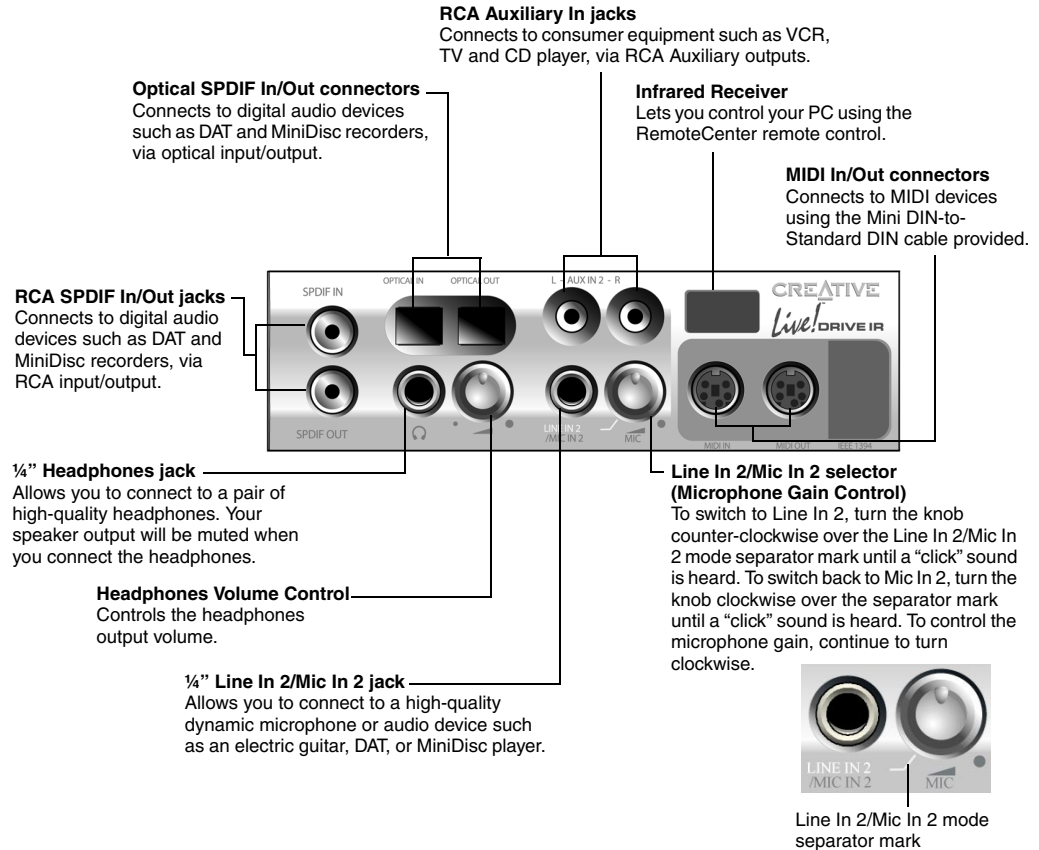


Figure 1: Jacks, connectors and controls on the Live! Drive IR.

Switching Audio Input Sources



You need to install the software first before you can switch audio input sources.

On your Sound Blaster Live! and Live! Drive IR, two audio input sources may share a connection. In such cases, only one of the input source can be enabled and used at any one time.

If your audio card has an I²S connector, you can use only either one of the following inputs at any one time:

- I²S
- Line In 2 or Line In 2/Mic In 2

To switch the audio input source:

1. Click **Start -> Programs -> Creative -> Sound Blaster Live! -> Surround Mixer**.
2. On the Mixer deck (lower portion of Surround Mixer), click any of the audio input source icon, and then select either the **I²S In** or **Line In 2/Microphone 2** icon.
3. Click the **red plus sign** above the I²S In or Line In 2/Mic In 2 icon.
4. In the **Other Advanced Controls** dialog box, select the **Enable Line In 2/Mic In 2** check box to enable the Line In 2/Mic In 2 input source. Clear the check box to enable I²S In.

If your Live! Drive IR has Aux In 2 connectors, you can use only either one of the following inputs at any one time:

- Aux In 2
- SPDIF In (Coaxial or Optical)

To switch the audio input source:

1. Click **Start -> Programs -> Creative -> Sound Blaster Live! -> Surround Mixer**.
2. On the Mixer deck (lower portion of Surround Mixer), click any of the audio input source icon, and then select either the **SPDIF In** or **Auxiliary 2** icon.
3. Click the **red plus sign** above the SPDIF In or Auxiliary 2 icon.
4. In the **Other Advanced Controls** dialog box, select the **Enable Auxiliary 2** check box to enable the Auxiliary 2 input source. Clear the check box to enable SPDIF In.



However, if the SPDIF Bypass feature and Aux In 2 are both enabled, both the SPDIF In and Aux In 2 channels will be available.

For details on the SPDIF Bypass feature, see “Digital I/O” on page 14.

Connecting Headphones



To listen to an analog source (e.g. CD Audio) using headphones, make sure that in Surround Mixer, the recording source selected is “What U Hear”. Otherwise, no sound will be heard from the headphones.

There are two types of headphones which you can connect to the Live! Drive IR:

- Home audio or professional audio headphones, which are usually fitted with a 1/4" stereo plug.
- Personal stereo headphones, which are usually fitted with a 3.5mm stereo plug, such as those used for portable audio players.

Connecting Microphone



The Jumper JP1 may not be available on certain models of Live! Drive IR.

There are two types of microphone which you can connect to the Live! Drive IR:

- Dynamic microphone, which is usually fitted with a 1/4" stereo plug, such as those used in vocal performances.
- Condenser microphone, which is usually fitted with a 3.5mm stereo plug, such as the microphone bundled with Creative audio products.

By default, Live! Drive IR is set for use with a condenser microphone. To use a dynamic microphone, you must place the shunt (jumper cap) onto Jumper JP1 on the Live! Drive IR. See Figure 4 on page 8 for the location of Jumper JP1 on the Live! Drive IR.



The shunt for Jumper JP1 can be found together with the packet of screws provided.

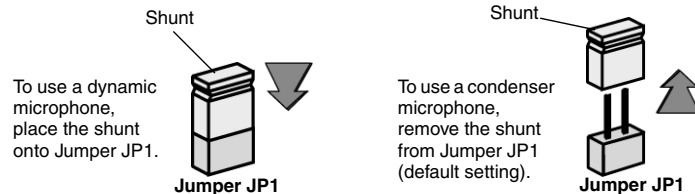


Figure 2: Microphone jumper settings.

Adjusting Headphones Volume and Microphone Gain

Using the Live! Drive IR Control Knobs

Using Creative Surround Mixer



It is recommended that you set the headphones volume level and microphone gain level to 75% in Surround Mixer, and use the control knobs on the Live! Drive IR to make further adjustments.



Even if you turn the control knob on the Live! Drive IR to the maximum, your headphones will have no sound if you set the headphones volume level to 0% or mute it in Surround Mixer. The same applies for your microphone.

If your headphones and microphone are attached to the Live! Drive IR, the headphones volume and microphone gain can be adjusted in two ways.

On the front panel of the Live! Drive IR, turn the respective control knob:

- Counter-clockwise** to **decrease** the headphones volume or microphone gain.
- Clockwise** to **increase** the headphones volume or microphone gain.

To adjust the headphones volume:

1. Click **Start** -> **Programs** -> **Creative** -> **Sound Blaster Live!** -> **Surround Mixer**.
2. On the Mixer deck (lower portion of Surround Mixer), if the button below the **VOL** slider is not highlighted, click it to unmute the output sound.
3. Adjust the **VOL** slider.

To adjust the microphone gain:

1. Click **Start** -> **Programs** -> **Creative** -> **Sound Blaster Live!** -> **Surround Mixer**.
2. On the Mixer deck (lower portion of Surround Mixer), click any of the audio input source icon, and then select the **Line In 2/Microphone 2** icon.
3. If the button below the **Line In 2/Microphone 2** slider is not highlighted, click it to unmute the audio input source.
4. Adjust the slider under the **Line In 2/Microphone 2** icon.

Installing Hardware

To install your Live! Drive IR, you need to perform the following:

- Step 1: Prepare the System for Hardware Installation
- Step 2: Insert the Live! Drive IR into the System
- Step 3: Connect to the SB Live! Card
- Step 4: (Optional) Install the Digital DIN Metal Bracket (To connect to FPS2000, DTT2500 or DTT3500 digital speakers)
- Step 5: (Optional) Connect to the Digital I/O Card (Only if you have one)
- Step 6: Complete the Installation

Step 1: Prepare the System for Hardware Installation



Place your CD-ROM/DVD-ROM drive above the Live! Drive IR to prevent dangling cables from the front panel blocking access to the drive tray.

1. Switch off your system and all peripheral devices.
2. Touch a metal plate on your system to ground yourself and to discharge any static electricity, and then unplug the power cord from the wall outlet.
3. Remove the cover from your system.
4. Remove the front panel cover from one unused 5¼" drive bay.

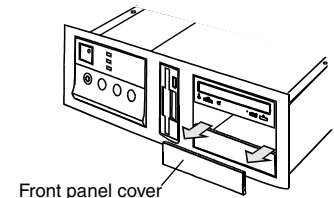


Figure 3: Removing front panel cover.

Step 2: Insert the Live! Drive IR into the System

1. Pass the following cable ends from the inside of the casing through the vacant 5¼" drive bay, and then leave the cables dangling halfway on the outside of the casing:
 - Smaller end of the power splitter cable
 - Dark grey flat cable end with a black circle near the connector
 - (Optional) Any end of the light grey flat cable (if you want to connect to a Digital I/O card from an earlier purchase)
 - (Optional) Cable end of the Digital DIN metal bracket (if you want to connect to FPS2000, DTT2500 or DTT3500 digital speakers)

2. Connect the cables to the Live! Drive IR as shown in Figure 4.

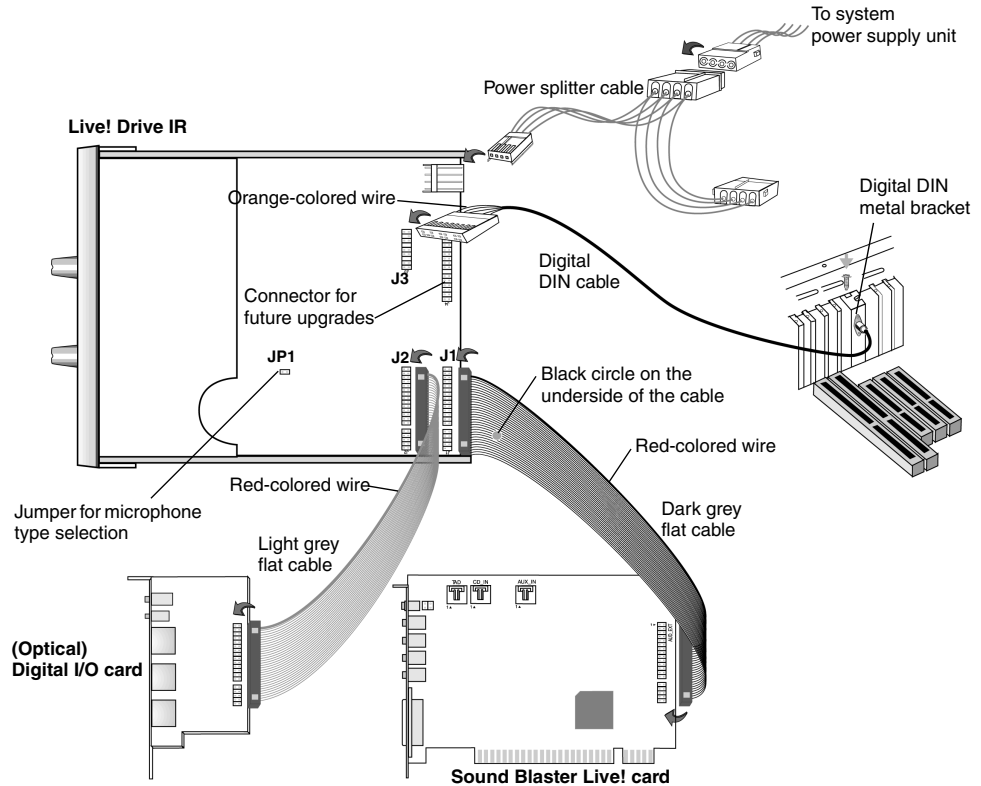


Figure 4: Connecting cables to the Live! Drive IR.

3. Slide the Live! Drive IR into the vacant 5¼" drive bay, and then secure its sides to the casing with the screws provided.

Step 3: Connect to the SB Live! Card



Do not force the audio card into the slot. If it does not fit properly, gently remove it and try again.

- ▶ Connect the dark grey flat cable to Sound Blaster Live!'s AUD_EXT header.

If you have difficulty connecting to the AUD_EXT header:

1. Remove the Sound Blaster Live! card from its PCI slot.
2. Connect the dark grey flat cable to Sound Blaster Live!'s AUD_EXT header.
3. Align the Sound Blaster Live! card with the vacant PCI expansion slot. Press the card gently and evenly into the slot as shown in Figure 5. Ensure that the card is seated firmly inside the PCI expansion slot.
4. Secure the card to the expansion slot with a screw.

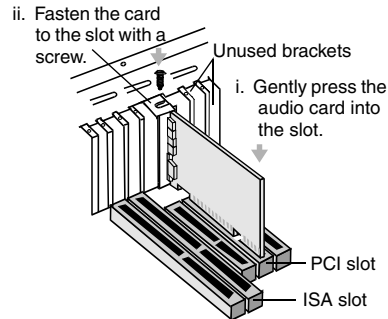


Figure 5: Securing the audio card to the PCI expansion slot.

Step 4: (Optional)
Install the Digital DIN
Metal Bracket
(To connect to FPS2000,
DTT2500 or DTT3500
digital speakers)

1. Remove the metal plate from a vacant ISA or PCI expansion slot.
2. Align the Digital DIN metal bracket with the vacant expansion slot opening.
3. Secure the metal bracket to the system casing with a screw.

Step 5: (Optional)
Connect to the
Digital I/O Card
(Only if you have one)

- ▶ Connect the light grey flat cable to the Digital I/O card's AUD_EXT header.

If you have difficulty connecting to the AUD_EXT header:

1. Remove the Digital I/O card from the system.
2. Connect the light grey flat cable to the Digital I/O card.
3. Place the metal bracket of the Digital I/O card into the vacant bracket on the system casing.
4. Secure the card to the system casing with a screw.

Step 6:
Complete the Installation

1. Connect the power splitter cable to the system power supply unit.
2. Replace the cover onto your system.
3. Plug the power cord back into the wall outlet, and switch on the system.

Using Your Live! Drive IR

Playing Games and Music, and Watching Movies

Watching DVD Movies Using SoftPC-DVD

Recording and Content Authoring



FourPointSurround and DeskTop Theater 5.1 speaker systems, Digital I/O Module, Digital Output Module, Digital I/O card and cables are available separately.

The Live! Drive IR will most undoubtedly give you endless hours of listening pleasure. The following information and diagrams on the next two pages show how you can connect to your Live! Drive IR to optimize your enjoyment.

- ❑ With FourPointSurround or DeskTop Theater 5.1 Digital Speaker System from Cambridge SoundWorks, you can experience crystal clear gaming sequences or music from the Digital DIN connection. If you want an even more immersive surround experience while watching movies, get the Cambridge SoundWorks' DTT3500 5.1 Digital speakers.
- ❑ If you are using Creative SoftPC-DVD to watch DVD movies on your PC, connect from the SPDIF Output of your Live! Drive IR to an external Dolby Digital (AC-3) decoder such as the DeskTop Theater speaker systems.
- ❑ The Live! Drive IR fits into the standard 5¼" drive bay of your computer and thus allows you easy access to the following connectors from its front panel:
 - MIDI input/output connectors for connection to MIDI devices;
 - A second analog Line In allows you to connect to an additional input device (e.g. a CD player) for recording. Switchable to Microphone mode for a second microphone input, with front panel volume control;
 - A Headphones jack to connect to your headphones, with front panel volume control.
 - A set of SPDIF (RCA) input/output jacks for recording to and from external digital devices such as MiniDisc or DAT recorders
 - A set of SPDIF Optical input/output jacks for recording to and from external digital devices such as MiniDisc or DAT recorders via an optical connection.
 - A set of Auxiliary input jacks for recording from consumer equipment such as television, video cassette recorder and CD players.
- ❑ A Digital DIN connector for connection to digital speakers such as the FourPointSurround or DeskTop Theater 5.1 Digital Speaker Systems.
- ❑ The Headphones and Microphone connections utilizes ¼" jacks for high-quality connectivity.

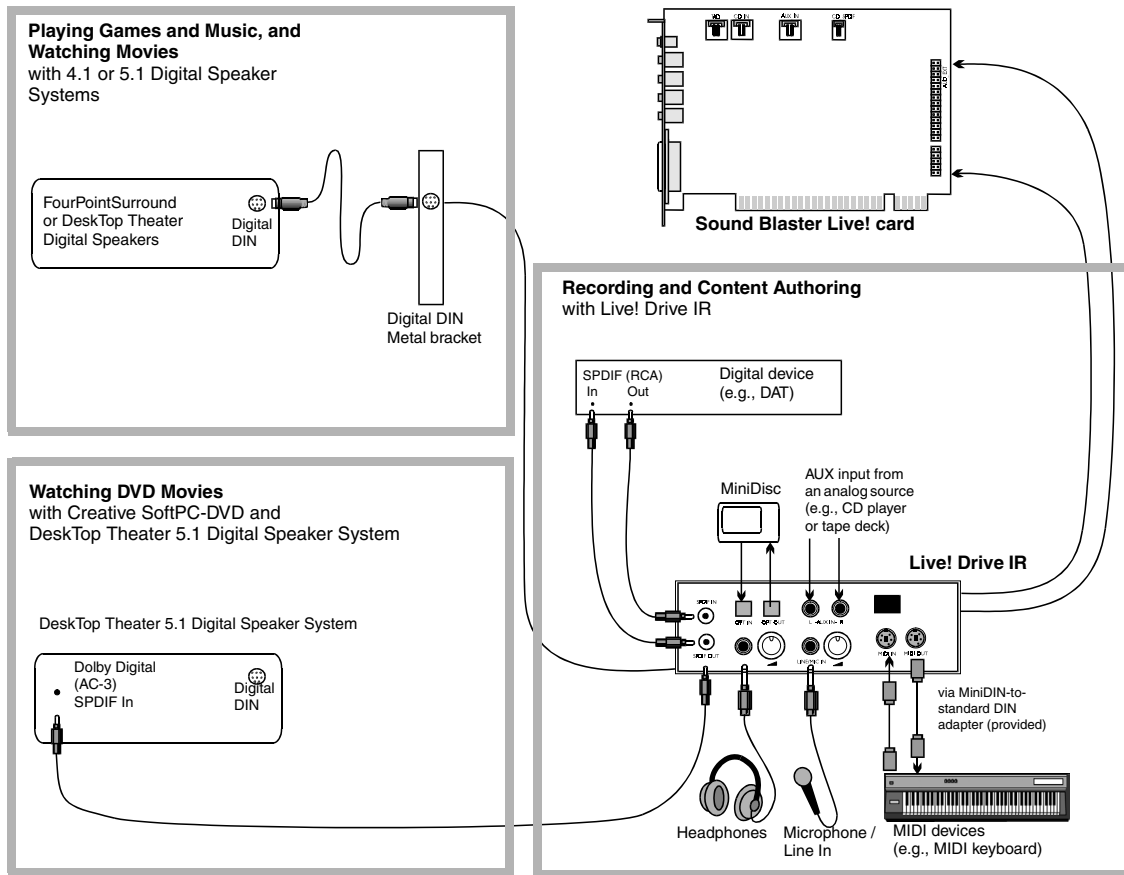


Figure 6: Connecting peripherals to the Live! Drive IR.

If you have an Optical Digital I/O card (or Digital I/O card) from an earlier purchase, you can connect it to your Live! Drive IR. The figure below shows an alternative method for audio recording and content authoring using the Optical Digital I/O card.



When you cascade your existing Digital I/O card to the Live! Drive IR, please note the following:

- On the Digital I/O card, only the SPDIF Outputs are available.
The SPDIF Inputs and 2nd Line Input are available on the Live! Drive IR. The SPDIF Outputs are also available on the Live! Drive IR.
- You can connect two MIDI devices simultaneously to the MIDI Input of the Live! Drive IR and Digital I/O card. However, at any one time, you can only use the MIDI Input on either the Live! Drive IR or the Digital I/O card.
The MIDI Output is available on both the Digital I/O card and the Live! Drive IR.

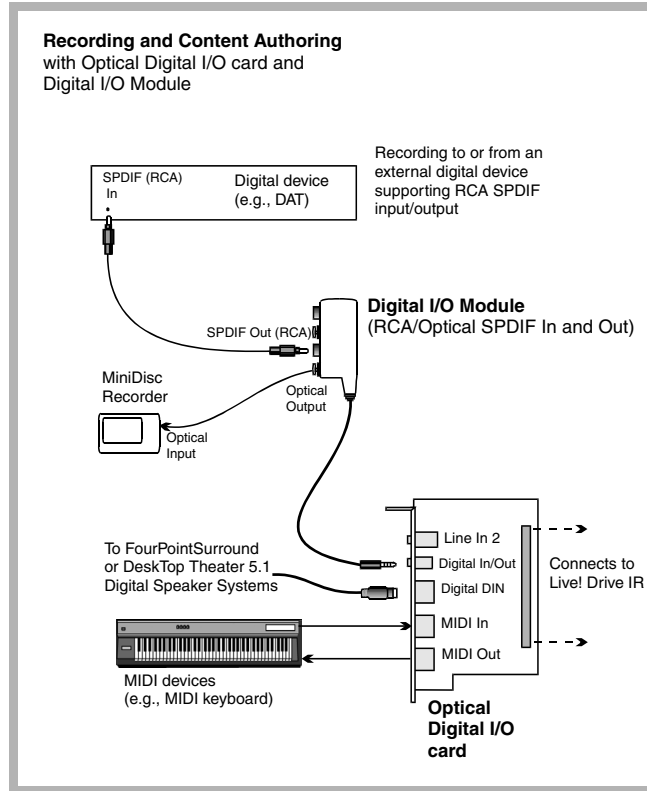


Figure 7: Connecting peripherals to an Optical Digital I/O card.

Installing Software

1. Insert the installation disc into your CD-ROM drive.
The disc supports Windows AutoPlay mode and starts running automatically. If not, see “Troubleshooting” on page 17.
2. Follow the instructions on the screen to complete the installation.

Additional Features in Device Controls

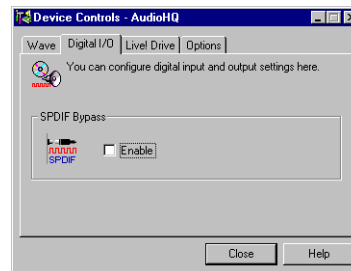
After you install the software for the Live! Drive IR, you will be able to enable the SPDIF Bypass feature for your digital inputs and outputs, and mute your speakers when you plug your headphones into Live! Drive IR. These two new features appear as two new tabbed pages in Device Controls.

Digital I/O

To enable the SPDIF Bypass feature:

- On the **Digital I/O** tabbed page, select the **Enable** check box to place a check mark in it.

SPDIF Bypass is required if you want audio signals passing through SPDIF In to be routed directly to SPDIF Out, without passing through the processor chip.



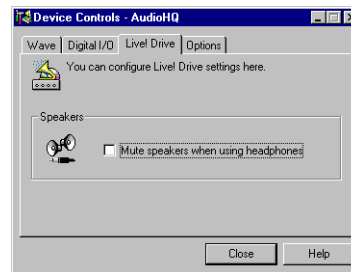
Live! Drive



When you enable this feature, remove the 1/4" to 3.5mm adapter from the Headphones jack if you are not using it. Otherwise, no sound will be heard from the speakers.

To mute the speakers when using headphones:

- On the **Live! Drive** tabbed page, select the **Mute speakers when using headphones** check box to place a check mark in it.



Using the RemoteCenter Remote Control

Creative RemoteCenter converts your PC into an entertainment system, which you can control remotely from the comfort of your bed or sofa. With the RemoteCenter remote control in your hand, you can command your PC from a distance to play audio CDs, video CDs, DVDs using the RemoteCenter Player, a simple but powerful multimedia player, which also plays most media file formats. You no longer need to be directly in front of your PC to select or change tracks because RemoteCenter comes with an On-Screen Display (OSD) system, which displays the commands or functions available, viewable from a distance of 4 meters. RemoteCenter also allows you to start and control your favorite Windows applications. For details, refer to the RemoteCenter online help.

General Specifications

Audio Inputs and Outputs On Front Panel

- Two RCA jacks for coaxial SPDIF input and output
- One Headphone output with auto detection via ¼" stereo jack with volume control
- One shared line-level analog Line/Microphone input via ¼" stereo jack. Shared input selectable via switch with gain (or level) control
- Two mini DIN female connector for MIDI input and output
- Two RCA jacks for left and right channel stereo Auxiliary inputs (shared with SPDIF input)
- Two optical connectors for Optical SPDIF input and output

Interfaces

- Digital DIN pin header (J3) for rear metal bracket Digital DIN
- Power input connector to system power supply unit
- One AUD_EXT (SB LIVE! CARD) 2x20 pin header (J1) for connection to SB Live! card
- One DIGITAL I/O CARD 2x20 pin header (J2) for connection to Digital I/O card
- One Infrared receiver for receiving infrared signals from remote control

Troubleshooting

Problems Installing Software

The installation does not start automatically after the CD-ROM is inserted.

Cause The AutoPlay feature in your Windows system may not be enabled.

Solution 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.

Problems with Sound

No sound from the headphones.

Cause The headphones may not be connected or configured properly.

Solution Check the following:

- The headphones are connected to the Headphones jack.
- Under the **Speaker** view in the Main deck of Surround Mixer, make sure that the Speaker mode selected is “Headphones”.
- In the Mixer deck of Surround Mixer, the recording source selected is “What U Hear”.
- Jumper JP1 on the Live! Drive IR is set correctly for the type of microphone you are using. See “Connecting Microphone” on page 5 for details.

No sound from the speakers.

Cause The speakers may not be connected properly, the mixer settings may not be configured properly, or the headphones are connected to the Live! Drive IR.

Solution Check the following:

- The speakers are connected to your card's output.
- The correct source has been selected in the Mixer deck.

- ❑ If the above conditions have been met and you still do not get any sound, click the **red plus sign** above the **VOL** control and check whether the **Digital Output Only** check box is selected. If it is, you are in the Digital Output Only mode and so must connect to digital speakers to hear the sound from your audio card. See the section on Digital Output Only in Surround Mixer's online help for more information.
- ❑ If your headphones and/or the 1/4" to 3.5mm adapter are connected to the Live! Drive IR, disconnect them. Alternatively, open the Device Controls applet in AudioHQ, click the **Live! Drive** tab, and then clear the **Mute speakers when using headphones** check box.

Creative End-User Software License Agreement

Version 2.4, June 2000

PLEASE READ THIS DOCUMENT CAREFULLY BEFORE INSTALLING THE SOFTWARE. BY INSTALLING AND USING THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THE AGREEMENT, DO NOT INSTALL OR USE THE SOFTWARE. PROMPTLY RETURN, WITHIN 15 DAYS, THE SOFTWARE, ALL RELATED DOCUMENTATION AND ACCOMPANYING ITEMS TO THE PLACE OF ACQUISITION FOR A FULL REFUND.

This is a legal agreement between you and **Creative Technology Ltd.** and its subsidiaries ("Creative"). This Agreement states the terms and conditions upon which Creative offers to license the software sealed in the disk package together with all related documentation and accompanying items including, but not limited to, the executable programs, drivers, libraries and data files associated with such programs (collectively, the "Software").

LICENSE

1. Grant of License

The Software is licensed, not sold, to you for use only under the terms of this Agreement. You own the disk or other media on which the Software is originally or subsequently recorded or fixed; but, as between you and Creative (and, to the extent applicable, its licensors), Creative retains all title to and ownership of the Software and reserves all rights not expressly granted to you.

2. For Use on a Single Computer

The Software may be used only on a single computer by a single user at any time. You may transfer the machine-readable portion of the Software from one computer to another computer, provided that (a) the Software (including any portion or copy thereof) is erased from the first computer and (b) there is no possibility that the Software will be used on more than one computer at a time.

3. Stand-Alone Basis

You may use the Software only on a stand-alone basis, such that the Software and the functions it provides are accessible only to persons who are physically present at the location of the computer on which the Software is loaded. You may not allow the Software or its functions to be accessed remotely, or transmit all or any portion of the Software through any network or communication line.

4. Copyright

The Software is owned by Creative and/or its licensees and is protected by United States copyright laws and international treaty provisions. You may not remove the copyright notice from any copy of the Software or any copy of the written materials, if any, accompanying the Software.

5. One Archival Copy

You may make one (1) archival copy of the machine-readable portion of the Software for backup purposes only in support of your use of the Software on a single computer, provided that you reproduce on the copy all copyright and other proprietary rights notices included on the originals of the Software.

6. No Merger or Integration

You may not merge any portion of the Software into, or integrate any portion of the Software with, any other program, except to the extent expressly permitted by the laws of the jurisdiction where you are located. Any portion of the Software merged into or integrated with another program, if any, will continue to be subject to the terms and conditions of this Agreement, and you must reproduce on the merged or integrated portion all copyright and other proprietary rights notices included in the originals of the Software.

7. Network Version

If you have purchased a "network" version of the Software, this Agreement applies to the installation of the Software on a single "file server". It may not be copied onto multiple systems. Each "node" connected to the "file server" must also have its own license of a "node copy" of the Software, which becomes a license only for that specific "node".

8. Transfer of License

You may transfer your license of the Software, provided that (a) you transfer all portions of the Software or copies thereof, (b) you do not retain any portion of the Software or any copy thereof, and (c) the transferee reads and agrees to be bound by the terms and conditions of this Agreement.

9. Limitations on Using, Copying, and Modifying the Software

Except to the extent expressly permitted by this Agreement or by the laws of the jurisdiction where you acquired the Software, you may not use, copy or modify the Software. Nor may you sublicense any of your rights under this Agreement. You may use the Software for your personal use only, and not for public performance or for the creation of publicly displayed videotapes.

10. Decompiling, Disassembling, or Reverse Engineering

You acknowledge that the Software contains trade secrets and other proprietary information of Creative and its licensors. Except to the extent expressly permitted by this Agreement or by the laws of the jurisdiction where you are located, you may not decompile, disassemble or otherwise reverse engineer the Software, or engage in any other activities to obtain underlying information that is not visible to the user in connection with normal use of the Software.

11. For Software with CDDB features

This package contains software from CDDB, Inc. of Berkeley California ("CDDB"). The software from CDDB (the "CDDB Client") enables this application to do online disc identification and obtain music-related information, including name, artist, track and title information ("CDDB Data") from online servers ("CDDB

Servers") and to perform other functions.

You agree that you will use CDDB Data, the CDDB Client and CDDB Servers for your own personal non-commercial use only. You agree not to assign, copy, transfer or transmit the CDDB Client or any CDDB Data to any third party. YOU AGREE NOT TO USE OR EXPLOIT CDDB DATA, THE CDDB CLIENT, OR CDDB SERVERS, EXCEPT AS EXPRESSLY PERMITTED HEREIN. You agree that your non-exclusive license to use the CDDB Data, the CDDB Client and CDDB Servers will terminate if you violate these restrictions. If your license terminates, you agree to cease any and all use of the CDDB Data, the CDDB Client and CDDB Servers. CDDB reserves all rights in CDDB Data, the CDDB Client and the CDDB Servers, including all ownership rights. You agree that CDDB, Inc. may enforce its rights under this Agreement against you directly in its own name.

The CDDB Client and each item of CDDB Data are licensed to you "AS IS." CDDB makes no representations or warranties, express or implied, regarding the accuracy of any CDDB Data from in the CDDB Servers. CDDB reserves the right to delete data from the CDDB Servers or to change data categories for any cause that CDDB deems sufficient. No warranty is made that the CDDB Client or CDDB Servers are error-free or that functioning of CDDB Client or CDDB Servers will be uninterrupted. CDDB is not obligated to provide you with any new enhanced or additional data types or categories that CDDB may choose to provide in the future.

CDDB DISCLAIMS ALL WARRANTIES EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT. CDDB does not warrant the results that will be obtained by your use of the CDDB Client or any CDDB Server. IN NO CASE WILL CDDB BE LIABLE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES OR FOR ANY LOST PROFITS, OR LOST REVENUES.

In particular, you agree not for any purpose to transmit the Software or display the Software's object code on any computer screen or to make any hardcopy memory dumps of the Software's object code. If you believe you require information related to the interoperability of the Software with other programs, you shall not decompile or disassemble the Software to obtain such information, and you agree to request such information from Creative at the address listed below. Upon receiving such a request, Creative shall

1. determine whether you require such information for a legitimate purpose and, if so, Creative will provide such information to you within a reasonable time and on reasonable conditions.

In any event, you will notify Creative of any information derived from reverse engineering or such other activities, and the results thereof will constitute the confidential information of Creative that may be used only in connection with the Software.

TERMINATION

The license granted to you is effective until terminated. You may terminate it at any time by returning the Software (including any portions or copies thereof) to Creative. The license will also terminate automatically without any notice from Creative if you fail to comply with any term or condition of this Agreement. You agree upon such termination to return the Software (including any portions or copies thereof) to Creative. Upon termination, Creative may also enforce any rights provided by law. The provisions of this Agreement that protect the proprietary rights of Creative will continue in force after termination.

LIMITED WARRANTY

Creative warrants, as the sole warranty, that the disks on which the Software is furnished will be free of defects, as set forth in the Warranty Card or printed manual included with the Software. No distributor, dealer or any other entity or person is authorized to expand or alter this warranty or any other provisions of this Agreement. Any representation, other than the warranties set forth in this Agreement, will not bind Creative.

Creative does not warrant that the functions contained in the Software will meet your requirements or that the operation of the Software will be uninterrupted, error-free or free from malicious code. For purposes of this paragraph, "malicious code" means any program code designed to contaminate other computer programs or computer data, consume computer resources, modify, destroy, record, or transmit data, or in some other fashion usurp the normal operation of the computer, computer system, or computer network, including viruses, Trojan horses, droppers, worms, logic bombs, and the like. **EXCEPT AS STATED ABOVE IN THIS AGREEMENT, THE SOFTWARE IS PROVIDED AS-IS WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. CREATIVE IS NOT OBLIGATED TO PROVIDE ANY UPDATES, UPGRADES OR TECHNICAL SUPPORT FOR THE SOFTWARE.**

Further, Creative shall not be liable for the accuracy of any information provided by Creative or third party technical support personnel, or any damages caused, either directly or indirectly, by acts taken or omissions made by you as a result of such technical support.

You assume full responsibility for the selection of the Software to achieve your intended results, and for the installation, use and results

obtained from the Software. You also assume the entire risk as it applies to the quality and performance of the Software. Should the Software prove defective, you (and not Creative, or its distributors or dealers) assume the entire cost of all necessary servicing, repair or correction.

This warranty gives you specific legal rights, and you may also have other rights which vary from country/state to country/state. Some countries/states do not allow the exclusion of implied warranties, so the above exclusion may not apply to you. Creative disclaims all warranties of any kind if the Software was customized, repackaged or altered in any way by any third party other than Creative.

**LIMITATION OF REMEDIES AND DAMAGES
THE ONLY REMEDY FOR BREACH OF WARRANTY WILL BE THAT SET FORTH IN THE WARRANTY CARD OR PRINTED MANUAL INCLUDED WITH THE SOFTWARE. IN NO EVENT WILL CREATIVE OR ITS LICENSORS BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES OR FOR ANY LOST PROFITS, LOST SAVINGS, LOST REVENUES OR LOST DATA ARISING FROM OR RELATING TO THE SOFTWARE OR THIS AGREEMENT, EVEN IF CREATIVE OR ITS LICENSORS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT WILL CREATIVE'S LIABILITY OR DAMAGES TO YOU OR ANY OTHER PERSON EVER EXCEED THE AMOUNT PAID BY YOU TO USE THE SOFTWARE, REGARDLESS OF THE FORM OF THE CLAIM.**

Some countries/states do not allow the limitation or exclusion of liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you.

PRODUCT RETURNS

If you must ship the software to Creative or an authorized Creative distributor or dealer, you must prepay shipping and either insure the software or assume all risk of loss or damage in transit.

U.S. GOVERNMENT RESTRICTED RIGHTS

All Software and related documentation are provided with restricted rights. Use, duplication or disclosure by the U.S. Government is subject to restrictions as set forth in subdivision (b)(3)(ii) of the Rights in Technical Data and Computer Software Clause at 252.227-7013. If you are sub-licensing or using the Software outside of the United States, you will comply with the applicable local laws of your country, U.S. export control law, and the English version of this Agreement.

CONTRACTOR/MANUFACTURER

The Contractor/Manufacturer for the Software is:

Creative Technology Ltd
31, International Business Park
Creative Resource
Singapore 609921

GENERAL

This Agreement is binding on you as well as your employees, employers, contractors and agents, and on any successors and assignees. Neither the Software nor any information derived therefrom may be exported except in accordance with the laws of the U.S. or other applicable provisions. This Agreement is governed by the laws of the State of California (except to the extent federal law governs copyrights and federally registered trademarks). This Agreement is the entire agreement between us and supersedes any other understandings or agreements, including, but not limited to, advertising, with respect to the Software. If any provision of this Agreement is deemed invalid or unenforceable by any country or government agency having jurisdiction, that particular provision will be deemed modified to the extent necessary to make the provision valid and enforceable, and the remaining provisions will remain in full force and effect.

For questions concerning this Agreement, please contact Creative at the address stated above. For questions on product or technical matters, contact the Creative technical support center nearest you.

ADDENDUM TO THE MICROSOFT SOFTWARE LICENSE AGREEMENT (WINDOWS 95)

IMPORTANT: By using the Microsoft software files (the "Microsoft Software") provided with this Addendum, you are agreeing to be bound by the following terms. If you do not agree to be bound by these terms, you may not use the Microsoft Software.

The Microsoft Software is provided for the sole purpose of replacing the corresponding files provided with a previously licensed copy of the Microsoft software product identified above ("ORIGINAL PRODUCT"). Upon installation, the Microsoft Software files become part of the ORIGINAL PRODUCT and are subject to the same warranty and license terms and conditions as the ORIGINAL PRODUCT. If you do not have a valid license to use the ORIGINAL PRODUCT, you may not use the Microsoft Software. Any other use of the Microsoft Software is prohibited.

SPECIAL PROVISIONS APPLICABLE TO THE EUROPEAN UNION

IF YOU ACQUIRED THE SOFTWARE IN THE EUROPEAN UNION (EU), THE FOLLOWING PROVISIONS ALSO APPLY TO YOU. IF THERE IS ANY INCONSISTENCY BETWEEN THE TERMS OF THE SOFTWARE LICENSE AGREEMENT SET OUT EARLIER AND IN THE FOLLOWING PROVISIONS, THE FOLLOWING PROVISIONS SHALL TAKE PRECEDENCE.

DECOMPILATION

You agree not for any purpose to transmit the Software or display the Software's object code on any computer screen or to make any hard copy memory dumps of the Software's object code. If you believe you require information related to the interoperability of the Software with other programs, you shall not decompile or disassemble the Software

to obtain such information, and you agree to request such information from Creative at the address listed earlier. Upon receiving such a request, Creative shall determine whether you require such information for a legitimate purpose and, if so, Creative will provide such information to you within a reasonable time and on reasonable conditions.

LIMITED WARRANTY

EXCEPT AS STATED EARLIER IN THIS AGREEMENT, AND AS PROVIDED UNDER THE HEADING "STATUTORY RIGHTS", THE SOFTWARE IS PROVIDED AS-IS WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY, QUALITY AND FITNESS FOR A PARTICULAR PURPOSE.

LIMITATION OF REMEDY AND DAMAGES

THE LIMITATIONS OF REMEDIES AND DAMAGES IN THE SOFTWARE LICENSE AGREEMENT SHALL NOT APPLY TO PERSONAL INJURY (INCLUDING DEATH) TO ANY PERSON CAUSED BY CREATIVE'S NEGLIGENCE AND ARE SUBJECT TO THE PROVISION SET OUT UNDER THE HEADING "STATUTORY RIGHTS".

STATUTORY RIGHTS

Irish law provides that certain conditions and warranties may be implied in contracts for the sale of goods and in contracts for the supply of services. Such conditions and warranties are hereby excluded, to the extent such exclusion, in the context of this transaction, is lawful under Irish law. Conversely, such conditions and warranties, insofar as they may not be lawfully excluded, shall apply.

Accordingly nothing in this Agreement shall prejudice any rights that you may enjoy by virtue of Sections 12, 13, 14 or 15 of the Irish Sale of Goods Act 1893 (as amended).

GENERAL

This Agreement is governed by the laws of the Republic of Ireland. The local language version of this agreement shall apply to Software acquired in the EU. This Agreement is the entire agreement between us, and you agree that Creative will not have any liability for any untrue statement or representation made by it, its agents or anyone else (whether innocently or negligently) upon which you relied upon entering this Agreement, unless such untrue statement or representation was made fraudulently.

Safety & Regulatory Information

The following sections contain notices for various countries:

CAUTION: This device is intended to be connected by the user to 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 devices to be connected to it.

ATTENTION: Ce périphérique est destiné à être connecté par l'utilisateur à un ordinateur IBM AT certifié ou listé CSA/TUV/UL compatible, à l'intérieur de la zone d'accès définie par le fabricant. Consulter le mode d'emploi/guide d'installation et/ou le fabricant de l'appareil pour vérifier ou confirmer qu'il est possible de connecter d'autres périphériques à votre système.

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:

- Reorient or relocate the receiving antenna.
- Increase the distance 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.
- 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 spécifié par le Ministère Canadien des Communications dans les règlements d'interférence radio.

Compliance

This product conforms to the following Council Directive:

- Directive 89/336/EEC, 92/31/EEC (EMC), 73/23/EEC (LVD)

Declaration of Conformity

According to the FCC96 208 and ET95-19,

Manufacturer/Importer's Name: *Creative Labs, Inc.*

Manufacturer/Importer's 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 Numbers: *SB0010*

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
Complies with Canadian ICES-003 Class 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.
September 8, 2000*

No part of this publication may be reproduced or transmitted in any form or by any means without the prior written consent of Creative Technology Ltd.

Copyright © 2000 Creative Technology Ltd. All rights reserved.

Version 1.10

October 2000

Sound Blaster and Blaster are registered trademarks, and the Sound Blaster Live! logo, the Sound Blaster PCI logo, EMU10K1, EAX, Creative Multi Speaker Surround and LAVA! are trademarks of Creative Technology Ltd. in the United States and/or other countries.

E-Mu and SoundFont are registered trademarks of E-mu Systems, Inc..

SoundWorks is a registered trademark, and MicroWorks, PCWorks and FourPointSurround are trademarks of Cambridge SoundWorks, Inc..

Microsoft, MS-DOS, and Windows are registered trademarks of Microsoft Corporation.

All other products are trademarks or registered trademarks of their respective owners.

Free Manuals Download Website

<http://myh66.com>

<http://usermanuals.us>

<http://www.somanuals.com>

<http://www.4manuals.cc>

<http://www.manual-lib.com>

<http://www.404manual.com>

<http://www.luxmanual.com>

<http://aubethermostatmanual.com>

Golf course search by state

<http://golfingnear.com>

Email search by domain

<http://emailbydomain.com>

Auto manuals search

<http://auto.somanuals.com>

TV manuals search

<http://tv.somanuals.com>