

xitel

**MD-PORT™ I/O**

PC USERS MANUAL



**MD-Port™ I/O**  
PC users manual

- Windows 98
- Windows 2000
- Windows ME
- Windows XP

## Getting started

There are 3 simple steps to using your MD-Port I/O. Please read through the following carefully as it contains detailed instructions. The 3 steps that you will be guided through take the following general form:

- Step 1: Runs through plugging the MD-Port I/O into your computer, automatically installing the necessary drivers, and loading the included software on your system.
- Step 2: Runs through connecting your MD-Port I/O to your MiniDisc or NetMD recorder and recording music from your computer.
- Step 3: Runs through connecting your MiniDisc or NetMD recorder to the MD-Port I/O and recording music back into your PC.

## Step one

Getting your MD-Port I/O going is as simple as plugging it into a primary USB port of any computer running Windows 98SE, Windows ME, Windows 2000, or Windows XP. There's no need to load any special software, but you will have to follow a few easy steps to initiate the Windows USB audio drivers.

### Windows 98SE installation

**Note: If you experience any trouble loading the USB drivers, please ensure that you have installed all of the latest software updates from your computer manufacturer, especially the ones for your computer's soundcard. If you're still having problems after this, refer to the troubleshooting section at the end of this user manual for further instructions.**

1. There's no need to turn the computer off when plugging your MD-Port I/O in for the first time. Locate your computer's USB port and plug the supplied USB cable in. Now plug the MD-Port I/O into the other end of the USB cable. We recommend you don't plug the MD-Port I/O into a USB hub - other devices on the hub may interfere with the USB audio data, causing pops and clicks in your recordings.
2. Windows 98SE will open an *Add New Hardware Wizard* and let you know it's found the MD-Port I/O. It will then start loading drivers for a USB Composite Device, USB Human Interface Device, or USB Audio Device, depending on what components have already been installed on your system. Click **Next**.
3. Check the option Search for the best driver for your device (Recommended) and click **Next**.
4. Windows 98SE should already have the various USB components installed and will automatically default to the location of those drivers on your hard drive. Click **Next**. If Windows 98SE does not have the various USB components loaded, it will tell you that the files could not be found and will request the Windows 98SE CD. In this case, put your Windows 98SE CD into the CD-ROM drive and direct the installer to the Win98 folder on the CD and click **Next**.
5. The Wizard will now let you know it has located drivers for a USB Composite Device, USB Human Interface Device, or USB Audio Device and will identify these drivers under the heading *Location of Driver*. This location may be your hard drive, or CD-ROM drive, depending on what drivers your system has had installed in the past. Click **Next**.
6. The first set of drivers will now install.

7. Once the first set of drivers finishes installing, Windows 98SE may require the other two USB drivers to also be installed. This will depend on what USB audio devices have previously been used on your system. Simply follow the procedure outlined above until all the required USB drivers have been loaded.
8. Once all of the required drivers have been installed, Windows 98SE will start. We recommend rebooting your computer to ensure all changes take effect. Your driver installation for the MD-Port I/O is now complete.

### Windows Millennium Edition

**Note: According to Microsoft knowledge base article Q280127 some systems running Windows ME may require an operating system update for USB audio recording devices to work correctly. We recommend installing this operating system update before installing the MD-Port I/O. The necessary update is called 280127USAM.exe and can be obtained directly from Microsoft.**

1. There's no need to turn your computer off when plugging the MD-Port I/O in for the first time. Locate your computer's USB port and plug the supplied USB cable in. Now plug the MD-Port I/O into the other end of the USB cable. We recommend you don't plug the MD-Port I/O into a USB hub - other devices on the hub may interfere with the USB audio data, causing pops and clicks in your recordings.
2. Windows ME will open a *New Hardware Found* window and let you know it's found the MD-Port I/O. It will then start loading drivers for a USB Composite Device, USB Human Interface Device, or USB Audio Device, depending on what components have already been installed on your system. Click **Next**.
3. In the *Add New Hardware Wizard*, place a check next to the option **Automatic Search for a Better Driver (Recommended)** and click **Next**.
4. The *Add New Hardware Wizard* will load a Windows Driver folder. When it has completed loading the drivers from this folder, the *Add New Hardware Wizard* will let you know it has finished installing a new hardware device. Click on **Finish**. If during this process, Windows ME notifies you that there's a version conflict and that a file being copied is older than a file currently on your computer, click **Yes** to keep the existing file.
5. Once the first set of drivers has finished installing, Windows ME may require the other two USB drivers to also be installed. This will depend on what USB audio devices have previously been used on your system. Simply follow the procedure outlined above until all required USB drivers have been installed.
6. Once all required drivers have been installed, Windows ME will start. We recommend rebooting your computer to ensure all changes take effect. Your driver installation for the MD-Port I/O is now complete.

### Windows 2000 installation

1. There's no need to turn off your computer when plugging the MD-Port I/O in for the first time. Locate your computer's USB port and plug the supplied USB cable in. Now plug the MD-Port I/O into the other end of the USB cable. We recommend you don't plug the MD-Port I/O into a USB hub - other devices on the hub may interfere with the USB audio data, causing pops and clicks in your recordings.
2. Windows 2000 will automatically detect the addition of a new USB interface. It will automatically update your USB drivers, including USB Composite Device, USB Human Interface Device, and USB Audio Device.
3. Once Windows 2000 has completed updating the USB drivers, it should automatically set the MD-Port I/O as your preferred multimedia device.

4. We recommend rebooting your computer to ensure all changes take effect. Your driver installation for the MD-Port I/O is now complete.

## Windows XP installation

1. There's no need to turn off your computer when plugging the MD-Port I/O in for the first time. Locate your computer's USB port and plug the supplied USB cable in. Now plug the MD-Port I/O into the other end of the USB cable. We recommend you don't plug the MD-Port I/O into a USB hub - other devices on the hub may interfere with the USB audio data, causing pops and clicks in your recordings.
2. Windows XP will automatically detect the addition of a new USB device and will open a dialog box in the bottom right hand corner of your screen. In the dialog box you'll be able to watch as Windows XP progress through automatically updating your USB drivers, including USB Composite Device, USB Human Interface Device, and USB Audio Device.
3. Once Windows XP has completed updating the USB drivers, it will let you know that the installation process has been completed and that your MD-Port I/O is now available for use. At this stage Windows should also automatically set the MD-Port I/O as your preferred multimedia output device.
4. We recommend rebooting your computer to ensure all changes take effect. Your driver installation for the MD-Port I/O is now complete.

## Setting the MD-Port I/O as preferred audio device in Windows 98SE, Windows ME, Windows 2000, and Windows XP.

With USB technology, there's never any need to turn off your computer when plugging in, or unplugging the MD-Port I/O. When you want to use the MD-Port I/O, simply close any running programs and plug it into the USB port. Your system will then automatically configure itself. When you're done, you can unplug the MD-Port I/O and your computer will automatically revert to whatever soundcard is installed. In both cases, it doesn't matter if the system is on or off. For smooth automatic loading, please ensure all audio programs are closed before plugging in, or unplugging the MD-Port I/O.

**Note:** when the MD-Port I/O is selected as your system's preferred audio device, no sound will come out of any speakers plugged into your soundcard. If you wish to use your soundcard instead of the MD-Port I/O, either unplug the MD-Port I/O from the USB cable, or select your soundcard as preferred audio device in the *Multimedia Properties* control panel for Windows 98SE, *Sounds and Multimedia* control panel for Windows ME and Windows 2000, or *Sounds and Audio Devices* control panel for Windows XP. It's not possible to use a soundcard and the MD-Port I/O at the same time for music playback.

### Windows 98SE

Once Windows 98SE starts and the appropriate drivers have been loaded, the MD-Port I/O should automatically be set as your system's preferred audio device. To verify this, open the *Multimedia* control panel and make sure that **USB Audio Device** appears in both the *Playback* section and *Recording* section under the *Audio* tab. You should also put a check next to the option **Use only Preferred Devices** that appears at the bottom of the window. To get to the *Multimedia* control panel hit **Start**, then go to **Settings**, then **Control Panel**. The multimedia icon will be in the *Control Panel* window. Double click on the icon to open the *Multimedia Properties* window. You're now fully loaded.

**Note:** Some computer systems ship with an OEM version of Windows 98SE that does not contain the entire generic USB driver and audio platform or may have a soundcard that does not run Windows compliant drivers. If you cannot select **USB Audio Device** in the *Preferred Device* Window, please refer to the troubleshooting section at the end of this user manual for further instructions. In this situation you may not be able to select **USB Audio Device** even though the USB drivers seemed to install fine when you first plugged in the MD-Port I/O.

### Windows ME

Once Windows ME starts and the appropriate drivers have been loaded, the MD-Port I/O should automatically be set as your system's preferred audio device. To verify this, open the *Sounds and Multimedia* control panel and make sure that **USB Audio Device** appears in both the *Playback* section and *Recording* section under the *Audio* tab. You should also put a check next to the option **Use only Preferred Devices** that appears at the bottom of the window. To get to the *Sounds and Multimedia Properties* control panel hit **Start**, then go to **Settings**, then **Control Panel**. The multimedia icon will be in the *Control Panel* window. Double click on the icon to open the *Sounds and Multimedia Properties* window. You're now fully loaded.

**Note:** According to Microsoft knowledge base article Q280127 some systems running Windows ME may require an operating system update for USB audio devices to work correctly. We recommend installing this operating system update before installing the MD-Port I/O. The necessary update is called 280127USAM.exe and can be obtained directly from Microsoft.

### Windows 2000

Once Windows 2000 starts and the appropriate drivers have been loaded, the MD-Port I/O will automatically be set as your system's preferred audio device. To verify this, open the *Sounds and Multimedia* control panel and make sure that **USB Audio Device** appears in both the *Playback* section and *Recording* section under the *Audio* tab. You should also put a check next to the option **Use only Preferred Devices** that appears at the bottom of the window. To get to the *Sounds and Multimedia Properties* control panel hit **Start**, then go to **Settings**, then **Control Panel**. The multimedia icon will be in the *Control Panel* window. Double click on the icon to open the *Sounds and Multimedia Properties* window. You're now fully loaded.

### Windows XP

Once Windows XP starts and the appropriate drivers have been loaded, the MD-Port I/O should automatically be set as your system's preferred audio device. To verify this, open the *Sounds and Audio Devices* control panel and make sure that **USB Audio Device** appears in the *Sound Playback* section and *Sound Recording* section under the *Audio* tab. You should also make sure that a check appears next to the option **Use only Default Devices** that appears at the bottom of the window. To get to the *Sounds and Audio Devices* control panel hit **Start**, then go to **My Computer**, then **Sounds and Audio Devices**. You're now fully loaded.

### Controlling the output and volume levels

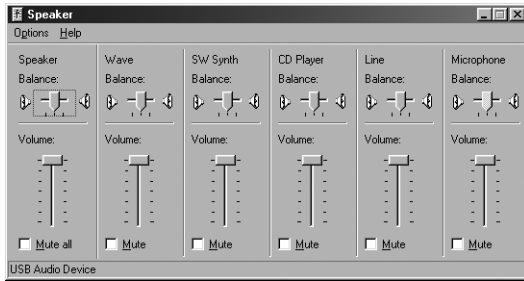
The MD-Port I/O's volume and output controls can be accessed by double clicking the standard volume control icon, which will open a *Speaker* control panel. For the MD-Port I/O's playback operations, the volume is set by the *Wave Balance* slider. To activate the *Wave Balance* slider, go to **Options** and then **Properties**. In the bottom section of the **Properties** window, make sure a check appears next to *Wave Balance*. Click **OK** once you're done. You should now be able to see a *Wave Balance* slider in the *Speaker* control panel.

For all of the MD-Port I/O's recording operations, the volume is set by the *Line Balance* slider. To get to the *Line Balance* slider, double click the standard volume control icon to open the *Speaker* control panel. Go to **Options**, then **Properties**, then in the *Adjust Volume For* section select **Recording** and hit **OK**. This will open the recording volume control panel. Make sure a check appears next to **Select** below the *Line Balance* slider.

## Step Two – Recording from PC to MiniDisc

**WARNING - It is important to read through these instructions carefully and to adjust the volume controls as directed. Do not at any stage place headphones on your ears without first checking that the volume controls are set to a minimum and slowly raised to a comfortable listening level.**

1. Before starting, set the *Wave Balance* volume slider to maximum and also set all other MD-Port I/O volume sliders to maximum. You can access the MD-Port I/O's volume sliders by double clicking the speaker icon at the bottom right hand side of the Windows task bar.



**IMPORTANT! Make sure that you're setting the MD-Port I/O's volume sliders to maximum and not your soundcard's as this may damage speakers connected to your system. You can check that the volume control panel is for the MD-Port I/O – it will say Speaker up the very top and USB Audio Device down the bottom.**

2. Turn the volume control on your MiniDisc recorder to a **MINIMUM** and plug a set of headphones or monitor speakers into your MiniDisc recorder's headphone output.
3. With the supplied TOSLINK cable, connect the MD-Port I/O to the optical input of your MiniDisc recorder.
4. Start your favorite Windows compatible media player, and load a selection of wav, MP3, or streaming audio files to be recorded.
5. Set the volume of your favorite media player to maximum. Press record on your MiniDisc recorder. Press play on your favorite media player. You should see your MiniDisc recorder start recording.
6. Wearing the headphones connected to the MiniDisc recorder, start to slowly raise the volume control on your MiniDisc recorder to a comfortable listening level. You will start to hear the volume increase through the headphones and should be able to hear music. If it's clear, you can leave all of the recording levels set at maximum.

7. If the music through your headphones sounds distorted, lower the MD-Port I/O *Wave Balance* volume control or the media player volume control until the music starts to sound clean and undistorted. This will set the appropriate recording level for your MiniDisc recorder. If you increase the volume past the signal level that the MiniDisc recorder can tolerate, it may cause distortion in your recording. Many MiniDisc recorders have a level display that lets you monitor the input signal strength. You should also consult your MD manual for any special features your recorder may have in setting its levels.
8. You have set the levels of your MD-Port I/O for recording. You can now load a playlist and start a full session.
9. Many media players include a 3 second gapping feature designed to automatically add track marks when recording to MiniDisc. When enabled, this feature will add three seconds of silence between each track in your playlist and will make your MD recorder add a track mark. There are many programs available for free on the Internet that have been designed specifically for recording MP3s to MiniDisc. One of our favorites is called 'MP3 2 MiniDisc' by Thallium Software. You can find it by doing a Google search. You can also get a three second plug-in for Winamp or use the MiniDisc Analog Trackmarking mode in MusicMatch Jukebox .

**Note: It is not possible to automatically insert track marks between tracks with a streaming audio source, which basically comes into your computer as one continuous track. If you want to add track marks, you'll need to manually insert them using your MD recorder.**

10. During recording it not advisable to use any other applications on your system. Most MP3 players require large amounts of resources to ensure flawless MP3 decoding and playback. If you interfere with the computer during recording, it can effect MP3 decoding, which can in turn effect the quality of your recording. Read the next section for further tips on getting the best results out of your MD-Port I/O.

### Tips for getting the best results with your MD-Port I/O when recording to MiniDisc

The MD-Port I/O is a high fidelity, digital medium for transferring audio between a PC and MiniDisc recorder. Because it's digital, it will only ever send what information it receives and cannot therefore degrade the quality of your recording in any way. If you're finding distortion in a recording, there are a couple of possible reasons.

The first is that the original source MP3 or wav file contains distortion, or is being corrupted during playback. Because the MD-Port I/O plays these files exactly, any anomalies in an original recording, or that occur during playback, will also be played. To reduce the likelihood of distortion in your source file, make sure not to use your computer for any other tasks during ripping, MP3 compression, or playback. Contact the vendor of your ripper and encoder to make sure you meet their minimum system requirements and are using the program correctly.

Another place that audio can be corrupted is in your MiniDisc recorder. Make sure that the MD-Port I/O's output level is not set too high. Having the output of the MD-Port I/O set higher than the maximum input level of your MiniDisc recorder can cause degradation in sound quality. Most MiniDisc recorders have an input level indicator that allows you to monitor the strength of the input signal. Verify that the MiniDisc recorder is not being overloaded. If distortion is still occurring, make sure that the lens of your MiniDisc recorder is clean.

**IMPORTANT: If you're noticing any distortion or pops and clicks during playback, it is likely that the USB data travelling to your MD-Port I/O is being corrupted. To reduce the likelihood of this, make sure that you're not using any other programs, that all virus checkers have been disabled, and that your MD-Port I/O is plugged directly into a USB port on your computer. If you're using a laptop equipped with a wireless network or Lan,**

make sure that your local area connection is turned off if you're not within range of the network. You should also ensure that your laptop has its CPU set to maximum performance in the power conservation settings. If you're using Windows XP, make sure you've installed all of the latest Microsoft Windows XP updates including at least *Service Pack 1* and *Messenger Update for Audio and Video*. For further information, please refer to the troubleshooting guide at the end of this user manual.

## Step Three – Recording from MiniDisc to PC

The input of the MD-Port I/O is compatible with all recording programs. Included in the pack are two programs designed to make recording as easy as possible. If you own a NetMD recorder, you might want to visit the following url for an exciting free recording program that works with NetMD recorders and the MD-Port I/O:

[www.minidisc.org/netmd\\_analog\\_uploading.html](http://www.minidisc.org/netmd_analog_uploading.html)

The program is called WinMD by Christian Klukas and not only does it allow for the transfer of track titles, but it also records tracks individually from a NetMD recorder. Combined with the MD-Port I/O, it makes for a powerful NetMD recording solution.

Installing LPRipper and LPRecorder from the included CD:

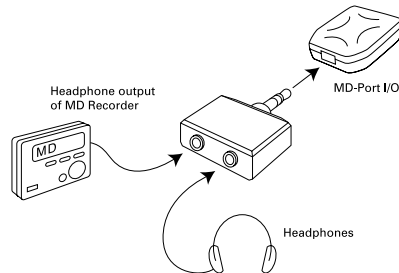
Insert the CD that came with your MD-Port I/O into your CD/DVD drive. An installer window should automatically pop up. Follow the on screen instructions to install LPRipper and LPRecorder. You will be required to enter the registration key that appears on the CD cover during installation.

**Note:** If you ever need assistance using LPRipper or LPRecorder, you can refer to the help manual in each of the programs. To access the help manual, start LPRipper or LPRecorder, go to *Help* in the navigation bar, and then select *Contents and Index*. This will load the user manual with detailed instructions on each program.

### Recording with the MD-Port I/O and LPRecorder:

1. There are two ways of connecting your MD recorder to the MD-Port I/O:

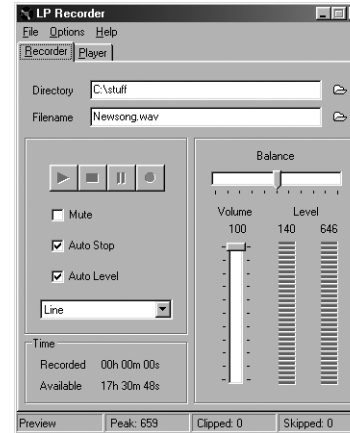
- **If you want to record an MD without monitoring the recording:** use the supplied 3.5mm to 3.5mm cable, plug one end into the headphone output on your MiniDisc recorder and the other end into the 3.5mm socket on your MD-Port I/O. This method is good for recording entire MDs using the auto stop feature in LPRecorder.
- **If you want to monitor your recording while it's happening:** plug the supplied stereo splitter into the MD-Port I/O. Now plug the supplied 3.5mm to 3.5mm cable into the headphone output on your MiniDisc recorder and the other end into a 3.5mm socket on the stereo splitter – it doesn't matter which one. You can now plug a set of headphones into the other jack on the stereo splitter to monitor your recording.



2. Start LPRecorder. First thing that you'll need to do is configure the Audio Settings. Set *Recording Device* to **USB Audio Device**. Set *Playback Device* to your system's soundcard. This will let you record using the MD-Port I/O and then playback using your soundcard so that you can hear what you've just recorded. Hit **OK** when you're done. We suggest you leave a check next to the option *Display when starting* so that you can verify the Recording and Playback devices before each session.



3. In the LPRecorder screen, you'll need to specify where the wav file you're about to record is going to be saved. In the **Directory** field, type in a folder name or use the folder icon to choose a folder. We suggest you actually create a new folder so you can easily find your recordings and work on them later.



4. In the **Filename** field, type in the name of the new wav file you're about to record.
5. Make sure a check does not appear next to the **Mute** button. Make sure a check appears next to the **Auto Stop** option. With this setting, your computer will automatically stop recording once it detects your MD recorder has stopped. Also make sure that a check appears next to the option **Auto Level**. Set the drop down menu that appears below these selections to **Line**.
6. Set the **Volume** to maximum.
7. Set the output volume on your MiniDisc recorder to approx 3/4 of it's maximum level. Having your MiniDisc recorder volume up too high will cause distortion in your recordings.

8. LPRrecorder has a leveling function that automatically sets the recording levels. In order to set the right levels, hit play on your MiniDisc recorder. In the **Level** section of LPRrecorder you should notice the level indicators responding to the incoming signal. If the green bars go into the red and the **Volume** slider rapidly decreases, turn down the volume on your MiniDisc recorder and set the **Volume** slider in LPRrecorder to maximum so that it starts adjusting the levels again. You will need to adjust the volume on your MiniDisc Recorder so that the **Volume** slider in LPRrecorder decreases at a slow rate as it fine-tunes the level of the incoming signal. When the **Volume** slider stops moving, you'll be ready to record. Optimally the **Volume** slider should be between 100 and 80 – if the **Volume** slider decreases below 80, turn down the volume on your MiniDisc recorder and increase the **Volume** slider in LPRrecorder to maximum so that it starts automatically setting the levels again.

9. Once the levels have been set, you're ready to record. Stop your MD recorder and rewind it to the first track you want to start recording from. Hit the record button in LPRrecorder and then the play button on your MiniDisc recorder. Your audio will now be recorded as a wav file onto your hard drive. To get the best results, you should not use your computer for any other tasks while recording.

**Note: With the Auto Stop feature, it is important to start LPRrecorder before you start your MiniDisc. If you start your MiniDisc first and LPRrecorder second, LPRrecorder may prematurely stop recording in a quiet passage. With the Auto Stop feature enabled, LPRrecorder may stop recording if it detects a long period of silence that it presumes to be the end of your MD. To avoid this, remove the check in front of Auto Stop and manually stop LPRrecorder at the end of your recording session.**

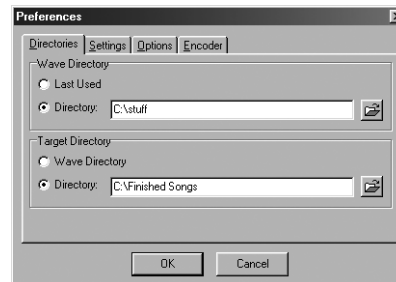
10. When your MD stops playing, LPRrecorder will continue to record for 10 seconds before automatically stopping.

## Splitting tracks with LPRipper

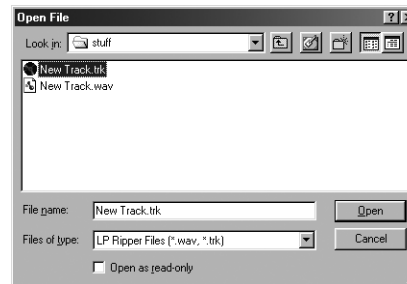
The track you have just recorded exists on your hard drive as one continuous wav file. You can use any wav editing software to manipulate this file, or an MP3 encoder to turn it into an MP3 file that will take up less disc space. If you want to split the wav file into separate songs, you can use LPRipper included on the CD.

**Important: To get the feel of how LPRipper works, we suggest you start using a small wav file that consists of only 3 or 4 songs. Once you get used to how LPRipper works, you can then move into cutting up wav files with many more songs – it's a whole lot easier to get used to the program with a few songs to start off with.**

1. In order to hear what's going on, you'll need to set Windows so that it uses the system's soundcard. To do this either unplug the MD-Port I/O from the USB cable, or select your soundcard as preferred playback device in the Multimedia Properties control panel for Windows 98SE, *Sounds and Multimedia* control panel for Windows ME and Windows 2000, or *Sounds and Audio Devices* control panel for Windows XP.
2. Start LPRipper. You must set the destination for loading your wav files and for saving any new files that may be created. Go to **Edit** then **Preferences**. Under the **Directories** tab in the **Wave Directory** section, press the folder icon and choose the location where the wav file you recorded using LPRrecorder is. In the **Target Directory**, select a folder where you want to save your finished files. You may want to create a new folder and call it something like "finished songs" so you can quickly find where all your finished tracks are.

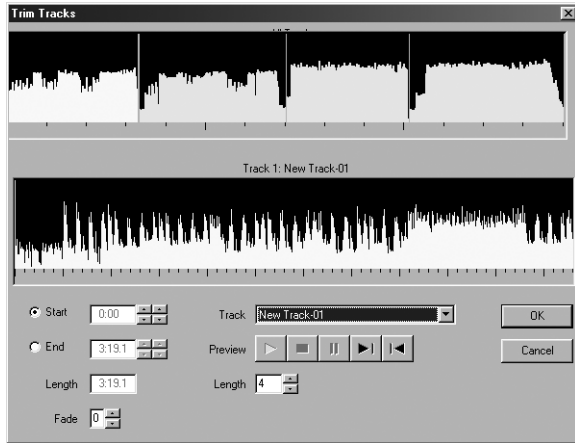


3. You can now open your wav file and start to split it into individual tracks. Go to **File** then **Open**. In the window will appear your wav file along with a much smaller file of the same name with a .trk extension. The .trk file is unique to LPRipper and LPRrecorder and basically keeps track of any changes that you make when in LPRipper so that you can come back in the future and make further edits without losing the changes you've already made. Double click on the .trk file. If the .trk file ever becomes corrupted, you can also open the wav file by double clicking on it.

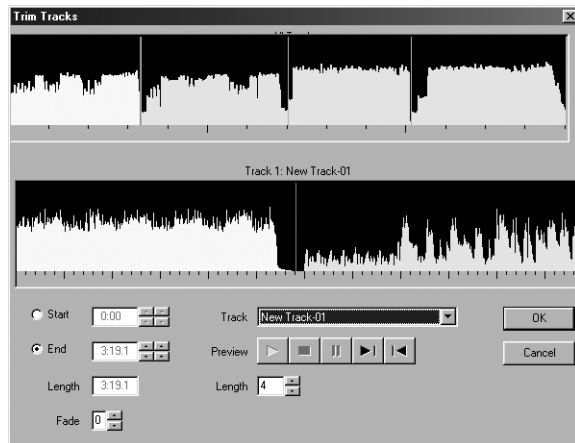


4. LPRipper will now ask you how many tracks you want to split the wav file into. Set the number of tracks you want LPRipper to set for you and hit **OK**.
5. LPRipper will analyze the wav file and insert tracks where it believes there to be a track mark. This is a very difficult operation to perform, so not all track marks may be accurately detected. You may therefore need to fine tune track mark placement using the **Trim** function. To open the **Trim** screen click on the magnifying glass icon or go to **Edit**, then **Trim Tracks**. In the window that opens, the top section shows how your total wav file looks. The portion in yellow represents the track you are currently working on. By default this will be Track 1 when you first open the **Trim** window. The bottom window shows how Track 1 looks in closer detail. In the information section you can see that there is a check next to **Start**. In the **Track** title bar appears *New Track-01* and in the **Length** menu appears *4*. This means that when the play button is pressed in the **Preview** controls, LPRipper will play a 4 second preview of the beginning of Track 1. You can follow this in the bottom window as it plays. If you want to extend the preview time, increase the number of seconds in the **Length** menu. If you want it to play the whole track, set the preview **Length** to 0. If you hit the fast forward button in the **Preview** controls, a check will appear next to **End** in the information section. The bottom track screen will update to show how the end of Track 1 looks. If you now press *Play* in the **Preview** controls, a 4 second preview of the end of Track 1 will play.

You should become very familiar with navigating LPRipper by looking at whether the check mark appears next to **Start** or **Finish** and what **Track** you are currently working on.

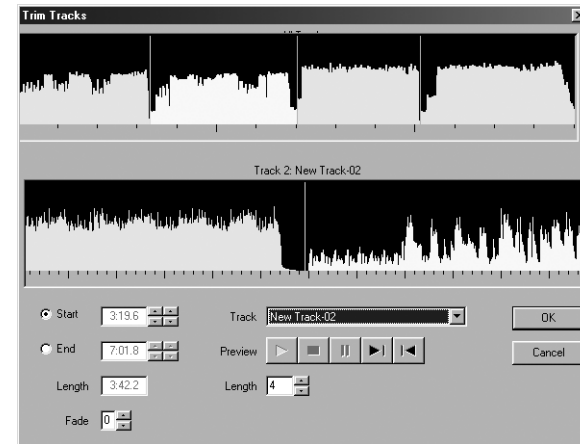


- If the end track mark of Track 1 does not fall at the end of the song, you can manually move it to where the track ends. If the track mark appears a long way from where the track actually ends, move your mouse cursor over the red vertical line in the top track screen. When it turns to a left/right move cursor, left click your mouse button and drag the line to the end of the track. It is easy to distinguish where the end of a track should be, as the audio wave will drop down like a valley. If you look at the preview in the top window in this example, you can see that there are four tracks separated by three valleys. If you then look in the bottom preview window, you can see there is a point where the audio reaches a zero level. This is where there was a track mark between tracks on your MD. You can fine tune where you want the track



mark to appear by using the same technique to move the marker in the bottom preview window as you used in the top preview window. Super fine tuning can be achieved by using the arrow buttons that appear next to the **End** track time. You will notice the red vertical bar in the bottom preview window moving as you adjust using these buttons. Keep using the **Play** button in the **Preview** controls to check the ending of Track 1 is correct. When you're happy, hit the **Forward** button in the **Preview** controls section to jump to the beginning of Track 2.

- You'll notice that LPRipper will now move to the start of Track 2. You can move and set the start of Track 2 exactly the same way that you set the end of Track 1. You should move the Track 2 beginning marker to where the end marker of Track 1 was. By using the **Forward** and **Rewind** buttons in the **Preview** controls you can swap between the ending of Track 1 and the beginning of Track 2 so that they match up. When you're done, hit the **Forward** button to move to the end of Track 2 so that you can also set this. Keep using the **Play** button in the **Preview** controls to check your settings. Continue to do this until all tracks have been set.



**Note:** LPRipper has a number of other powerful features that will let you set and trim tracks. You should consult the user manual for further details by going to **Help** and then **Content** and **Index** in LPRipper. Please note that it is important you familiarize yourself with this manual as Xitel Technical Support can only offer limited assistance surrounding this software.

- After you've finished setting all of your track marks hit **OK** to close the **Trim Tracks** window. All of your tracks will now appear with start and finish times. If you go to **Edit** and then **Edit Tracks** you can enter the names of your new tracks.
- If you go to **File** then **Save**, these tracks will be saved as new individual wav files with the names you have given them. If you're happy with how they sound, you may want to delete the large wav file that was created when you did your original

Title	Length	Start	End
✓ Groovey Tid	3:19.8	0:00	3:19.8
✓ New Track-02	3:42.2	3:19.6	7:01.8
✓ New Track-03	3:06.3	7:01.7	10:08
✓ New Track-04	3:54.8	10:07.9	14:02.7



recording. This will free up some space on your hard drive. You can turn these new wav tracks into MP3s using an encoder like MusicMatch or even using the line encoder in LPRipper itself. For more details on how to set up the encoder in LPRipper, start LPRipper and go to **Help**, then **Contents and Index**, then **Menu Commands**, then **Edit Menu**, then **Preferences** then click on the **Encoder** icon. This page will detail how to set up LPRipper so that you can encode tracks directly into MP3s. You should also visit the LPRipper Links page on the CFB Software website at [www.cfbsoftware.com](http://www.cfbsoftware.com) for further information.

**Please note: Xitel is not able to provide assistance surrounding the general operation of LPRipper. You should take time to familiarize yourself with the LPRipper user manual and visit the CFB Software site at [www.cfbsoftware.com](http://www.cfbsoftware.com) for further information.**

## Troubleshooting Guide

In this section are various suggestions for problems or issues you may encounter using the MD-Port I/O including:

1. Your computer doesn't seem to have all the right drivers in Windows 98SE
2. Your MD-Port I/O looked to install fine, but you can't select it as preferred device
3. Your MD-Port I/O seems to be introducing pops and clicks
4. Your MD-Port I/O doesn't seem to be working in Windows XP

### 1. Your computer doesn't seem to have all the right drivers in Windows 98SE

*Problem:* After plugging in your MD-Port I/O for the first time, Windows doesn't seem to automatically default to where the drivers should be and you can't seem to find them on the Windows CD either.

*Fix:* If your computer asked for drivers to be installed, make sure you directed the installer to the Win98 folder on your Windows 98SE CD. The MD-Port I/O does not need any special device drivers to operate, but does need the following generic Windows ones in a complete and unmodified form:

C:\win\inf\usb.inf - driver location for USB Composite Device

C:\win\inf\hiddev.inf - driver location for USB Human Interface Device

C:\win\inf\wdma\_usb.inf - driver location for USB Audio Device

Your computer manufacture may have made some alternations to Windows, so check with them about update patches. These should fix things without making your operating system unstable. This isn't usually much of an issue, as most manufacturers make available updates to their systems in order to provide the full generic functionality you would expect in a retail copy of Windows. Please note that the MD-Port I/O doesn't need any special drivers at all, it just needs your copy of Windows to be running the same as Microsoft intended. All of the drivers needed are already a part of Windows and were written by Microsoft to support a broad range of devices such as the MD-Port I/O.

### 2. Your MD-Port I/O looked to install fine, but you can't select it as preferred device

*Problem:* Your MD-Port I/O went through most of the driver install or all of the driver installation fine, but now when you try to select it in the *Playback* section of the multimedia control panel, there doesn't appear to be any option for USB audio device.

*Fix:* There are two issues that can cause this. The first is that some computer manufacturers make modifications to the Windows operating system when compiling their own OEM version of Windows. Unfortunately not all of them adhere to the naming conventions that the operating system is expecting to see, which is why even after the MD-Port I/O has been installed you are not able to select **USB Audio Device** as the preferred playback device in the Multimedia Window. Since your computer manufacture has made these alternations, there isn't any way Xitel nor Microsoft can assist in providing any patches to correct the things. Only your computer manufacturer is able to provide an update patch that will correct the situation without making the OS unstable. This isn't usually much of an issue, as most manufacturers make available updates to their systems in order to provide full generic functionality you would expect in a retail copy of Windows. Please note that the MD-Port I/O doesn't need any special drivers at all, it just needs your copy of Windows to be running the same as Microsoft intended. All of the drivers needed are already a part of Windows and were written by Microsoft to support a broad range of devices such as the MD-Port I/O.

The second thing that can cause this is where the soundcard installed in your system does not correctly release audio resources. This will prevent the MD-Port I/O from being available as a choice in the multimedia control panel. Most soundcard manufacturers are now aware of this problem and have released updated drivers that fix this issue. Check with the vendor of your soundcard to get the latest drivers for your hardware. If the soundcard you have came pre-installed in your system, check with the manufacturer of your system for the latest soundcard drivers.

### 3. Your MD-Port I/O seems to be introducing pops and clicks

*Problem:* You've installed the MD-Port I/O and it seems to be playing fine, except there are pops and clicks or distortion.

*Fix:* Some USB host controllers do not function within USB specification. Also Windows, in conjunction with other hardware in your system, may be consuming all the isochronous bandwidth of the USB. Both of these interfere with the data flowing to the MD-Port I/O, causing it to randomly add pops and clicks or distortion. The main instances where this occurs is if:

- USB frame rates are out of specification - isochronous data transfer (required for audio) is not possible via USB with a frame rate that is too fast or too slow.
- Controllers do not enumerate devices correctly - some controllers do not send USB resets at the appropriate times or may enumerate one part of a composite device.
- Corrupting audio data - some USB controllers introduce artifacts into sound data (i.e. CATC traces of USB data have shown non-zero values in data that should be all zeros).

To solve this problem, make sure you're not running any other programs in the background when trying to play using the MD-Port I/O - anything that causes a lot of hard disk access can effect the data flowing down the USB. Virus checking programs that continually run in the background are particular bad. Some drastically effect the isochronous data flow down the USB and starve the MD-Port I/O of data. It's therefore important to disable all virus checking programs. Also, make sure that you're running the most up to date drivers for your graphics cards and modems.

**Note:** If you're using a laptop or notebook computer, the data flowing to the MD-Port I/O can be severely effected by the processing power management of the CPU. Ensure that in the *System* control panel your computer is set to *Desktop*. To verify this, go to *Start*, then *Settings*, then *Control Panel*. Click on *System* and go to the *Performance Tab*. In *Performance*, click on *File System* and make sure your laptop is set to *Desktop* and not *Server*. Laptops are not suitable for the decoding and playing of MP3 via USB in power conservation mode due to the variable operating speed of their CPU and other power management features. You should make sure that the advanced power management settings of your laptop are set so that your CPU operates at a constant and maximum clock speed. Check your laptop user manual, or with your laptop manufacturer on how to do this. If your laptop is also equipped with a wireless network or lan, make sure that your local area connection is turned off if you're not within range of the network. If you're using Windows XP, make sure you've installed all of the latest Microsoft Windows XP updates including at least *Service Pack 1* and *Messenger Update for Audio and Video*.

### 4. Your MD-Port I/O doesn't seem to be working in Windows XP

Follow these steps to ensure that your MD-Port I/O is installed correctly in Windows XP. Firstly, make sure you've installed all of the latest Microsoft Windows XP updates including at least *Service Pack 1* and *Messenger Update for Audio and Video*. Then go to:

START -> CONTROL PANEL -> SOUNDS AND AUDIO DEVICES all of the following operations happen under the tabs that appear in this window

UNDER THE VOLUME TAB:

Next to the speaker icon it should say MD-Port I/O. In the **Device Volume** section, put the slider to high. Check also that mute is not selected.

UNDER THE AUDIO TAB:

Under **Sound Playback**, you should have the default device as *MD-Port I/O*. Hit the **Advanced** button in this section. Under the **Performance Tab** in the window that opens, set the **sample rate conversion quality** slider to best. Under Sound Recording, you should have the default device as *MD-Port I/O*. Make sure that the **use only default devices** option at the bottom of the window also has a check mark next to it.

UNDER THE VOICE TAB:

**Voice playback** default device should be set as MD-Port I/O. **Voice recording** default device should be set as *MD-Port I/O*.

UNDER THE HARDWARE TAB:

Scroll down until you get to **USB Audio Device** and click on this. It should list the **Location** as *MD-Port I/O* and list the **Manufacturer** as (*generic USB audio*). Now click on the **Properties** button in this screen to open up a new **USB Audio Device Properties** window. Under the **General** tab, make sure that down the bottom **Device Usage** is set to *use this device (enabled)*. Now click on the **Properties** tab and open up the option **Audio Devices**. Double click on **USB Audio Device** and make sure it is set to *use audio features on this device*. Now click on the **Driver** tab. If you are connected to the internet, hit the option **Update Driver**.

If this doesn't get your MD-Port I/O working, you'll need to go back to the last window and select the **troubleshooting** option to run the system self-help.

## Warranties and Disclaimer

The actual physical dimensions and capabilities of the MD-Port I/O may differ slightly from illustrations and descriptions contained in this manual. Every effort has been made to ensure that electrical functionality has been maintained wherever possible. Xitel reserves the right to change specifications of the MD-Port I/O or bundled items without notice. Xitel warrants the MD-Port I/O against defects in material and workmanship for one year from the date of original purchase from an authorized dealer or Xitel representative. This warranty only applies to the original purchaser and is not transferable. At Xitel's sole discretion, proof of purchase and/or the MD-Port I/O's serial number will be required to initiate any warranty claim. This warranty does not cover any incompatibilities due to the user's computer, hardware, software or any other related system configuration the MD-Port I/O is installed with. This warranty does not cover any damage caused by negligence, non-authorized modifications, service by any other persons other than Xitel, or if the product has been damaged by accident, abuse, misuse, negligence, misapplication, or has been used in any other way than in strict accordance with the instructions set out in this user manual or any other documentation Xitel may include in the retail package. Xitel is not responsible for any lost profits, lost savings or other incidental or consequential damages arising out of the use of, or inability to use, this product. That includes damage to property and, to the extent permitted by law, damages for personal injury. This warranty is in lieu of all other warranties including implied warranties of merchantability and fitness for a particular purpose to the extent permitted by law.

## USA - FCC Part 15 Class B Registration Warning

Product Name: USB Digital Converter  
Product Model Number: MD-Port I/O

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 undesired operation.

**Canada – ICES-003 Conformity**

This class B digital apparatus complies with Canadian ICES-003  
Cet appareil numérique de la class B est conforme a la norme NMB-003 du Canada

## Europe – CE Conformance Information

Application of Council Directive(s) 89/336/EEC& 92/31/EEC  
Standards to which Conformity is Declared EN 50081-1, EN 50082-1, EN 55022, EN 61000-4-2, EN 61000-4-3 & EN 61000-4-4  
Manufacturer: Xitel Pty Limited  
Type of Equipment: USB Digital Converter  
Model No: MD-Port I/O

## Australia – C-Tick Conformity

This class B digital apparatus complies with the Australian Communications Authority regulations.

## Technical Support

For all technical support inquiries, please visit our website at [www.xitel.com](http://www.xitel.com). If you can't find an answer to your problems there, drop us an email at [support@xitel.com](mailto:support@xitel.com). We will need the following details so our tech guys can quickly provide assistance.

1. serial number on the base of your MD-Port I/O
2. details of your computer including operating system
3. a step by step explanation of the problems you're experiencing – the more detail, the easier it is for us to help.

For all technical support inquiries relating to the CFB Software, please read the LPRRecorder and LPRipper electronic user manuals.

## Copyright

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