



Graphics with Integrated audio-setup

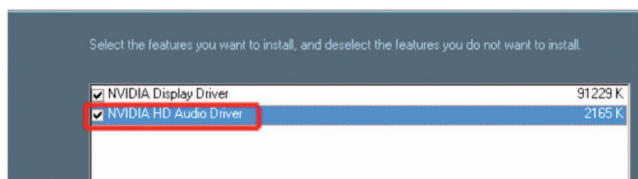
Introduction: This document describes the steps necessary to set up a graphics-integrated audio solution on an HP Z Workstation. Please see the Graphics-Integrated Audio Overview mini whitepaper for supported hardware.

Driver installation:

The device driver for the audio portion of the device must be installed in order to take advantage of the audio capabilities of graphics cards.

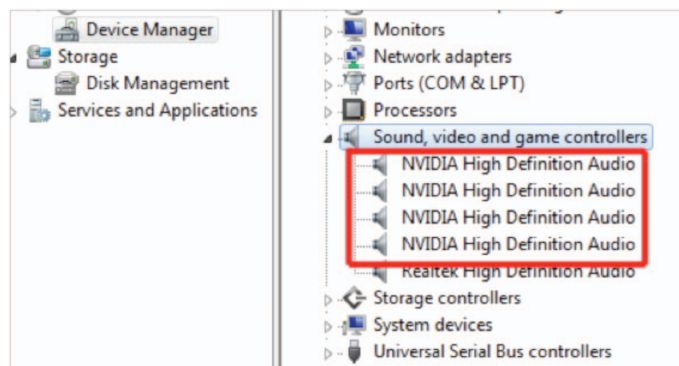


Figure 1. Make sure the ATI or NVIDIA (pictured) HD audio driver is being installed.



After the driver is installed and the computer has rebooted (if necessary), the audio device should be properly recognized in Windows® Device Manager.

Figure 2. The actual ATI or NVIDIA (pictured) device is recognized, not a generic audio device.



Select the audio device

In Windows® 7 and Windows Vista®, the audio device can be selected either in the Playback tab of the Sound settings found in the control panel, or by right-clicking the volume icon in the system tray and selecting Open Volume Mixer. Select the graphics-integrated audio device as the default playback device. In Windows® XP, in the control panel, select the Audio tab of the Sounds and Audio Devices Properties. Select the graphics-integrated audio device as the default device in the Sound Playback section.

BIOS settings

By default, when a plug-in audio card is installed, the onboard audio device is disabled by the system BIOS. If desired, this can be changed to enable both graphics-integrated and onboard audio devices. To change this setting, reboot the workstation and during boot press F10 to enter the BIOS setup. Under Advanced, select Device Options. The Integrated Audio setting can be changed to enable or disable the onboard audio.

Figure 3. The graphics-integrated audio (seen here as NVIDIA High Definition Audio connected to the HP 2159 monitor) is selected as the default playback device.

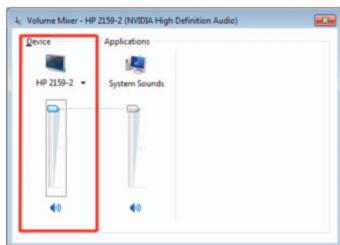


Figure 4. The onboard (integrated) audio can be enabled or disabled in the BIOS. This option is only available when an add-in audio device is present.

