Scope

This document describes how to test USB Device speaker example.

Preparation

Host

Personal computer running Windows Xp or Windows 7 for USB audio class 1.0.

MAC for USB audio class 2.0.

Device

A board, i.e. twrk22f120m, which is running dev_audio_speaker example.

A SigmaTel audio codec board, TWR-Audio board

Steps(USB Class 1.0)

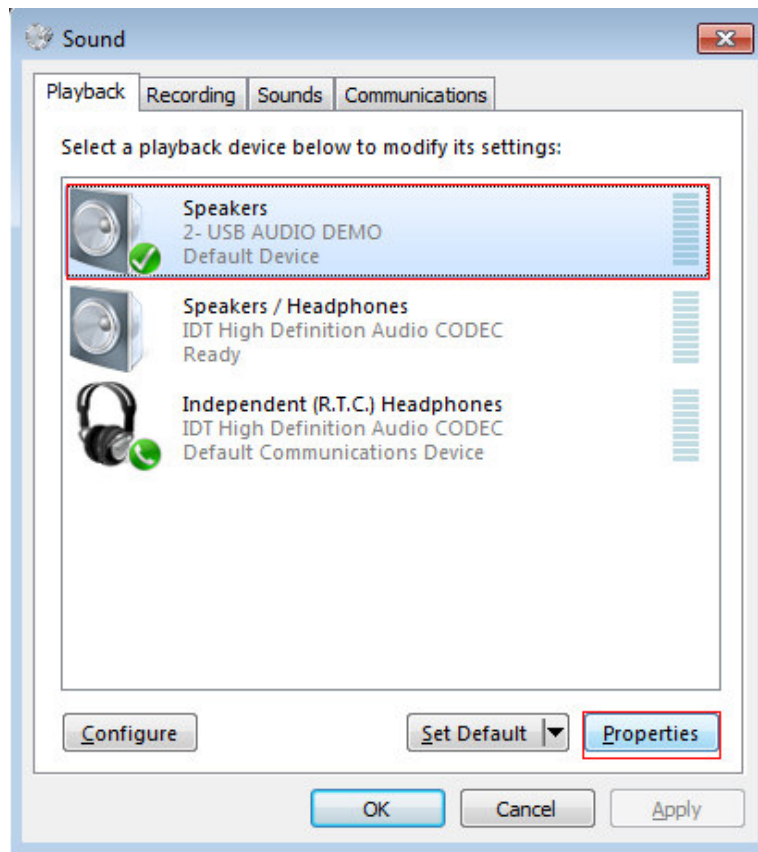Follow the steps to run the USB Device speaker demo.

1. Plug in the TWR-Audio to elevator system and use J3 on TWR-Audio as headphone out connector.

2. Plug-in the FSL audio speaker device which is running dev_audio_speaker example into PC.

3. After running the application, Windows will show a popup message indicating new hardware detected. Click on this message and a window showing the installation progress will be shown. Wait until the 'Ready to use' flags on both components are shown:
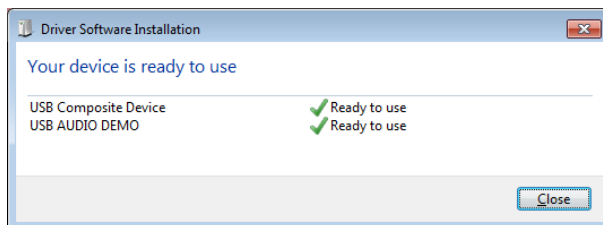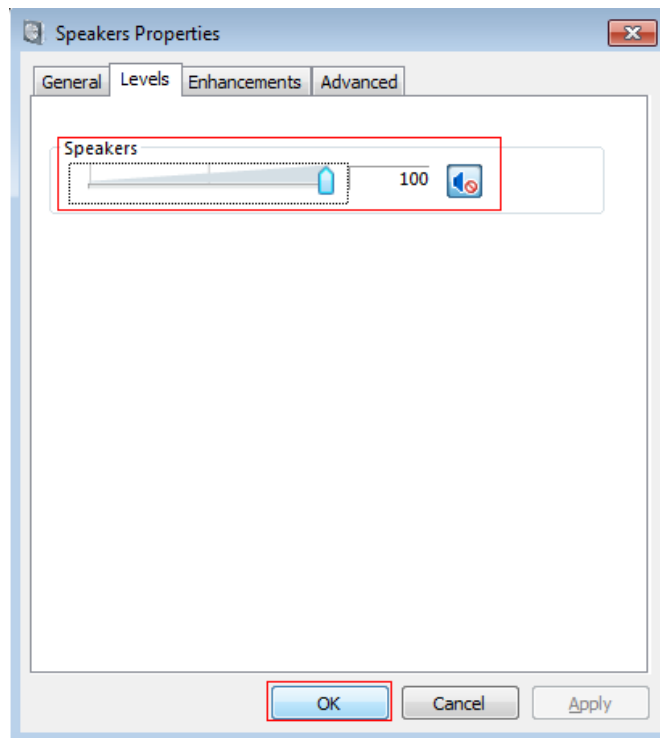

4. Now, right click on the Sound control icon of the Start bar (near to clock) and select 'Playback devices').

5. On the opened window, select the 'Playback' device with the description 'USB Audio Device' and click on the 'Proprieties' button.

6. On the new window, go to 'Levels' tab, and move the slide until 100%, then, click on 'OK'.

7. Back on the previous window be sure that 'USB Audio Device' is still selected, then click on the 'Set Default' button and finally, click on 'OK' button.
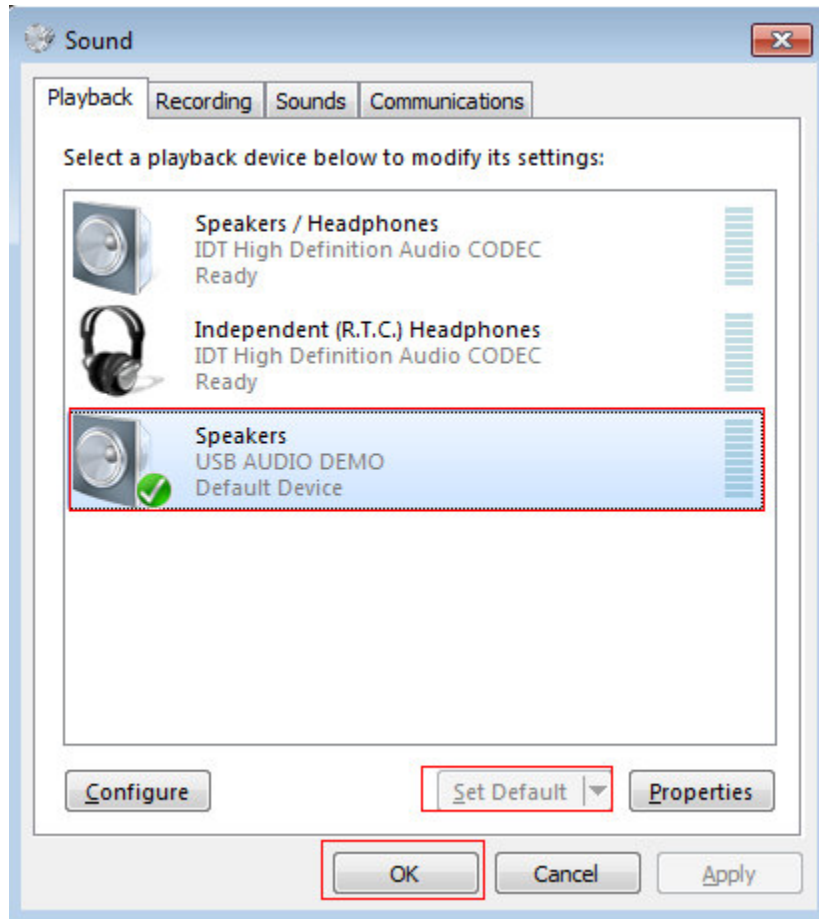
8. Open the Window Media Player application, select and play your favorite song, you can hear the song clearly.

Steps(USB Class 2.0)

Follow the steps to run the USB Device speaker demo.

1. Plug in the TWR-Audio to elevator system and use J3 on TWR-Audio as headphone out connector.

2. Plug-in the audio speaker device which is running dev_audio_speaker example into MAC. You will see a USB audio device enumerated in sound catalog under System Preferences.

3. You can select USB audio speaker device as the default audio device in sound catalog under System Preferences.

4. Open the quicktime application, select and play your favorite song, you can hear the song clearly.

Note: Change USBCFG_AUDIO_CLASS_2_0 from 0 to 1 in usb_device_config.h to enable audio class 2.0.