



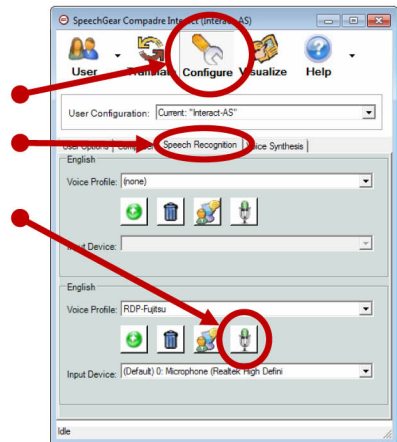
# USB Microphone Adapter

Simply put, the audio circuitry on some computers does not work well. Poor shielding can lead to static and/or low quality components can result in insufficient microphone gains. Lots of technical speak, but the bottom line is this adapter very likely solves all these problems. Let's get started by first checking if you need to use the adapter, and if so, then how it is used.

## Do I need to use the Adapter?

The adapter can only be used with analog microphones, not USB microphones. If you are already using a USB microphone and are having recognition issues, then please contact Auditory Sciences for additional assistance. If, however, you are using an analog microphone or you are simply not sure, then please do the following:

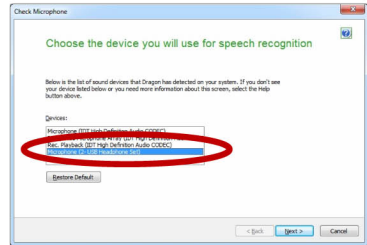
- (1) Turn on your computer and plug your microphone directly into your computer's microphone port (for now, don't use the adapter).
- (2) Launch Interact-AS and open a User Account. If you have not already created a User Account, please refer to the *Quick Start Guide for Interact-AS* for instructions on how to do this.\*
- (3) Using the Navigation Bar, click on the *Configure > Speech Recognition* tab
- (4) Click on the Microphone Icon and follow the steps for adjusting the volume settings of your microphone.
- (5) As part of this process, Interact-AS checks to see if your microphone is working, and then checks to see if it is of sufficient quality. If your microphone passes the two tests, then the microphone is fine and you do not need to use the adapter. If either of the tests fail, then yes, you should use the adapter. In that case, please read the other side of this guide where we will show you how to use the adapter.



\* You can view the *Quick Start Guide for Interact-AS* along with other helpful documents by going to the support page at [www.speechgear.com](http://www.speechgear.com). Also, please note that there are many useful tutorial videos for Interact-AS available at [www.youtube.com/auditorysciences](http://www.youtube.com/auditorysciences).

# Setting up the USB Microphone Adapter

- (1) **Close Interact-AS.** If you still have Interact-AS open, then you'll need to close it before moving on to the next step.
- (2) **Plug your microphone into the Adapter.** Make sure that you are plugging it into the microphone port, not the headphone/speaker port.
- (3) **Plug the adapter into one of your computer's USB ports.** You will always want to use the same USB port for your adapter, so pick a port that's easy to reach and please remember which one you used.
- (4) **Restart Interact-AS** and then follow steps 2 through 5 of the previous page, only this time select the *USB Microphone* as the *Device to use for Speech Recognition*.
- (5) **With the Adapter** you should pass the tests without any problem. If not, please contact us and we'll be glad to help in getting you "Interacting".
- (6) **Change the Microphone for all your User Accounts.** Open each user account, and in the *Configure > Speech Recognition* tab, select the USB Microphone to be your Input Device.



- (7) **To use your new Adapter with all your Programs** such as Skype, you should make the USB microphone the default recording device. To do this, go to *Control Panel > Hardware and Sound > Manage Audio Devices*. Then click the *Recording* tab, select the USB Microphone, and choose *Set Default*.
- (8) **If you are using an external amplified speaker** you have a choice of using the USB playback or the standard analog playback. Click on the *Playback* tab to select one of these options.



## Using the USB Microphone Adapter

That's it, you are all set to use your USB Microphone adapter. Remember

- (1) **Plug in the adapter prior** to starting Interact-AS, and
- (2) **Always plug the adapter** into the same USB port each time.

Thanks for "Interacting". As always, if you have any questions, please let us know, we'll be glad to help. We can be reached using [support@auditorysciences.com](mailto:support@auditorysciences.com) or by calling 507-664-9123.