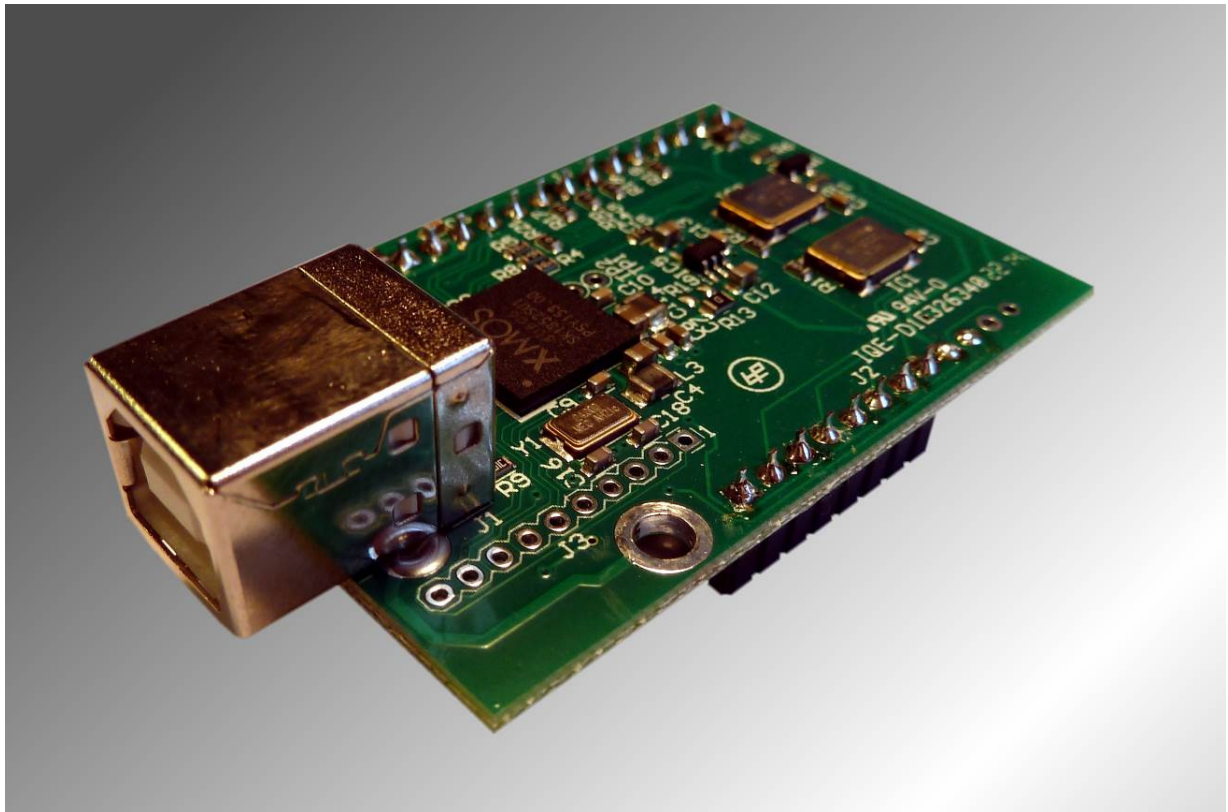




USB 3 module

384KHZ/24BIT DIGITAL AUDIO INTERFACE USER MANUAL



Made by **ALL ENGINEERING**



Warning!

Changes or modifications not authorized by the manufacturer can invalidate the compliance to CE regulations and cause the unit to be no more suitable to use. The manufacturer refuses every responsibility regarding damages to people or things due to the use of a unit which has been subject to unauthorized modifications or to misuse or to malfunction of a unit which has been subject to unauthorized modifications.



This unit is compliant with the following CE regulations when an USB cable less than 3m is used: CEI EN 55022:2009 Class B (Radiated Emissions), CEI EN 55024:1999, CEI EN 55024:A2/2003, CEI EN 55024:IS1/2008 (Radio Frequency Electromagnetic Fields, 50Hz Magnetic Field Immunity Test and Electrostatic Discharges – ESD).

Recycling



The label above, printed on the product case, indicates that the product, when no more usable, can't be treated as generic garbage, but must be disposed of at a collection point for recycling of electrical and electronic equipment, in compliance with the WEEE regulation (Waste of Electrical and Electronic Equipment).

By making sure that this unit is correctly recycled, you will help preventing potential damages to environment

and human health, which could be caused by a wrong treatment of this product as generic garbage. Materials recycling helps saving natural resources. For more in-depth information about recycling this product, please contact All Engineering BV .

WARNING: the information contained in this manual are considered to be reliable and accurate. All Engineering reserves the right to change or modify the information any time, without prior advice. It's up to the customer to ensure that the manual being consulted is the latest version.



Dear customer,

Thank you for purchasing USB 3 module. What you have is a first-rate USB-to-I2S converter with many unique features conceived to obtain the best audio performance out of a music file.

Even if getting digital music out of a PC, a Mac or a Linux computer is nowadays quite simple, much harder is to obtain the best sonic performance from it, due to intrinsic limits in USB 1.1 audio standard and the implementation of digital audio interfaces in computers.

The USB 3 module overcomes all the limits of usual USB-to-audio interfaces by exploiting the powerful performance allowed by USB 2.0 Audio class and by using asynchronous data transfer, along with a sophisticated electronic design.

The USB 3 module is optimized for all current Metrum Acoustics models having the USB option available



1. Connection to the host

ADVICE: Windows users must install the driver prior to connecting the USB3 module to the PC (please refer to section 5).

As the USB module is an modified OEM device, originally made by M2tech the standard M2tech drivers can be used and available on the CD

Connect the USB 3 module with a USB cable to the host USB 2.0 port by inserting its USB plug into the host socket. Please avoid using cables more than 4m, to avoid invalidating the bus performance. If your computer has a Windows operating system and a driver hasn't been installed prior connecting the USB 3 module, an error message may appear and you may need to disconnect the USB 3 module and install the driver (see section 5.3).

2. True plug'n'play operation with Mac

Mac computers with OSX 10.6.4 and later have a native support for audio devices compliant with USB Audio Class 2.0. This means that the driver is already included in the operating system and the user needs not to install anything: just connect the USB 3 module to your Mac and it will be immediately recognized by the OS and ready to use. Macs with older OS need update to use the USB 3 module. To use USB 3 module as output device for your Mac, you need to select it as default output device from the Audio Control Panel (Preferences -> Sound) as shown in Figure 2: The unit acts and will be visible as an M2tech device.

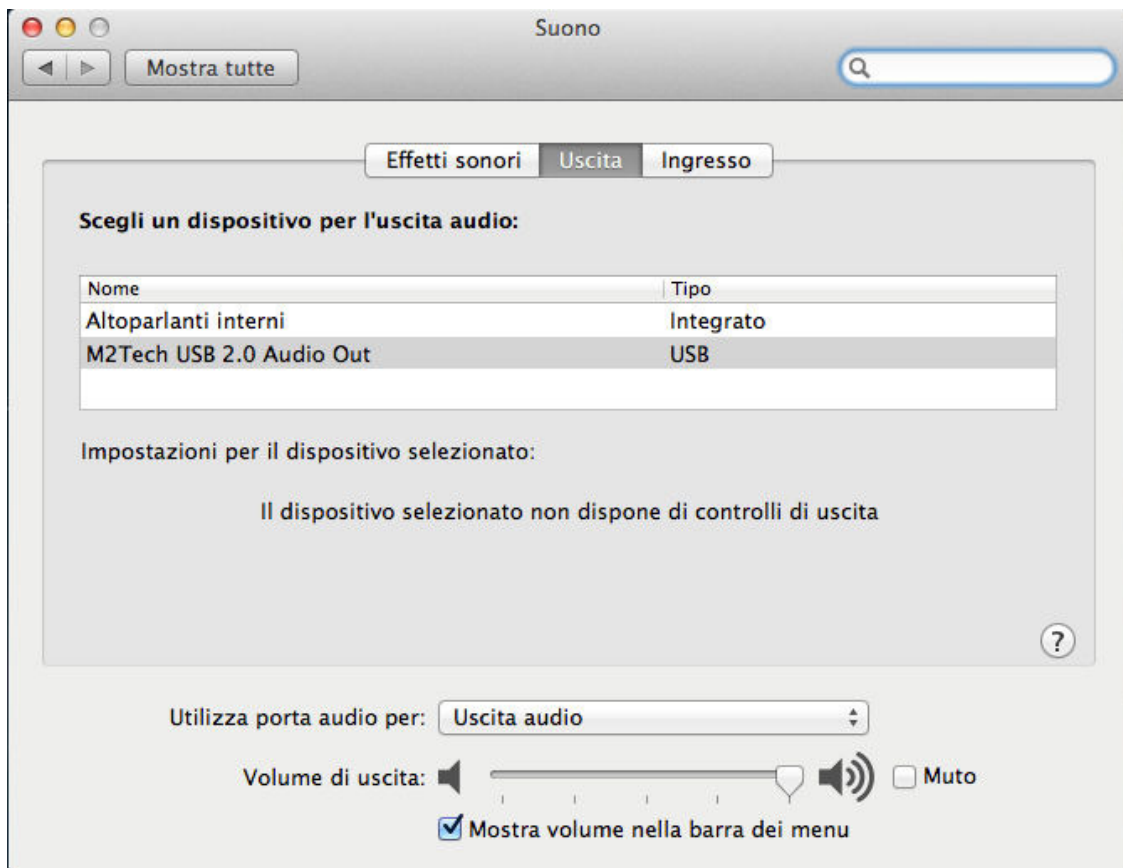


Figure 2

After selecting M2tech USB 2.0 Audio out, please check settings, particularly the output sampling frequency (Figure 3): that setting forces the sampling frequency for the USB 3 module, regardless the native sampling frequency of the various tracks being played back (to get rid of such unease operation mode, you may want to use a player which



automatically changes this setting based on each track's native sampling frequency, Like Sonic Studio's Amarra or PureMusic).

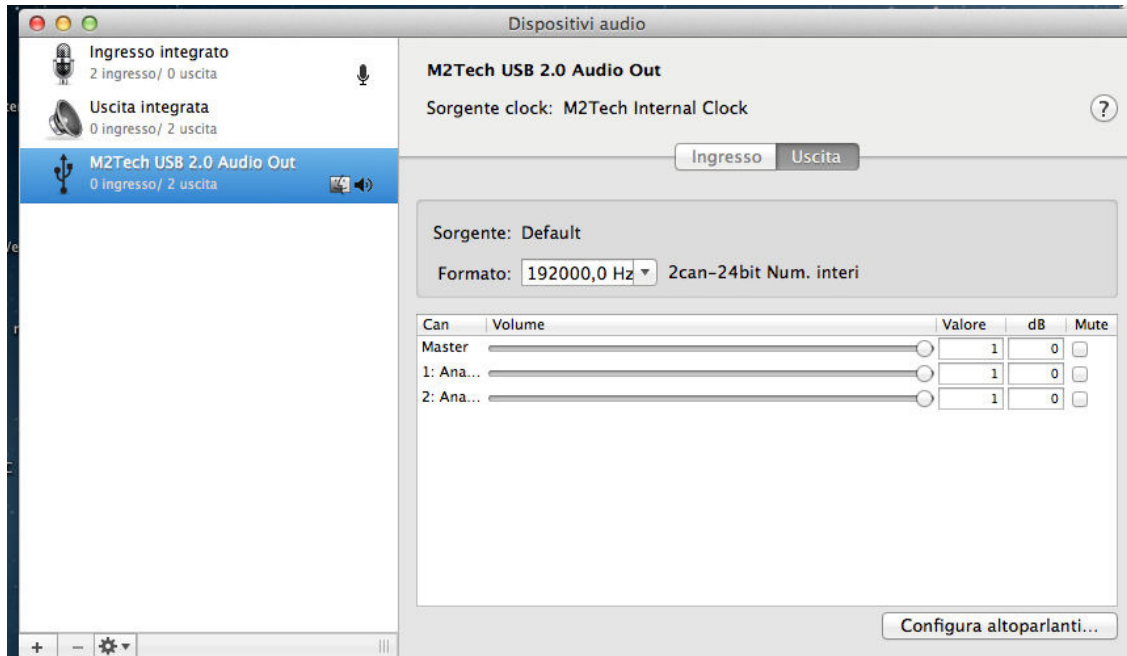


Figure 3

3. True plug'n'play operation with Linux

Linux has a native support for audio devices compliant with USB Audio Class 2.0 based on ALSA. This means that the driver is already included in the operating system and the user needs not to install anything: just connect the USB 3 module to your PC with Linux and it will be immediately recognized by the OS and ready to use. ALSA version needs to be 1.0.24 or later. To use the USB module as output device, select it as default output device for the system or for the player you're using.

4. Operation with iPad and Android-based tablets

iPad also supports USB Audio Class 2.0. This means that it is possible to connect the USB module to an iPad through the latter's camera kit, which exports a high speed host USB port. Once the USB module is connected, the iPad automatically set it as default output device. Android tablets may potentially use the USB module, provided they have a 2.0 or 1.1 USB host and ALSA or any other audio management module compliant with USB Audio Class 2.0. Please refer to the tablet's specification chart.



Note: In case of the Pavane or Hex dac the USB module gets his power from a build in dedicated power supply so no current should be needed from both iPad or Android-based tablets.



5. Windows driver installation

5.1. Obtaining the driver

The Windows driver for the USB 3 module is available on the M2tech website, in the download page (<http://www.m2tech.biz/it/hiface2.html>) or Metrum Acoustics download page (<http://www.metrum-acoustics.com/SupportEN.html>). Download the exe file containing the driver package and save it to a folder in your PC. This is a self-extracting file which will deliver a folder. Double-click on it to extract the folder. Please pay attention to the location where the folder will be extracted to avoid losing it into the hard disk (Figure 4).

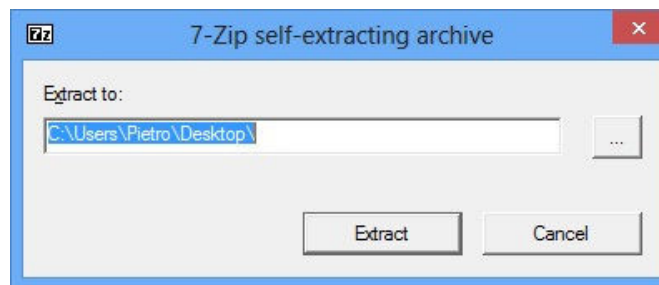


Figure 4

5.2. Installing the driver on a Windows-based PC (XP, Vista, Windows 7 and Windows 8, 32 & 64 bits)

Uninstall older driver version if already installed (see section 5.3). Then follow the instruction to successfully install the driver. Please note that the pictures in this Section are taken from installation process for either Window 7 and Windows 8: the process is basically the same and also applies to Windows XP and Vista.

Open the folder produced by the self-extracting exe file. Double-click on "setup.exe" and follow the indications provided by the setup program. First, the installation wizard will ask for authorization to start installation (Figure 5). Accept.



Figure 5

Then, the wizard will check for system features. At a certain point, it will ask you to plug the USB module in one of the USB ports (Figure 6).

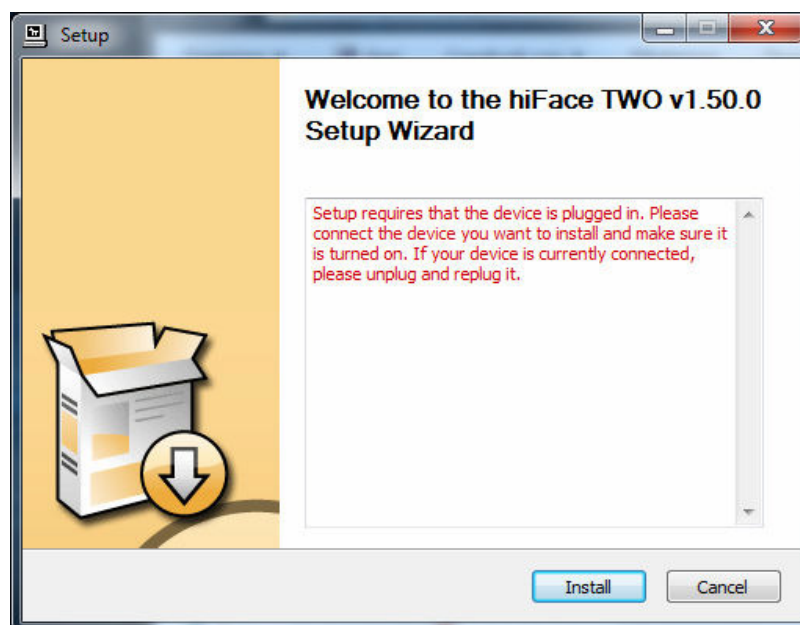


Figure 6



Follow the indications and plug the device in one port, then click on “Install”. You will be asked to follow the destination folder (Figure 7).

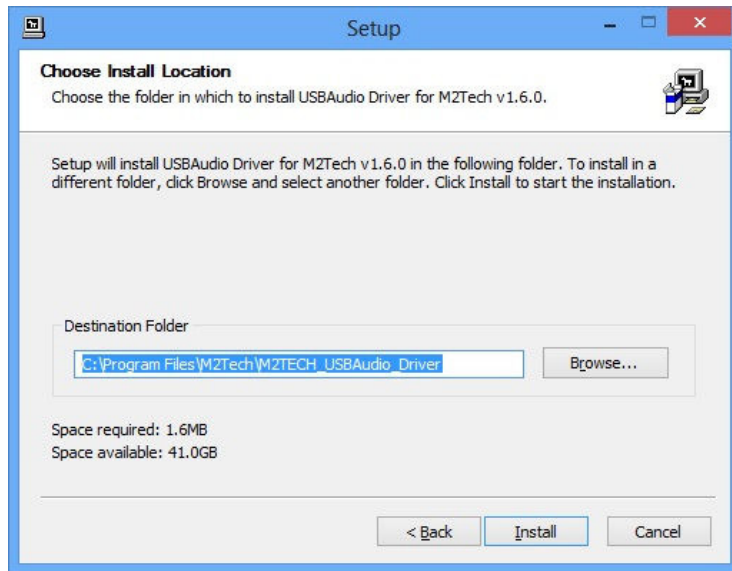


Figure 7

The installation process continues showing the progress (Figure 8).

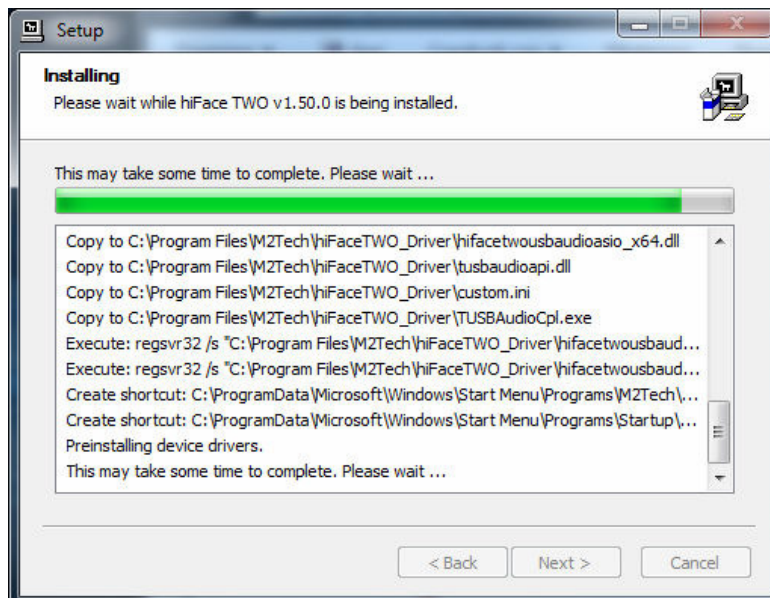


Figure 8



At the end of the installation process, the wizard notify the completion (Figure 9).

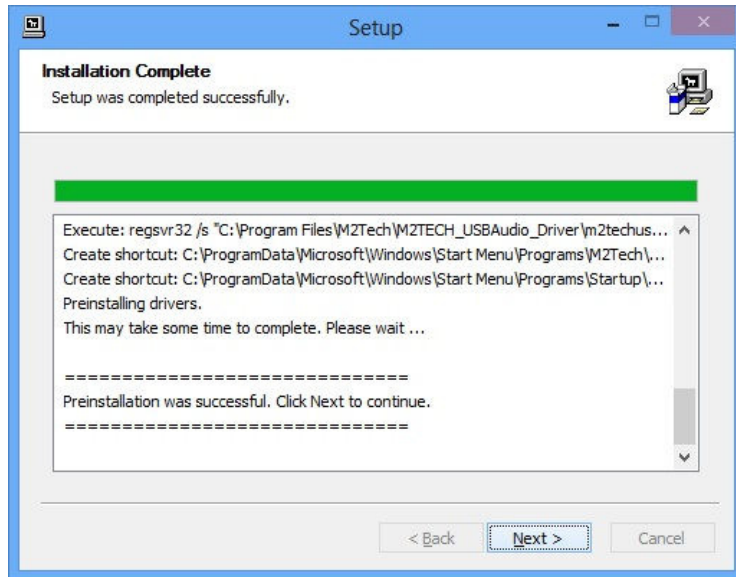


Figure 9

Click on "Next": the installation is almost completed (Figure 10). Click on "Finish" to complete the installation.

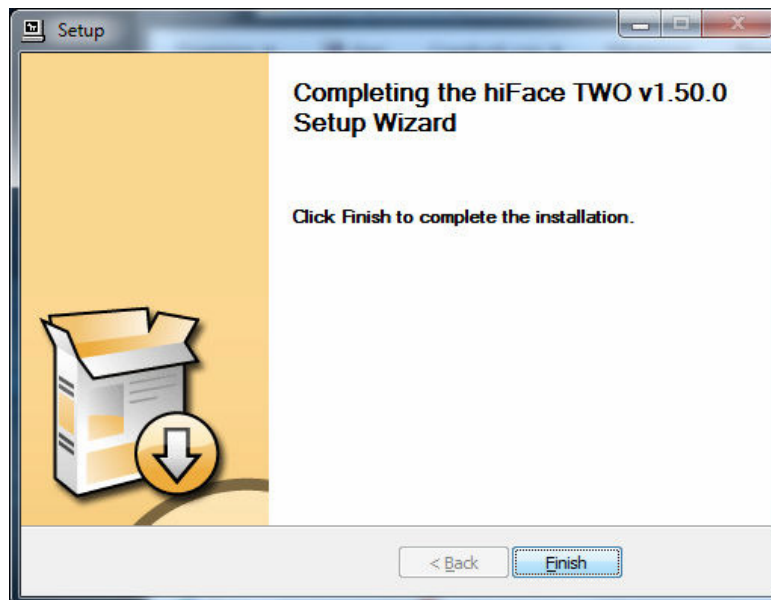


Figure 10



At the end of the installation process, the USB Audio Class control panel is running and you can open it by clicking on the red “T” to the bottom right of the desktop (Figure 11) to check and select various operation options.

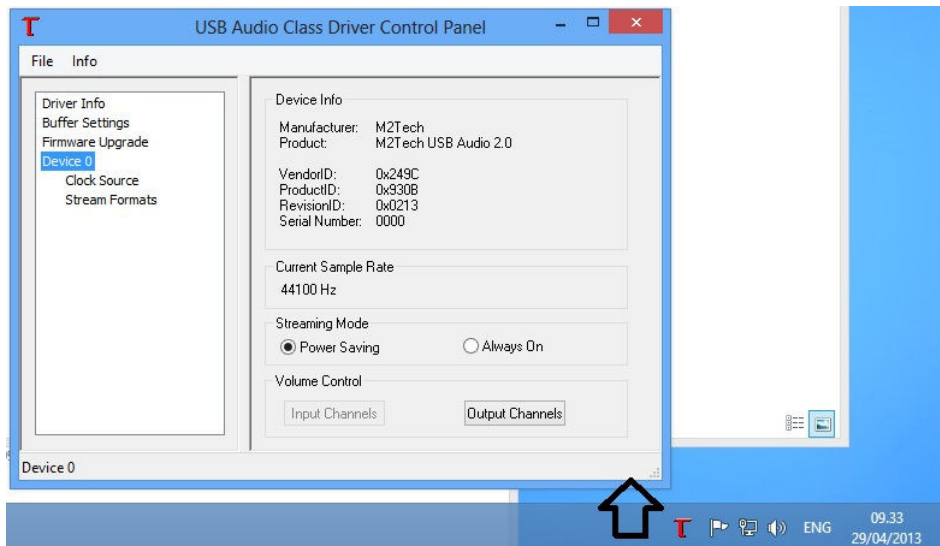


Figure 11

5.2.1. Checking for right installation and trying the interface

From Control Panel -> Audio select the HiFace Two module in the “Playback” tab and then choose Properties. This windows also allows you to set USB module as default output device, which is mandatory when user needs to use the USB module to listen to Youtube files audio and other streaming sources (Figure 12).

Select the Advanced tab, from the drop down window choose the desired audio sample rate and then try it out: you should hear a bell ringing in your system’s speakers. Also check the Exclusive Mode access boxes. In this way the running player will take the exclusive access to the device, ensuring high end performance. Warning: this modality is not appropriate for the shared access, for instance when user sets HiFace Two module as the default output audio device: in this case, multiple access would be desirable.

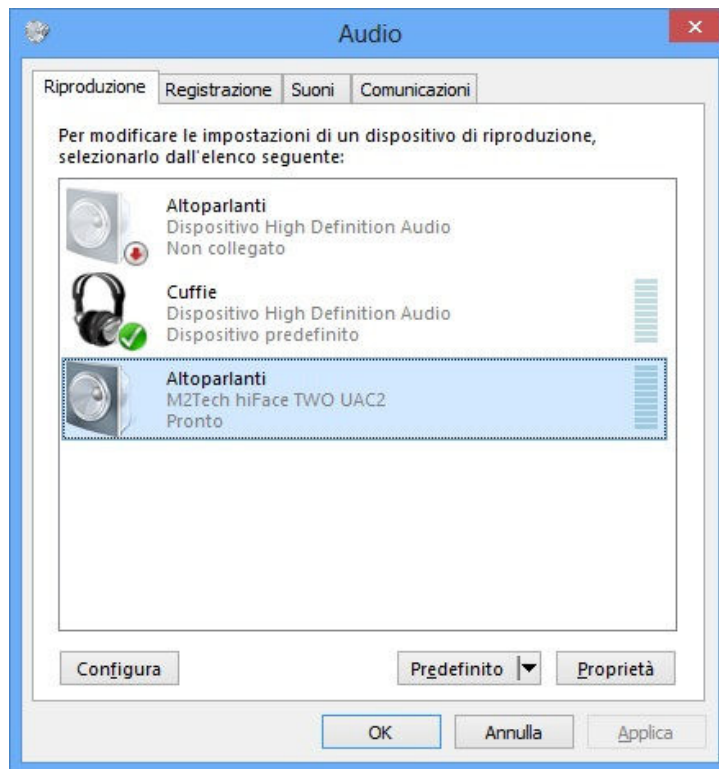


Figure 12

5.3. Uninstalling the driver

Sometimes it is necessary to uninstall the driver to roll back to a previous version. Uninstall is a quite simple procedure. Go to the control panel and launch the “Application Installation” utility (Figure 13). Look for the hiFace TWO module driver item in the list. Double-click on it to launch uninstalling.

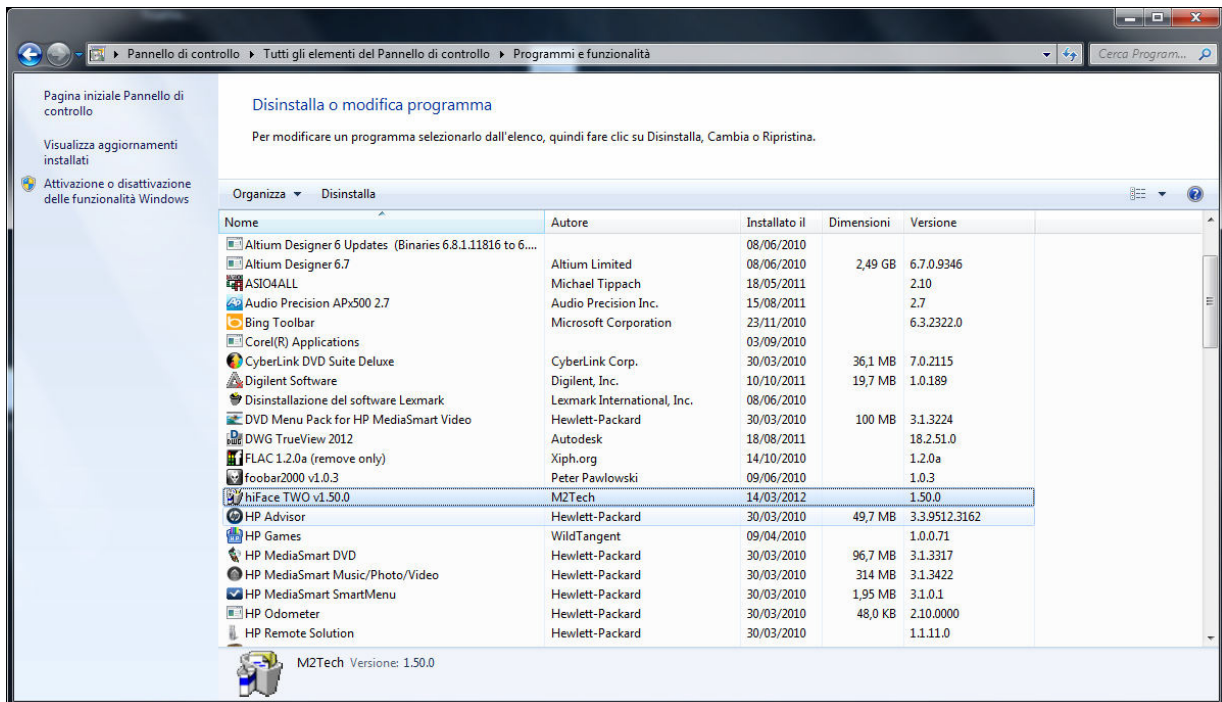


Figure 13

The installation wizard, which also handles uninstalling, will show up (Figure 14 on next page). Click on “Uninstall” to start uninstalling.



Figure 14

At this point, the wizard will show up the installation progress (Figure 15), up to the end.

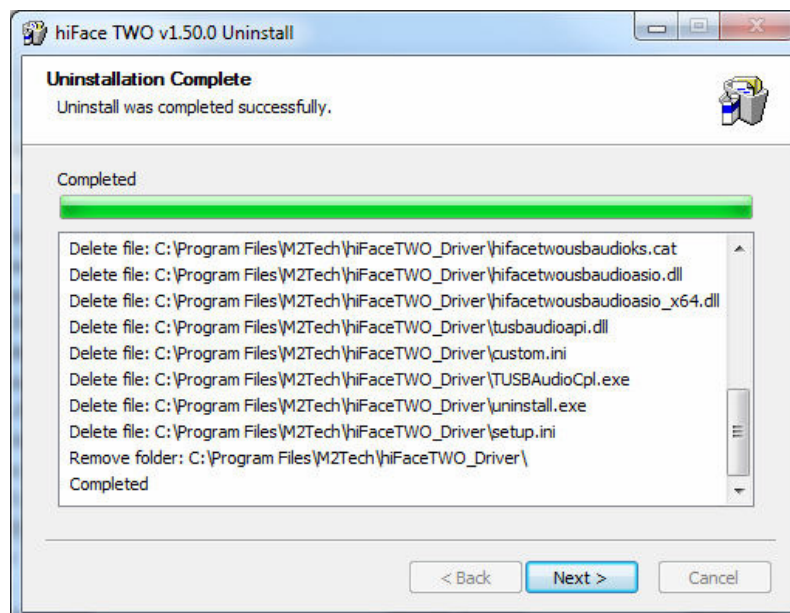


Figure 15



After the uninstalling of all files related to the driver is complete, the “Next” button will be enabled. Click on it. The final message will appear (Figure 16). Click on “Finish” to complete uninstalling.

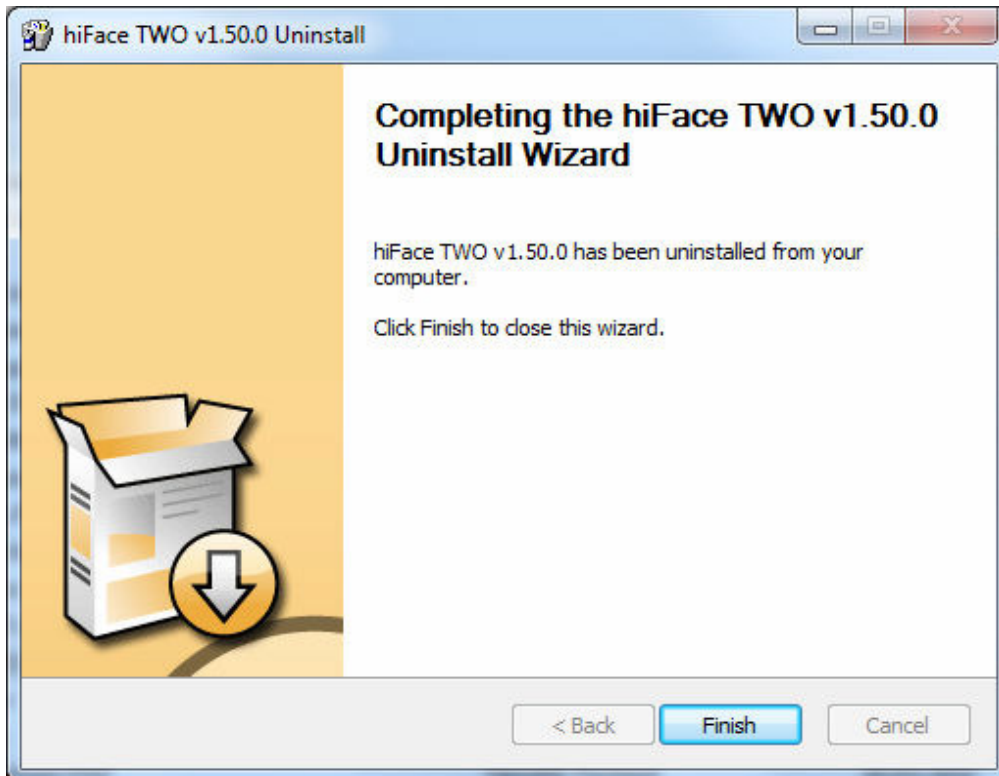


Figure 16

6. Configuring the computer to use the USB 3 module

6.1 Configuring a PC with Windows XP

A PC with Windows XP can use the USB module in two different ways: Direct Sound (DS)* and ASIO. The first mode is suitable for most players, such as Windows Media Player and iTunes, or for Internet streaming, while the second can be chosen (for better performance) with players which can operate in ASIO mode. ASIO is widely used by professional audio software tools and ensures bit-perfect performance.



*Please note that DS mode doesn't allow for hi-end performance, as the various audio streams from various sources (OS synthesizer, Windows sounds, audio player...) are mixed together. This mode is nevertheless mandatory when enjoying streaming material, such as Youtube videos or Spotify programmes.

6.1.1. Configuring for Direct Sound with Windows XP

Connect the USB 3 module to your PC. Then, go to the Control Panel and launch the Sound and Audio Peripherals utility. Select the Audio tab. In the Predefined Peripheral drop-down menu of the Playback area, select "M2Tech Audio 2.0 Output" (see figure 17).

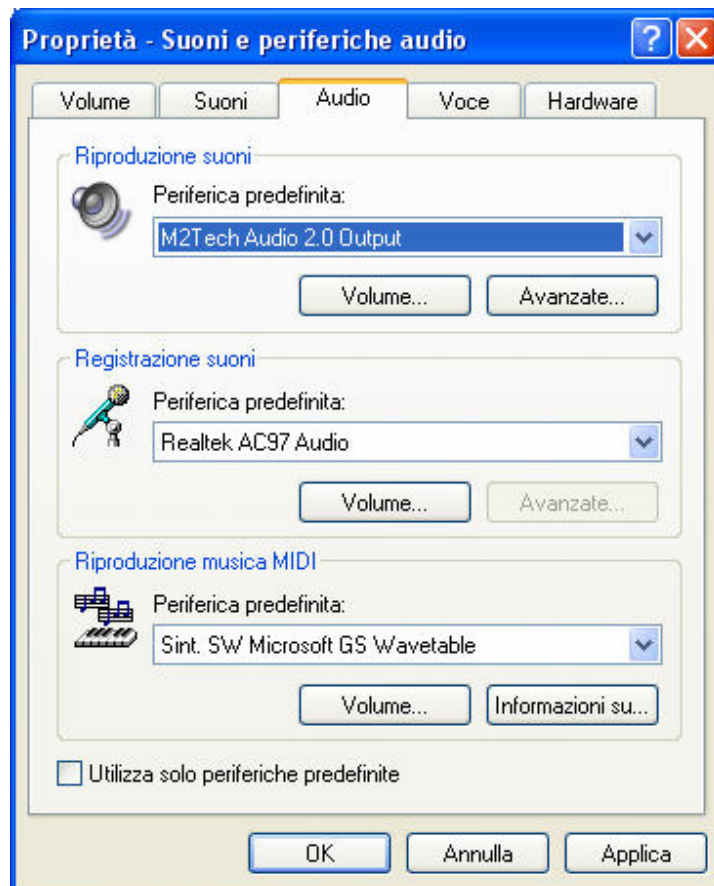


Figure 17



Then, select the “Voice” Tab. Again, select “M2tech Audio 2.0 Output” in the drop-down menu of the Playback area. Click on OK button. Please be advised that even if the peripheral is listed as “kernel streaming”, it will operate in Direct Sound mode when listed here. From now on, unless the USB 3 module is disconnected or settings are changed again, hiFace Two is the audio peripheral all audio programs will use when operating in direct sound mode.

6.1.2. Configuring for ASIO with Windows XP

ASIO has no standard setting in Windows XP. ASIO must be selected in the specific player you choose to use. For example, when using FooBar, with the USB 3 module connected to the PC, go to the File/Preferences/Playback /Output tab and select “ASIO: hiFace TWO module” as output device. Other players will require different settings (see section 5).

6.2. Configuring a PC with Windows Vista, Windows 7 or Windows 8

A PC with Windows Vista or Windows 7 can use the USB 3 module in four different ways: Direct Sound (DS)*, Kernel Streaming (KS), WASAPI and ASIO. DS is suitable for players which can’t operate in Kernel Streaming mode nor with WASAPI or for Internet streaming; KS can be chosen (for better performance) with players which can operate in Kernel Streaming mode (such as FooBar, Winamp, Monkey Media, JRiver). WASAPI (Windows Audio Standard API) is a standard interface for audio players which allows to get the same performance of KS with applications which can’t operate in KS mode, at the cost of higher CPU load. Much the same can be told about ASIO.

*Please note that DS mode doesn’t allow for hi-end performance, as the various audio streams from various sources (OS synthesizer, Windows sounds, audio player...) are mixed together. This mode is nevertheless mandatory when enjoying streaming material, such as Youtube videos or Spotify programmes.

6.2.1. Configuring for Direct Sound with Windows Vista, Windows 7 or Windows 8

Open control Panel and select Hardware and Sounds. Under Audio, click on Manage Audio Devices. The following windows will appear, in which USB module is listed. Set hiFace TWO module as predefined device. Then, click on OK.

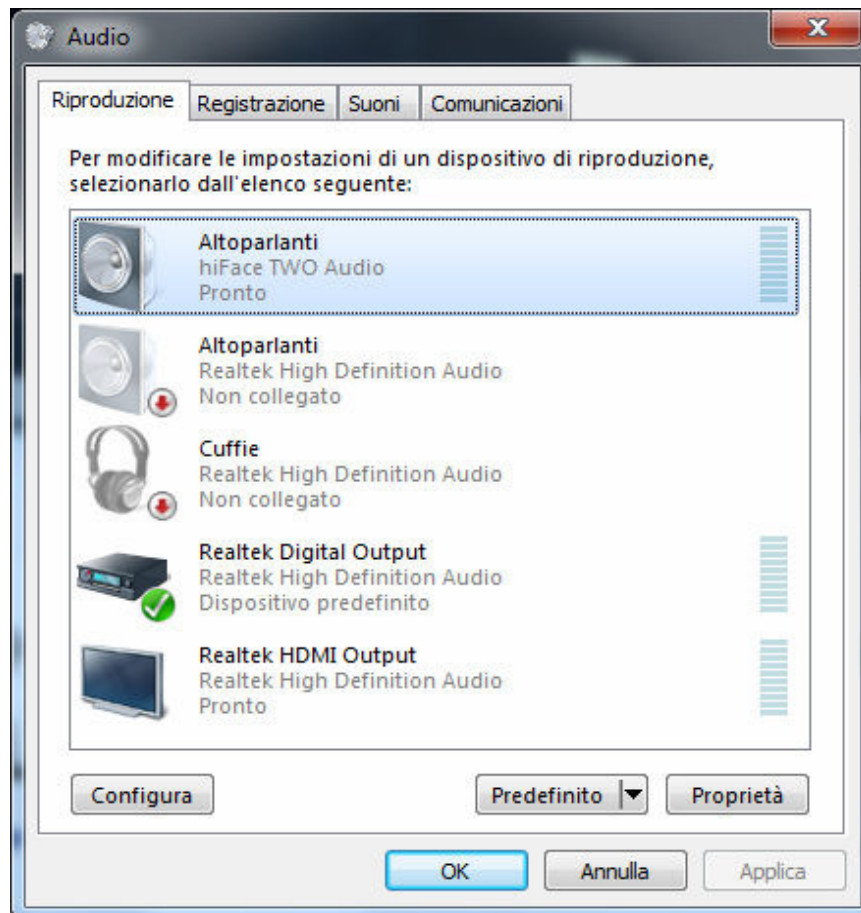


Figure 18

6.2.2. Configuring for Kernel Streaming with Windows Vista, Windows 7 or Windows 8

As for Windows XP, Kernel Streaming has no standard setting in Windows Vista and Windows 7. KS must be selected in the specific player you choose to use.

For example, when using FooBar, with USB 3 module connected to the PC, go to the File/Preferences/Playback /Output tab and select “KS: M2tech Audio 2.0 Output” as output device. Other players will require different settings (see section 5).

6.2.3. Configuring for WASAPI with Windows Vista, Windows 7 or Windows 8

As happens with Kernel Streaming, WASAPI cannot be directly accessed. WASAPI must be selected in the specific player you choose to use. For example, when using FooBar, with USB module connected to the PC, go to the File/Preferences/Playback /Output tab and select “WASAPI: Speakers (hiFace TWO Audio)” as output device.



Other players will require different settings (see section 6).

6.2.4. Configuring for ASIO with Windows Vista, Windows 7 or Windows 8

As happens with Kernel Streaming and WASAPI, ASIO cannot be directly accessed. ASIO must be selected in the specific player you choose to use. For example, when using FooBar, with the USB 3 module connected to the PC, go to the File/Preferences/Playback /Output tab and select “ASIO: hiFaceTWO ASIO driver” as output device. Other players will require different settings (see section 7).

7. Configuring the player for Kernel Streaming: two examples

7.1. FooBar

To use FooBar in KS mode it is necessary to download the DLL for Kernel Streaming from the FooBar2000 website and install it in the Components sub-folder inside FooBar2000 main folder in your hard disk. The DLL can be found at http://www.foobar2000.org/components/view/foo_out_ks (click on Download). It is a zip folder which contains the DLL. Extract it from the zip and copy to the Components folder. Then, restart FooBar, go to the File/Preferences/Playback/Output window and set parameters as in figure 19.

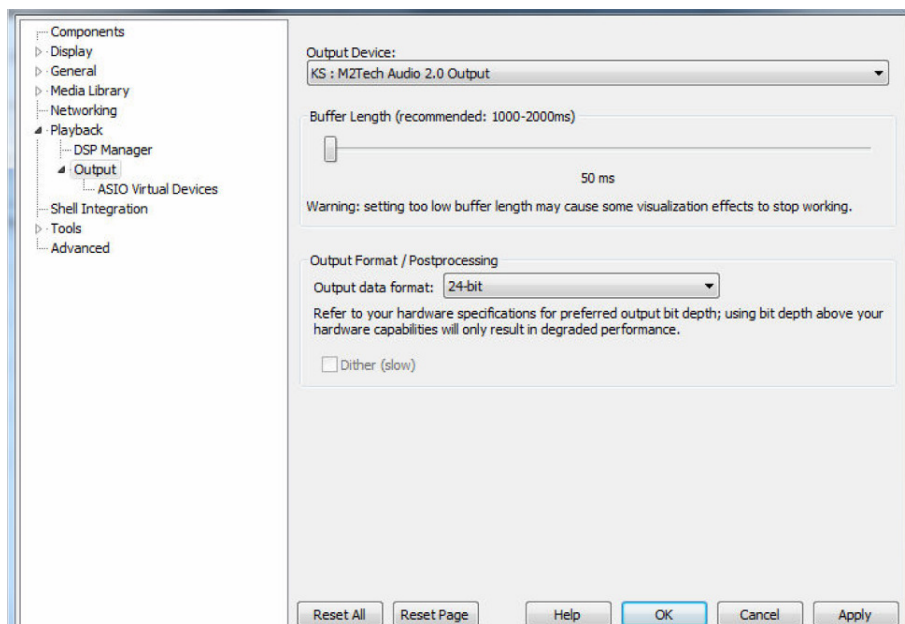


Figure 19

7.2. Winamp and MediaMonkey

These two players are actually the same player with different skins, so they can share the same plug-ins. A freeware plug-in for Kernel Streaming by Steve Monks is available on the Internet (<http://www.stevemonks.com/ksplugin/>) that can be used to enable Kernel Streaming operation with these players. Download the zip file, extract the dll file and copy it into the Plugins folder inside Winamp main folder. With USB module connected, right-click on Winamp and select Display/Select Plug-ins. The Preferences window of Winamp will open (see figure 20).

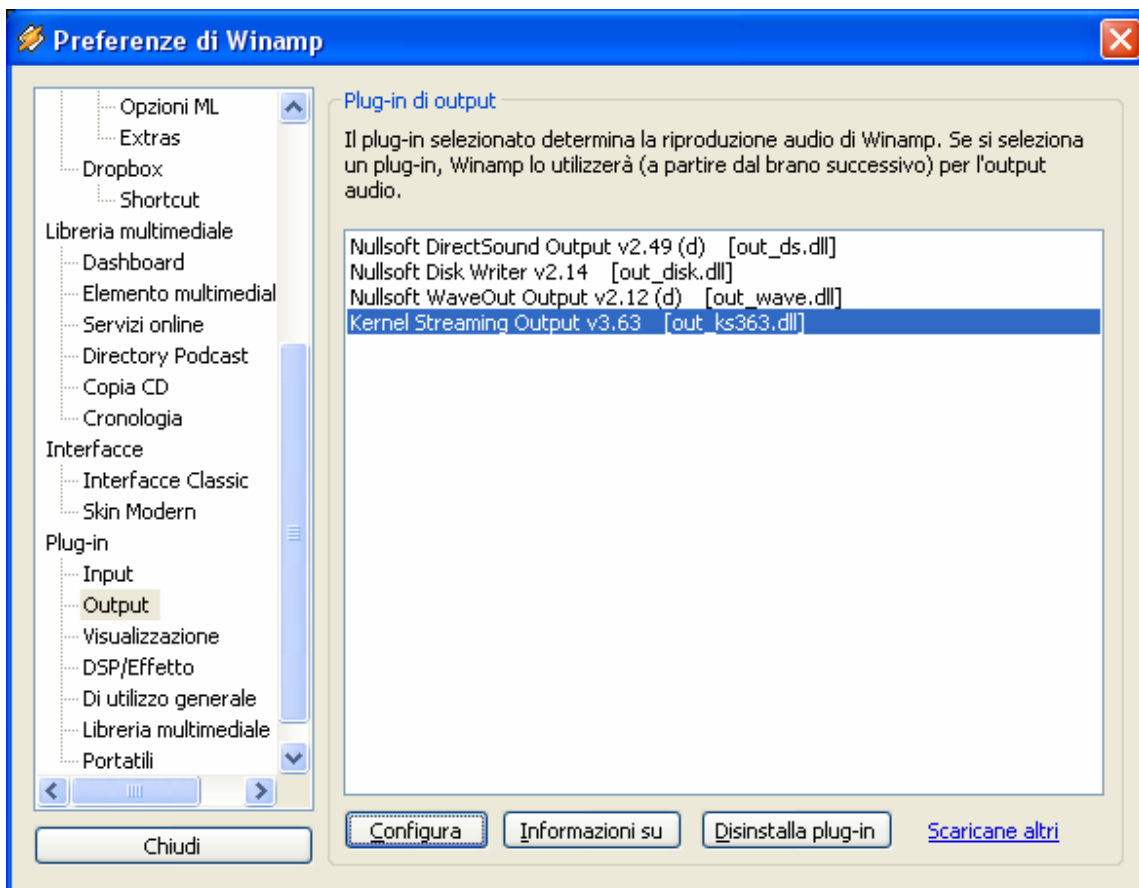


Figure 20

Go to Plug-in/Output and select “M2tech Audio 2.0 Output”. Then click on Configure button. Choose hiFace TWO Kernel Streaming in the output device list (Figure 21).

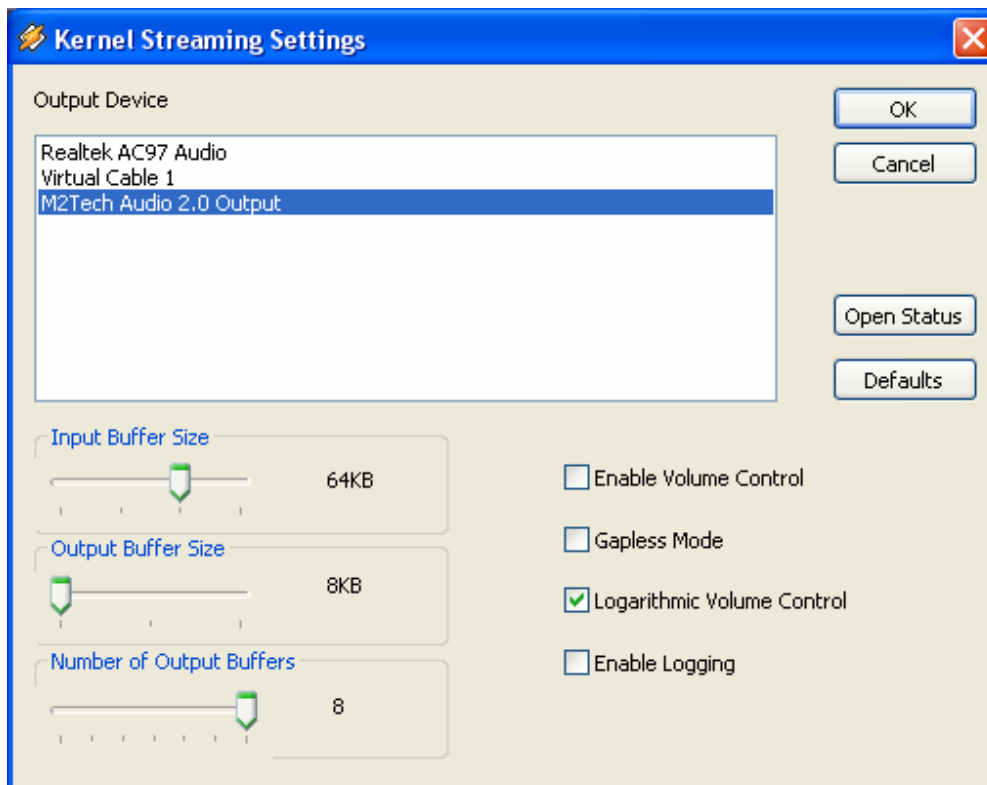


Figure 21

8. Configuring the player for WASAPI: two examples

8.1. FooBar

To use FooBar with WASAPI under Windows 7 or Windows 8 it is necessary to download the DLL for WASAPI from the FooBar2000 website and install it in the Components subfolder inside FooBar2000 main folder in your hard disk. The DLL can be found at http://www.foobar2000.org/components/view/foo_out_wasapi (click on Download). It is a zip folder which contains the DLL. Extract it from the zip and copy to the Components folder. Then, restart FooBar, go to the File/Preferences/Playback/Output window and set parameters as in figure 22.

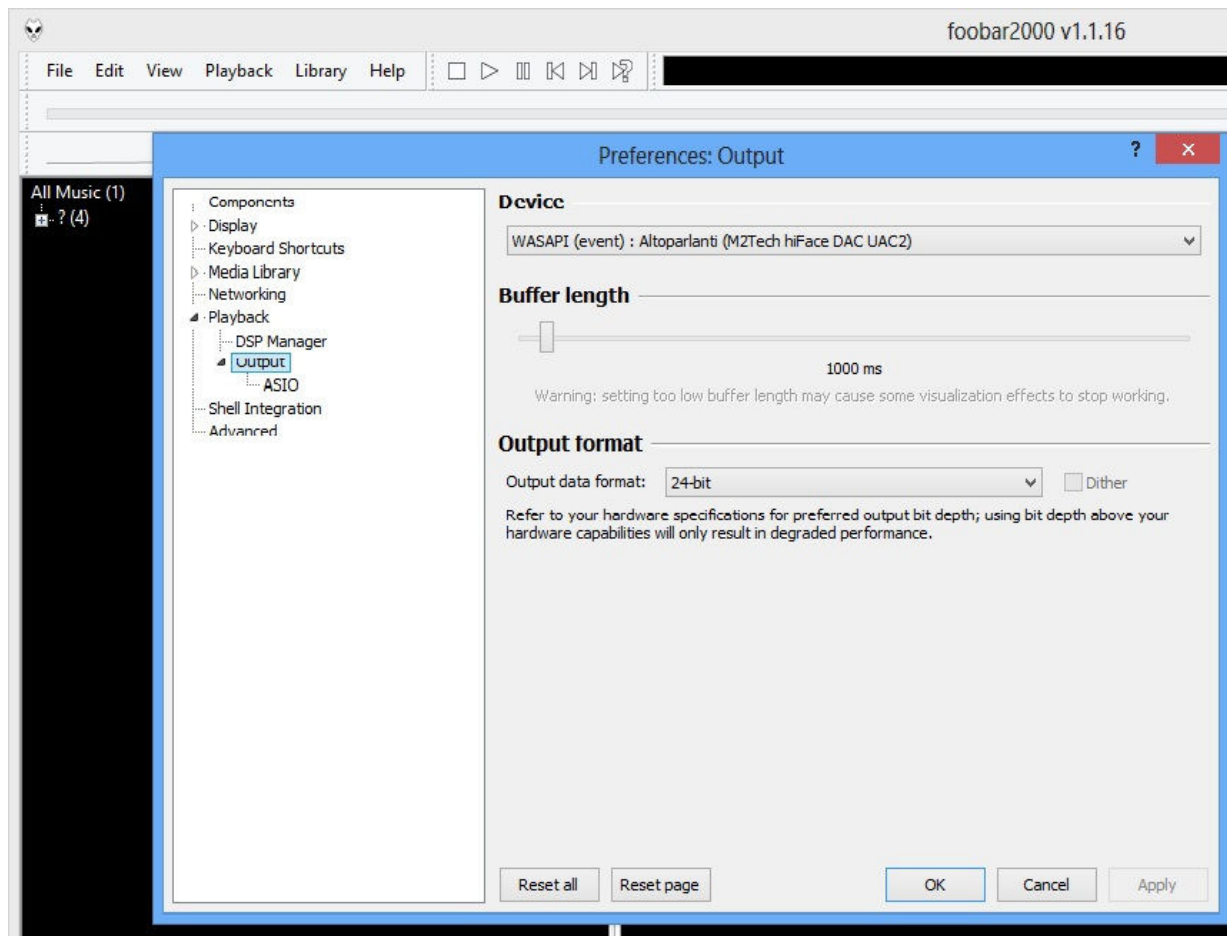


Figure 22

Please note that 24 bits is OK for WASAPI. Please refer to the Foobar2000 technical notes for more info.

8.2. JRiver

From JRiver Option menu, configure the Output Mode to use WASAPI Event style, the configure the output mode settings as in Figure 23. Please refer to the JRiver technical notes for more info.

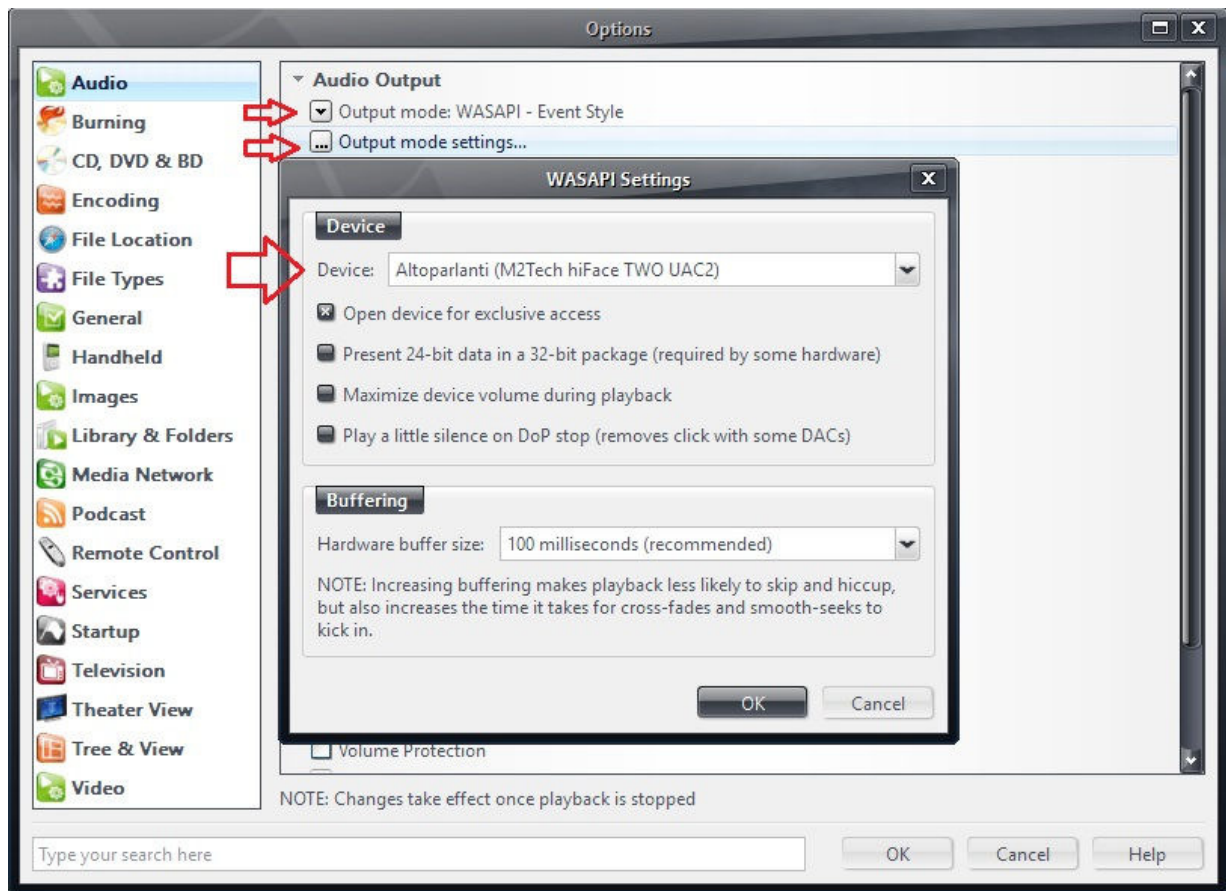


Figure 23

9. Configuring the player for ASIO: an example

9.1. FooBar

To use FooBar with ASIO under Windows 7 it is necessary to download the DLL for ASIO from the FooBar2000 website and install it in the Components sub-folder inside FooBar2000 main folder in your hard disk. The DLL can be found at http://www.foobar2000.org/components/view/foo_out_asio (click on Download). It is a zip folder which contains the DLL. Extract it from the zip and copy to the Components folder. Then, restart FooBar, go to the File/Preferences/Playback/Output window and set parameters as in figure 24.

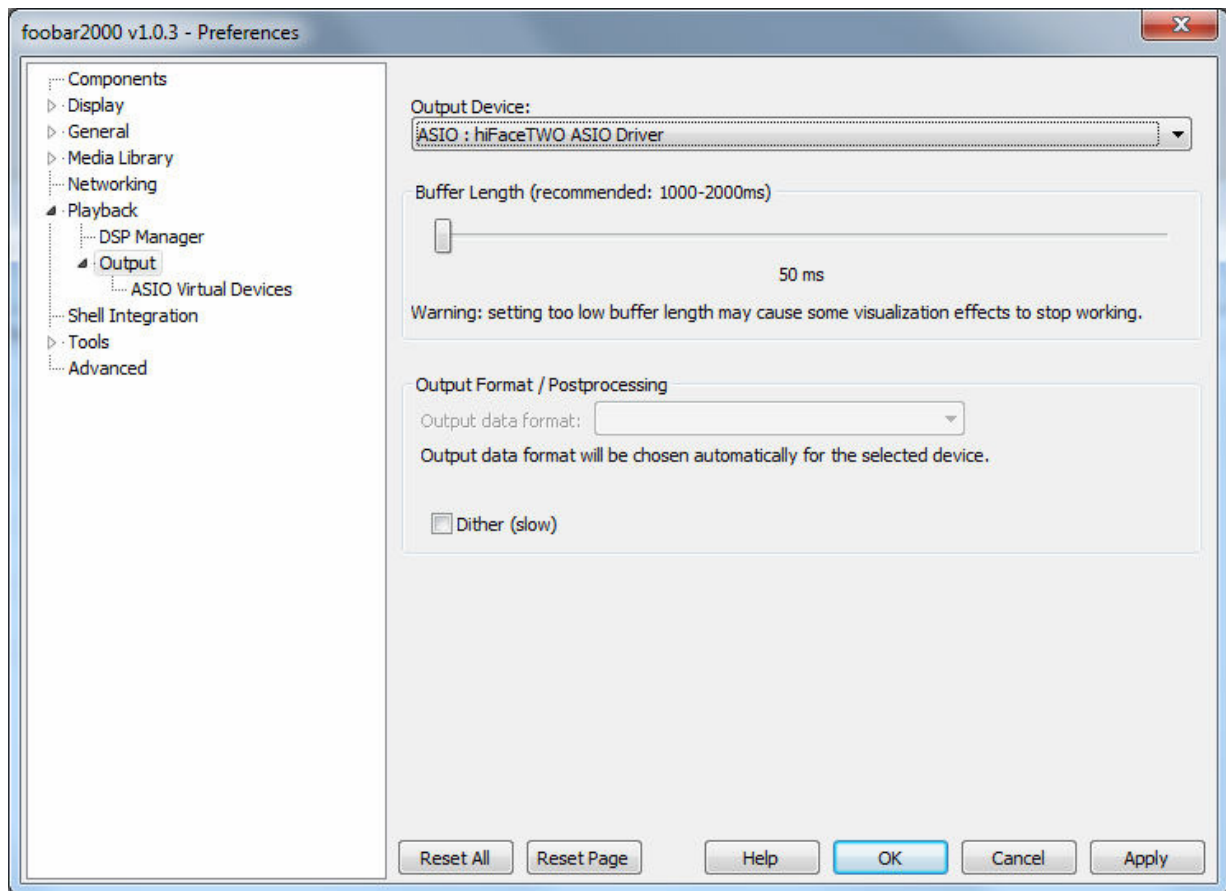


Figure 24

10. Interface Special Features

10.1. Precision oscillators

The USB 3 module uses two high precision, low phase noise oscillators as time base for data transfer to the DAC. This way, jitter is kept at a minimum, while output transfer is virtually isolated by the USB interface timing low stability.

10.2. Asynchronous transfer mode

The USB 3 module uses an asynchronous transfer mode to get data from the computer. This way, the actual transfer timing is mastered by the USB 3 module, thus avoiding all time uncertainties and thus the jitter caused by the computer USB interface.



11. Technical Specifications

Sampling frequencies: 44.1, 48, 88.2, 96, 176.4, 192, 384kHz
Resolution:..... 16 to 24 bits
USB: USB Audio Class 2.0
Compatibility: Windows XP⁽¹⁾, Windows Vista (32 & 64 bits),
Windows 7 and 8 (32 & 64 bits);
OSX (10.6.4 and later);
Linux (ALSA 1.0.24 or later)
Internal clock precision: +/-10ppm 0 to 60 °C, 2ppm typical @ 25 °C
Minimal requirements:..... 1.3GHz CPU clock, 1GB RAM, 2.0 USB port

Note:

1) DS and ASIO modes only.