RSX 3D Tray Tool

The RSX 3D Tray Tool enables easy selection of an audio output peripheral device. RSX 3D has been optimized to provide the optimal sound experience for a range of different audio output devices. This applet enables the selection of Headphones and Speakers. You can also turn True 3D Sound on and off. The setting you choose is dependent on your listening environment and personal preference.

At any time, RSX 3D can be configured to change the peripheral for audio rendering.

Introduction

The RSX 3D Tray Tool is a handy utility for telling RSX 3D what kind of audio peripheral is connected to your audio system. At any time, a new peripheral selection can be made. RSX 3D will automatically begin rendering audio optimized for the selected peripheral.

Headphones

Select headphones when headphones are connected to your audio system. High quality headphones are recommended with this option for maximum benefit.

Speakers

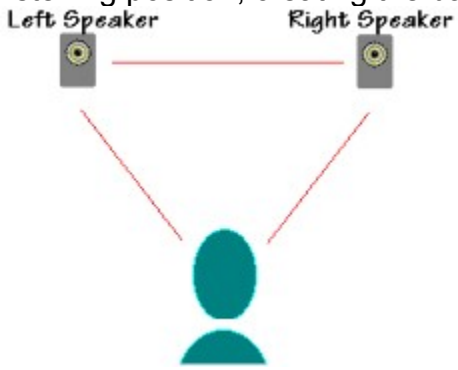
Select speakers when speakers are connected to your audio system. You need to correctly position your speakers to listen to “True 3D Sound”. Go to the True 3D Sound Help Page to view the correct speaker positions.

True 3D Sound

Select the True 3D Sound option to experience the highest quality audio possible. True 3D sound (based on HRTF technology) allows you to hear sounds all around your head - above your head, below, to the left, to the right, and so forth.

SPEAKERS

If you are using speakers along with "True 3D Sound" you will need to correctly position your speakers. The diagram below shows the proper positioning of your speakers to experience True 3D Sound. The left and right speakers must be equidistant from your listening position, creating the base of an equilateral triangle.



The 3D effect is best when your listening position does not change. Try not to move your head too much (especially to the left or right) once your find the "sweet spot". For best results, the exact speaker placement may require some experimentation. As a starting point, you might want to use a meter or yard stick to position the speakers.

NOTE: True 3D Sound requires more computing power than audio rendered without True 3D Sound. If you want to increase the performance of your RSX 3D-enabled application (i.e. speed up the graphics, but make the sound less realistic) you can deselect the True 3D Sound option (uncheck the check box).