

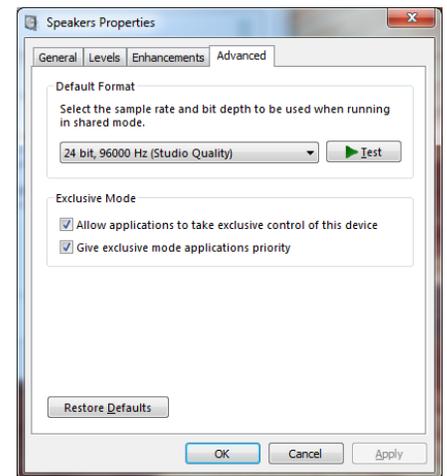
1. Connect a mini-USB cable between your computer and the **USB jack** on the ODAC.
2. Connect a cable between the ODAC's 3.5mm or RCA **line-output jack** to a headphone amplifier.
3. Allow computer to detect ODAC as a USB device. Begin use.

Note: Do not connect headphones directly to the ODAC. The ODAC is a line-output device which absolutely requires connection to an external amplifier.

Initial Computer Setup

ODAC requires no drivers in Windows, Mac OS X, or Linux. Most operating systems immediately recognize and set ODAC as the default playback device. To manually select the playback device in:

- **Windows XP:**
Double click volume icon in taskbar. Click 'Options', 'Properties', choose 'ODAC'.
- **Windows Vista/7:**
Right click volume icon in taskbar, click 'Playback Devices', set 'ODAC' as default device. Suggested Properties (Right click ODAC "Speakers" icon):
 - Enhancements: Check "Disable all enhancements"
 - Advanced: 24 bit, 96000 Hz
- **Mac OS X:**
Ensure 'ODAC' is selected from 'Audio Devices'



Listening Tips

- ✓ For maximum signal fidelity, keep ODAC digital volume set at 100% at the computer. Only control volume from your headphone amplifier.
- ✓ Set output to 24-bit, 96 kHz
- ✓ High-performance audio devices can produce dangerously loud music. Be sensible and listen safely:
www.hearingloss.org

Troubleshooting

All ODACs are machine and hand tested. Most issues can be easily resolved.

- No sound in one channel
 - Causes: Bad output cable, or incorrect computer settings
 - Solutions: Check balance settings; try another output cable. Some Mac O/S X machines will pan audio to Left channel upon first connection of ODAC. User must restore balance to center.
- Distorted output or "harsh" treble (constant or intermittent)
 - Causes: Weak USB power, or bad USB cable
 - Solutions: Use a powered USB hub or different computer; try another USB cable

Thank you for purchasing the Standalone ODAC. If you have additional questions or comments, feel free to write to: contact@jdslabs.com