

RESOLVING SOUND "PLAYBACK" ISSUES IN "WINDOWS.."

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SUMMARY

"Windows 10", "Windows 8.1", "Windows 7", and "Windows Vista" computers have many sound-enabled devices that automatically re-configure themselves as "default" when you do not want them to do so. Here is our explanation of how you can tame this "beast".

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !!

- For "Windows Vista", "Windows 7", "Windows 8.1", and "Windows 10", when you attach a HDMI monitor (that has sound support), the audio circuitry inside the monitor is immediately made into the default playback device, even if the speaker jack of the monitor does not have speakers attached to it.

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !!

- To turn your existing speakers or headset audio back on, you have to re-enable it inside the "Playback" tab in the Sound applet in the "Control Panel" by right-clicking on the desired device:

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !!

- For "Windows Vista", "Windows 7", "Windows 8.1", and "Windows 10", when you attach a USB Webcam that has a microphone, the Webcam's microphone is immediately made into the default recording device, if you are not actively speaking into the microphone of your headset at the time that the USB Webcam was attached to a USB port.

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !!

- To turn your existing headset's microphone or a standalone microphone back on, you have to re-enable it by right-clicking on it inside the "Recording" tab in the Sound applet in the "Control Panel":

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

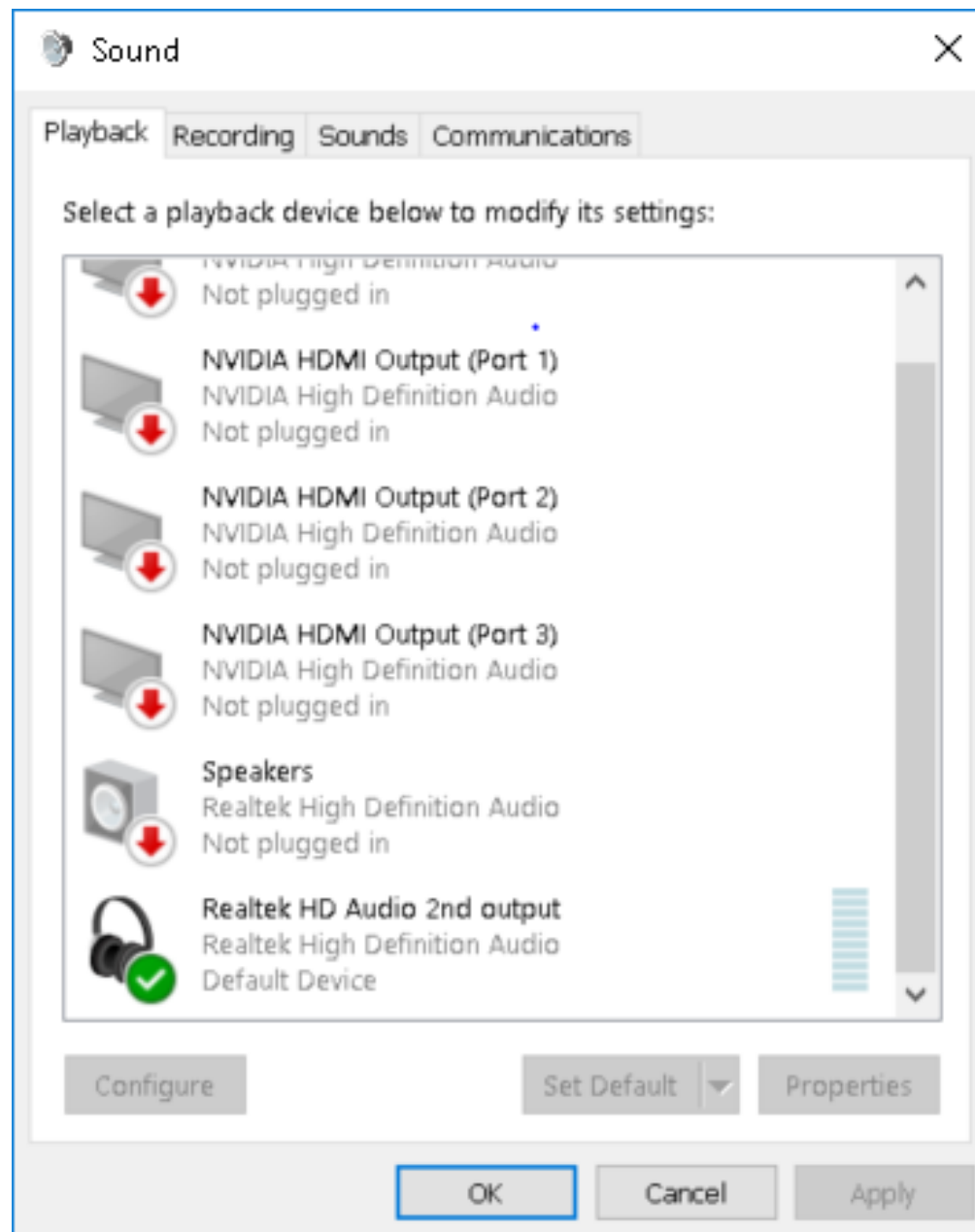
- If you disconnect and then reconnect the HDMI cable of the existing monitor (and this monitor has HDMI sound support) or if you use an HDMI cable to attach a second monitor (that has HDMI sound support) to the computer, "Windows 10" will usually automatically re-configure the newly-attached monitor to become the default device for audio "Playback".

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- If you disconnect the HDMI or DisplayPort cable of the existing only monitor (that has HDMI sound support) or if you use an HDMI or DisplayPort cable to attach a second monitor (that has HDMI/DisplayPort sound support) to the computer, "Windows 10" will usually automatically re-configure the HDMI-based sound controller inside the LG monitor to become the default device for audio "Playback".

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- Here is an example of what happens:
A computer running "Windows 10 Home" was set to send "Playback" audio from a motherboard-based Realtek sound card to a set of Hewlett Packard speakers:





Realtek HD Audio 2nd output
Realtek High Definition Audio
Default Device

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- In this case, we disconnected the HDMI cable that ran from the NVidia graphics adapter to the an older Samsung monitor that did not have audio support for it's HDMI port.

We disconnected the HDMI cable from the old Samsung monitor.

Then we connected the HDMI cable to a newer LG monitor that has audio support for it's HDMI port.

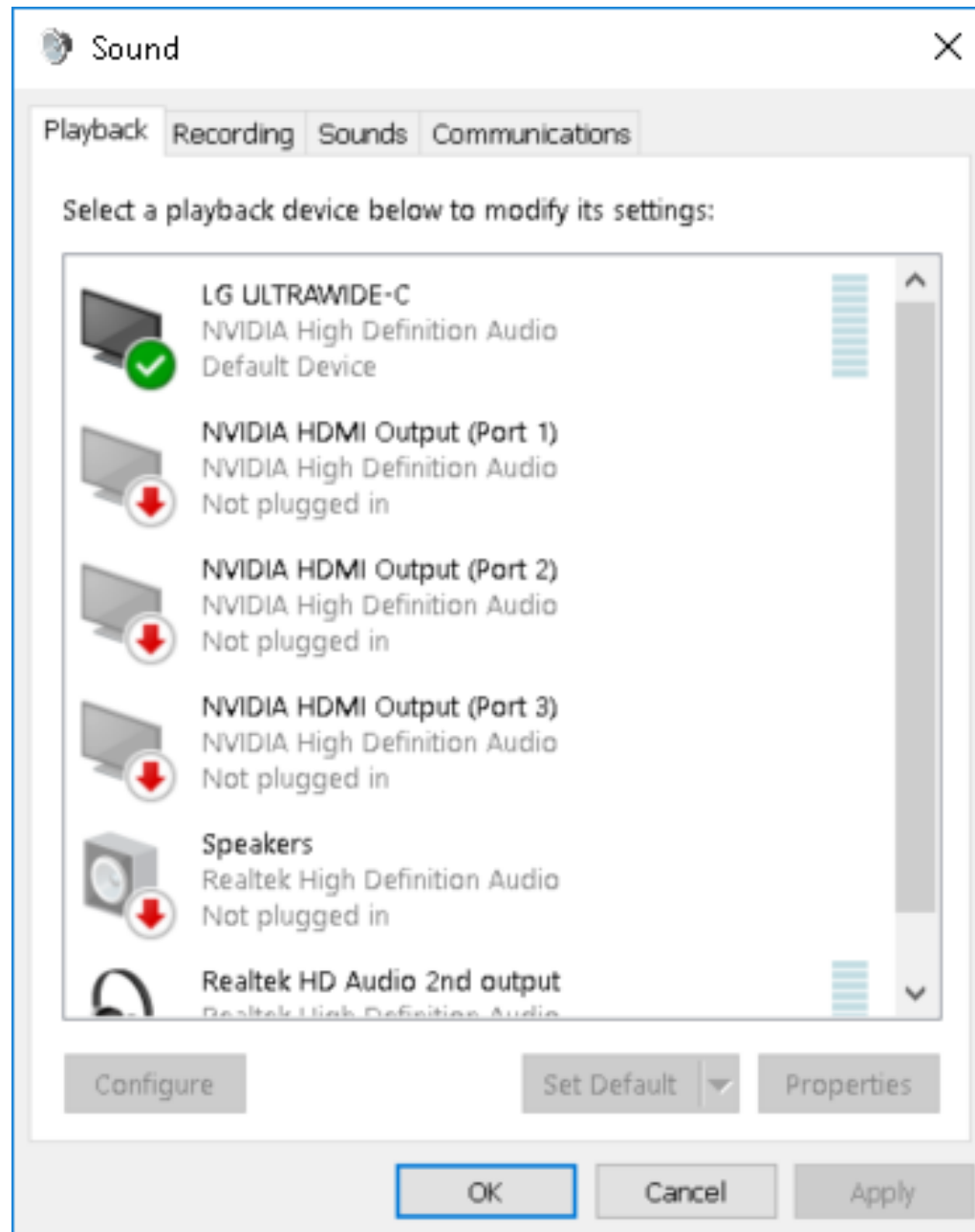
WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- As soon as we connected the LG monitor, it's audio-capable HDMI port became the "default device" for sound "playback":

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- Then we connected the HDMI cable to a newer LG monitor that has audio support for it's HDMI port.

As soon as we connected the LG monitor, it's audio-capable HDMI port became the "default device" for sound "playback":





LG ULTRAWIDE-C

NVIDIA High Definition Audio

Default Device

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- After the LG monitor became the "default device" for sound "playback", the motherboard-based Realtek sound card was no longer sending audio to the "Hewlett Packard speakers"

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- This often-unwanted re-configuration of the default "Playback" audio device does not occur if the monitor that you connect to or that you disconnect and re-connect to does not have support for sound for their HDMI or DisplayPort jacks.

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- For Windows 7 or 8.1 or 10 (if you have at least two devices in the Playback tab and/or the Recording tab of your Sound applet, and everyone does), when you right-click on an existing device in the "Playback" tab or the "Recording" tab of the "Sound" applet in Windows.., you can either "Set as Default Device" and/or "Set as Default Communications Device".

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- In a Windows 7 or 8.1 or 10 computer, any working audio device in the "Playback" tab or the "Recording" tab of the Sound applet can perform one, both, or none of these two functions (if at least two devices are shown in the "Playback" tab or the "Recording" tab:

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- According to Leo Notenboom at http://ask-leo.com/how_do_i_get_sound_out_of_the_correct_speakers_in_windows_7_and_vista.html:

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

<Start of quote:>

- Default Device: This is the default playback device. If a program that plays sound does not itself explicitly choose one of the other devices, this is where sound will be played.

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- Default Communication Device: This is a new concept and it represents the device that communications programs, such as Skype, would use to play sound by default. Again, if the program itself allows the user to select a different device, this doesn't apply. But if the program simply uses the default communications device, this is where the sound would go.

<end of quote>

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- When "Windows.." sets your "Default device" and/or your "Default communications device" to the wrong device in the Playback or the Recording tab of the Sound applet, you have to manually set these devices back to the way you want them to be by right-clicking on them:



Speakers

High Definition Audio Device

Default Device



Speakers

iMic USB audio system

Default Communications Device

Configure Speakers

Test

Disable

Set as Default Device

Set as Default Communication Device



Show Disabled Devices



Show Disconnected Devices

Properties



Speakers

High Definition Audio Device

Default Device



Speakers

iMic USB audio system

Default Communications Device

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- Configure Speakers
- Test
- Disable
- Set as Default Device
- Set as Default Communication Device
- ✓ Show Disabled Devices
- ✓ Show Disconnected Devices

Properties



WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- Windows.. can be unpredictable on how it reconfigures your "Playback" devices when you plug in a different HDMI monitor:
In the following case, we were originally using a USB headset as both a "Default Device" and a "Default communications device" as shown in the "Recording" tab of the Sound applet:

Sound

Playback

Recording

Sounds

Communications

Select a playback device below to modify its settings:



Speakers

iMic USB audio system

Default Device

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- After we changed to a different HDMI "LG" monitor, Windows.. left the speakers of our USB headset as the "Default device". However, Windows.. made the LG Ultrawide monitor into the "Default Communications Device" which made our USB headset's speakers useless for communicating by means of Skype, Zoom, Team Viewer, etc.:

Sound

Playback

Recording

Sounds

Communications

Select a playback device below to modify its settings:



Speakers

iMic USB audio system

Default Device



LG ULTRAWIDE-4

NVIDIA High Definition Audio

Default Communications Device

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- Here is an example of what happens when you plug in a Webcam that has a microphone into a "Windows Vista", "Windows 7", "Windows 8.1" or "Windows 10" computer:
A computer running "Windows 10 Home" was originally configured to use the microphone of a Logitech analog headset as the "default device":



Sound

Playback

Recording

Sounds

Communications

Select a recording device below to modify its settings:



Microphone

iMic USB audio system

Default Device

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- As soon as we attached a Logitech USB Webcam to the computer, it's microphone immediately became the default microphone device for the "Recording" tab of the "Sound" applet and the microphone of the headset that we were using became inactivated:

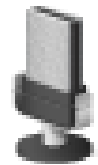
Sound

Playback Recording Sounds Communication

Select a recording device below to modify



Microphone
HD Webcam C615
Default Device



Microphone
iMic USB audio system
Ready

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- As soon as we plugged in the Webcam, Windows.. had made it's microphone into both the "default device" and the "default communications device" for the "Recording" tab of the Sound applet

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- To put the microphone of our headset back into service, we had to right-click on it:

Sound



Playback Recording **Sounds** Communications

Select a recording device below to modify its settings:



Microphone
HD Webcam C615
Default Device



Microphone
iMic USB audio system
Ready

- Configure Speech Recognition
- Disable
- Set as Default Device
- Set as Default Communication Device

- Show Disabled Devices
- Show Disconnected Devices

- Properties**

Configure

Set Default



Properties

OK

Cancel

Apply

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- From the pop-up, context menu, we clicked on "Set as Default Device".

3D audio system

Configure Speech Recognition

Disable

Set as Default Device

Set as Default Communication Device



Show Disabled Devices



Show Disconnected Devices

Properties



WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- Then, we right-clicked on our headset microphone again:

Sound



Playback Recording **Sounds** Communications

Select a recording device below to modify its settings:



Microphone
HD Webcam C615
Default Device



Microphone
iMic USB audio system
Ready

- Configure Speech Recognition
 - Disable
 - Set as Default Device
 - Set as Default Communication Device
 - Show Disabled Devices
 - Show Disconnected Devices
- Properties**

Configure

Set Default



Properties

OK

Cancel

Apply

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- This time, we clicked on
"Set as Default Communications Device"

3D audio system

Configure Speech Recognition

Disable

Set as Default Device

Set as Default Communication Device



Show Disabled Devices



Show Disconnected Devices

Properties



WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- After we made our headset into both a "default device" and a "default communications device", a green checkmark was shown next to it and the Webcam's microphone no longer had a green checkmark next to it:

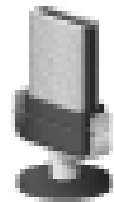
Playback

Recording

Sounds

Comm

Select a recording device below to m



Microphone

HD Webcam C615

Ready



Microphone

iMic USB audio system

Default Device

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- When you are making an audio or video recording, do not plug in or change any additional HDMI monitors or headsets or microphones or Webcams to your computer: If you do so, you will end up recording or listening to a different device than the one that you started with!

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- Prior to using any sound devices that are attached to your "Windows.." computer for "Playback" and/or "Recording" activities, it is best for you to right-click and disable any "Playback" and "Recording" devices that you are not using.

WINDOWS.. AUTOMATICALLY CHANGES DEFAULT AUDIO DEVICES !! (continued)

- However, if you attach a different monitor, or a different headset or a different stand-alone microphone or a different USB audio controller, your "Windows.." will usually still make the newly-attached audio-capable device into your "default device" for audio "playback" or "recording"