

Headset Guide

USB Headset – Windows XP



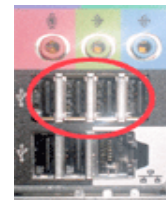
1. Make sure the headset is plugged into a USB port on the computer.



USB Plug



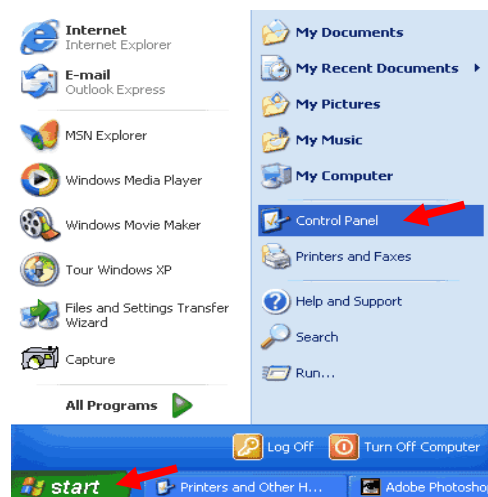
USB Port



OR USB Port

2. Make sure the headset is set as the default input device.

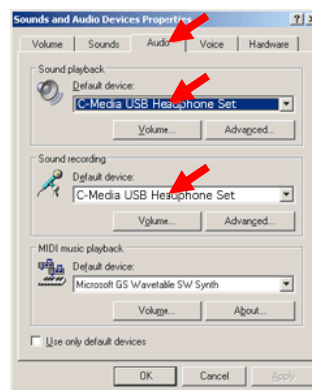
- a. Click the **Start** button in the lower left corner of the computer screen. Select **Control Panel**.



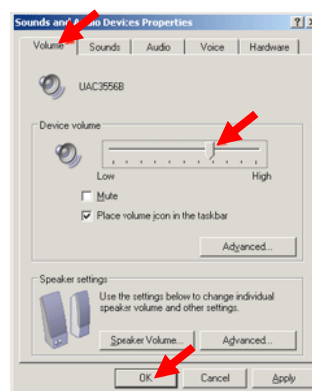
- b. In the **Control Panel**, select the **Sounds** icon.



- c. In the **Sounds and Audio Devices Properties** window, select the **Audio** tab. Make sure both **Sound Playback** and **Sound Recording** are set to the USB Headset.



- d. Click the **Volume** tab, adjust the **Device Volume** slider to approximately 75%, then click **OK**.

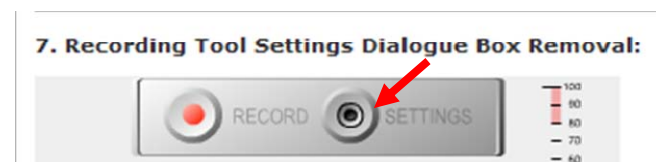
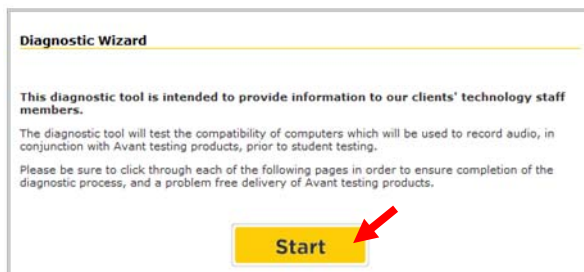


3. Check Flash Player Settings and Perform Audio Check

- a. From www.stamptest.net, select the **Diagnostic Wizard** to access the audio check recording tools.



- b. Click **Start** to begin the **Diagnostic Wizard**. Click **Next** until the page with **Step 7** appears. On **Step 7**, click the **Settings** button.



- c. In the **Flash Player Settings** box, make sure the **Microphone** is set to the USB Headset. If the **Camera and Microphone Access** window appears, make sure **Allow** and **Remember** are selected. Click **Close** to exit the **Flash Player Settings** box.



- d. Click the **Record** button.



- e. Speak into the microphone. A green bar should appear as you speak. This indicates that the headset microphone is working. Adjust the **Record Volume** slider until the green bar reaches approximately 50% when you speak into it.



- f. Click the **Stop** button.



- g. Click the **Play** button to listen to your recording.



- h. If necessary, make adjustments using the headset in-line controls.



- i. If no sound is played back, try repeating this tutorial with a different headset and/or different computer.

If you continue to have trouble, feel free to contact the Avant Help Desk at (888) 718-7887 or support@avantassessment.com