Subject: Re: Sound problems in BF2...
Posted by Blazer on Sun, 22 Jan 2006 09:03:28 GMT

The USB headset is your problem. Instead of using a USB headset, get a normal one and plug it into your onboard line/speaker output.

USB headsets use a driver that is fairly CPU intensive. Windows basically sees a USB headset as a totally seperate sound device, and the driver digitizes the sound signals and sends them over the USB connection to the headset, which then converts the signals back into audio. You can see how this would be much more CPU intensive than a normal headset, which is just using a physical method of converting a sound signal to audio.

Although there is no doubt as to a USB headset or speakers being more CPU intensive than a normal one, it still should not cause problems with your game. Either there is a problem with the driver, or your PC is barely meeting the minimum CPU requirements of the game, and the USB headset pushes it over the limit. Or, you could have some spyware or other apps using your CPU.

Long story short, I dont recommend using a USB headset or speakers unless you have no soundcard at all. If you have onboard sound, use the output of that instead.