Subject: Sound problems in BF2...
Posted by maschief on Thu, 19 Jan 2006 21:09:37 GMT
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I use USB Logitech headset with microphone...my game runs somewhat choppy and laggy when I have them plugged in. However, when I unplug them my games performance improves ALOT and becomes smooth as silk...so in a nutshell: with sound the game runs poorly and without sound it runs like a champ.
I am using AC'97 onboard sound. Any help on this would be appreciated.

Also when I use my Logitech headphones, I can't use the VOIP feature correctly. I can record perfectly with them, even the VOIP configuration tool works great. But when I get online and hold down to "push to talk buttons" it only stats up for a second then goes away. Whats up with this? Once again help greatly appreciated here.

Subject: Re: Sound problems in BF2...
Posted by Deactivated on Thu, 19 Jan 2006 21:54:25 GMT
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maschief wrote on Thu, 19 January 2006 23:09
I am using AC'97 onboard sound.

That is the problem. Get a real sound card. Even by now, I stand by my judgement that anything intergrated is bad. Often they are bound to waste CPU resources and memory.

Subject: Re: Sound problems in BF2...
Posted by Dave Mason on Sat, 21 Jan 2006 12:59:33 GMT
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My MSI NEO2-FX has inbuilt 7.1 audio and it runs fine. That may be because I have 2GB of RAM and an AMD athlon 64 4000+ mind you.

I would use my old philips sound card but it's so amazingly bad that there are no longer ANY drivers for it and even though it's 5.1 it only pumps out stereo no matter what options I change.

Subject: Re: Sound problems in BF2...
Posted by JPNOD on Sat, 21 Jan 2006 20:54:49 GMT
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NForce Soundstorm doesn't. It's hardly utilizes any CPU power even less then with a Audigy 1/Soundblaster live PCI. Other then that most onboard sucks but wasnt this topic posted before?

Subject: Re: Sound problems in BF2...
Posted by icedog90 on Sat, 21 Jan 2006 21:44:50 GMT
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I have a Sound Blaster Live! 7.1 24-bit sound card and Battlefield 2 still has troubles on the highest quality sound. Only with taunts though. When someone does a taunt it just crackles like crazy.

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