## Quick start guide





Hard-to-find made easy®

### **HDMI® Audio Extractor**

HD2A

FR: Guide de l'utilisateur - fr.startech.com DE: Bedienungsanleitung - de.startech.com ES: Guía del usuario - es.startech.com NL: Gebruiksaanwijzing - nl.startech.com PT: Guia do usuário - pt.startech.com IT: Guida per l'uso - it.startech.com • If an HDMI audio source that's higher than 2.1-channel is sent through the adapter, it will not be audible. It will be necessary to adjust this setting in your video source to output to 2.1 channel.

### **Product Overview**

#### **Front View**



- 1 x HDMI audio extractor
- 1 x USB power cable
- 1 x Toslink adapter
- 1x quick install guide

## System requirements

- HDMI source device (e.g. Blu-ray player, computer)
- SPDIF or 3.5mm audio destination device, such as an audio receiver or speakers
- HDMI cabling for the source device
- SPDIF or 3.5mm audio cabling for the destination device

Operating system requirements are subject to change. For the latest requirements, please visit www.startech.com/HD2A..

# Specifications

Maximum supported resolution for video pass-through	Up to 1920 x 1200 or 1080p
Audio specifications	SPDIF audio – up to 2.1 surround sound 3.5mm audio – 2-channel stereo

#### **Operation notes**

- The USB power source port must be connected to a USB power source such as a computer or a USB power adapter. This is required in all configurations for the adapter to operate.
- For SPDIF audio, connect the included Toslink adapter to the 3.5mm analog and SPDIF output port, then connect your SPDIF cabling to the adapter.
- If, once connected, the output of your destination device plays static with no audio, it's likely your source device is set to bit stream audio (unprocessed). As a result it will be necessary to adjust this setting to PCM (Pulse-code modulation) in the output settings of your audio source device. Please consult the manual included with your HDMI source device for instructions.



HDMI input port

### Left side and back view



### **Right side view**



000 p 0 . . . .