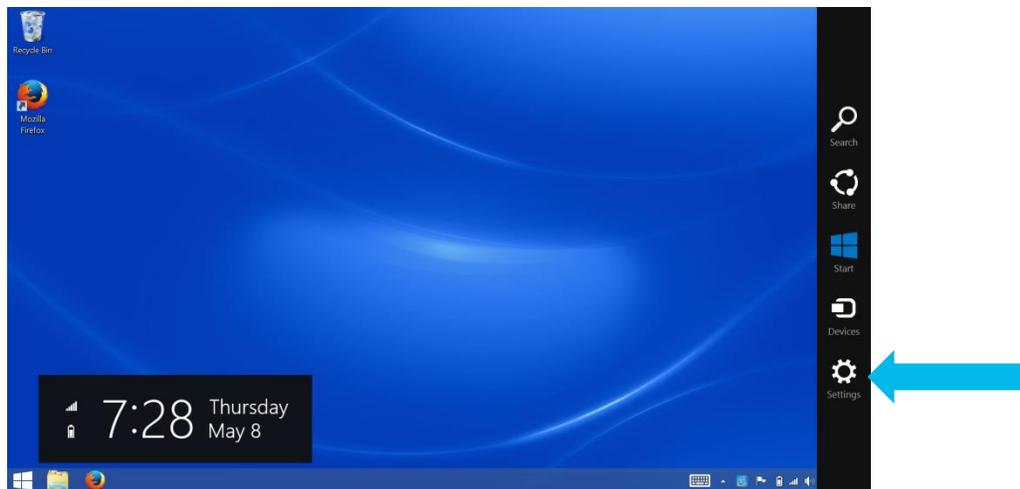


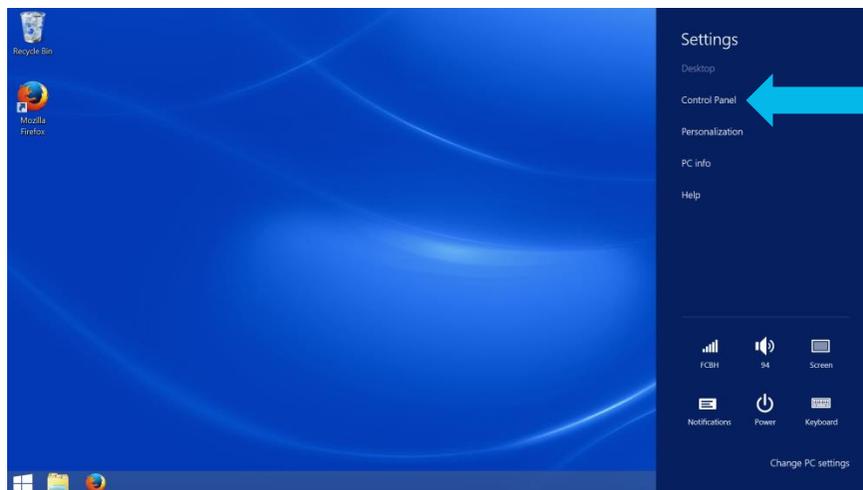
Render

How to Change Audio Output/Input in Windows 8.1

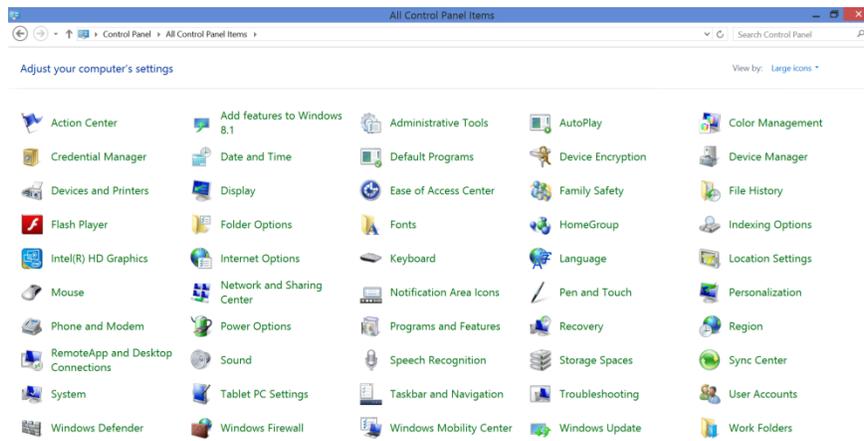
1. From the desktop, swipe your finger from the right edge of the screen toward the middle. This will bring up the “Charms” bar. If you are using a desktop, take your mouse to the upper right corner of the screen and drag straight down.
2. Next, click the “Settings” button on the bottom of the list.



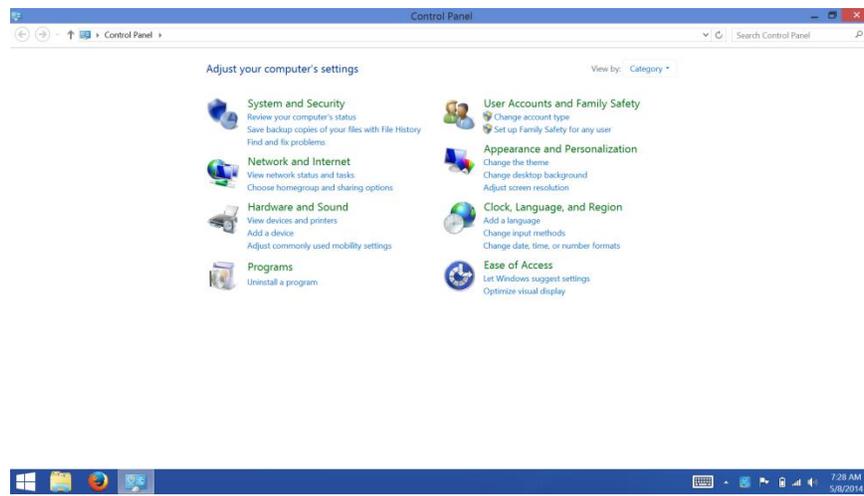
3. On the Settings list, press the “Control Panel” option near the top.



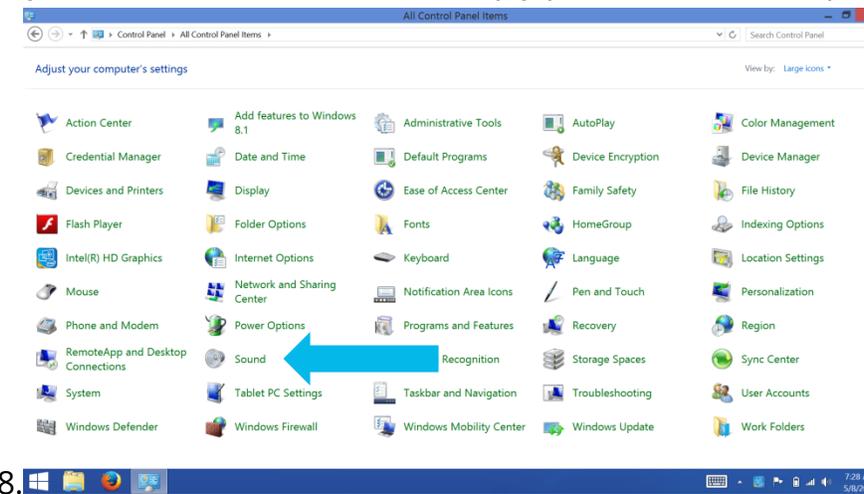
4. Depending on your view settings, you will come to one of the following two screens.



or

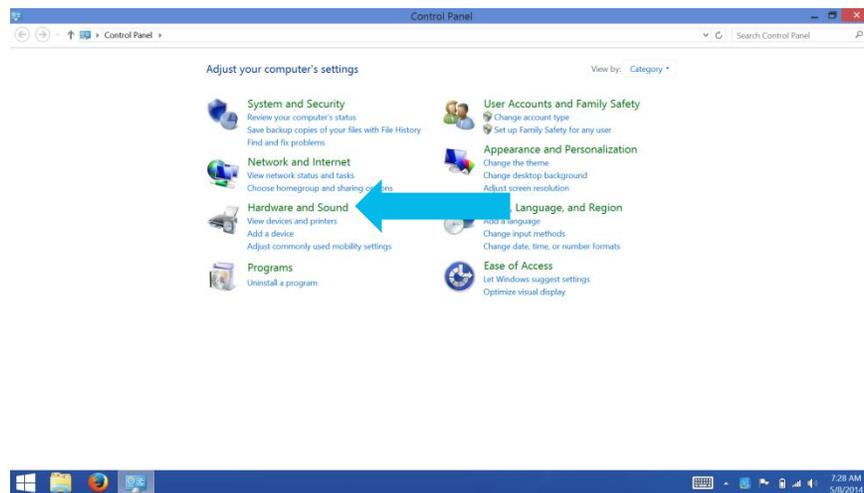


5. If you find yourself on the first screen, simply press “Sound” and proceed to Step

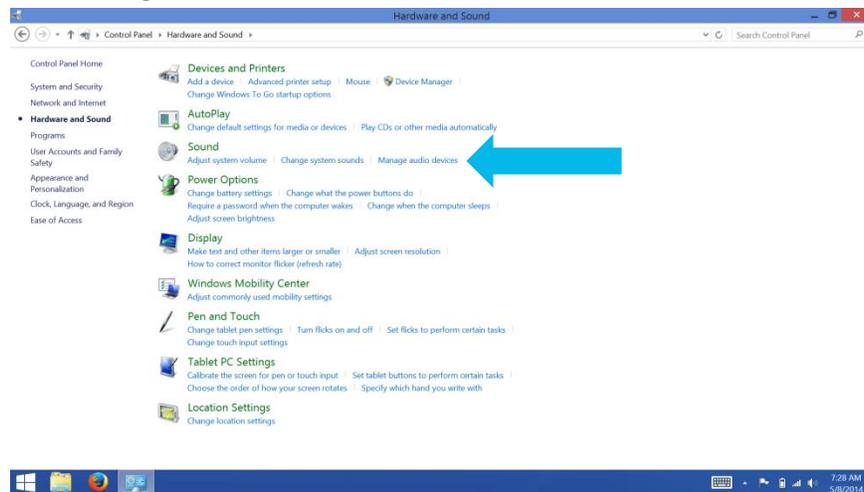


8.

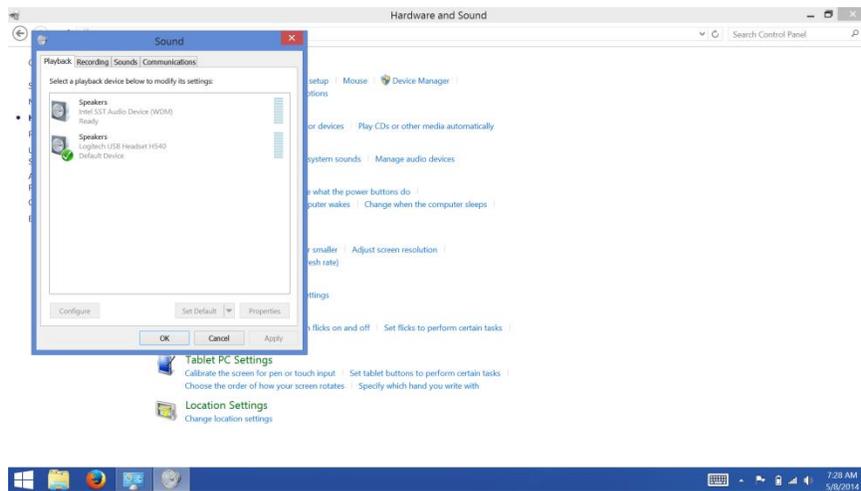
6. If you find yourself on the second screen, first press “Hardware and Sound”.



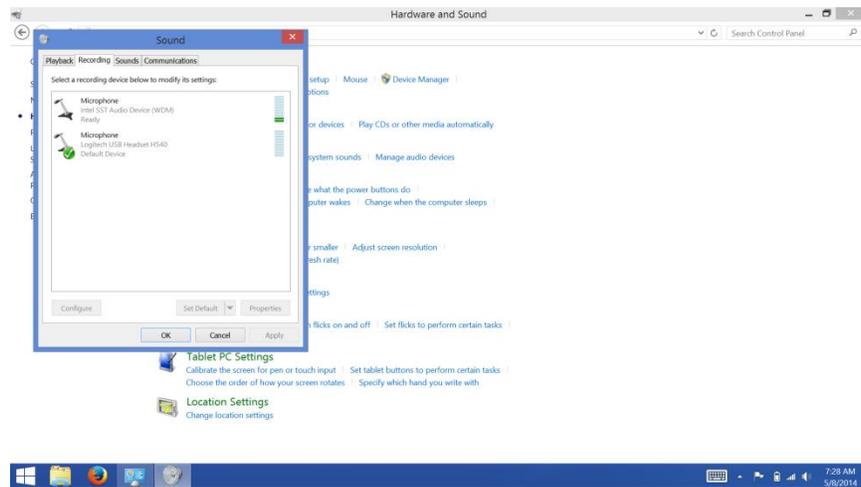
7. Next, press "Manage Audio Devices".



8. Set the correct playback setting. The device with the green checkmark next to it is the current playback device. If you want the sound to play through the external speakers, select the speakers and then press "Set Default". If you want the sound to play through the headset, select your headset then press "Set Default".



9. You can also change the settings for the recording microphone, but for the purposes of Render, this should always be set to your headset mic as long as you are recording in Render..



10. Press "OK" when you are done.