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nVidia ShadowPlay is a fantastic piece of software shipped with nVidia graphics cards that allows the recording of the screen. A user can record either their desktop, great for tutorial videos, or they can record their gameplay, nice for YouTube videos. ShadowPlay is so efficient that it only adds around 2% to the processor overhead on modern PCs.

While ShadowPlay is very good, there is one thing that annoys me with my videos, and that is the audio. I love recording my games, but don't want my chatter, or the chatter of others in them (unless I choose). To resolve this I have decided to use two audio devices on my computer, via a mixer. However I keep forgetting the settings, so I am documenting them here.

Hardware

The hardware for this is quite simple, I am using the the following:

- OnBoard Soundcard
- USB Mixer
- TurtleBeach Headset



The USB Mixer is connected to the PC via USB, the USB supplies Power, and the Mixer is also a Windows USB Audio Device (so works as a soundcard in it's own right).

The Onboard Soundcard output is fed in to the USB Mixer 2-Track input.

The Speakers and Headpohnes are connected so that I can switch between listening to my headset, or on a set of speakers.

Software Settings

This is the more tricky part. We need to force Windows and Shadowplay to route the audio where we want it. First setup the Windows Sound settings.

Windows Audio Settings

Sound	d	×
Playback	Recording Sounds Communications	
Select a	a playback device below to modify its settings:	
	MB Speaker Output High Definition Audio Device Ready	
	Digital Audio (S/PDIF) High Definition Audio Device Ready	
	Speakers Turtle Beach Z22 Chat Default Communications Device	
	Speakers USB AUDIO CODEC Default Device	
<u>C</u> onfi	igure <u>S</u> et Default ▼ Pro	perties
	OK Cancel	Apply

For the Playback settings, set the Headset (Turtle Beach Z22 in this case) to be the Default Communications Device

Set the Speakers (USB Audio Codec is the USB Mixer) to be the Default Device

Sound	ł						\times	
Playback	Recording	Sounds	Commu	unications				
Select a recording device below to modify its settings:								
2	Defaul Line	hone Beach Z22 t Device JDIO CO						
<u>C</u> onfi	gure			<u>S</u> et Def	ault 🔽	Prope	rties	
			OK		Cancel		Apply	

For the Recording settings. Set the Microphone to be the Default Device

GeForce Experience Settings

ShadowPlay is controlled via the GeForce Experience Application (Alt-Z to invoke)

Start GeForce Experience (Alt-Z)



Select the Microphone Icon and then Select Customise.



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Now under the 'Recording Device' Select the Default Sound Device you set in the Windows Settings (USB Audio Device in our Example)



TeamSpeak Settings

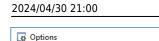
Finally we can configure the TeamSpeak Settings. Run TeamSpeak and Select the Settings then Options page.

First set the Capture Panel. From here Set the Capture Device to the Microphone (Turtle Beach Z22 in my case)

📮 Options		×				
Application Capture Configure the Capture	ound System					
Design Profiles	Profile Details					
Downloads Default	Capture Mode: Automatically use best mode	•				
Security	Capture Device: Microphone (Turtle Beach Z22 Chat)					
Playback	Push-To-Talk No Hotkey Assigned Continuous Transmission	Set more hotkeys				
Capture Capture	Voice Activation Detection					
Chat	-50 -40 -30 -20 -10 -0 10 20 30	40 50				
Whisper	Begin Test 🔘					
Hotkeys	Echo reduction Echo cancellation					
Abc Messages	Advanced Options					
Notifications	Voice Activation Detection while using Push-To-Talk					
~	Remove background noise					
	Automatic voice gain control					
	✓ Delay releasing Push-To-Talk: 0.3 secs 👤					
	Echo <u>r</u> eduction reduces playback by: 10 dB					
+ ×						
	OK Cancel	Apply				

Now Select the Playback Panel. From here set the Playback Device (not the Main Speakers, we are avoiding using them as we don't want TeamSpeak Audio mixed with the main audio) so for me this is the Turtle Beach Z22 Speakers)

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Options						×
Application	Playback Configure the Playback Sound System					
Design	Profiles	Profile Details				
Downloads	Default	Playback Mode:	Automatically use best mode			•
Security		Playback Device:	Speakers (Turtle Beach Z22 Cha	t)		•
Playback		Quiet	Voice Volume Adju	stment	Lo	oud
Capture						+5.0 dB
Chat		Quiet	Sound Pack Vol	ume	Lo	ud -15.0 dB
Whisper				- T		10.0 00
Hotkeys		Play <u>T</u> est So	ound			
Abc Messages		Mono Sound Exp	ansion			
I Notifications		Mono to ste	ereo			
	O Mono to center speaker (if available)					
		O Mono to surround (if available)				
		Options				
		Always set dients 3D positions when available				
		Own dient p	lays mic clicks			
	+ ×	Other dients	s play mic clicks			
				ОК	Cancel	Apply

That's it, you should now be able to make ShadowPlay recordings without recording TeamSpeak.

NOTE Anyone using in-game chat will still be recorded, there is no way to separate this audio. Just mute in game players if they are not wanted.

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