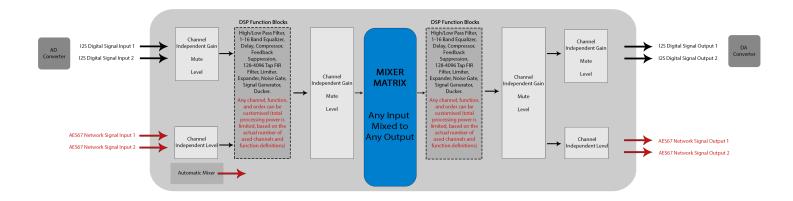


# Detailed Instructions for Advanced DSP Functions

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# 1. Signal Flow Chart of DSP Module Equipped Devices:



# 2. Custom Function Blocks in the Signal Chain:

These are the modules you can add to any "+" marked places of the signal chain from the Editor menu:

## 2.1 High Pass Filter



**BYPASS:** Toggle Bypass / Enable of the function.

**HPF:** You can adjust the cutting frequency of the high pass filter with the **slider** between 20-19900Hz or typing the value manually between 19.7-20200Hz up to one decimal accuracy. You can also drag the  $\bigcirc$  to adjust the frequency.

**Butwrth 6:** Here you can select the characteristics of the cutting frequency.

The types of filters are the following:

Butterworth (Butwrth): 6/12/24/36/48 dB/oct

Bessel: 12/24/36/48 dB/oct

Linkwitz-Riley (Lnk-Ril): 12/24/36/48 dB/oct

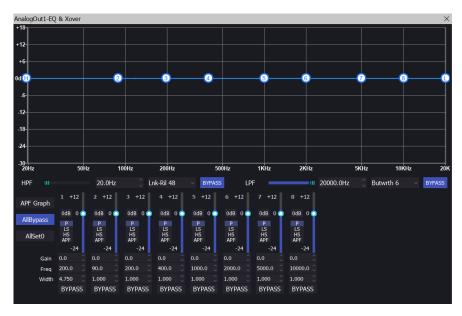
#### 2.2 Low Pass Filter



Every parameter is modifiable in the same manner as the High Pass Filter.

Note that if both High and Low Pass Filter is present on a channel, they share the same view, along with the Equalizer. Also you can't add more than one LPF, HPF, or EQ to each channel.

## 2.3 Parametric Equalizer



You can enable or disable the EQ with the "AllBypass" button. While the EQ is enabled, using a band's "BYPASS" button, you can toggle them on or off. This can be useful for an instant, audible, live feedback, of the changes you make.

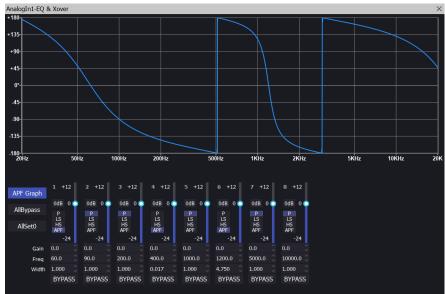
**EQ Types:** Parametric (P), Low Shelf (LS) and High Shelf (HS)

Gain: Set the gain of the corresponding channel between -24 and +12 dB

**Freq:** Set the desired frequency in Hz. (Same range as HPF/LPF: 19.7-20200Hz)

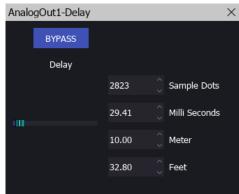
**Width:** Set the desired bandwidth for the band. This value can range from 0.017 to 4.75.

To use a band as an All Pass Filter, select the "APF" from the EQ types, then toggle the "APF Graph" view:



Here, only the "Width" and "Freq" parameters are useable, to shift the phase of desired frequencies, as the APF Graph shows, between -180 and +180 degrees.

#### 2.4 Delay



**BYPASS:** Toggle Bypass / Enable of the function.

You can set the delay parameter by any given data: Sample Dots, Milliseconds, Meter or Feet. The function will automatically calculate every other parameter.

When selecting a Delay function, you can select the maximum value from 0.1s, 0.5s, 1s or 2s. Note that the sum of all channel's total delay cannot exceed 2 seconds.

(for example you can set 4 channels with 0.5s max delay each, but cannot set 3x 0.5s and add 1x 1s)

#### 2.5 Compressor



 $\times$ BYPASS: Toggle Bypass / Enable of the function.

**Threshold:** Set where should the compression take effect.

The value can range between -100 and 0 dBFS

**Ratio:** Set the compression ratio (slope of the knee).

The value can range between 1.2:1 and 128:1 ratio.

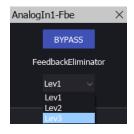
**Attack:** Set the time, how soon should the compression take effect once the signal is above the given threshold.

The value can range between 1 and 100ms.

**Release:** Set, how much time has to pass after the signal is below the given threshold, for the compression to return to normal.

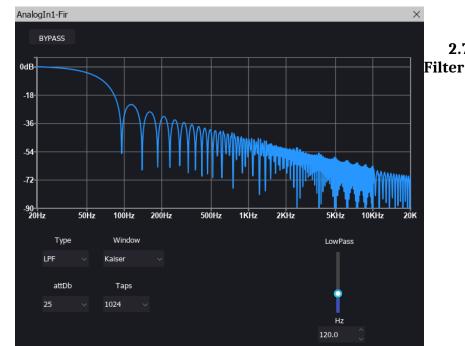
The value can range between 100 and 6000ms.

#### 2.6 Feedback Eliminator



**BYPASS:** Toggle Bypass / Enable of the function.

You can choose between 3 levels. The higher you choose, the more it impacts the signal.



2.7 Finite Impulse Response (FIR)

PKN Audio Kft. Hungary

**BYPASS:** Toggle Bypass / Enable of the function.

Type: You can select between a Low Pass Filter (LPF), High Pass Filter (HPF), Band and Custom

**Window:** If you didn't select a Custom IR, you can select a window for the custom pass FIR filter.

The options are: Rectangle, Hanning, Hamming, Blackman and Kaiser.

**Taps:** Even though you selected a maximum number of taps when choosing the FIR from the list, here you can still change the resolution of the taps, up to the max value.

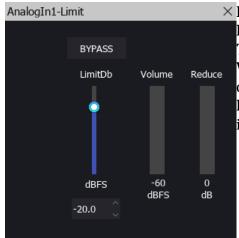
IMPORTANT NOTE: Higher number of taps can be tolling on the CPU. Always make sure to monitor the CPU usage when you add a high resolution FIR filter! (for 4 channels we recommend 512 taps each)

**attDb:** This function is exclusive to the **Kaiser** window, as only that has means to modify the attenuation. The values range from 21 to 120 dB.

**Slider(s):** If the selected type is not Custom, the respective low and/or high frequencies can be set with the sliders, or by typing the values manually.

The values can range: HPF: 20-19999.9Hz | LPF: 20.1-20000Hz | Band: Both HPF and LPF

#### 2.8 Limiter



**BYPASS:** Toggle Bypass / Enable of the function.

**LimitDb:** Set the ceiling for the limiter to take effect from.

The values range from 0 to -100dB.

**Volume:** Here you can see the current signal volume on the selected channel (in dBFS).

**Reduce:** This shows how much volume is being cut from the signal that is exceeding the given limit (in dB).

#### 2.9 Expander



 $\times$ **BYPASS:** Toggle Bypass / Enable of the function.

**Threshold:** Set the value from which below the Expander should further lower the volume of the received signal.

The value can range between -100 and 0 dBFS

**Ratio:** Set how much the signal is reduced for every dB it is below the threshold.

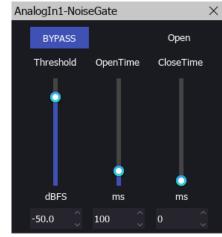
The value can range between 1.2:1 and 128:1 ratio.

**Attack:** Set the time how quickly the gain reduction is applied after the signal drops below the threshold.

The value can range between 1 and 100ms.

**Release:** Set the time how long it takes for the signal's gain to return to normal after it goes back above the threshold. The value can range between 100 and 6000ms.

#### 2.10 Noise Gate



**BYPASS:** Toggle Bypass / Enable of the function.

**Open/Close:** On the top right, you can see the current state of the Noise Gate.

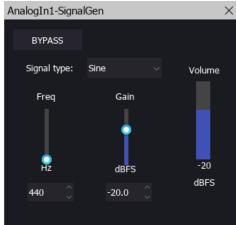
**Threshold:** Set the value from which below, the signal is muted. The value can range between -42 and -100dBFS.

**OpenTime** (aka Attack): Set the time it takes for the gate to go from completely closed to fully open after the input signal exceeds the given threshold.

**CloseTime** (aka Release): Set the duration the gate remains fully open after the signal falls below the threshold.

Both Open and CloseTime values can range between 0 and 1000ms.

## 2.11 Signal Generator



 $\times$  **BYPASS:** Toggle Bypass / Enable of the function.

**Signal Type:** Choose from 3 options: **Sine, White Noise** or **Pink Noise Freq:** Only with **Sine**, you can manually change the frequency of the sine wave from 20 to 20000 Hz.

**Gain:** Set the volume of the selected signal type, between 0 and -60dB. **Volume:** Monitor the current volume of the signal.

#### 2.12 Ducker



**BYPASS:** Toggle Bypass / Enable of the function.

**Trigger Signal:** Choose the input signal, which will determine the attenuation of the Ducker.

**Threshold:** Set the value the selected trigger signal source should reach, to activate the volume reduction.

The value can range between -80 and -50 dBFS.

**Depth:** Set the value where the volume should be reduced to, once the trigger signal source reaches the given threshold. The value can range between -60 and 0 dB.

**Hold:** Set how long the signal remains at its attenuated level before the release.

The value can range between 1 and 50000ms.

**Attack:** Set how quickly should the ducker lower the signal volume once the trigger meets the treshold. The value can range between 1 and 1000ms.

Release: Set the time it takes for the signal to return to its original level after the **Hold** time has passed. The value can range between 1 and 5000ms.