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Subject: 0 latency plugins

Posted by [Dimitrios](#) on Sat, 24 Sep 2005 08:32:29 GMT

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>

> Sounds flippin' amazing. I generally leave it on all the time.

>

> BTW, this thing really helps heavy music, it's are not just for=20

> country like a lot of peop

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Subject: Re: 0 latency plugins

Posted by [erlilo](#) on Sun, 25 Sep 2005 06:16:22 GMT

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st possible array of early reflections are broadband untreated reflections from the side walls, and no reflections (especially no high frequency reflections) from behind the loudspeakers (the front wall) or overhead.

This, it turns out, is actually fairly easy to deal with. Put lots of absorbent material on the front wall, and some on the ceiling. Use a carpet. See below for more.

Decay Time

Decay time is the amount of time it takes for sound to die away in a room. In a small room, it is usually pretty short, and so it is

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Subject: Re: 0 latency plugins

Posted by [Dimitrios](#) on Sun, 25 Sep 2005 08:06:07 GMT

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ly imagine.

First off, loudspeakers need to have reasonably flat frequency response on axis. They also need to have pretty benign off-axis response, which is to say that even though the high frequency output will fall off dramatically off-axis (except on MY loudspeakers, of course), it needs

much over +/- 15° at, say, 10 kHz.

Low distortion is another issue for loudspeakers. Transducers, which are mechanical devices, generally have a pretty narrow range of linear behavior. Keeping speakers with small woofers out of significant distortion is hard.

to the trouble to get everything else right. Without a doubt, you will also need something crass like Auratones to check your mixes on, but you really do need something better, something really good, with which to do your tracking, mixing and maybe a little pre-

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Subject: Re: 0 latency plugins

Posted by [erlilo](#) on Sun, 25 Sep 2005 09:30:05 GMT

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mastering. The

loudspeaker is your musical instrument. It is also a lab instrument.

Yikes! Enough said!!

Where The Rubber Hits The Road

As you can see from the above, it is all actually pretty straightforward stuff, although you can get into some serious carpentry projects if you

symmetrical, get the decay time down, buy good loudspeakers and

If you do those good things, and are careful and fussy about

control room for pretty cheap. The trick comes, of course, in adapting your particular space to this set of requirements. You will have to

to make compromises that get you close to where you want to be.

Time-sharing the AC for lower noise floor, re-arranging the furniture for symmetry, sealing up a window for isolation and symmetry, fiberglass or foam on the front wall to knock down early reflections and shorten decay, moving the speakers around to different positions for symmetry and bass response.

Make a dual check list showing these principles in one column and how your room stacks up in the other. From this derive a list of the things you can do to get your room closer to these principles. Estimate the cost of each thing. Do the cheap ones first! Do one at a time and

ever is! The trick is to get the most performance for the least bucks.

Happy nails!

Dave Moulton is trying to build the perfect loudspeaker. Yo

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