

# IVM 4

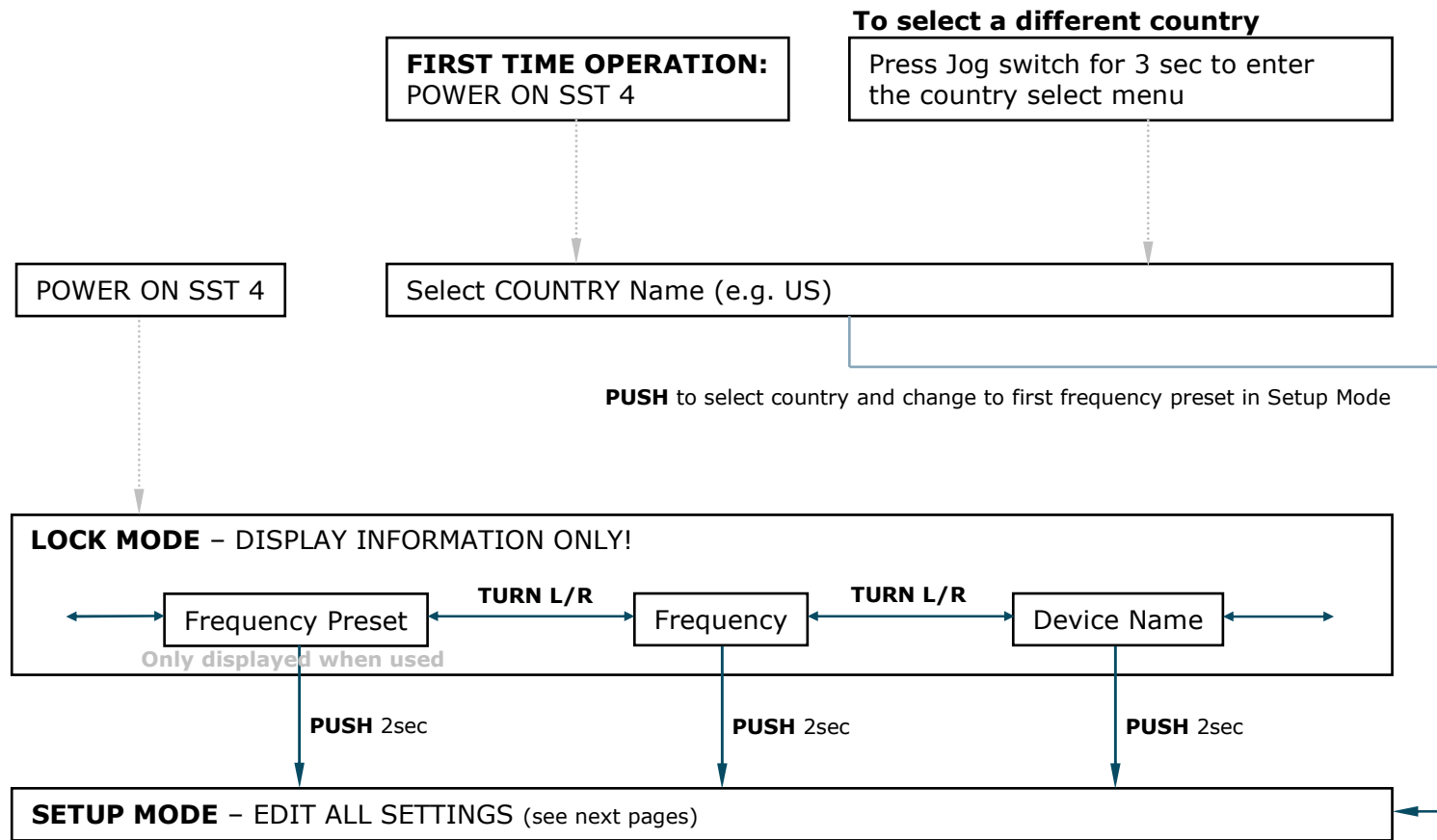
## Main Menu Overview

SST 4 / SPR 4

© AKG Acoustics 2008

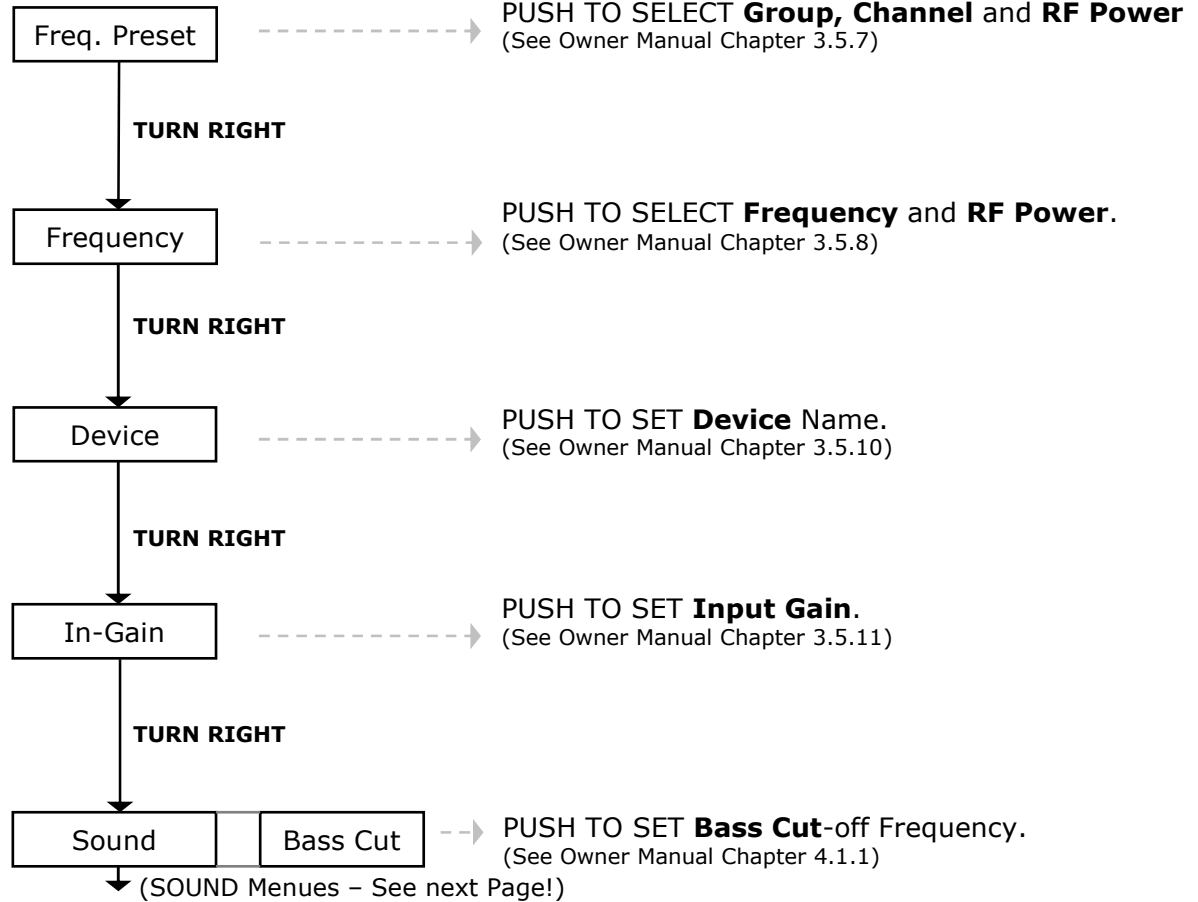


# SST 4 – MAIN MENU – OVERVIEW

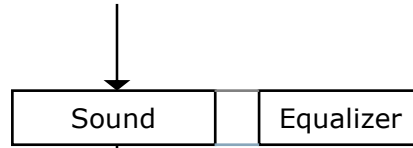


IVM 4

# SST 4 – MAIN MENU – SETUP MODE 1/3

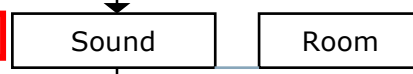


# SST 4 – MAIN MENUE - SETUP MODE 2/3



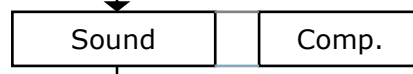
-----> PUSH TO SELECT **EQ** Preset.  
(See Owner Manual Chapter 4.1.1)

TURN RIGHT



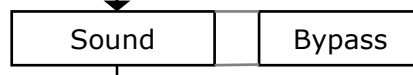
-----> PUSH TO SELECT **Room Simulation** Preset.  
(See Owner Manual Chapter 4.1.1)

TURN RIGHT



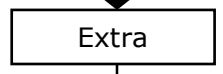
-----> PUSH TO SELECT **Compressor** Preset.  
(See Owner Manual Chapter 4.1.1)

TURN RIGHT



-----> PUSH TO ACTIVATE/DEACTIVATE **Bypass**.  
(See Owner Manual Chapter 4.1.1)

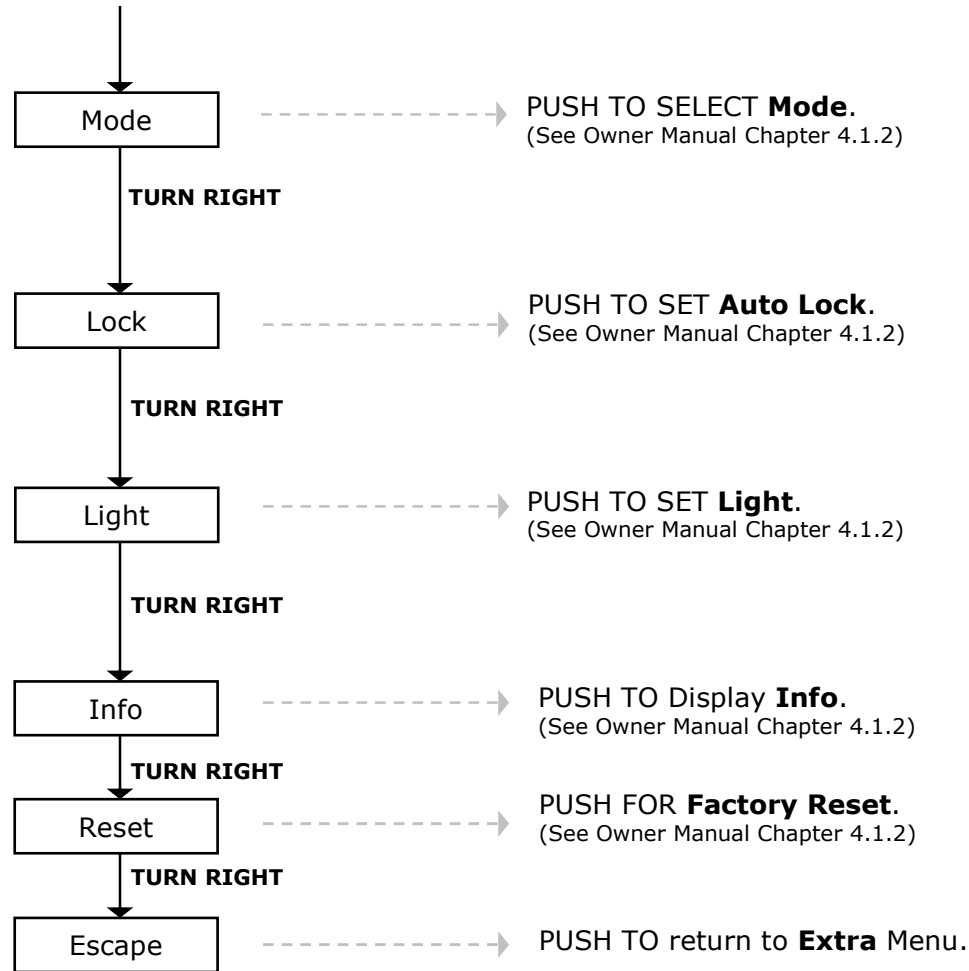
TURN RIGHT



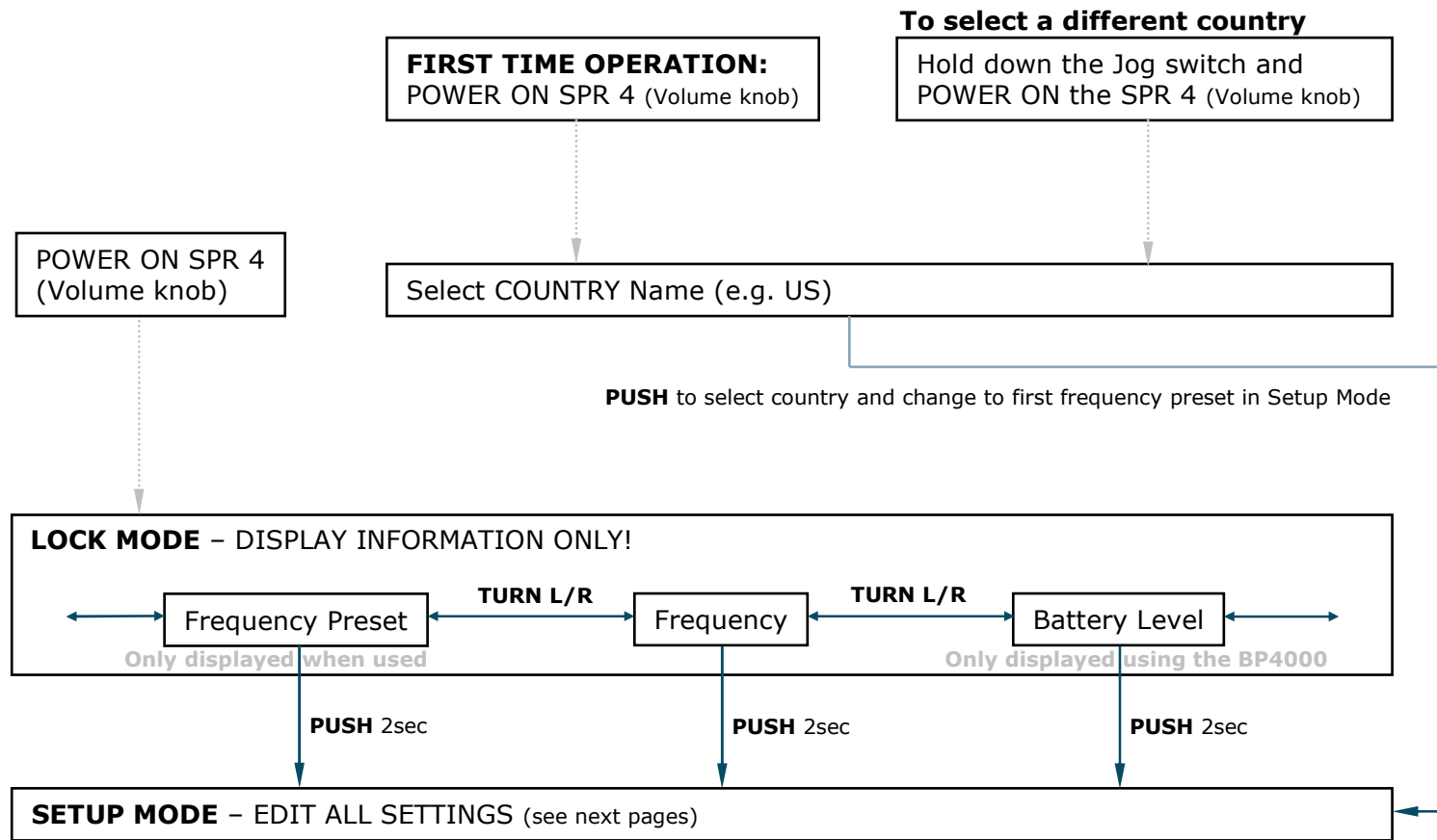
-----> PUSH TO ENTER **Extra** Menu.  
TURN RIGHT to return to **Frequency Preset** Menu.



# SST 4 – MAIN MENUE - SETUP MODE 3/3



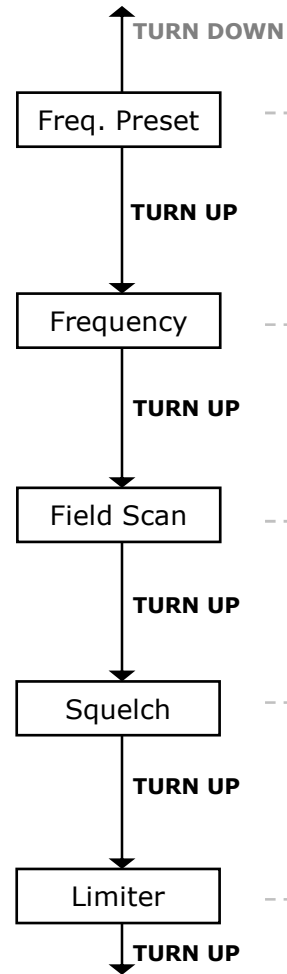
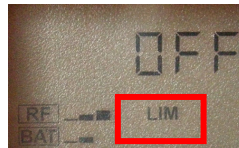
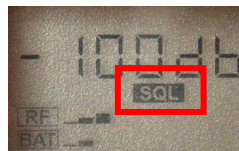
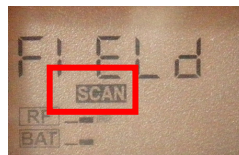
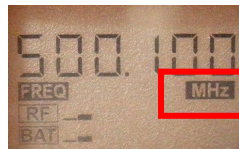
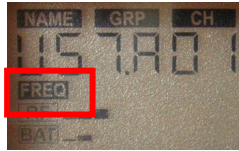
# SPR 4 – MAIN MENUE – OVERVIEW





IVM 4

# SPR 4 – MAIN MENUE - SETUP MODE 1/2



PUSH DOWN TO goto **Auto Channel** Menu.

PUSH TO SELECT Frequency **Preset**.  
(See Owner Manual Chapter 3.4.6)

PUSH TO SELECT **Frequency**.  
(See Owner Manual Chapter 3.4.6)

PUSH TO START **Field** Scan.  
(See Owner Manual Chapter 4.2.1)

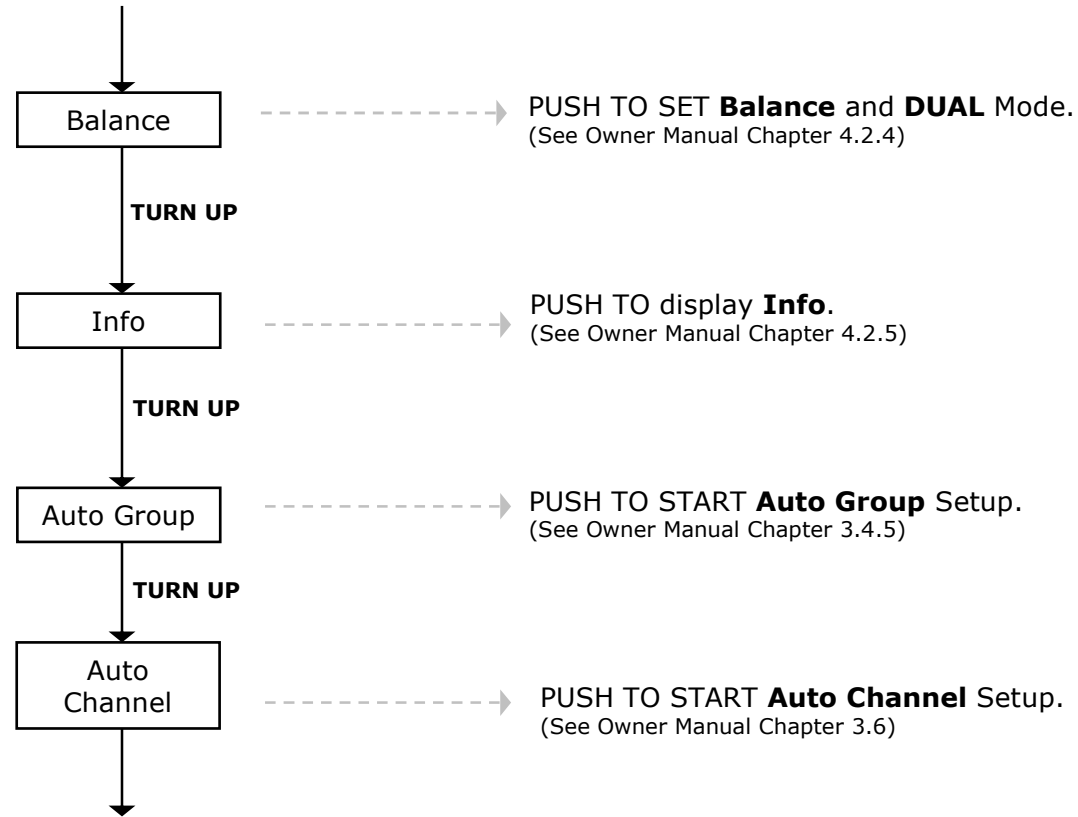
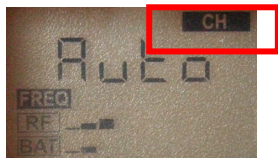
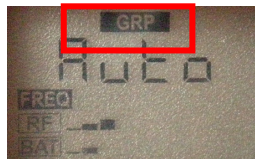
PUSH TO SET **Squelch** Level.  
(See Owner Manual Chapter 4.2.2)

PUSH TO ACTIVATE/DEACTIVATE Safety **Limiter**.  
(See Owner Manual Chapter 4.2.3)



IVM 4

# SPR 4 – MAIN MENUE - SETUP MODE 2/2



TURN UP TO return to **Frequency Preset** Menu.







# IVM 4

## Audio Presets Details

SST 4

© AKG Acoustics 2008

[www.ake.com](http://www.ake.com)

**H** A Harman International Company

AKG SOUNDS BETTER



# COMPRESSOR

## All COMPRESSOR Presets have one GOAL:

- Create a precise and well-balanced monitoring level by
  - maintaining all sound nuances and
  - a natural control behavior without artifacts



## AKG ROOM SIMULATION

**All ROOM SIMULATION Presets have one GOAL:**

- Generate a natural listening environment.
- Offering:
  - a precise mix and
  - better wearing comfort of the earphones



# EQUALIZER

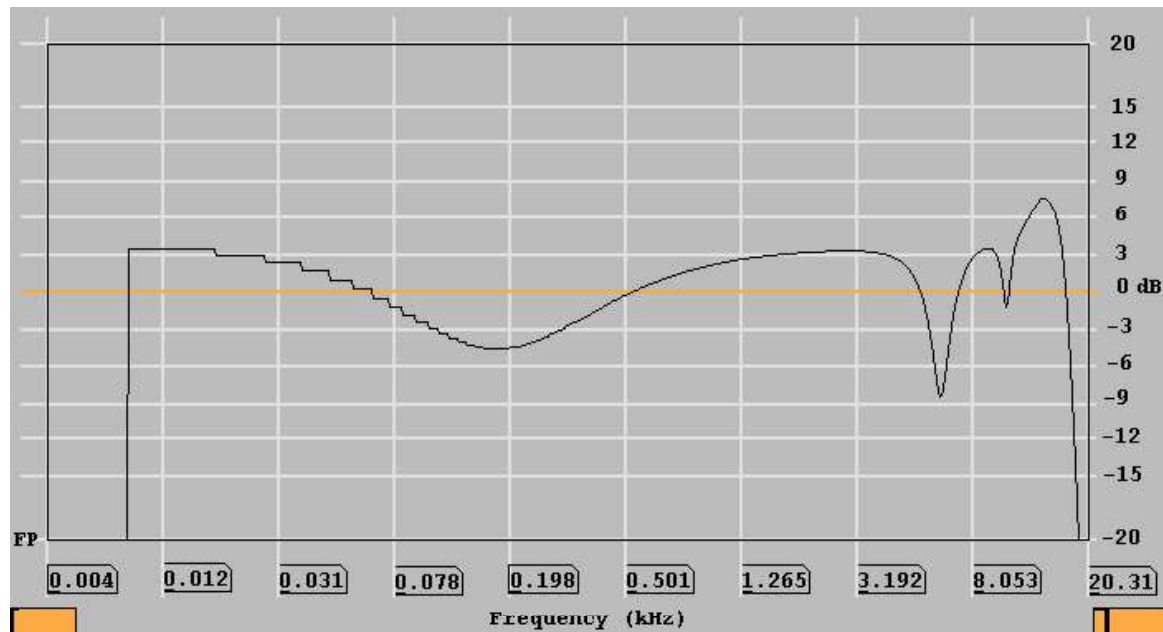
## All EQUALIZER Presets have one GOAL:

- Provide solutions for typical sound-problems of stage-monitoring:
  - improve transparency
  - soften a harsh sound



## EQUALIZER – IP 2 PRESET

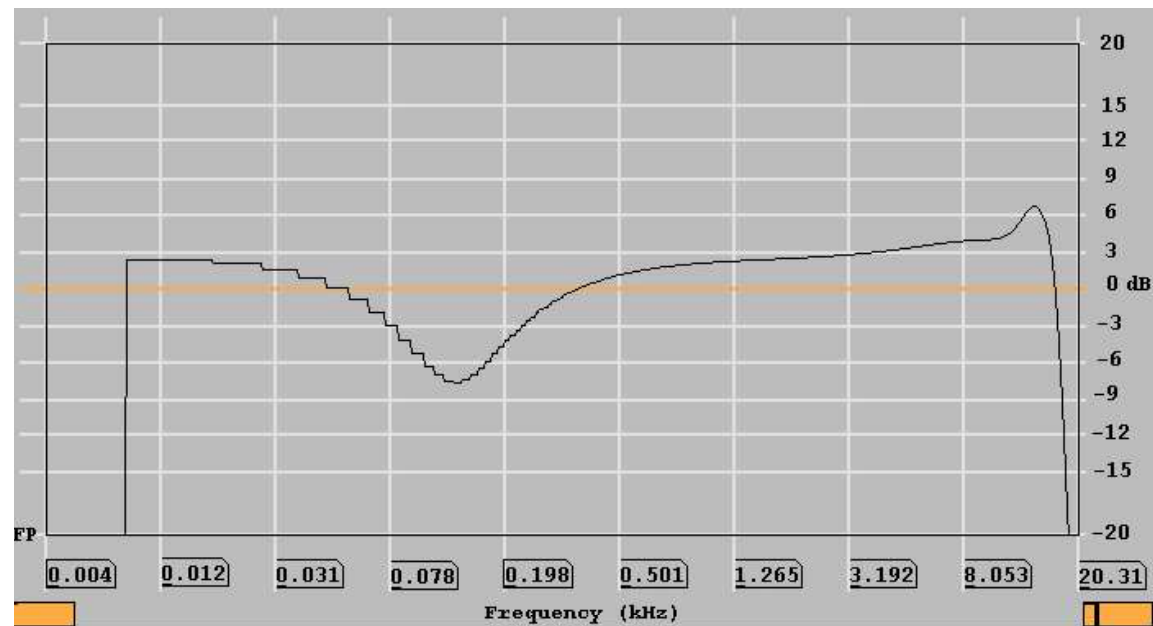
**IP 2:** Correction curve for a neutral sound with the IP 2 earphones



Remark: The development software has a poor graphical resolution below 100 Hz

## EQUALIZER – CLEAR PRESETS

**CLEAR 1:** 7 dB attenuation at 125 Hz

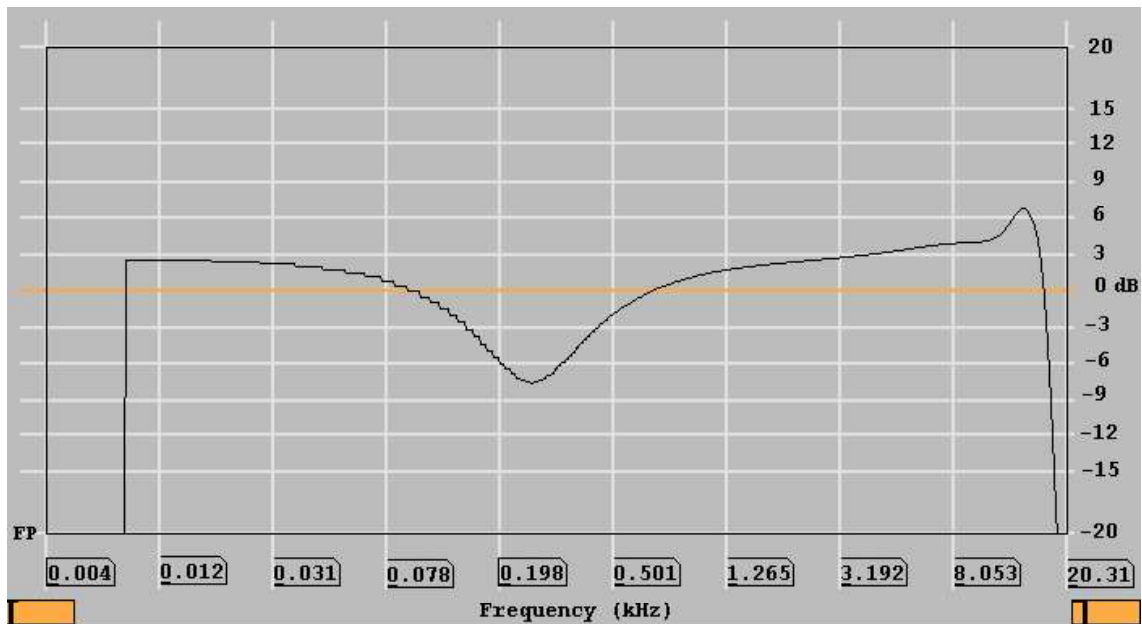


Remark: The development software has a poor graphical resolution below 100 Hz



## EQUALIZER – CLEAR PRESETS

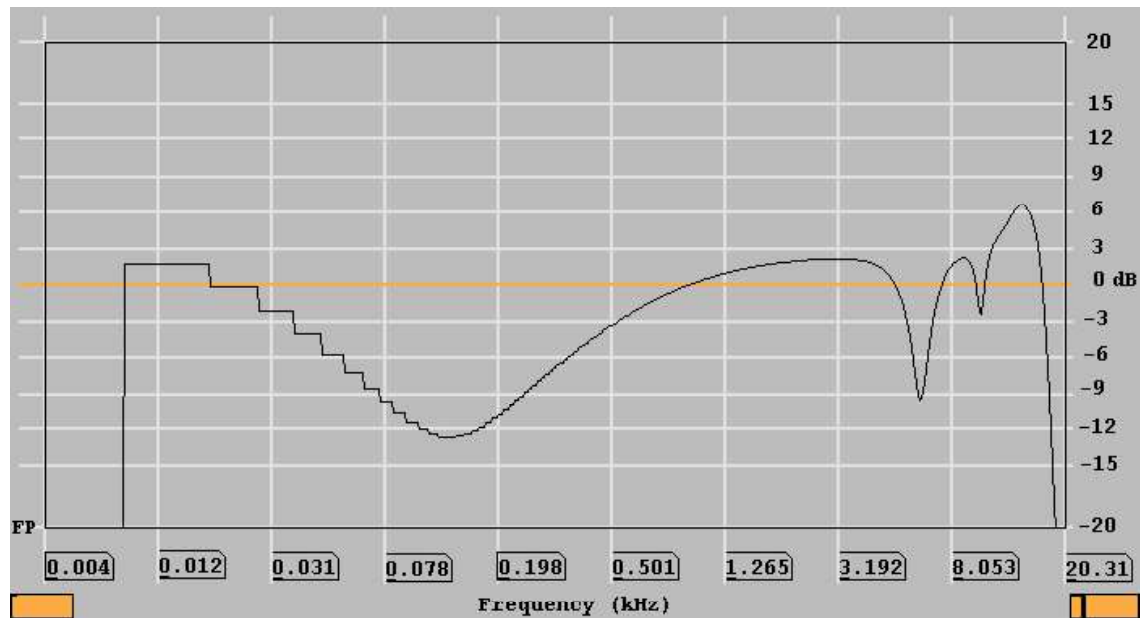
**CLEAR 2:** 7 dB attenuation at 250 Hz



Remark: The development software has a poor graphical resolution below 100 Hz

## EQUALIZER – CLEAR PRESETS

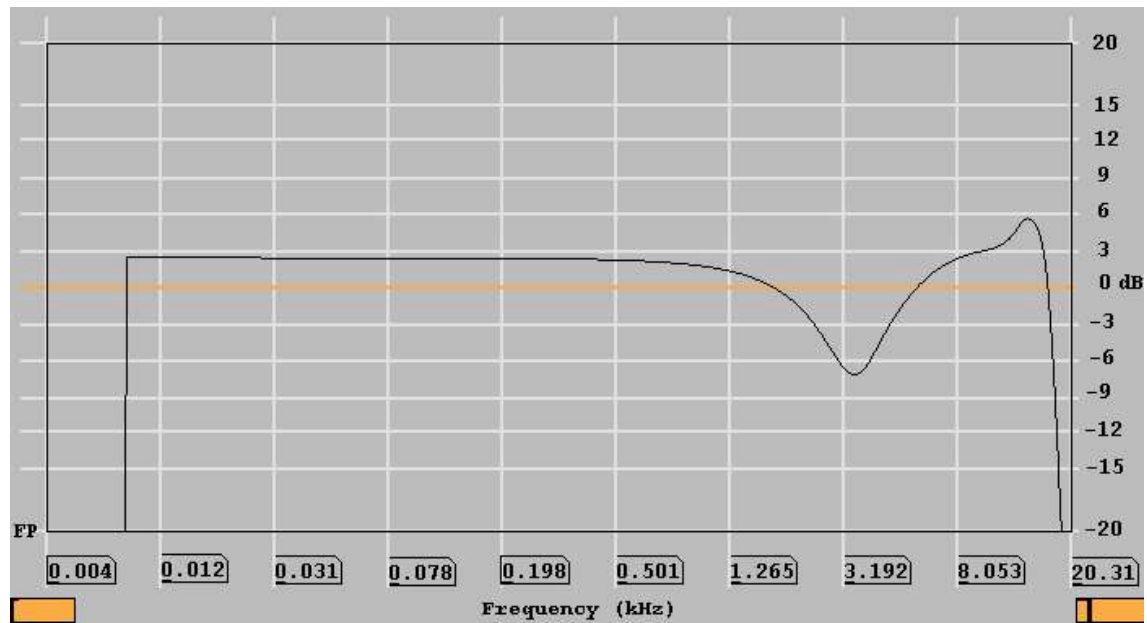
**CLEAR 3:** IP 2 correction curve plus 7 dB attenuation at 125 Hz



Remark: The development software has a poor graphical resolution below 100 Hz

## EQUALIZER – SOFT PRESETS

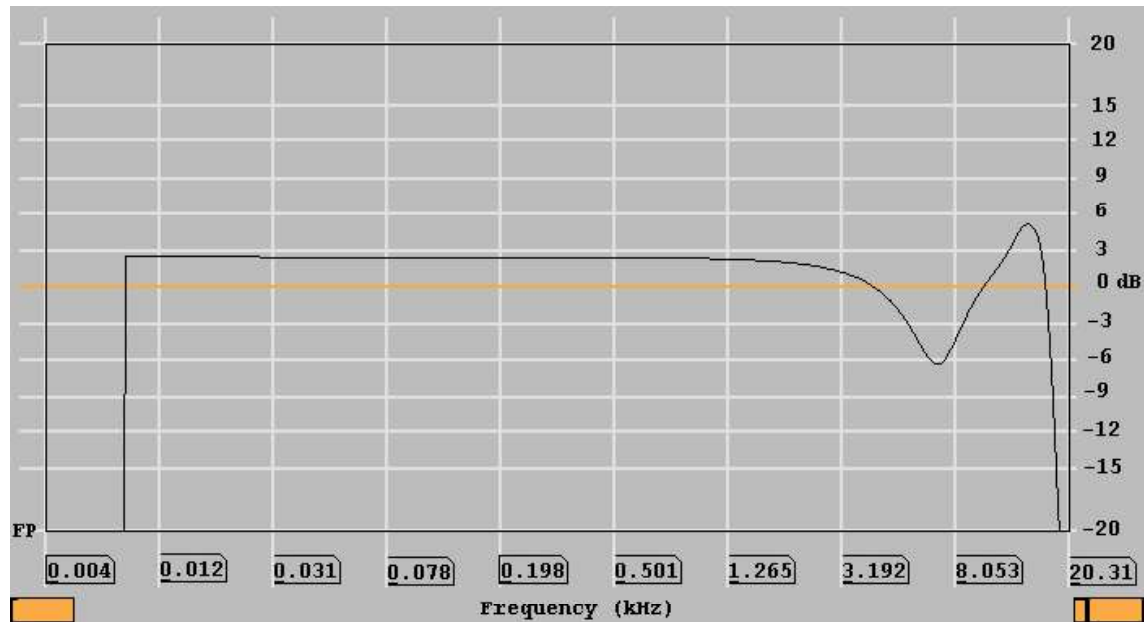
**SOFT 1:** 7 dB attenuation at 3.4 kHz



Remark: The development software has a poor graphical resolution below 100 Hz

## EQUALIZER – SOFT PRESETS

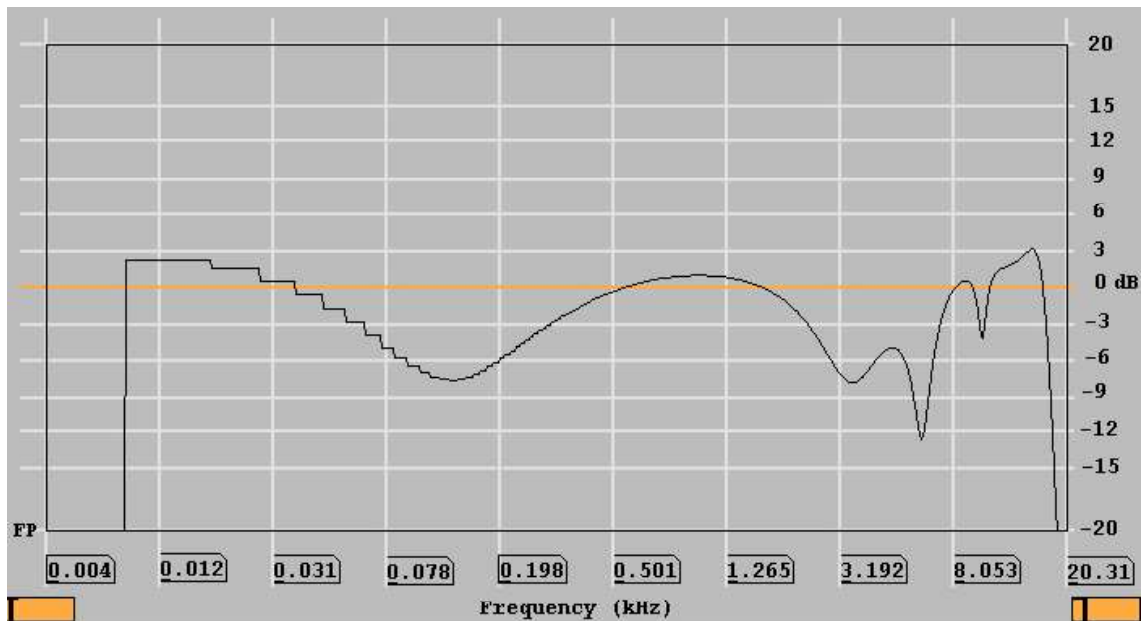
**SOFT 2:** 7 dB attenuation at 6.8 kHz



Remark: The development software has a poor graphical resolution below 100 Hz

## EQUALIZER – SOFT PRESETS

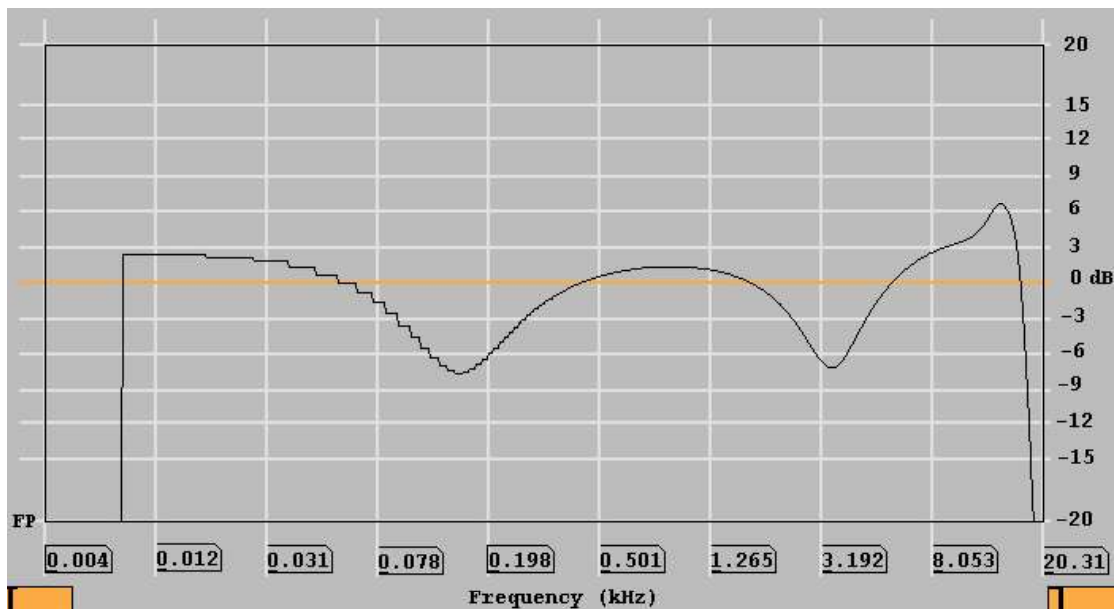
**SOFT 3:** IP 2 correction curve plus 7 dB attenuation at 3.4 kHz



Remark: The development software has a poor graphical resolution below 100 Hz

## EQUALIZER – WARM PRESETS

**WARM 1:** 7 dB attenuation at 125 Hz and 3.4 kHz

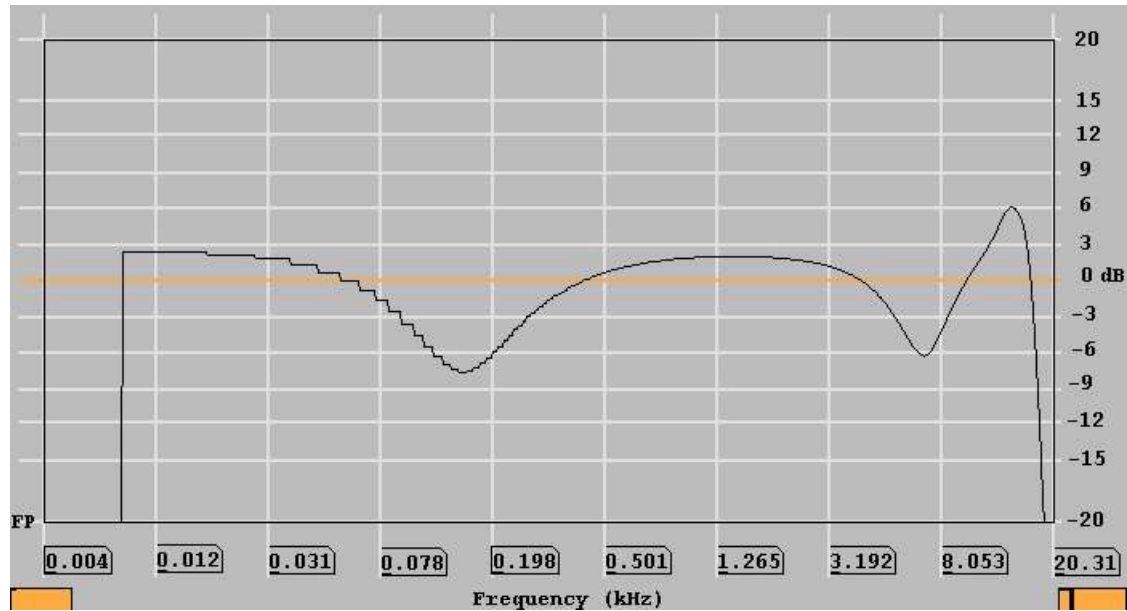


Remark: The development software has a poor graphical resolution below 100 Hz



## EQUALIZER – WARM PRESETS

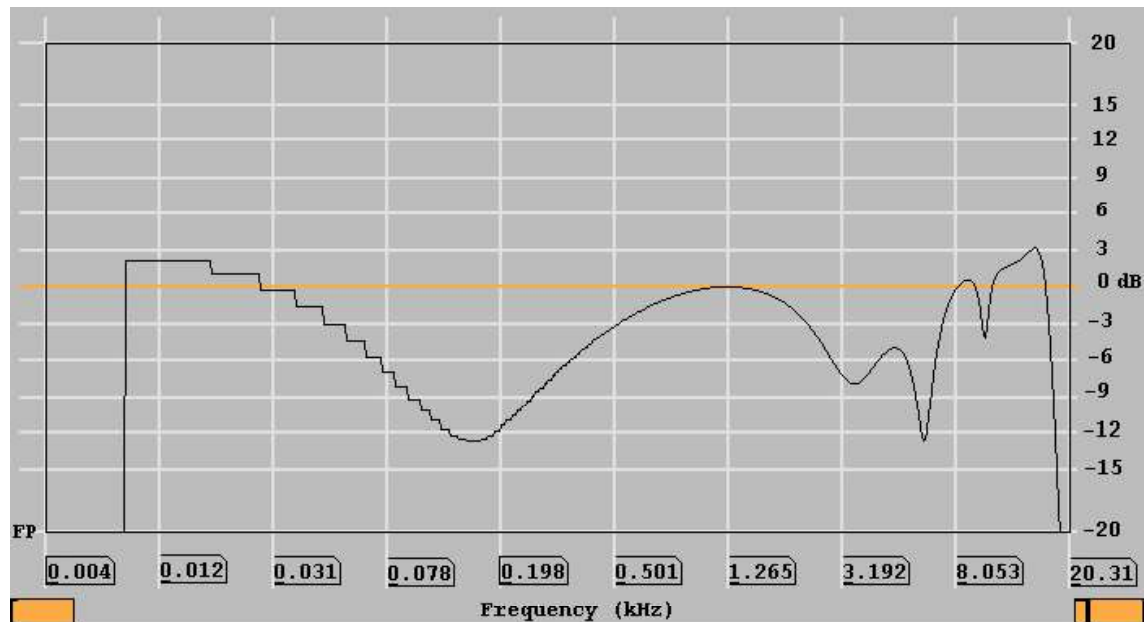
**WARM 2:** 7 dB attenuation at 125 Hz and 6.8 kHz



Remark: The development software has a poor graphical resolution below 100 Hz

## EQUALIZER – WARM PRESETS

**WARM 3:** IP 2 correction curve plus 7 dB attenuation at 125 Hz and 3.4 kHz



Remark: The development software has a poor graphical resolution below 100 Hz

# COMPRESSOR

## All COMPRESSOR Presets have one GOAL:

- Create a precise and well-balanced monitoring level by
  - maintaining all sound nuances and
  - a natural control behavior without artifacts



## EQUALIZER – COMPRESSOR PRESETS

**SOFT 1 - 3:** soft and gentle compression

### **SOFT 1:**

Threshold: -22 dB

Ratio: 2 : 1

Knee: 0.2

(0 .. Soft / 1 .. Hard)

Makeup Gain: 8 dB

Attack Time: 32 ms

Release Time: 373 ms

### **SOFT 2:**

Threshold: -14 dB

Ratio: 4.4 : 1

Knee: 0

(0 .. Soft / 1 .. Hard)

Makeup Gain: 8 dB

Attack Time: 32 ms

Release Time: 373 ms

### **SOFT 3:**

Threshold: -22 dB

Ratio: 3 : 1

Knee: 0.2

(0 .. Soft / 1 .. Hard)

Makeup Gain: 12 dB

Attack Time: 32 ms

Release Time: 373 ms

## EQUALIZER – COMPRESSOR PRESETS

**MED 1 - 3:** standard compression, enhancement of intelligibility and loudness

### **MED 1:**

Threshold: -42 dB

Ratio: 1.4 : 1

Knee: 0

(0 .. Soft / 1 .. Hard)

Makeup Gain: 10 dB

Attack Time: 60 ms

Release Time: 756 ms

### **MED 2:**

Threshold: -42 dB

Ratio: 1.8 : 1

Knee: 0.3

(0 .. Soft / 1 .. Hard)

Makeup Gain: 12 dB

Attack Time: 60 ms

Release Time: 756 ms

### **MED 3:**

Threshold: -50 dB

Ratio: 1.4 : 1

Knee: 0.3

(0 .. Soft / 1 .. Hard)

Makeup Gain: 12 dB

Attack Time: 60 ms

Release Time: 756 ms

## EQUALIZER – COMPRESSOR PRESETS

**HARD 1 - 3:** aggressive compression

### **HARD 1:**

Threshold: -22 dB

Ratio: 3.6 : 1

Knee: 0.3

(0 .. Soft / 1 .. Hard)

Makeup Gain: 14 dB

Attack Time: 32 ms

Release Time: 623 ms

### **HARD 2:**

Threshold: -14 dB

Ratio: 5.2 : 1

Knee: 0.3

(0 .. Soft / 1 .. Hard)

Makeup Gain: 14 dB

Attack Time: 17 ms

Release Time: 60 ms

### **HARD 3:**

Threshold: -32 dB

Ratio: 5.2 : 1

Knee: 0

(0 .. Soft / 1 .. Hard)

Makeup Gain: 20 dB

Attack Time: 17 ms

Release Time: 146 ms



## EQUALIZER – COMPRESSOR PRESETS

### LIM 1 / 2: limiter settings

#### LIM 1:

Threshold: -6 dB

Ratio: 10 : 1

Knee: 0.7

(0 .. Soft / 1 .. Hard)

Makeup Gain: 0 dB

Attack Time: 19 ms

Release Time: 1000 ms

#### LIM 2:

Threshold: -6 dB

Ratio: 10 : 1

Knee: 0.7

(0 .. Soft / 1 .. Hard)

Makeup Gain: 0 dB

Attack Time: 19 ms

Release Time: 100 ms

## EQUALIZER – TECHNICAL LIMITER

The technical limiter is the last block in the SST 4 audio processing chain.

It prevents the RF transmission from distortion.

**Settings:**      Threshold: 0 dB  
                     Ratio: (infinite) : 1  
                     Attack Time: 0 ms  
                     Release Time: 70 ms

You get the most gain and the best S/N with the IVM4 system with an optimal modulated RF transmission.

**TIPP:**

**Set the In-Gain so that the gain reduction display indicates a little reduction from time to time!**

