

Hypex Filter Design Measurement Tool

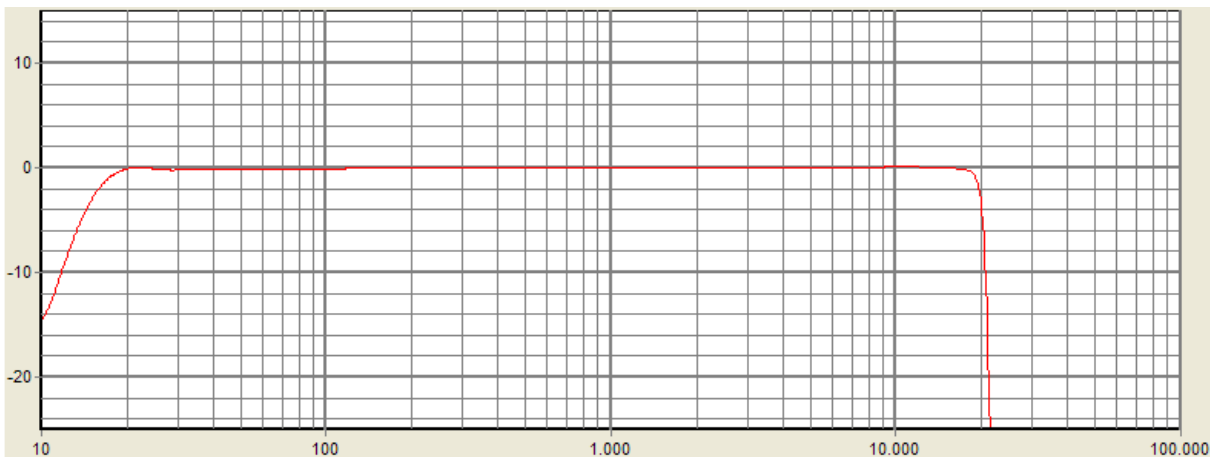
Revision 1

The list of brands for Windows computers, as well as the possible combination of hardware used in PCs is practically unlimited – this can lead to compatibility issues or undesired interaction of components. The demands placed on a computer used for music production are usually quite different than those for office or gaming computers. As a result, it is often necessary to tune off-the-shelf or self-built computer systems so they perform well enough for real-time audio processing. Using non-optimized computers for real-time audio can give wrong measurement results.

This document illustrates the result of a correct loop-back measurement and some troubleshooting which could help you out when you get different results with the loop-back measurements.

1.1 Check setup

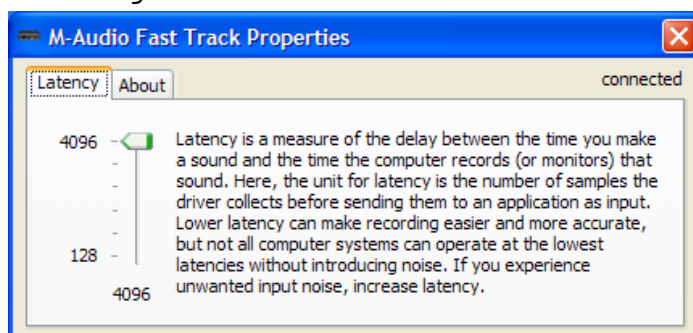
1. Check your setup with several loop-back measurements (output directly connected to the input), it should look like this:



1.2 Audio tuning

When you observe problems with the loop-back measurements, please try the points below.

1. Close as much programs and processes on the background
2. Try other values for the latency setting, on other soundcards this setting could be called something like buffer size.



3. Download DPC Latency Checker at: http://www.thesycon.de/eng/latency_check.shtml
4. Read the following documents:
[Windows XP Tuning Tips for Audio Processing](#)
[Windows 7 Tuning Tips for Audio Processing](#)

Document Version	Description	Date
R1	Initial draft	22.11.2013
R2		
R3		