

NÖRDOST

MAKING THE CONNECTION



SYSTEM SET-UP & TUNING DISC

LEDR Tests

11 Tone 1. Up

12 Tone 2. Over

13 Tone 3. Lateral

The Listening Environment Diagnostic Recordings are a series of computer-generated tones, remarkable tools created by EASI to assess speaker positioning and room interaction. Their predictable motion and symmetrical paths allow you to hear how adjustments to speaker placement and listening room acoustics affect the reproduction of the stereo soundfield. Their objective, repeatable nature makes them a uniquely powerful device when it comes to optimizing speaker placement and acoustic treatment.

Tone 1. Up

You should hear the computer generated “chuffing” sound start behind and at the base of the left hand speaker. The noise should slowly climb, vertically, around six feet. It will then repeat behind the right hand speaker. Any irregularity or tendency to bend or deviate from a vertical path suggests either problems with a tweeter or strong reflections. Likewise, the paths should be

symmetrical and the movement evenly spaced. A lack of height in particular suggests that there are strong reflections from the ceiling, an often-overlooked source of problems.

Tone 2. Over

This is, in many ways the most telling and useful of the three LEDR tests. The sound should start low, outside the left hand speaker, moving up and over in an even arch to finish at the same point outside the right hand speaker. The sound then repeats in reverse. The motion should be smooth and the arc even and symmetrical. Any tendency to hang up outside the speakers suggests that either speaker placement is too wide, or toe-in inadequate; Likewise, a tendency to jump across the middle of the arc. Once you have adjusted the speakers a few times you’ll quickly recognize the effect of spacing as opposed to toe-in, but in essence, a stop/go halt in movement suggests a spacing problem whereas a reluctance to move followed by a sudden rush across the centre suggests that it’s toe-in that’s at fault. Cramping of the arc at either end suggests an overly close proximity to the wall, while unevenness in the arc itself implies asymmetry in the ceiling reflections. The height of the arc

should at least match the height of the Up tones.

Tone 3. Lateral

This is the only LEDR test that involves four sets of tones as opposed to two. The first set start in the left speaker and move across to the right one. The second set starts from outside the right hand speaker and moves across to outside the left hand one. Then it’s right to left and finally outside the left to outside the right.

This series is particularly useful for fine-tuning speaker spacing and toe-in once you’ve established a decent, symmetrical path for Tone 2, although it’s important to keep track of the various tones, those that start and finish at the speakers and those that start and finish outside them.

You can find more information regarding initial positioning of loudspeakers at the Nordost Web-site, www.nordost.com. Just download the Speaker Placement pdf.

14 System Degauss 03.34

A complex synthetic tone that helps to remove the parasitic magnetic fields which build up within audio circuits. This track should be used both during initial set-up and regularly thereafter.

15 Bass Drum	01.00
16 Snare Drum	01.00
17 Hi-Hats	01.00
18 Drum Pattern 1	01.00
19 Drum Pattern 2	01.00
20 Drum Pattern 3	01.00
21 Drum Pattern 4	01.00
22 Drum Pattern 5	01.00

These tracks contain un-compressed recordings of the main parts of a drum kit, individually and together. They serve as a useful indicator of the dynamic response of a system at different frequencies, as well as helping to reveal how well it handles repeated low-frequency pulses – a key consideration when it comes to the pace and timing of music.

Warning: Uncompressed recordings can damage equipment if played too loud. Always start these tracks with the volume low and advance it slowly to the desired level.

Test Tones

23 Reference Level at -10dB 00.30

Use this to set level for the series of sweeps and test tones.

24 Frequency Sweep 02.08
 20Hz – 7kHz

A standard frequency sweep. It will let you hear how evenly the system drives the room, as well as identifying potential problems, rattles and the like within speakers.

25 Low Frequency Sweep (Timed) 01.50

This slow, low frequency sweep is specially timed to allow you to identify the principle resonant frequencies within a room. It starts with a short silence, so that the signal frequency is synchronized with the player's clock, the 20Hz tone starting at 20 seconds. Thereafter it advances at 1Hz per second, meaning that when you hit a resonant frequency, the time clock will tell you what that frequency is – 00.45 means 45Hz, 00.57 means 57Hz and 01.11 means 71Hz (that's 60+11). The sweep runs from 20Hz to 130Hz.

- 26 Low Frequency Tones 18Hz**
- 27 21Hz**
- 28 24 Hz**
- 29 27Hz**
- 30 30Hz**
- 31 33Hz**
- 32 36Hz**

33 39Hz

34 42Hz

35 45Hz

36 48Hz

37 51Hz

38 54Hz

39 57Hz

40 60Hz

41 65Hz

42 70 Hz

43 75Hz

44 80Hz

45 85Hz

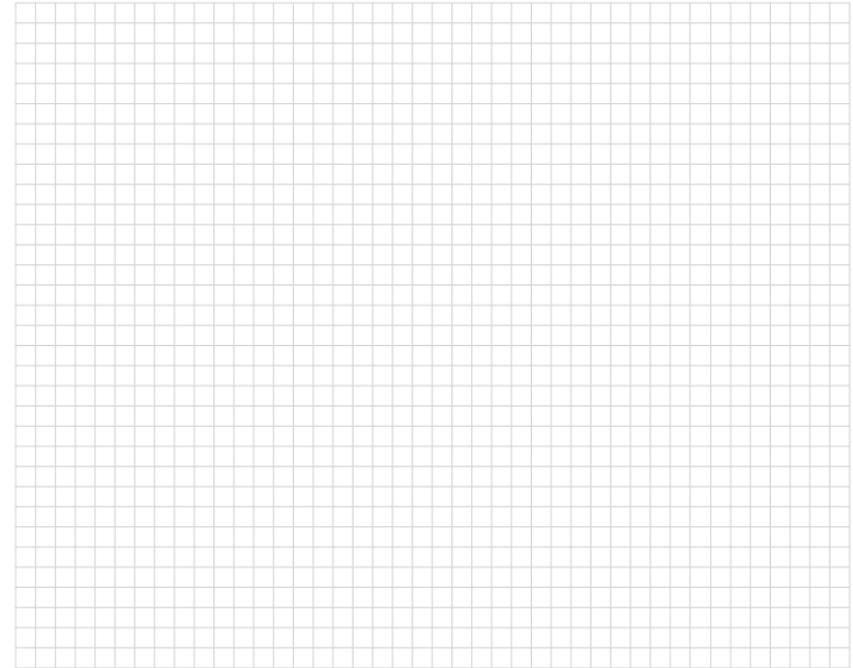
46 90Hz

Discrete low-frequency tones, each lasting 20 seconds. These are ideal for assessing the placement of speakers and sub-woofers, as well as the integration of the latter.

47 System Burn-In 20.00

Another complex, synthetic track, this time designed to burn-in speakers and equipment from new, more quickly than music does. Simply set this track on repeat and leave the room. If you want to minimize the leakage of noise (and it is practical to do so) set the speakers facing each other and connect them out of phase.

Once you have defined the optimum position for your speakers, draw a diagram of the layout, with accurate measurements so that you can recreate it if necessary.



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1	Channel Check	17	Hi-Hats	31	33Hz
2	Phase Check	18	Drum Pattern 1	32	36Hz
3	Pink Noise – Stereo	19	Drum Pattern 2	33	39Hz
4	Pink Noise – Left	20	Drum Pattern 3	34	42Hz
5	Pink Noise – Right	21	Drum Pattern 4	35	45Hz
6	Pink Noise – Alternating	22	Drum Pattern 5	36	48Hz
7	White Noise – Stereo	23	Reference Level at -10dB	37	51Hz
8	White Noise – Left	24	Frequency Sweep 20Hz – 7kHz	38	54Hz
9	White Noise – Right	25	Low Frequency Sweep (Timed)	39	57Hz
10	White Noise – Alternating		Low Frequency Tones	40	60Hz
11	LEDR Tone 1. Up			41	65Hz
12	LEDR Tone 2. Over	26	18Hz	42	70 Hz
13	LEDR Tone 3. Lateral	27	21Hz	43	75Hz
14	System Degauss	28	24 Hz	44	80Hz
15	Bass Drum	29	27Hz	45	85Hz
16	Snare Drum	30	30Hz	46	90Hz
				47	System Burn-In



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