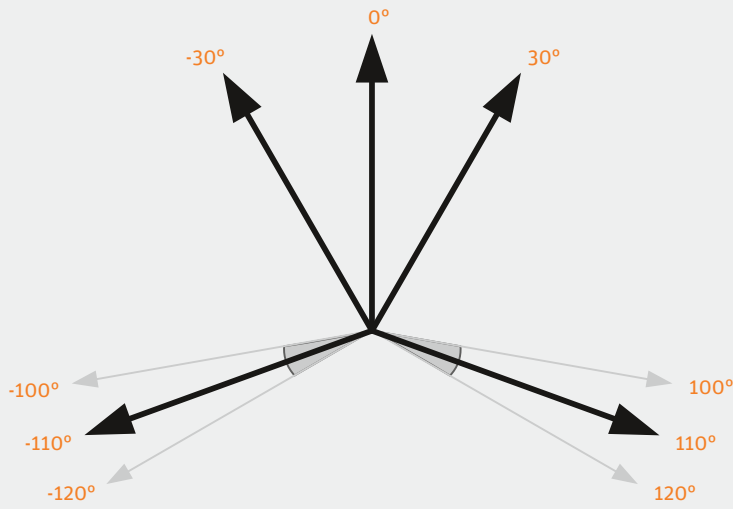




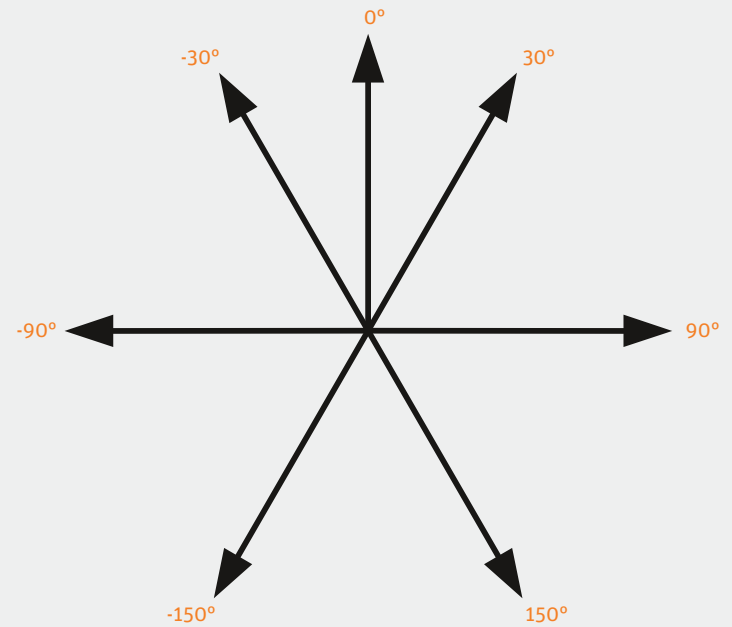
Getting Started Quickly

Place the loudspeakers at the correct angle
(ITU-R BS.775-1)

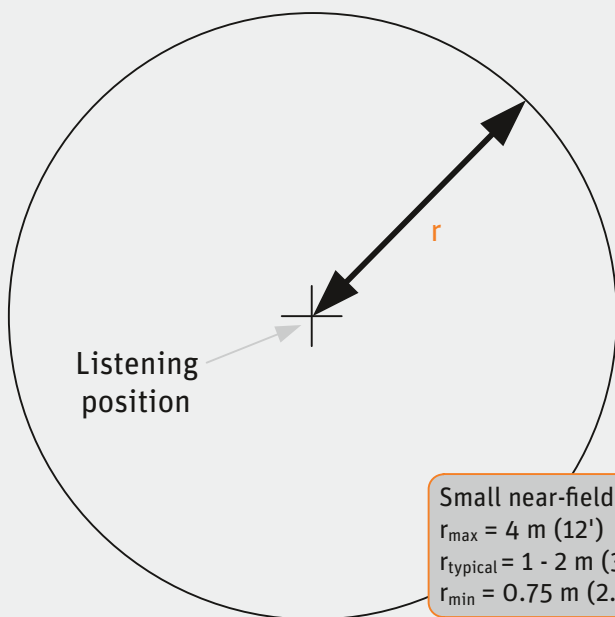


For 2-channel stereo use $\pm 30^\circ$

For 7.1 high definition systems
(no international standards)

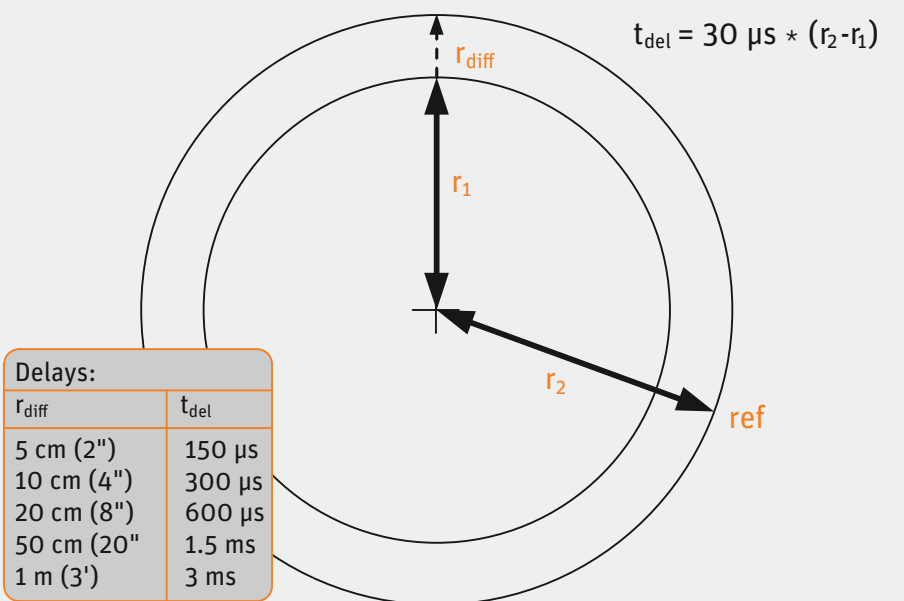


Place the loudspeakers at the same distance

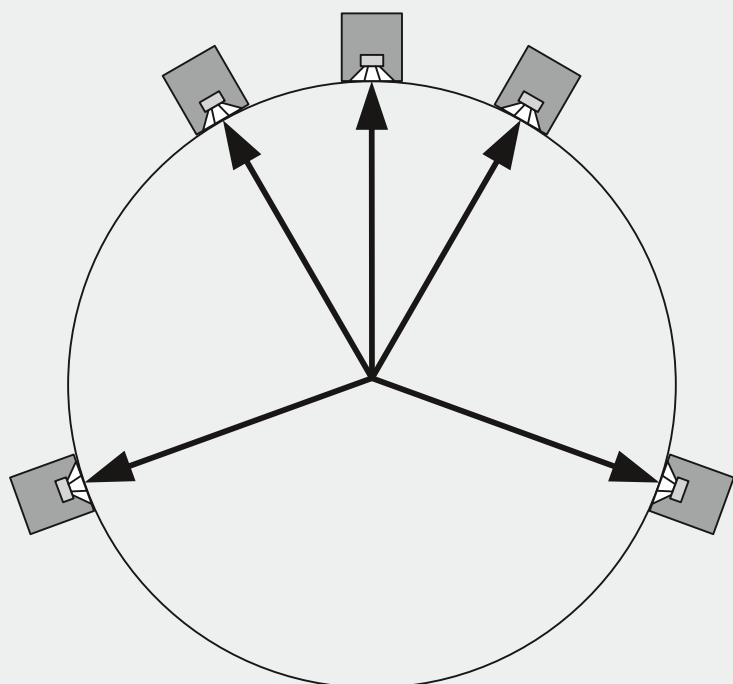


Small near-field systems:
 $r_{max} = 4 \text{ m (12')}$
 $r_{typical} = 1 - 2 \text{ m (3 - 6')}$
 $r_{min} = 0.75 \text{ m (2.5')}$

Delay closer loudspeakers by $30 \mu\text{s/cm}$ ($76 \mu\text{s/inch}$)
Use the furthest loudspeaker as a reference

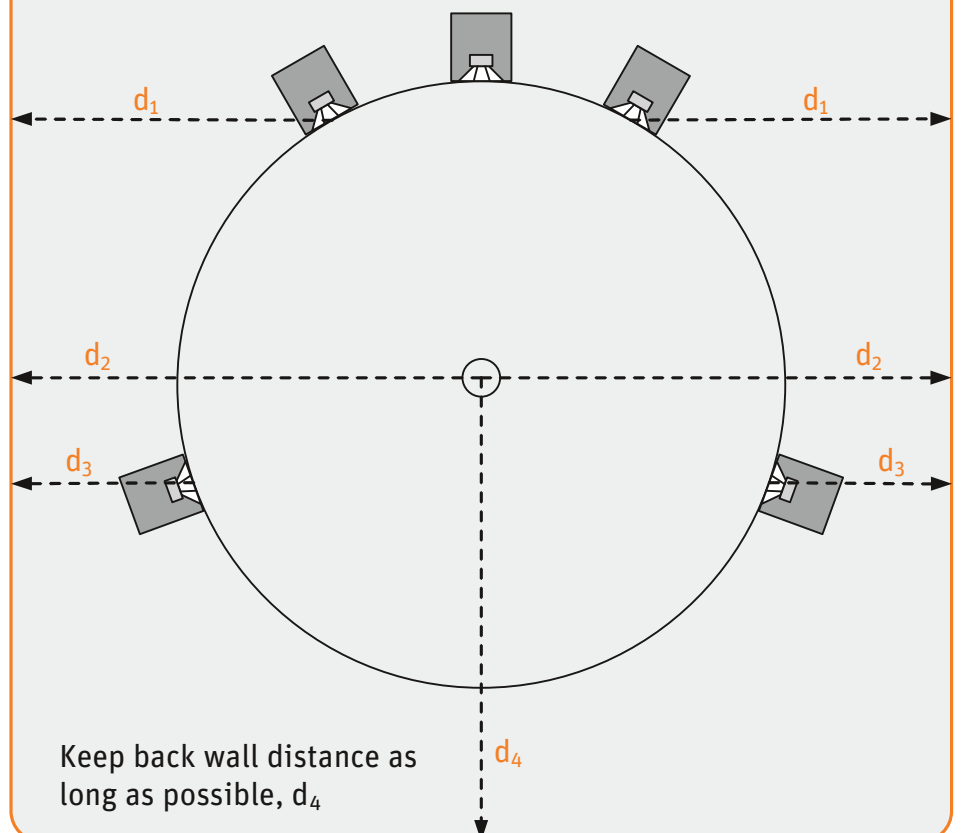


Horizontal: Point loudspeakers at listening position



Use the acoustical axis as a reference

Symmetrical loudspeaker and object placement in the room improves stereo imaging, d_1, d_2, d_3



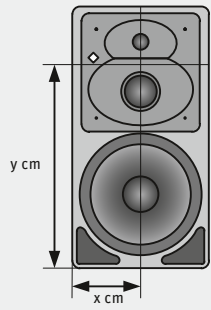
Keep back wall distance as long as possible, d_4



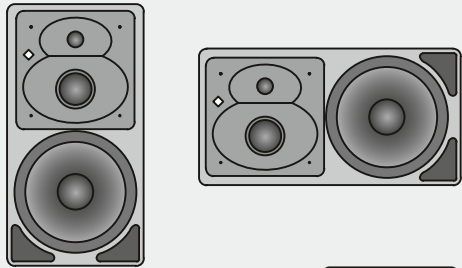
Getting Started Quickly

Acoustical axis and cabinet orientation

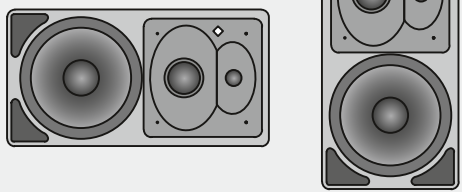
Use acoustical axis as a reference point



Recommended cabinet orientation for a wide usable listening area

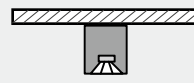


Not recommended cabinet orientation



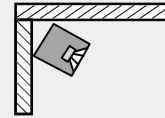
Acoustical controls

Against a wall



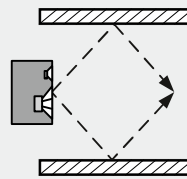
Solid: Bass = -5 dB
Soft: Bass = -2.5 dB

In a corner



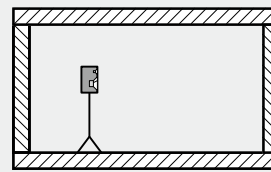
Bass = -7.5 dB

Reflections



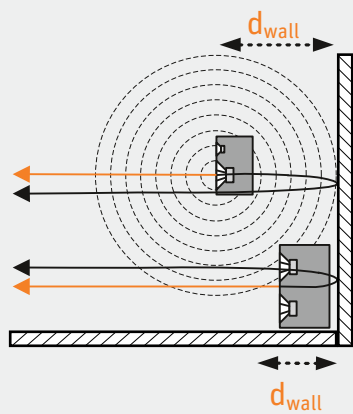
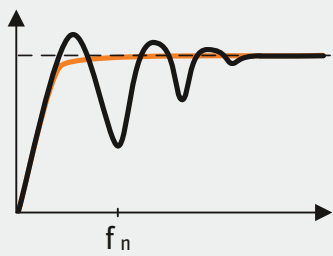
Mid = -1.5 or -3 dB

Free standing



Live: Treble = -1 dB
Bass = -2.5 dB
Dead: All 0 dB

Distance from the wall



Full Range Loudspeakers

Avoid $d_{wall} = 0.8 - 2.0$ m

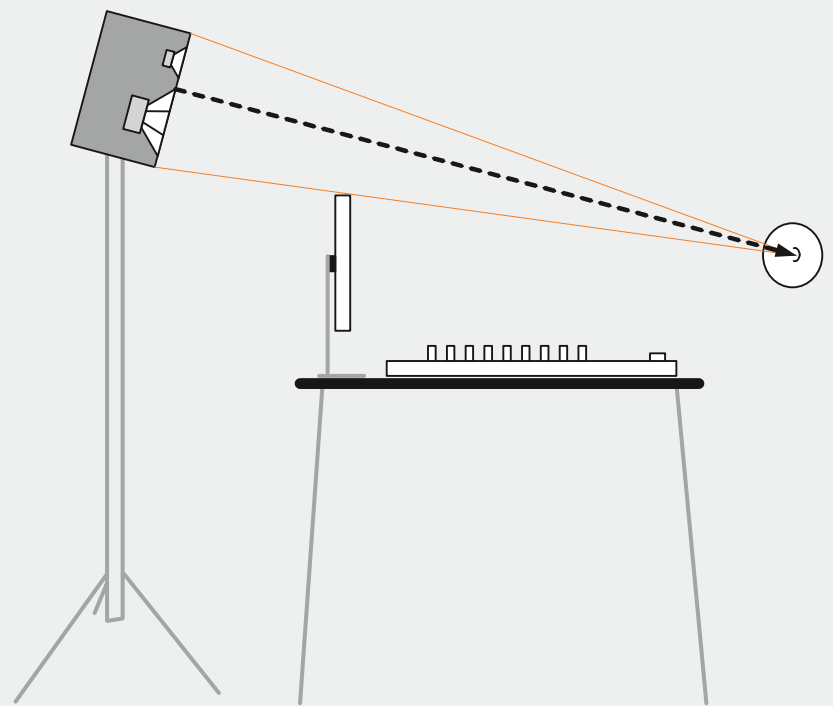
Bass Managed Loudspeakers

Avoid $d_{wall} = 0.8 - 1.0$ m

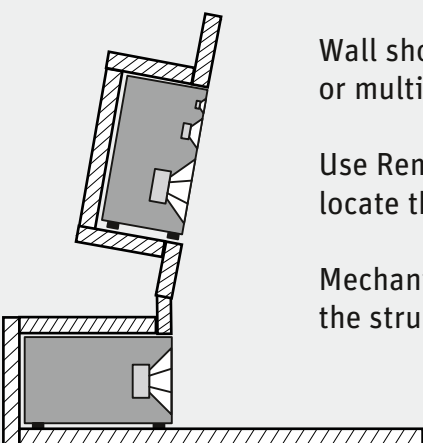
Subwoofers

Avoid $d_{wall} = >0.8$ m

Vertical plane: Point the loudspeakers at the listening position. Avoid objects between the loudspeaker and listening position.



Flush mounting



Wall should be heavy: bricks, concrete, or multiple layers of gypsum or MDF

Use Remote Electronics Kits to remotely locate the electronics panels

Mechanically isolate the cabinets from the structure using vibration isolators

Avoid reflections for a smooth midrange

