



FILTER SHEET

HK AUDIO CX, LAB.GRUPPEN IPD1200/2400

	CX8 LC	CX12 LC	CX15 LC	CS118	CX8 FR	CX12 FR	CX15 FR			
Phase	NORM	NORM	NORM	NORM	NORM	NORM	NORM			
Delay [ms]	0	0	0	0	0	0	0			

High Pass

Frequ. [Hz]	120	120	120	32	75	60	45			
Shape	But24	But24	But24	But24	But24	But24	But24			

Low Pass

Frequ. [Hz]				100						
Shape				But24						

EQ1

Type	Bell	Bell	Bell	Bell	Bell	Bell	Bell			
Frequ. [Hz]	80	75	70	39	80	75	70			
Q	0.8	1.4	2.5	4.1	0.8	1.4	2.5			
Gain [dB]	7	4	5	3	7	4	5			

EQ2

Type	Bell	Bell	Bell	Bell	Bell	Bell	Bell			
Frequ. [Hz]	450	257	210	45	450	257	210			
Q	8.3	8.3	8.6	1.7	8.3	8.3	8.6			
Gain [dB]	-0.8	-0.8	-1	1.9	-0.8	-0.8	-1			

EQ3

Type	Bell	Bell	Bell	Bell	Bell	Bell	Bell			
Frequ. [Hz]	480	720	240	60	480	720	240			
Q	1.5	2.8	9.1	1.8	1.5	2.8	9.1			
Gain [dB]	2.5	-2.2	-1.2	2.5	2.5	-2.2	-1.2			

EQ4

Type	Bell	Bell	Bell		Bell	Bell	Bell			
Frequ. [Hz]	1k	1.88k	610		1k	1.88k	610			
Q	2	3.8	5.9		2	3.8	5.9			
Gain [dB]	-1.7	-0.9	-2.5		-1.7	-0.9	-2.5			

EQ5

Type	Bell	Bell	Bell		Bell	Bell	Bell			
Frequ. [Hz]	5k	3.9	830		5k	3.9	830			
Q	7	6.7	8.9		7	6.7	8.9			
Gain [dB]	-2	-1	-1		-2	-1	-1			

EQ6

Type	Bell	Bell	Bell		Bell	Bell	Bell			
Frequ. [Hz]	9.1k	13k	1.88k		9.1k	13k	1.88k			
Q	18	5.4	3.4		18	5.4	3.4			
Gain [dB]	-1	2.1	-1.25		-1	2.1	-1.25			

EQ7

Type	Bell	High Shelf	Bell		Bell	High Shelf	Bell			
Frequ. [Hz]	3k	11k	3k		3k	11k	3k			
Q	1.8	3.0dB/Oct	3.0		1.8	3.0dB/Oct	3.0			
Gain [dB]	-1.7	-4.25	0.2		-1.7	-4.25	0.2			

EQ8

Type			High Shelf				High Shelf			
Frequ. [Hz]			8.41k				8.41k			
Q			3.0dB/Oct				3.0dB/Oct			
Gain [dB]			-3.5				-3.5			

EQ9

Type										
Frequ. [Hz]										
Q										
Gain [dB]										

EQ10

Type										
Frequ. [Hz]										
Q										
Gain [dB]										

Peak Limiter

Vpk [dB]	98	98	98	98	98	98	98			
Release [ms]	15	15	15	20	15	15	15			

RMS Limiter

Tresh. [dBu]	39	42	42	42	39	42	42			
Attack [ms]	15	15	15	20	15	15	20			
Hold [ms]	10	10	10	30	10	10	10			
Release [ms]	80	80	80	205	80	80	80			
Ratio	2.0:1	1.2:1	1.2:1	1.2:1	2.0:1	1.2:1	1.2:1			
Gain [dB]	0	0	0	0	0	0	0			