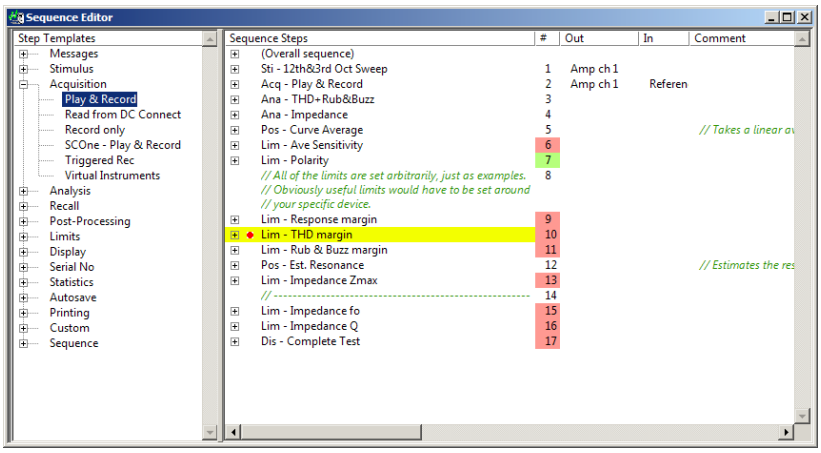
SoundCheck® 13.0 New Features

SoundCheck 13's release marks a move towards a simpler, more intuitive user interface with standard context-sensitive control and centralized menus. This offers user benefit in the form of faster test development and a more attractive user interface. In addition, improved memory management and a 64 bit version offer faster testing and the option to use longer test signals.

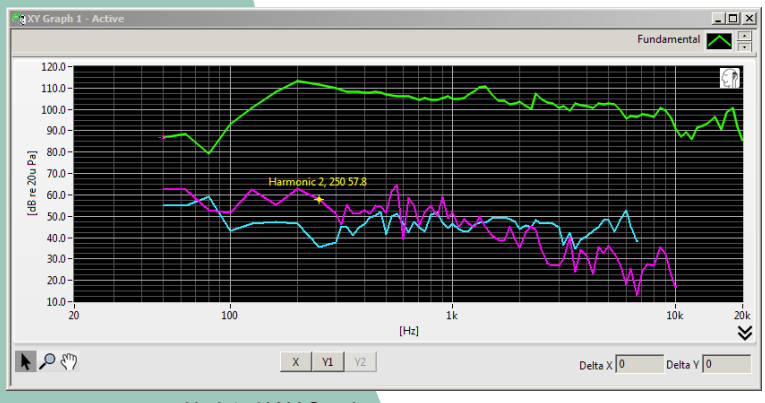
New Sequence Editor

A complete overhaul of SoundCheck's sequence editor makes it faster to write, troubleshoot and modify test sequences. The step templates pane now features an expandable tree structure for template categories and can be fully collapsed to maximize sequence space. Single or multiple steps are now added to a sequence or moved within it simply by dragging and dropping, and all other functions are accessed by right clicking on the step.



New Sequence Editor

The sequence editor now runs in parallel with Soundcheck and can remain open when running a sequence. The currently running step is highlighted in the editor for ease of troubleshooting. Users can insert breakpoints into a sequence for debugging purposes; when a breakpoint is reached the sequence pauses, so that the user can view data, edit steps, or insert new steps. New buttons on the main SoundCheck toolbar can then be used to advance the sequence one step at a time or run the remaining steps in the sequence. A portion of the sequence can also be run using the 'Run from Here' option in the right click menu. These new debugging tools make the Sequence Editor an even more powerful development environment.



Updated X-Y Graph

Undo functionality has also been added to the Sequence Editor both as a right click and familiar Ctrl+Z shortcut. This allows the user to quickly revert changes made when developing and editing sequences.

New Graphs

Updated versions of the XY and Waveform graphs feature a cleaner look and a more intuitive interface. Right click menus and a collapsible toolbar now contain all graph controls, leaving an uncluttered main window with a larger graph. Customizing the appearance of the graph, zooming, setting axis ranges, and even using cursors is simpler and more efficient than ever before.

SoundCheck® 13.0 New Features (cont.)

Improved Memory Management

Significant improvements to SoundCheck's memory management allows the use of longer stimulus signals than ever before, and sequences that use multiple acquisition steps can also keep iterative recorded waveforms in the memory list without incurring significant memory consumption. Customers performing multi-channel measurements will also experience substantial performance gains in SoundCheck 13 due to the lower memory footprint. This is beneficial for R&D applications with complex sequences, in particular in the telephony industry where long speech signals are widely used.

64-Bit Version

SoundCheck is now available in a 64-bit version. This allows the program to access more system memory, which permits the use of much longer stimuli and allow larger data sets such as DAT files with hundreds of curves to be opened into the memory list for offline analysis and reporting.

SoundCheck ONE

SoundCheck ONE has been updated and expanded for its release with SoundCheck 13. SoundCheck ONE is an entry-level SoundCheck system which is essentially a lower cost, simplified, version of SoundCheck coupled with the AmpConnect ISC hardware. SoundCheck ONE offers the capability to test loudspeakers, microphones and headphones within predetermined sequence templates.

Although the user interface is the same as in the full version of SoundCheck, rather than using the Sequence Editor, SoundCheck ONE users are supplied with sequence templates. These templates serve as the starting point for all SoundCheck ONE tests and can be used to generate as many product-specific sequences as desired by selecting parameters such as the stimulus signal, characteristics to be measured, frequency range, level and limits.

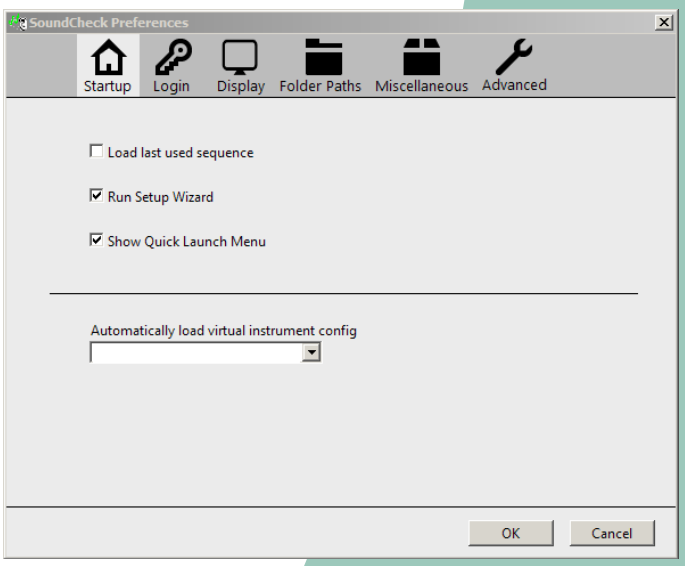
SoundCheck ONE is aimed at customers who do not own a full version of SoundCheck and need a low cost and easy to set up system for basic production line tests of loudspeakers, microphones or headphones. While it offers the same accuracy, advanced algorithms and speed as the regular version of SoundCheck, its flexibility and test customization capabilities are restricted. It is a good entry point for a company testing their products for the first time or moving up from a more rudimentary test system. It can be upgraded to the full version at any time for an additional fee.

Preferences and Quick Start Menus

A new preferences menu consolidates program-wide preferences such as folder paths and background wallpaper into a single menu. This menu also includes new options such as toggling sequence documentation and whether or not to automatically load a sequence on startup. A new Quick Start Menu provides a simple interface for choosing a sequence to open or starting a new sequence. It also allows easy access to recently used sequences as well as examples.

Memory List Values for Time Window

The Time Window in the Time Selective Response analysis step can now use values from the memory list. This allows the window to be set dynamically during the sequence using recalled or calculated values rather than fixed.



New Preferences Menu