

# **Metering Techniques**

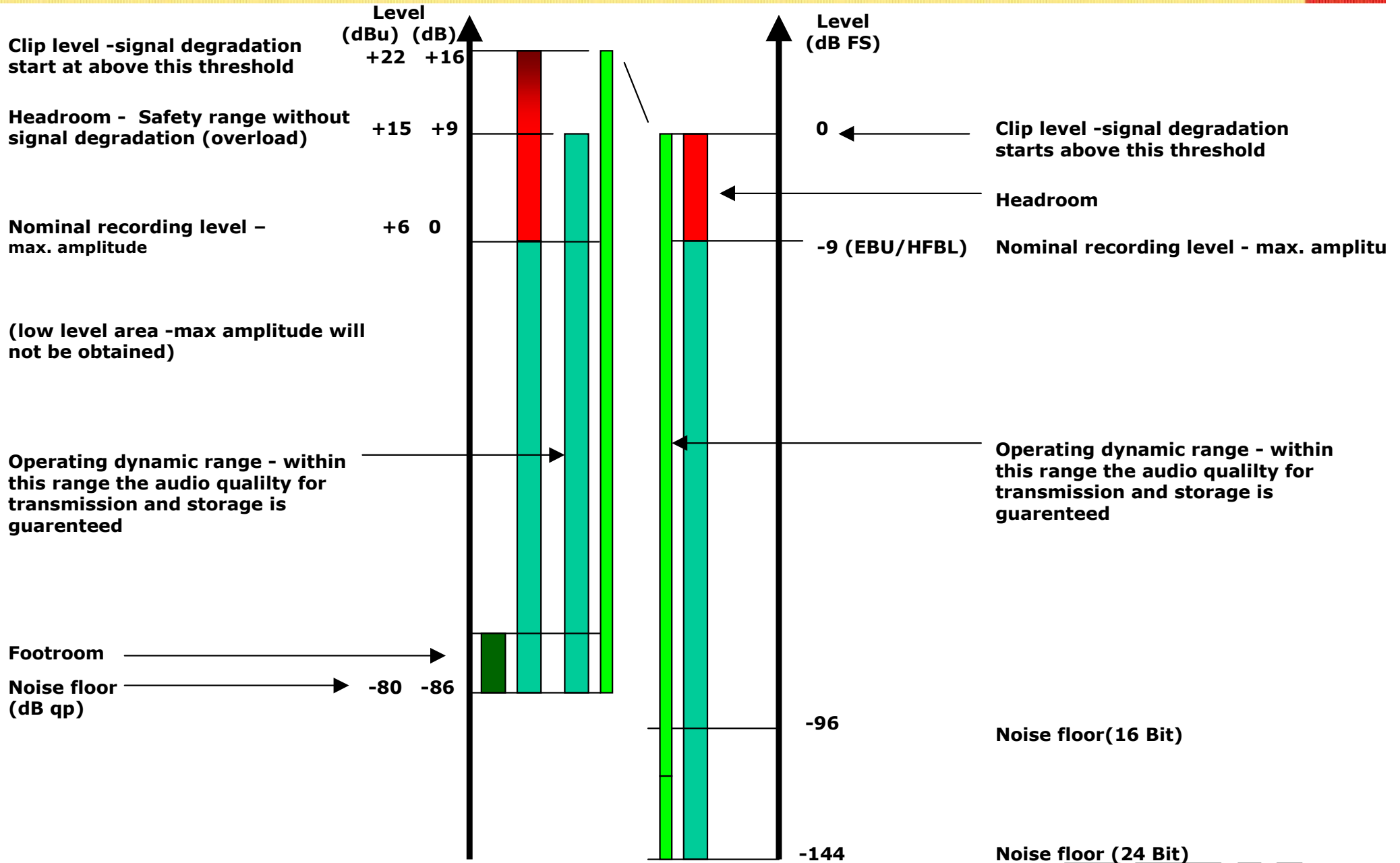
## **Metering Instruments**

### **Monitoring**

# Agenda

- **A-1. Metering - Terms - Definitions**
- **A-2. User requirements - type of application**
- **A-3. At present available and feasible types of display media**
- **A-4. Principal functioning of RTW PPM ´s**
- **A-5. Differences in Standards**
- **A-6. Standard (Pflichtenheft) for analog PPM ´s**
- **A-7. Standard (Pflichtenheft) for digital PPM ´s**
- **A-8. Loudnessdisplay**
- **A-9. Correlator**
- **A-10. Goniometer - Vectorscope**
- **A-11. Surround Analyzer**
- **A-12. Monitoring**
- **A-13. Measuring techniques**

# Terms and Definitions



# Type of application problem - 1

- **Level Meter**
  - To avoid overloads or clipping in the electronic circuitry, at the recorder and its media or during radio- and tv transmissions
  - 2. To judge correctly and fully use the dynamic range of the present equipment
    - Headroom and SNR – Signal to Noise Ratio
  - 3. To guarantee „nominal operating level“ for national and international program exchange
    - Standards
  - 4. DC -components
- **Correlation Meter**
  - 5. Compatibility
    - Stereo → Mono and Surround
- **AES - Analyzer A**
  - 6. Status- and other information
- **AES - Analyzer B**
  - 7. Carrier signal information

# Type of application problem - 2

- **Spectrum Analyzer** — 8. **Maximum utilisation of frequency spectrum - audible range and transmission range**
- **Vectorscope** — 9. **Visualisation of the spacial impression**
- **Surround Analyzer** — 10. **Visualisation of the spacial impression**
- **Level Statistics** — 11. **Control and Supervision**
- **Loudness** — 12. **Consideration of Loudness - Dialnorm**
- **Monitoring** — 13. **Control room speaker management**

# Display types - 1

- **Moving Coil  
(special version Light Pointer)**

Moving coil with ancillary rectifier

+ cheap

- slow (inertia resistance)

- small display area



- **LED**

+ bargraph with no inertia resistance

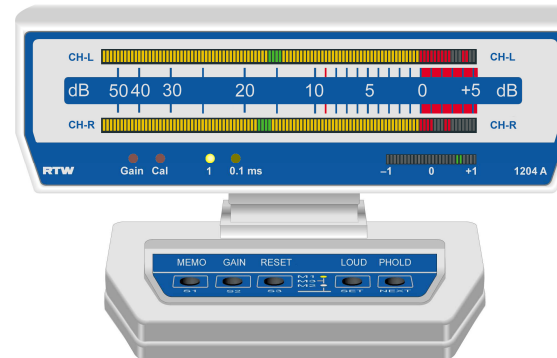
+ multicolor possible

- limited resolution

\* monochrome, can be tiring

\* variation in brightness

\* mechanical problems in production



- **Fluorescent display**

Principle of the „magic eye“

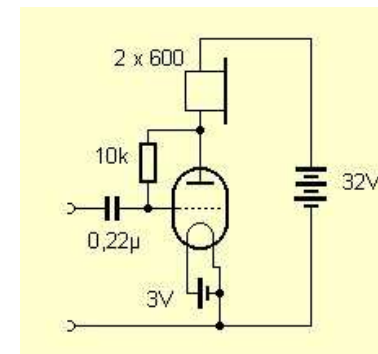
+ no inertia resistance

- production is complicated and expensive

- tends to shading

- monochrome, can be tiring

+ „can be used as an amplifier .....



# Display types - 2

## Digital Display

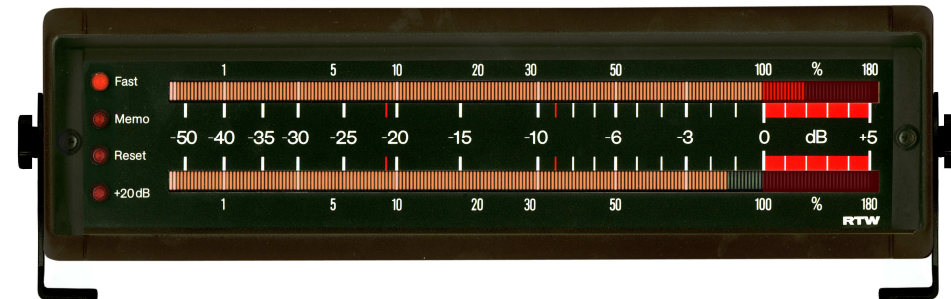
Numerical level display

- + accurate
- no tendencies visible



## Gas-Plasma-Display

- + good contrast
- + good viewing angle
- + low power consumption
- + long life time
- + no inertia resistance
- expensive compared to pointing device
- high anode voltage



## PC Monitor with or without PC

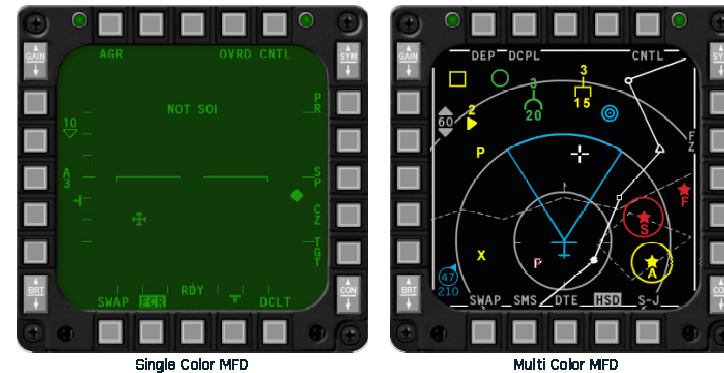
- + no inertia resistance
- + plug in for existing application software
- + high variety of different designs and sizes
- Plug in takes computing power
- Display takes „window space“



# Display types - 3

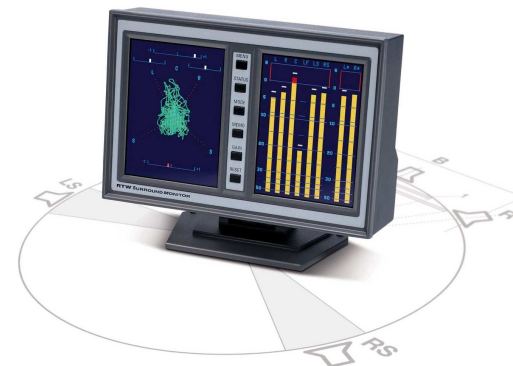
## LCD - Liquid-Crystal-Display

- + single addressable segments
- + DOT-matrix and bargraph in mixed mode
- + no high voltage required
- + more or less no power consumption
- + colors selectable
- + flicker free
- + high life time
- expensive
- backlight required
- viewing angle problems
- low refresh rate



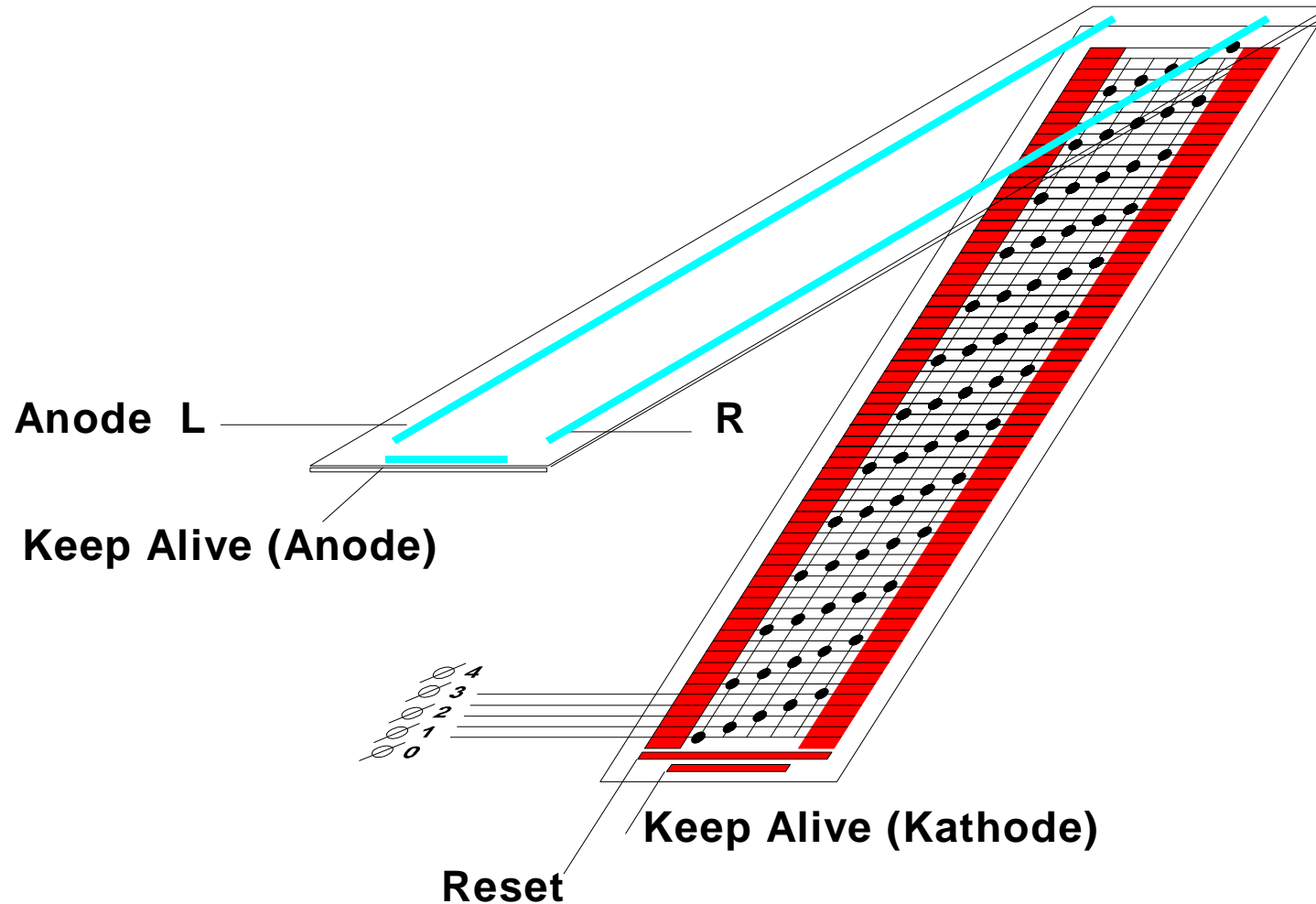
## TFT

- + compact units with backlight
- + text and graphic with definable color
- + no high voltage required
- + more or less no power consumption
- + flicker free
- + high life time
- \* expensive
- \* viewing angle problems



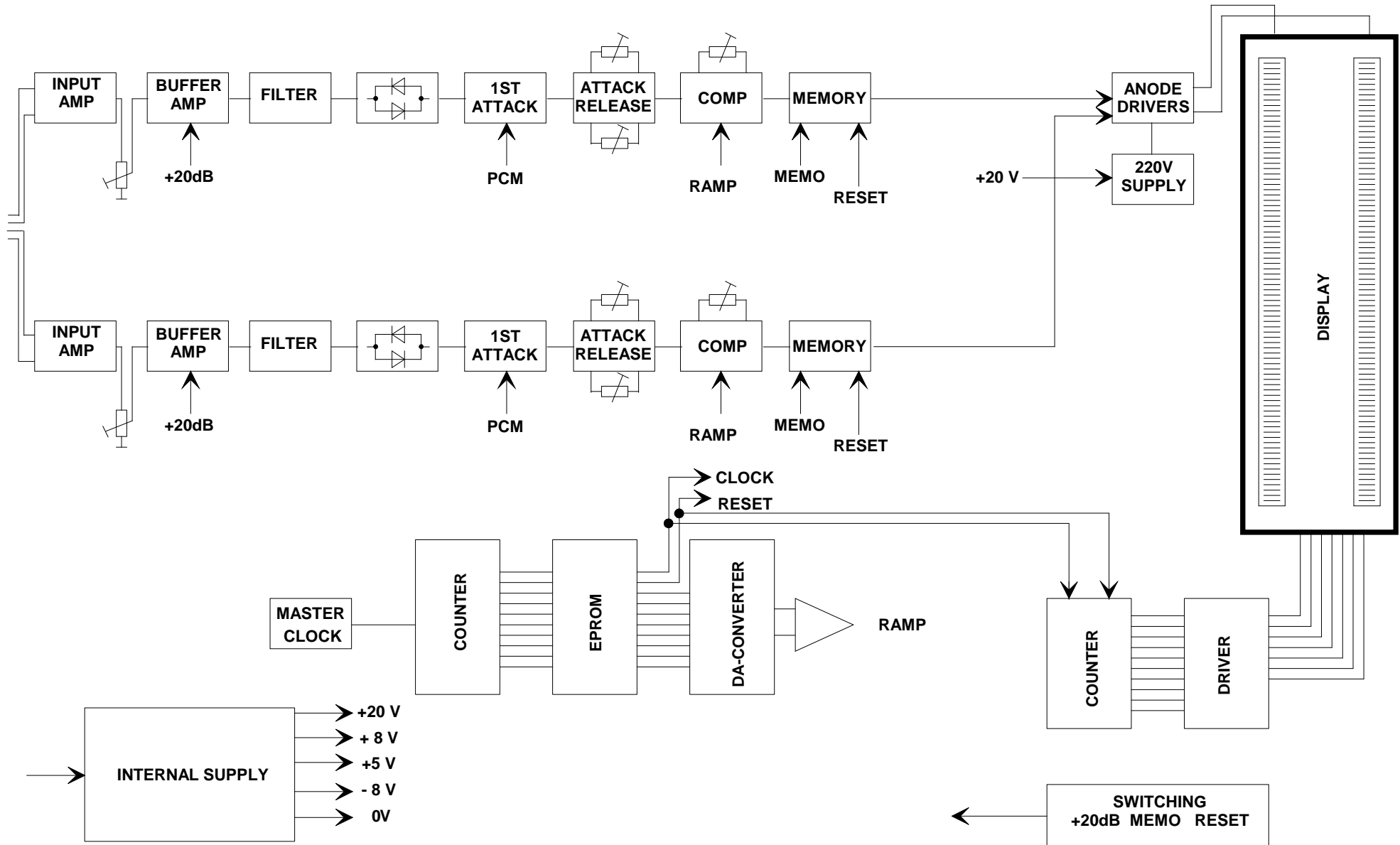


# Principal functioning of a Gas-Plasma-Display

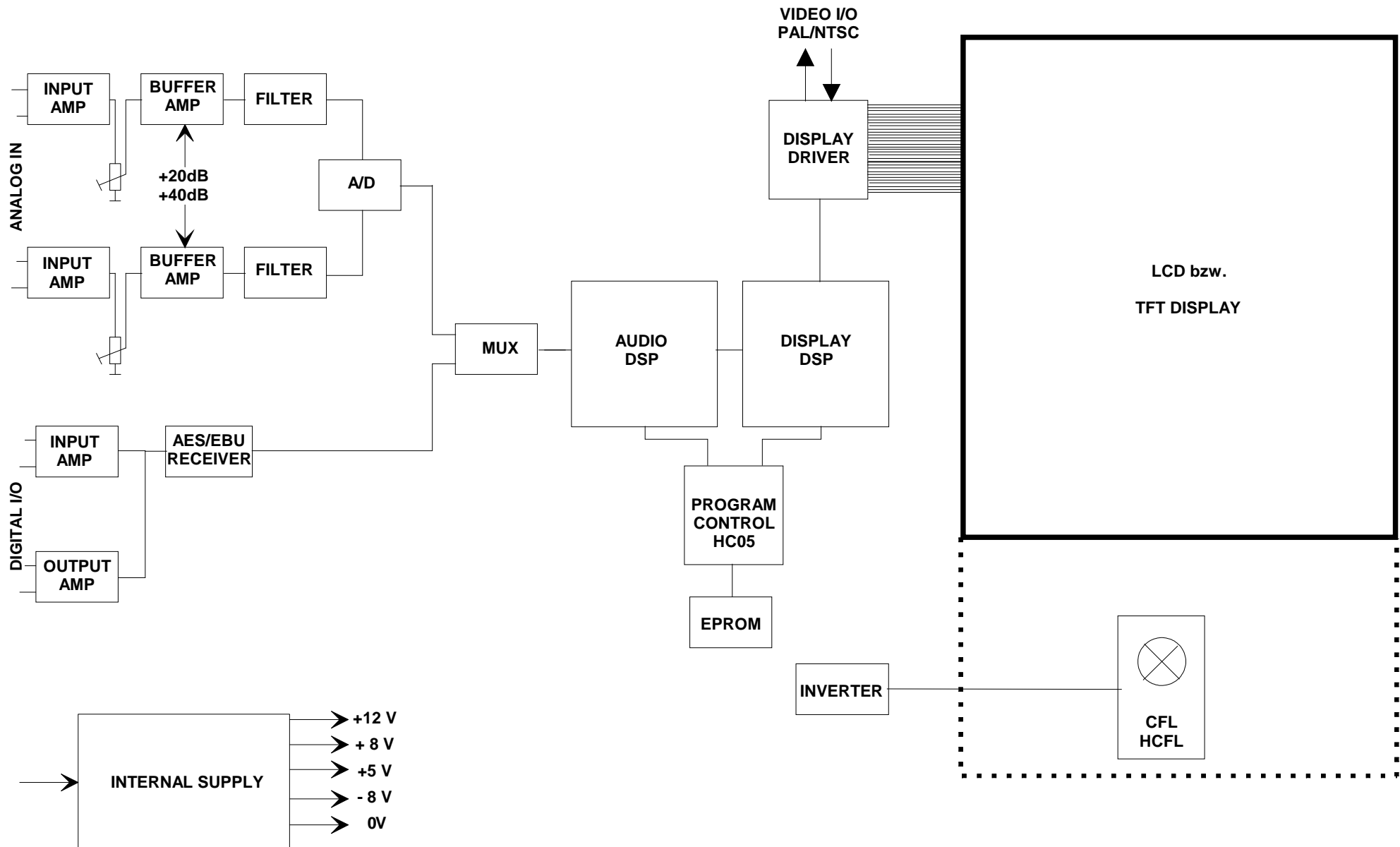


Example of a 5-phase display (as used in i.e. 1119 G)

# Block diagram of an analog Peakmeter



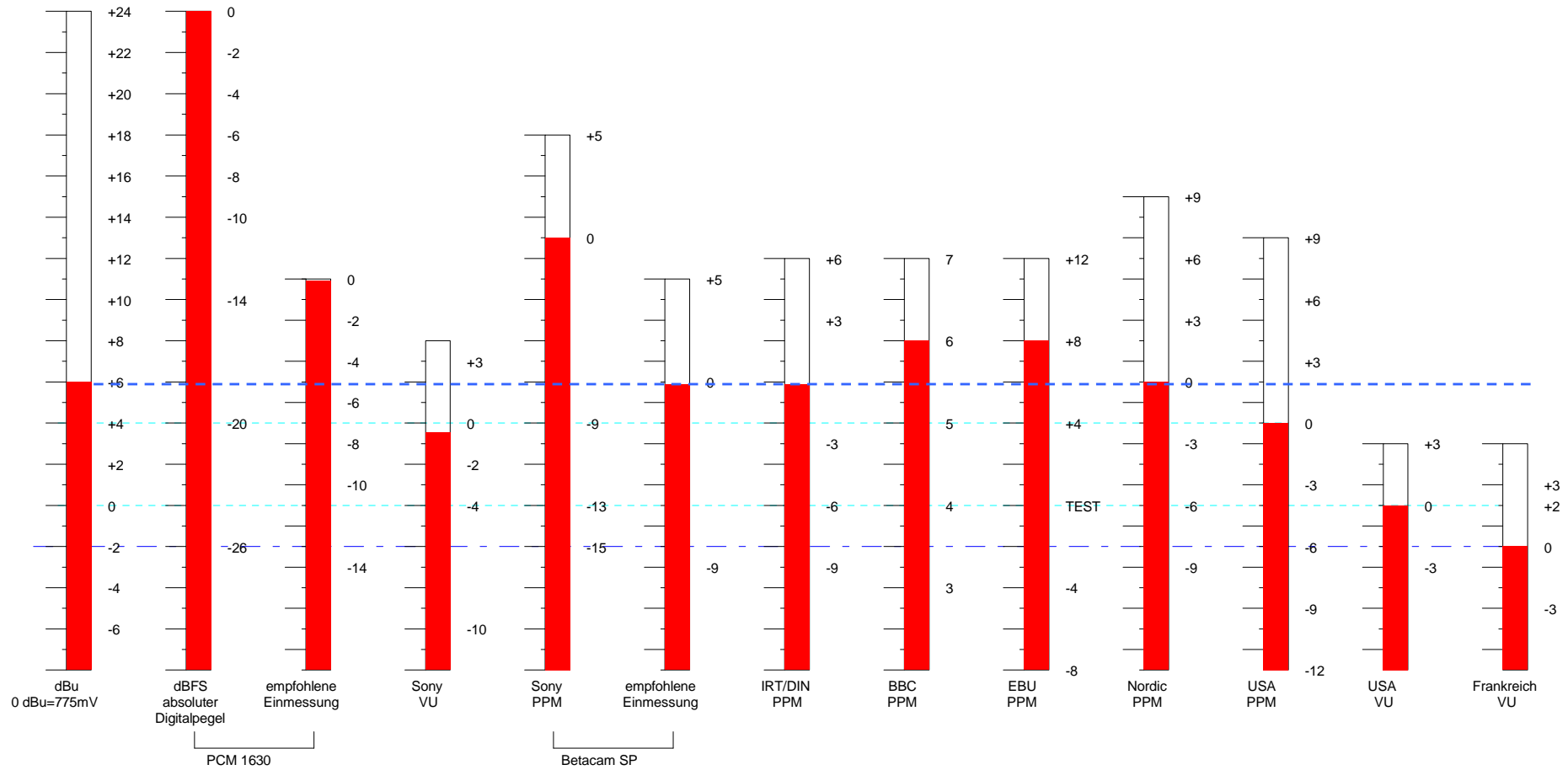
# Block diagram of a Vectorscope



# Standards

- **VU 300 msec / US(185 nWb/m) / French 320 nWb/m)**
- **DIN 45406 / Pflichtenheft 3/6**
- **Arte (modified DIN 45406 7 dB Offset)**
- **French Cinema (modified DIN 45406 4 dB Offset)**
- **British IEC 268-10 Type IIA / IEC 268-10 Type IIB**
- **Nordic IEC 268-10 Type I / N9**
- **EBU-PPM R68**
- **US PPM**
- **US Film**
- **[Sony] Beta SP /Beta Digital / French Beta Digital**

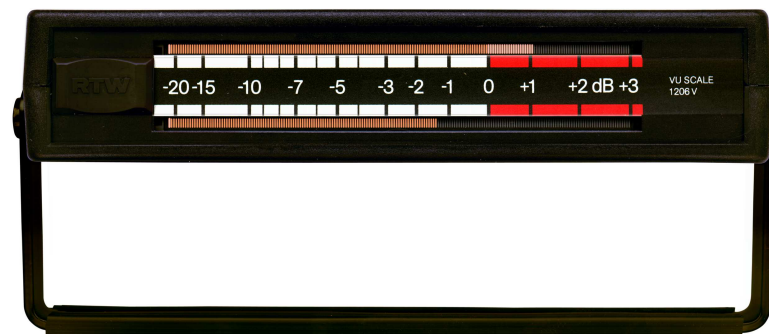
# International Level Standards



# Differences in Standards – 1 -

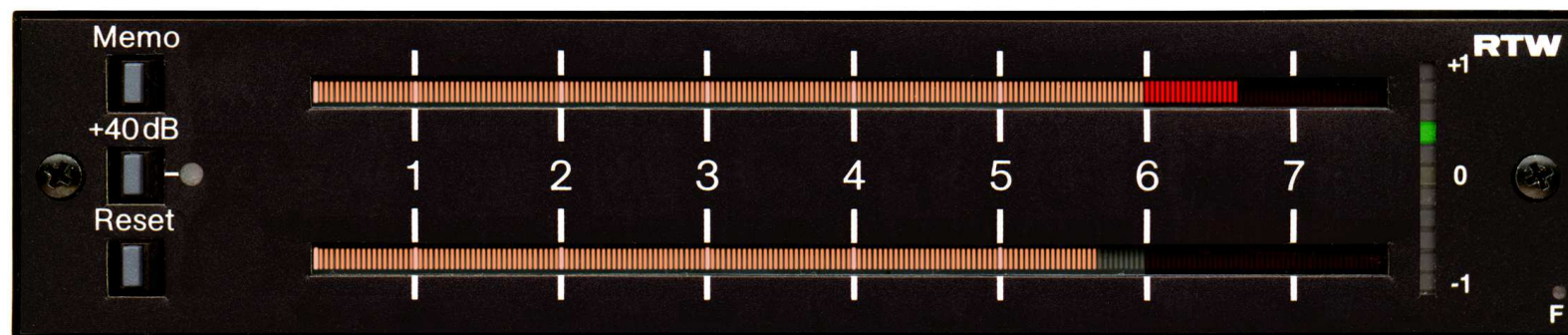
## • VU

- Display type: similar to average display
- Integration time: 300 msec
- Release time -20dB: 300 msec
- Display range: -20 to +3 dB



## • British

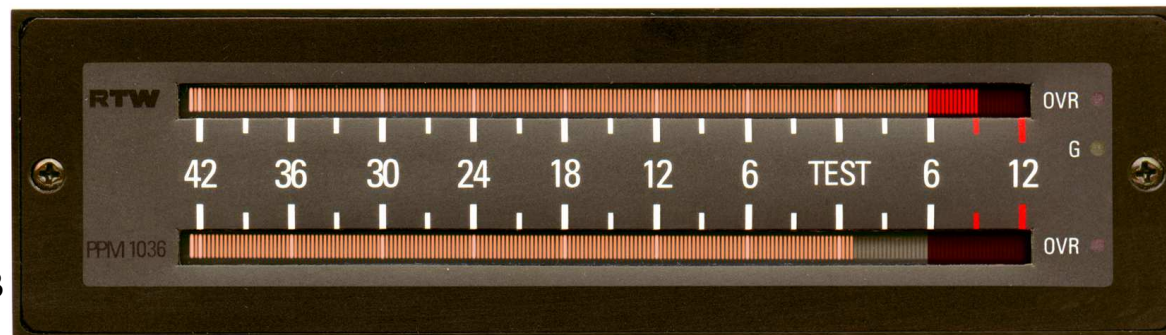
- Display type : Quasi-Peak
- Integration time : 20 msec
- Release time 7 to 1: 2.8 sec
- Display range: 1 to 7 (British IIa)
- Display range : -12 to +12 (British IIb)



# Differences in Standards- 2 -

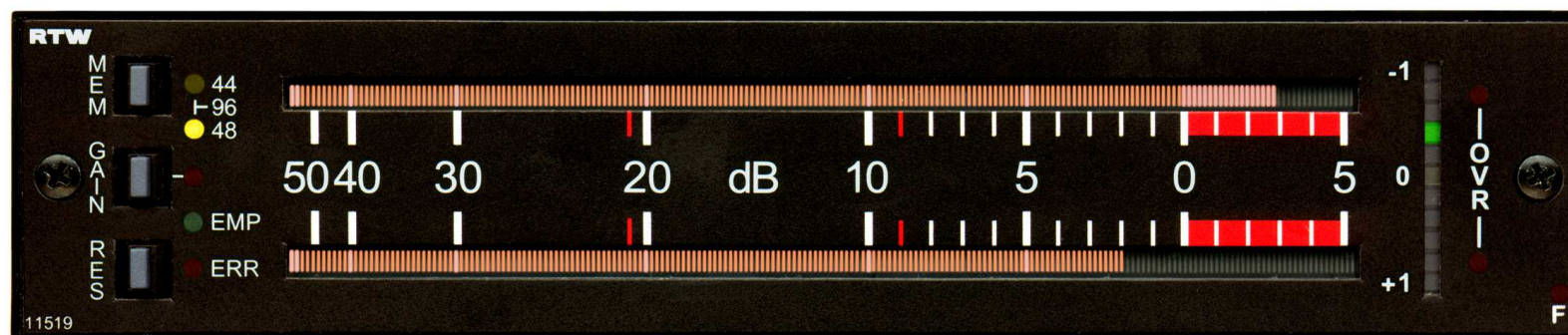
## • Nordic

- Display type : Quasi-Peak
- Integration time : 5 msec
- Release time to -20dB: 1,7 sec
- Display range : -42 to +12 dB



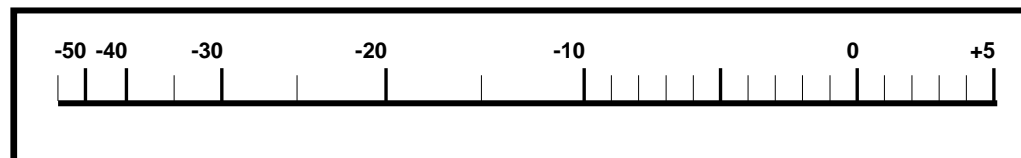
## • DIN

- Display type : Quasi-Peak
- Integration time : 10 msec
- Release time to-20dB: 1,5 sec
- Display range : -50 to +5(10) dB



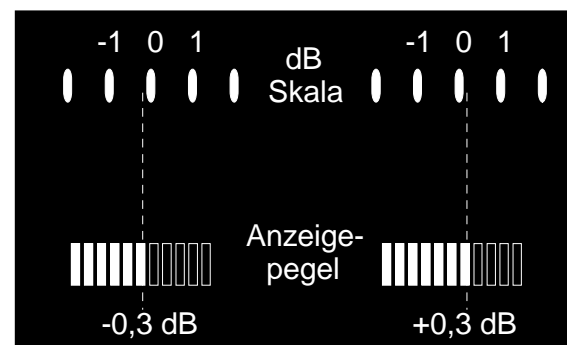
# Extract from (German Standard) Pflichtenheft 3/6

- Input sensitivity for display 0 dB: + 6 dBu
- Measuring range related to +6 dBu: -50 dB bis +5 dB
- Scale:



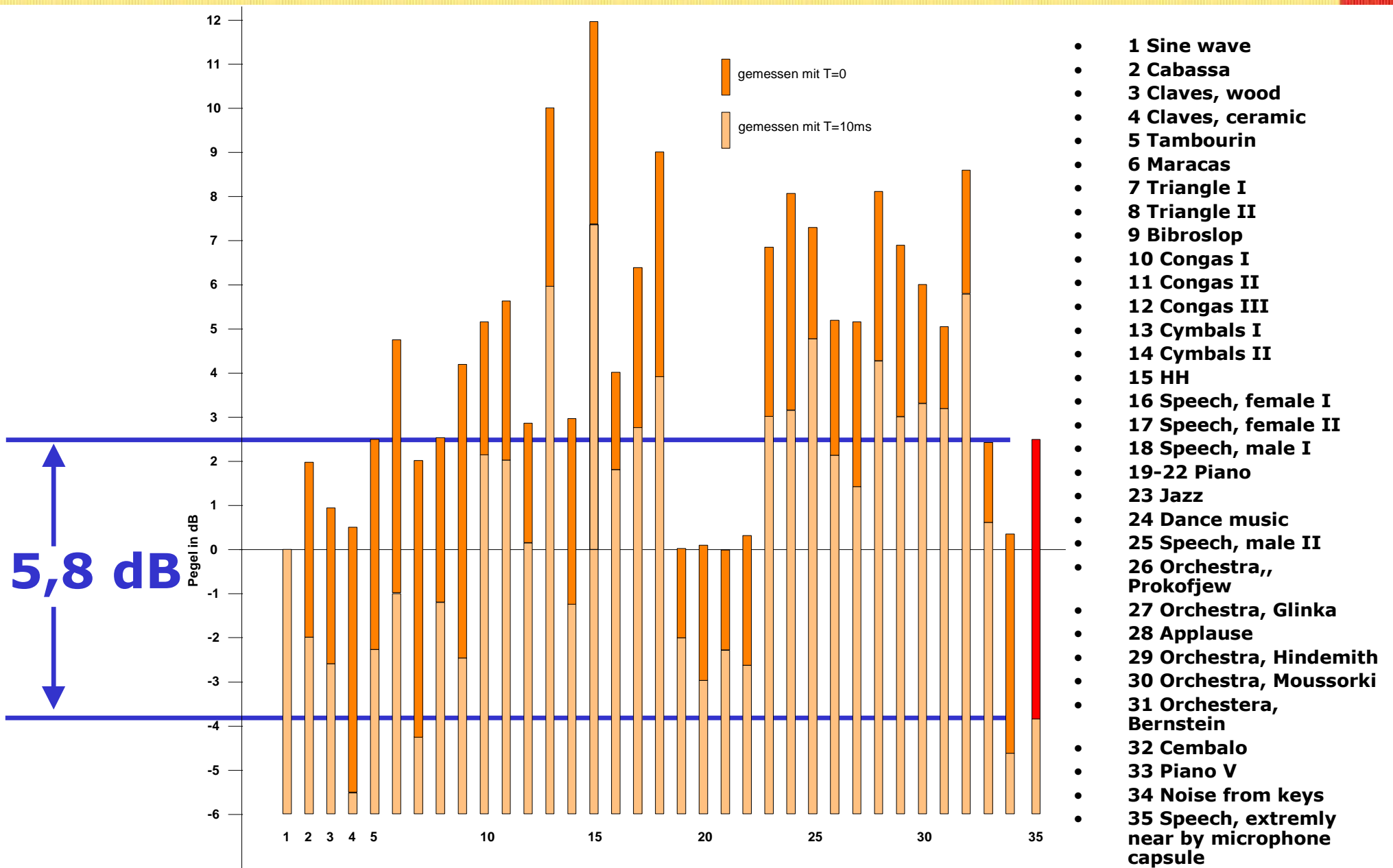
- dB linear in a range from -10 dB to +5 dB
- -9 dB has to be marked colored
- Infinity segment should be lit all time

- In the -10 dB to +5 dB area a segment should only be lit after exceeding the level marked
- Frequency range 30 Hz to 20 kHz (>20 kHz slope >12dB/octave)





# Level difference @ 10 msec or sample

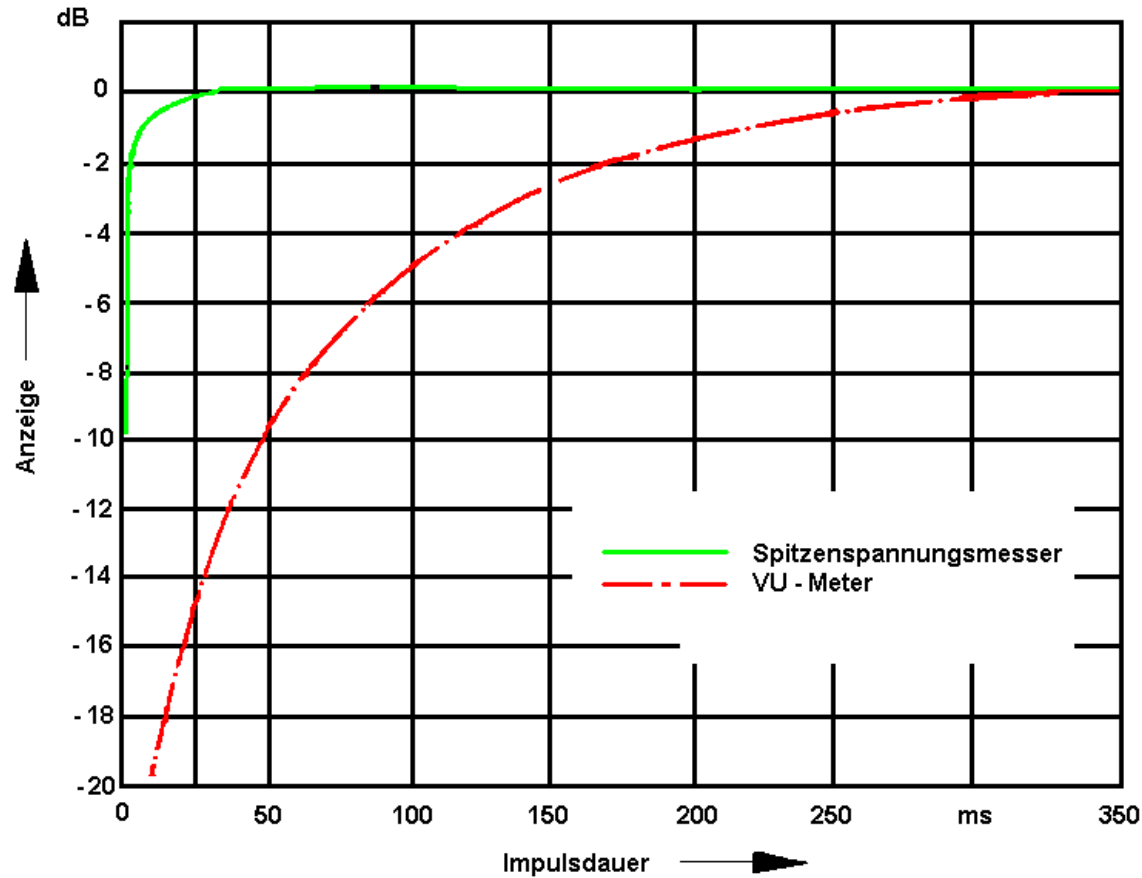


Programmbeispiel-N



**RTW**

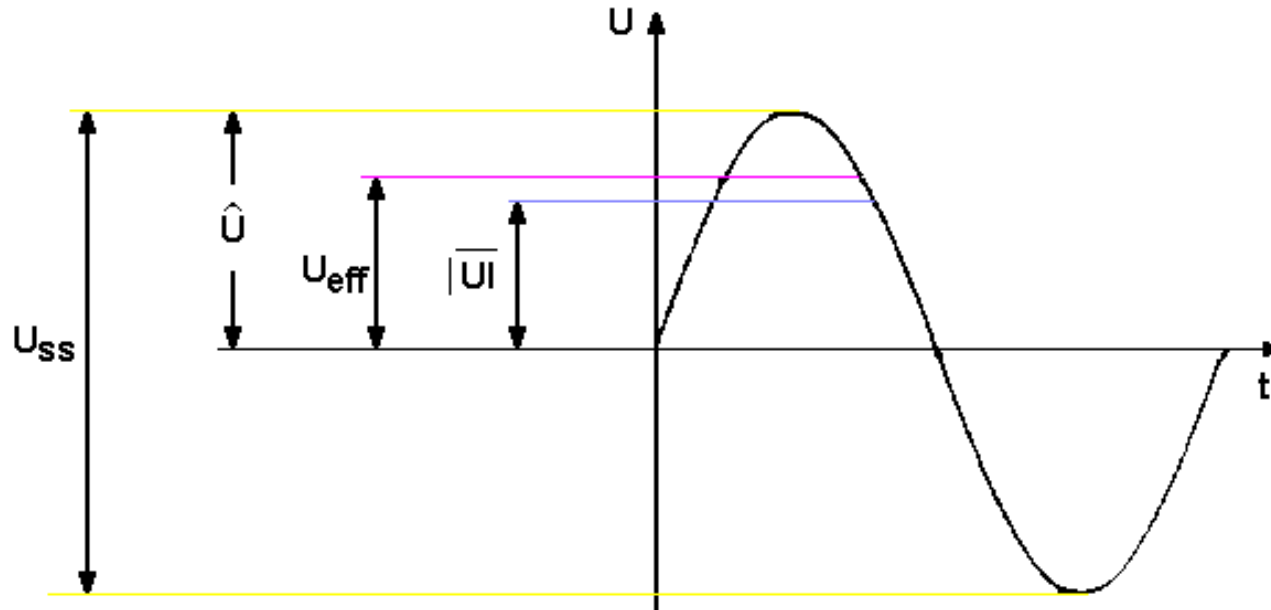
# VU versus QPk



**Level readings of Peakmeter and RMS-Meter (VU-Meter) in relation to the duration of the audible impulse time**

Quelle KinotechnikNr 11/1963

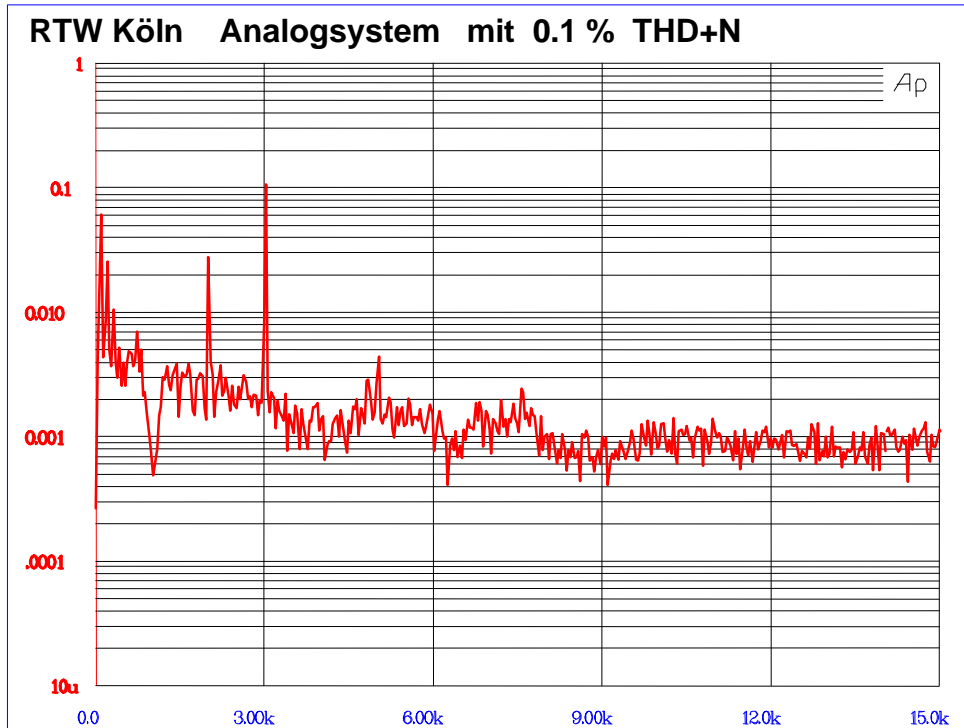
# Formula



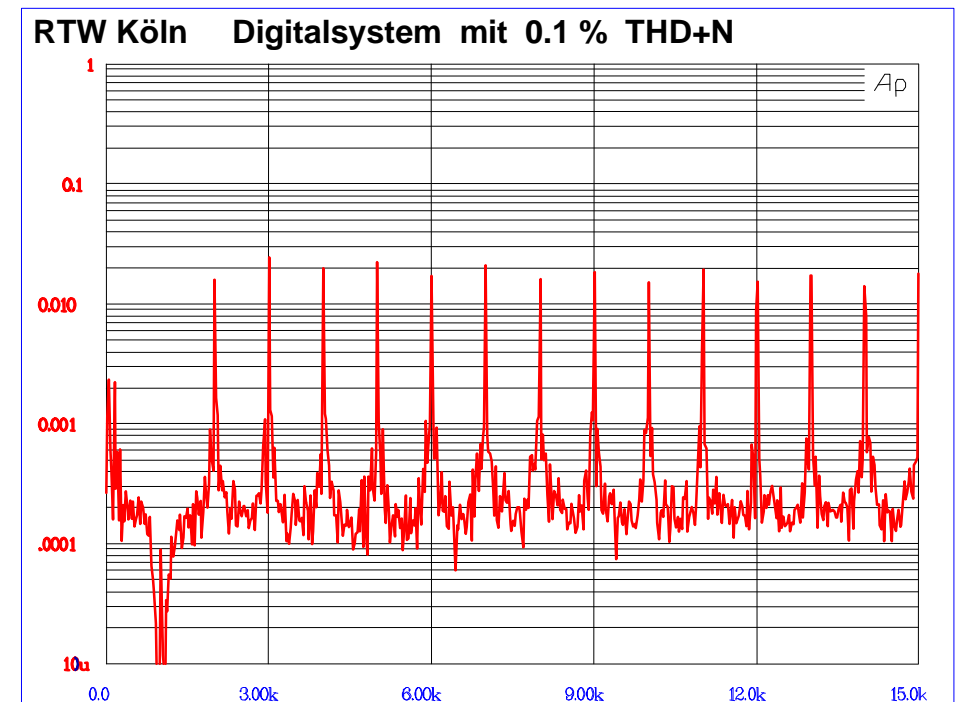
Relative value of Pk,Pk-Pk, RMS and absolute average reading of a sine wave signal

- **$RMS = (1/\sqrt{2}) * Peak$**
- **Crest-Factor = Peak/RMS i.e. with sine wave signals  $\sqrt{2} = 3 \text{ dB}$** 
  - **Quasi-Peak = Peak -3 dB**
- **Sine: Quasi-Peak and RMS-reading are identical**

# Distortion spectrum

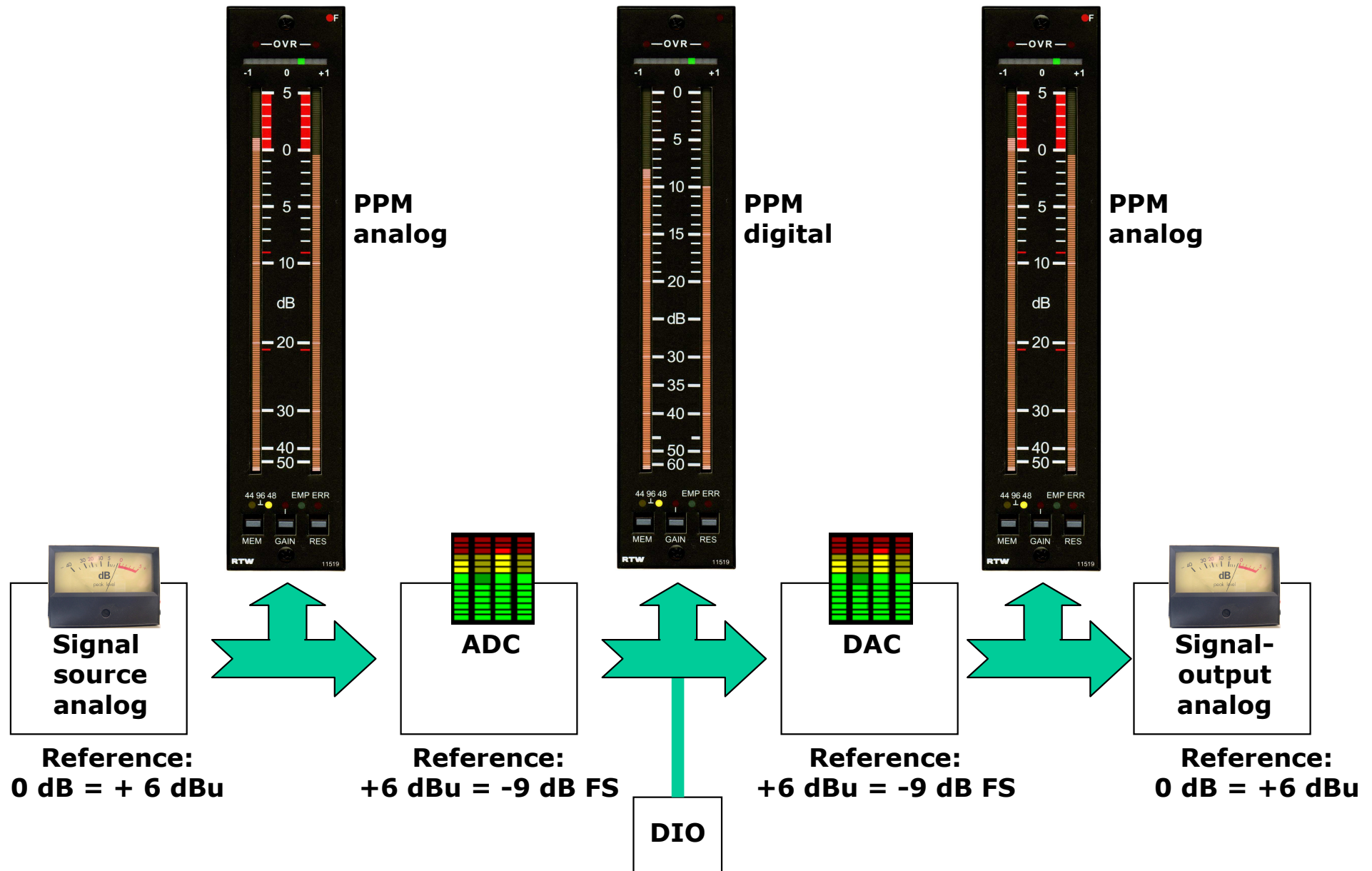


- Typical analog distortion spectrum reaching overload level

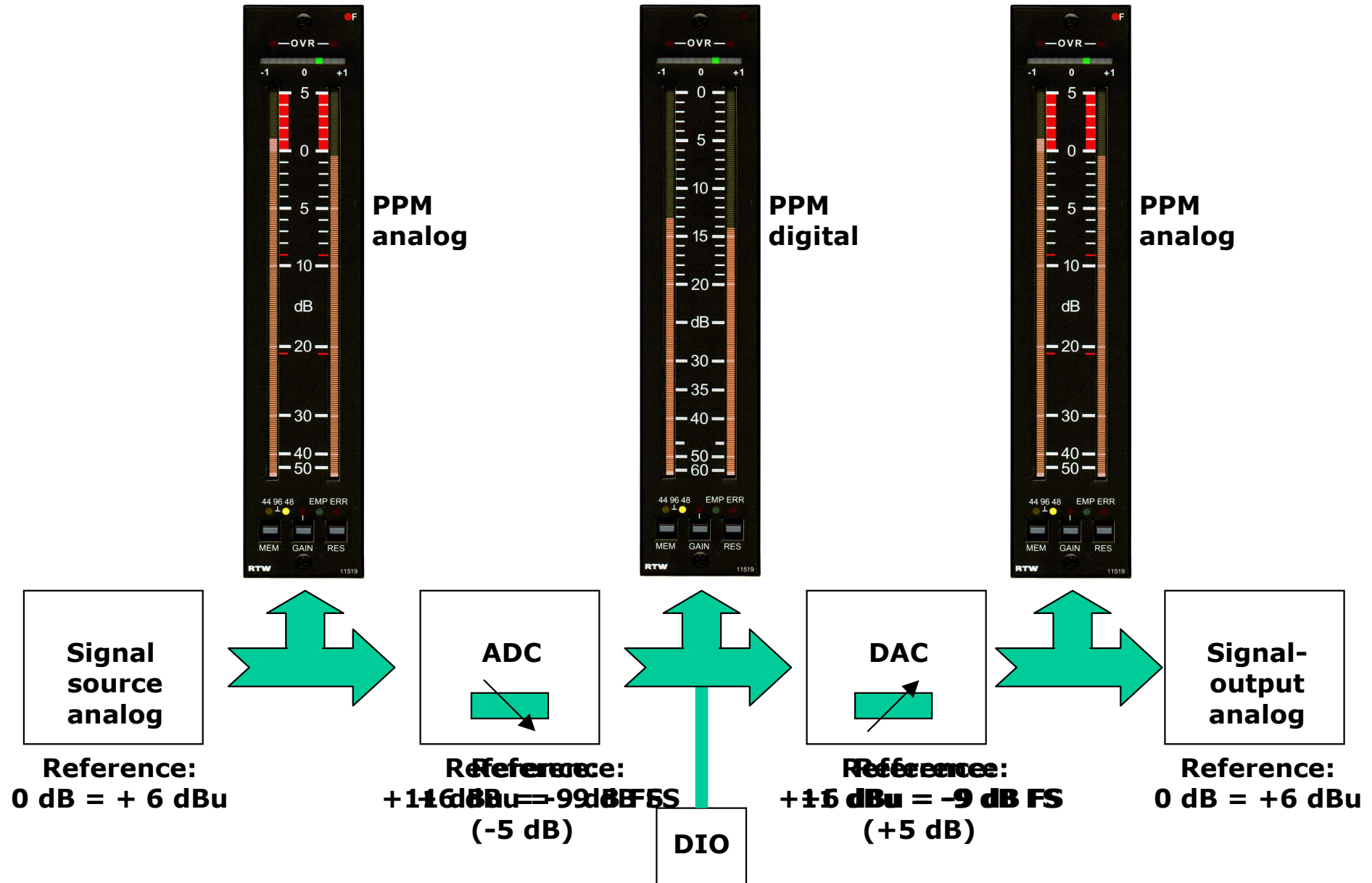


- Typical digital distortion spectrum reaching overload level

# Example of application

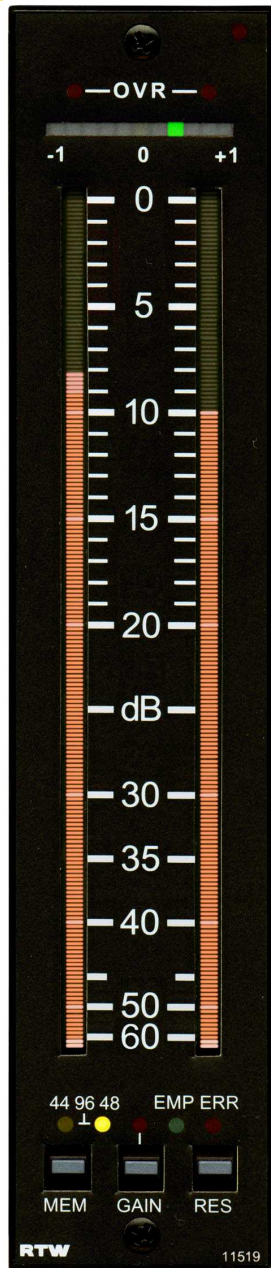


# Example of application

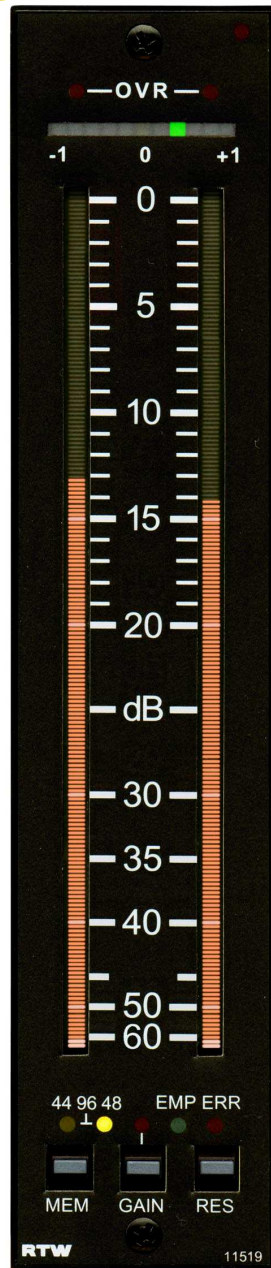


# What do you like, stranger ?

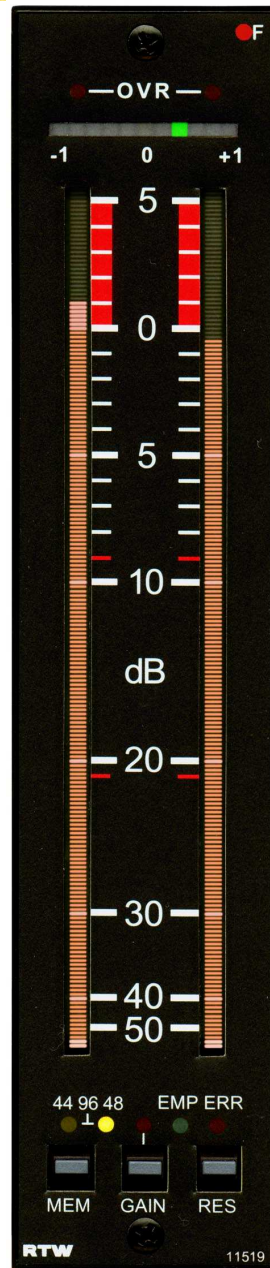
## What are you measuring ?



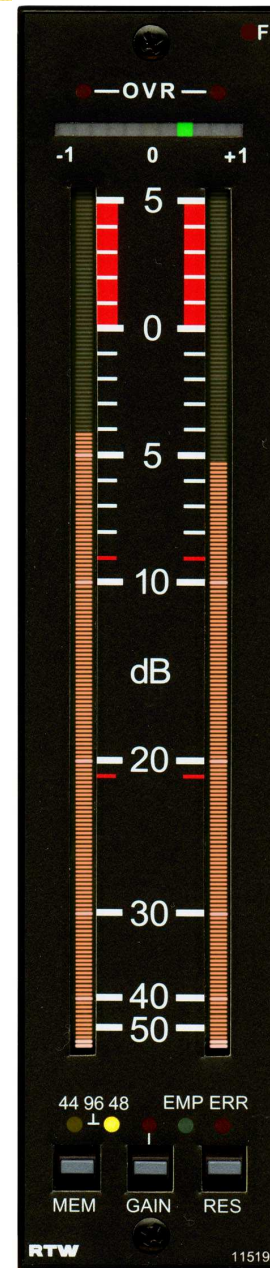
$T = 0\text{ms}$



$T = 10\text{ms}$



$T = 0\text{ms}$



$T = 10\text{ms}$



**RTW**

# Considerations for digital Metering

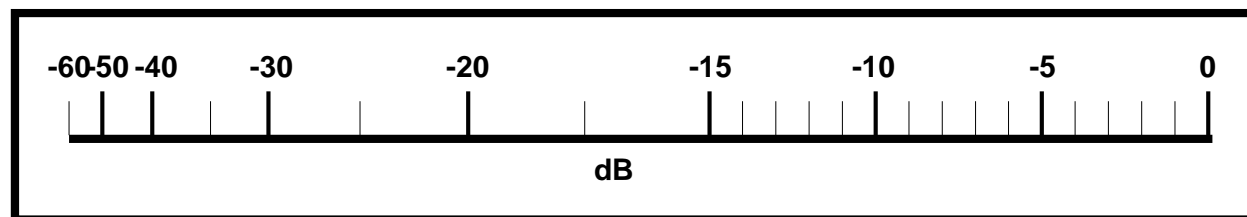
- **1. Integration time**
- **2. Headroom range**
- **3. Overload-Bit**
- **4. Weighting depth**
- **5. Count of oversamples..**
- **6. Scale**
- **7. DC or HP-filter**
- **8. Gain +20 dB or + 40 dB**
- **9. Bandwidth**





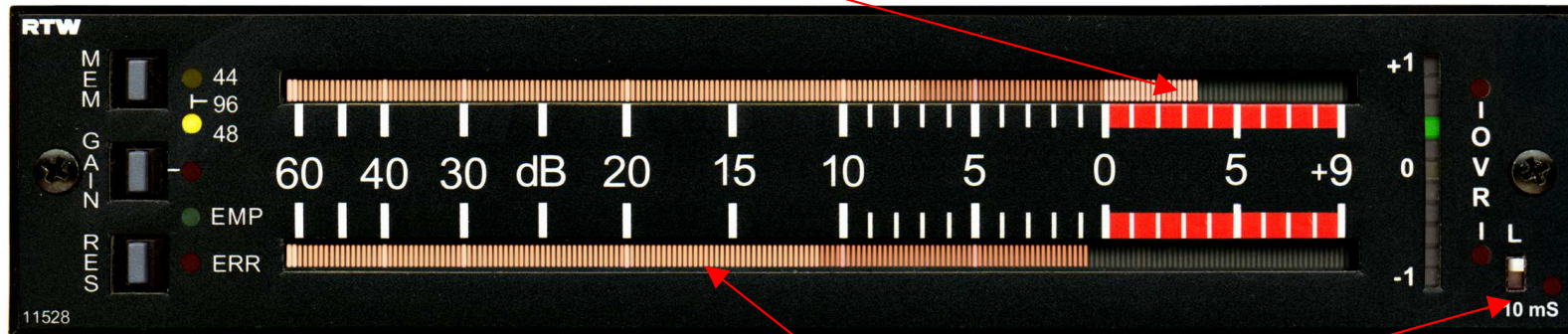
# German Standards (Pflichtenheft 3/6) for digital PPM

- **Input sensitivity for display 0 dB:** 0 dBFS
- **Measuring range:** -60 dB bis 0 dB
- **Gain:** +40 dB
- **Bandwidth:** 0 Hz(DC) - 95% 1/2FS
- **Overload with adjustable word width:** (16 Bit)
- **Overload with adjustable sample count:** (3)
- **Integration time:** (Sample)
- **Headroom:** -9 dBFS
- **Scale**



# The BR-Idea

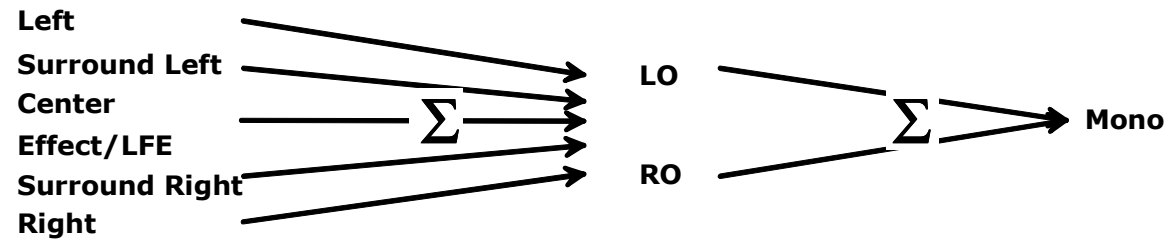
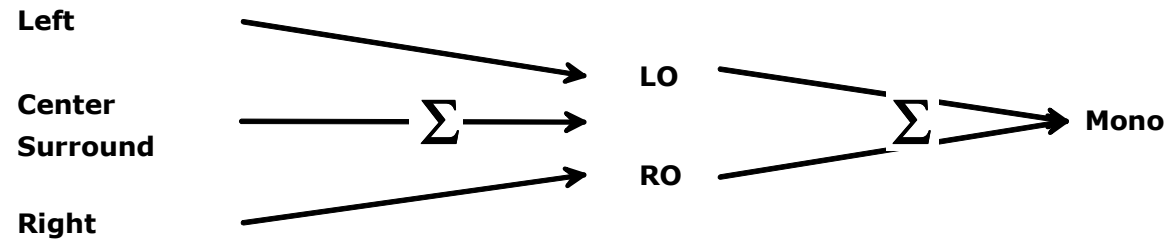
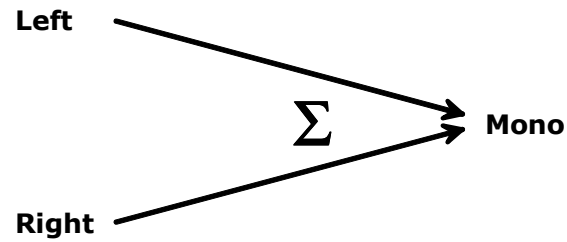
- **Scale -60 to + 9 (dBFS)**
- **Integration time „sample“**



- **selectable additional 10 msec integrated level display or loudness display**

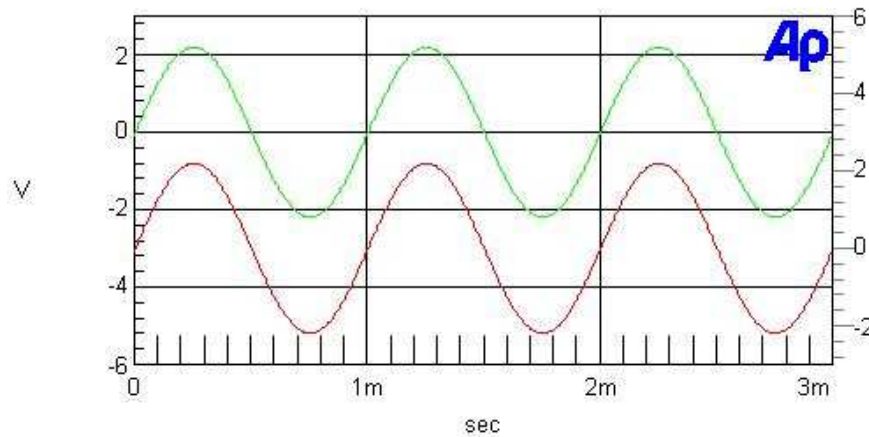
# Correlation

## Signal compatibility

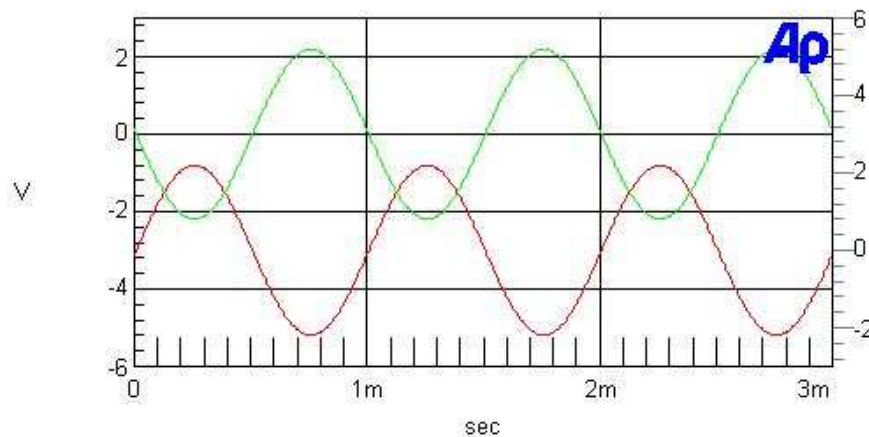


# Correlation- What does it mean ?

**Correlation is the phase relation between two channels or the statistical relation of two signals**

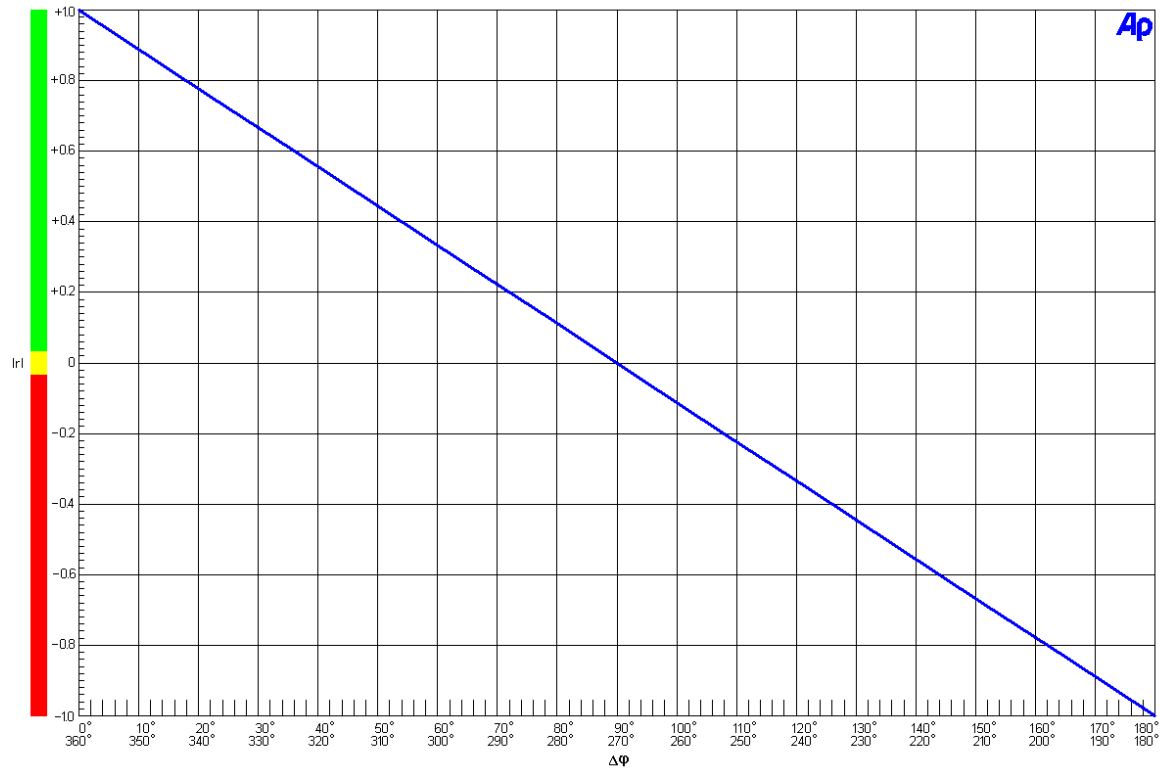


$$V \quad \Sigma \quad + 6 \text{ dB}$$



$$V \quad \Sigma \quad - \infty \text{ dB}$$

# Correlation values



Relation of correlation to differential phase

Correlation	Phenomenon
$r$	
0	no input signal for both channels
0	input signal for one channel only
,0	noncoherent signal at both channel
+ 1	"in-phase" signal at both channels
- 1	"out-of-phase" signal at both channels

# Functional principal of RTW correlator

