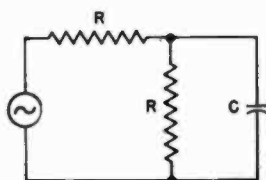


AUDIO DESIGN NOTES

MICROSECONDS-DB CONVERSION

NUMBERS IN COLUMNS ARE FREQUENCIES IN CYCLE PER SECOND

DB. GAIN OR LOSS	100 μ Sec	75 μ Sec	50 μ Sec	25 μ Sec
0	500	670	1,000	2,000
1	850	1,130	1,700	3,400
2	1,200	1,600	2,400	4,800
3	1,600	2,150	3,200	6,400
4	2,000	2,700	4,000	8,000
5	2,400	3,200	4,800	9,600
6	2,800	3,700	5,600	11,200
7	3,250	4,300	6,500	13,000
8	3,800	5,100	7,600	15,200
9	4,400	5,900	8,800	17,600
10	5,000	6,700	10,000	20,000
11	5,600	7,500	11,200	
12	6,300	8,400	12,600	
13	7,100	9,500	14,200	
14	8,000	10,700	16,000	
15	9,000	12,000	18,000	
16	10,000	13,300	20,000	
17	11,200	15,000		
18	12,600	16,800		
19	14,200	18,900		
20	16,000			



WHERE NUMBERS HAVE BEEN ROUNDED OFF, THE FREQUENCY ERRORS DO NOT EXCEED 1 PERCENT.

$RC = \text{time constant } (\mu\text{Sec})$

TO FIND THE FREQUENCY AT A GIVEN LOSS OR GAIN FOR ANY OTHER TIME CONSTANT (t_x), MULTIPLY FIGURES IN COLUMN 1 (100 μSec)

BY $\frac{100}{t_x}$