SCOPE

- Fast and reproducible quality control in lab or end of production line
- Over- and on-ear headphones and headsets (also applicable to earphones)
- Passive, digital (USB) and wireless devices (Bluetooth® technology enabled products)
- Microphone test
- Noise attenuation (passive or ANC)
- KLIPPEL QC software framework (also available in R&D framework)
- KLIPPEL Analyzer 3 or Production Analyzer
- G.R.A.S. 45CC headphone test fixture dedicated to quality control

OVERVIEW

Testing head- and earphones can be a challenging and time-consuming task that requires experience and careful handling in order to obtain meaningful and reproducible results. In an R&D context, such tests are covered by various standards (e.g. IEC 60268-7) and a multitude of dedicated test fixtures including ear and mouth simulators are available on the market for this purpose. Ear (as well as head and torso) simulators are used to provide a defined acoustical load and expected target response at the ear-drum reference point (DRP) according to ITU-T P.581.

However, such design-related testing approaches are hardly applicable in high-volume quality control. Other requirements like simple handling, speed, stability, robustness against ambient noise and reproducibility are much more important in end-of-line testing following the ultimate goal of distinguishing good from bad units reliably.

This application note focuses on those requirements and provides approaches for testing various types of headphones and headsets exploiting the features and flexibility of the KLIPPEL QC software framework, Klippel Analyzer hardware and the G.R.A.S. 45CC headphone test fixture dedicated to headphone quality control.

Out of many possible test scenarios, three different use cases are addressed

- passive headphone,
- digital USB headset,
- Bluetooth® enabled headphone with active noise control (ANC).

Focusing on the challenges of testing digital and wireless devices, topics like connectivity, solutions for handling different audio devices and dealing with unknown and varying playback delays are provided.

Other test scenarios may be derived based on the information provided. The suggested approaches may also be applied to earphones using other dedicated test fixtures.
### 1 Overview

#### 1.1 How to Use this Application Note

This document addresses three particular test scenarios for different types of headphones and headset in detail. Pick one of the use cases that corresponds best to the device under test and continue with the corresponding chapter:

- **Passive Headphone**
- **Digital Headset (USB)**
- **Bluetooth Enabled Headphone with ANC**

Before starting with practical testing, it is recommended to read the hard- and software **Requirements** and follow the instruction given in section **Preparation** carefully.

Some continuative topics related to headphone testing are addressed in section **Further Topics**.

#### 1.2 Results

In QC, the goal is to provide critical and meaningful test parameters to ensure consistent product quality and specification sheet compliance translated to the EOL test:

**Headphone parameters**

- Frequency response of left and right channel
- Sensitivity (average or single frequency level)
- Inter-channel difference (left-right balance)
- Polarity
- Harmonic distortion (THD, 2\(^{nd}\), 3\(^{rd}\), ...)
- Rub & buzz distortion
- Impedance magnitude (for passive DUTs)
- Minimal impedance (for passive DUTs)

**Microphone parameters (headset)**

- Frequency response
- Sensitivity
- Harmonic distortion (THD)
- Opt: noise/impulsive distortion (Rub & Buzz)

**Attenuation**

- Sound attenuation over frequency (passive or ANC)

A detailed discussion of the results is done in the application sections.
2 Passive Headphone

2.1 Overview

This application deals with testing analog stereo headphones with 3.5 mm or 6.35 mm TRS phone connector focusing on impedance test, frequency response, channel difference, distortion and rub & buzz. It is a standard closed loop test setup where the KLIPPEL Analyzer is both playback (test signal) and input device (microphone input). The test fixture used here is the G.R.A.S. 45CC-2 without ear simulator. The RA0039 may be added to provide standardized acoustical load conditions to the DUT. Follow the steps in section Preparation carefully before starting with this section.

2.2 Hardware Setup

For general hardware requirements and necessary components refer to section Hardware.

| KA3 with Amplifier Card | The sketch below visualizes the typical setup for passive headphone testing using KA3 hardware. Please read section Connecting Passive Stereo Headphones carefully before continuing. |
- Connect the KA3 to the PC using the USB cable provided by KLIPPEL
- Connect the Amplifier Card output to the AMP input of the Speaker Card (mind correct orientation of mono cable with one-sided bridge)

**Attention:** The standard four-wire stereo speakON amplifier cable provided by KLIPPEL is not suitable for driving headphones with common ground with stereo class D amplifiers. However, it may be used after modification for mono operation.

- Connect the headphone jack to the outputs SP1 and SP2 of the Speaker Card using the custom adaptor cable
- Connect the microphones of the test fixture to IN3 and IN4 of the Laser Card
- Optional: connect the ambient noise microphone to IN1 of the XLR Card (use an XLR-BNC adaptor for microphones with IEPE supply)

| Production Analyzer with External Amplifier | The setup described above may be realized with the PA hardware in a similar way using an external headphone amplifier and an optional IEPE mic supply in order to use 3 microphones in total (ambient noise), one connected to the Line input of the analyzer. |
2.3 Test Sequence

Several test templates for passive headphones are provided with this application note or your KLIPPEL software. Create a new test based on the template Passive Headphone or Passive Headphone (Fast) and login via QC Start Engineer or open the database and press the green arrow in the task bar.
### Passive Headphone

This test sequence contains 5 tasks for testing sound pressure response (audio range) and impedance individually for left and right channel. **Difference** is a post-processing task that calculates the deviation between the fundamental frequency response of both channels.

**Note:** Executing this sequence requires a QC Standard license due to the number of tasks. For QC in R&D framework, the sequence may be split into two separate operations (Impedance, Sound Pressure + Diff) to handle the restriction of 3 tasks per test.

Impedance tasks may be removed in case only acoustical parameters shall be measured.

### Passive Headphone (Fast)

The **Fast** version of the test sequence uses combined SPL+IMP task to measure both sound pressure and impedance characteristic simultaneously with a single sweep signal.

In case KA3 hardware is used, the **Signal Data Sharing** feature allows measuring both channels simultaneously for time critical testing. The option is active by default but may be deactivated.

**Note:** The Difference task is not operable with QC Basic license. However, you may select and remove the task from the sequence.

### 2.4 Adjust Settings

#### Input Routing

Adjust the input routing (Test Sensor L/R as well as opt. Noise Sensor) of the **Sound Pressure** tasks according to the actual analyzer and microphone setup used. The provided templates are preconfigured for use with KA3 and ambient noise microphone.

#### Voltage

For the **Sound Pressure** task, this parameter specifies the sinusoidal RMS voltage at the amplifier output considering the measured open-circuit gain of the amplifier (card).

The voltage should be high enough to provide sufficient signal-to-noise ratio in the acoustic response as well as sufficient excitation for potential defect and distortion mechanisms. Test voltage may also be derived from standard values as defined by IEC 60268-7 such as rated source e.m.f., characteristic voltage (94 dB at 500 Hz) or 1 mW input power equivalent voltage.

**Note:** Parameter Level Profile can be used to boost the stimulus signal and thus improve poor SNR in certain frequency ranges. The EQA module may be used to automatically determine the characteristic voltage or to control the exact voltage at the DUT terminals under load conditions. Refer to section Adjusting Target SPL for more information.

**Attention:** Most of the standard parameters require defined measurement conditions that are not fulfilled using test fixtures and other setups than specified in the standard.

There are no general guidelines for the voltage setting of the individual impedance measurement (RMS voltage of multi-tone stimulus). A too low voltage may result in a noisy impedance magnitude. Nonlinear effects at higher voltages are usually less critical.

#### Frequency Range

The sound pressure measurement should cover at least the rated frequency range of the tested device. The default setting covers the standard audio range from 20 Hz to 20 kHz. Adjust **Fmin** or **Fmax** in the **Stimulus** properties of the **Sound Pressure** tasks, if required.

For the left-right balance test (Difference task) it may be necessary to limit upper or lower frequency range in the **Difference Curve** limit settings.

#### Ambient Noise Detection

In the default settings of the test templates, ambient noise detection is activated. If you are using QC Basic license or no ambient noise microphone is connected, deactivate this option.

If a PNI license is available, further ambient noise settings are available (e.g. **Auto Repeat**) that may be activated/configured. Refer to **PNI Manual** for more information.
For optimal performance, it is strongly recommended to measure the typical passive sound attenuation of the tested device mounted on the test fixture in order to replace the default setting “in Box Enclosure” assuming 15 dB attenuation. Refer to section Measurement of Ambient Noise Attenuation for more information.

2.5 Results

Frequency Response

In the Frequency Response window, both channel’s (smoothed) fundamental frequency responses are displayed. The curve colors can be edited in the task’s display settings in order to separate the left and right channel results visually.

In this example, the limits for both channels differ because they are based on reference DUTs recorded in Limit Calculation Mode. Thus, systematic differences between both channels can be considered. In order to apply equal limits for both channels, absolute limit definition may be used (e.g. copy calculated curve of one channel and paste it as limit for second channel).

Note: Normalized display modes are available to display the frequency response deviation from a golden reference unit, the reference average or relative to the Average Level. Also, floating limits are applicable to evaluate shape of the response curve instead of absolute level. Refer to QC User Manual for more information.

Rub & Buzz

Rub & Buzz reflects higher order, impulsive distortion as caused by most defects of the transducer and other irregularities in the playback chain. The result curves for both channels are also plotted in Frequency Response window. In this example, absolute limits have been used that approximate the typical (shifted) noise floor of a typical reference unit. Relative (shifted) limits may also be applied, instead but will result in a less smooth curve.

Average Level (Sensitivity)

The single value result Average Level is derived from the measured Frequency Responses. Using default settings, it reflects the mean fundamental SPL in the complete measured frequency range. However, the frequency range may be restricted (or even limited to one frequency, e.g. 500 Hz) using property Average Level – Frequencies.
L-R Balance (Difference)
The Difference Curve reflects the spectral balance (deviation) between the Frequency Responses of left and right channel, calculated by the Difference Task (post-processing). Both, the frequency-wise deviation and the maximal deviation may be tested.

In this example, the tolerance has been slightly widened above 2 kHz and limited to frequencies lower than 10 kHz because the evaluation of high frequencies can be difficult and highly depends on modal transducer behavior and headphone positioning accuracy.

Note: Difference task is not available for QC Basic license

Polarity
The polarity check is based on the acoustic phase response at low frequencies, relative to the phase of the reference units. This test is robust against small phase variation and detects wrong polarity (180° phase shift) reliably.

Harmonic Distortion
Relative harmonic distortion such as Total Harmonic Distortion (THD), 2nd and 3rd harmonic for left and right channel are displayed in result window Distortion. For visual separation, the 2nd and 3rd order HD curves are shifted by 3 % and 6 % respectively. This can be adjusted or deactivated in the Display properties of the Sound Pressure task.

Relative distortion may be calculated relative to isolated fundamental (IEEE) or total harmonic signal (IEC) as well as relative to average level in order to have less impact of peaks and dips in the frequency response.

Impedance
In result chart Impedance, the impedance magnitudes of the left and right channels are displayed.

Absolute limits may be set up in a way that it is ensured that the nominal impedance is above 80 % of the rated nominal impedance.

The effective impedance magnitude of the complete headphone on the test fixture is often...
2.6 Limit Calculation

Relative Limits (Golden DUTs)

Since the whole test approach is dedicated to requirements of quality control, the result parameters are not necessarily evaluated on an absolute scale like standard conform results obtained under normative conditions.

For this reason, a typical strategy for generating reasonable result parameter limits under QC test conditions is based on approved reference DUTs (Golden DUT). Tested and verified under lab conditions, one or more of these physical units are measured in the QC test station in order to derive relative limits.

Alternatively, parameters such as Frequency Response may be normalized in order to monitor the deviation from the reference unit. Other parameters (e.g. THD) can be measured relative to the frequency response or average level.

The Golden DUT can be used to adjust limits in case of systematic drifts or changed conditions.

Find more information in QC User Manual sections Reference units, Limit Calculation or Golden Unit Handling.

Identical Limits for L/R Channel

Since the left and right channels of the DUT are tested by separate QC Tasks, the limit calculation is independent for both channel’s responses. In order to use identical limits, absolute limit definition can be used instead of relative shift that is based on the left and right channel’s individually measured reference data.

Also, one or more identical reference responses may be imported that replace the recorded reference DUTs for relative limit calculation.

Find more information in QC User Manual sections Absolute Limits or Limit Import.

3 Digital Headset (USB)

3.1 Overview

In contrast to passive headphones, digital headphones usually do not provide a signal input or output for direct test signal playback or microphone response recording by the analyzer. Digital-analog conversion and amplification is done by the active electronics integrated in the headset. Only a digital interface is provided, such as a USB interface.

This application focuses on testing both, the sound pressure output and the microphone of a USB headset that is accessible as a Windows audio device. This requires two open-loop test operations executed in batch run. The playback and recording device are switched in both operations.

Since unknown delays are introduced by the D/A conversion and sample buffers, the SYW add-on is used to synchronize playback and capture using a unique synchronization signal or even the stimulus itself.

3.2 Hardware Setup

For general hardware requirements and necessary components refer to section Hardware.
The sketch below shows the typical hardware setup for a digital (active headset) with USB interface. In this example, the KA3 with Laser and XLR Card is used, but the Production Analyzer or an external sound card may be used instead.

- Connect the analyzer to a free USB port of the PC using the USB cable provided by KLIPPEL (avoid hubs or front USB)
- Connect the headset to another USB port of the PC (avoid hubs or front USB)
- Connect the microphones of the test fixture to IN3 and IN4 of the Laser Card
- Connect OUT1 of the Laser Card to the BNC input of the mouth simulator; an adaptor is required in case an XLR Output is used instead (for KA3: make sure that the Output is set accordingly in KA3 Signal Configuration dialog – see section Global Signal Routing (KA3))
- Optional: connect the ambient noise microphone to IN1 of the XLR Card (use an XLR-BNC adaptor for microphones with IEPE supply); Note that ambient noise detection is not applicable during microphone test

When placing the DUT on the test fixture, make sure that the microphone arm is placed in a defined position relative to the output of the artificial mouth.

3.3 Test Sequence

Template: The test template Active Headset (USB) is provided with this application note or your KLIPPEL software. Create a new test based on the template and open the test via View button in QC Start Engineer or open the database directly with dB-Lab.

Note: This template is not operable with QC Basic license and requires dB-Lab 210 (QC 6.1) or higher. A SYN license is required to run the test with default settings. Optionally, an EXD Bluetooth license is required for assisted Bluetooth pairing.

Batch Run Object: The template does not contain a single QC operation, but a complete object that contains three operations:

- 1 Headphone Test: acoustical test of headset playback
- 2 Microphone Test: acoustical test of headset microphone, stimulus provided by artificial mouth
- 3 Verdict Collector: this is a special operation dedicated to collecting and displaying the individual test verdicts of multiple QC operations and combining it to an overall verdict. The individual Summary Windows of the measurement operations are hidden by default.
### 1 Headphone Test

Right click on operation **1 Headphone Test** and select **Properties**... to open the **Property Page**. In the tab **QC Settings** click **Configure Hardware** to access the sound device settings. In the template, the **Windows Default Playback** device is selected as output device. Alternatively, you can select your DUT directly. The input device should be set to **Klippel Device** for microphone signal input.

![Select Hardware for this Operation](image)

In case your device is not listed, make sure that it is actually available in the **Windows Sound** configuration. For **Default Playback** device setting, verify at least once that your device is selected accordingly in **Windows Sound Panel** or click the loudspeaker symbol in the task bar and select your device.

![Sound](image)

You may also use the **Enumerate Devices** button in the **QC Control Panel** to get an overview.

![Audio device enumeration](image)

**Note**: the advantage of using the **Windows Default Device** is that you can switch the DUT in Eol testing without changing **QC Sound Device** properties each time. However, make sure that system sounds are turned off. The **External Devices** task can be used to verify that the correct audio device is selected as default device (see next section).

### 2 Microphone Test

Also open the hardware configuration for the second operation. Now your device or **Default Capture** device must be selected as input device and **Klippel Device** is selected as the output for the sound source.

![Select Hardware for this Operation](image)

The information given for the playback device above also applies here.
3.4 Adjust Settings

Headphone Test

Select operation 1 and log in using the green arrow icon in the task bar to access the test properties of this particular operation.

**Sound Device Check and Volume (EXD)**

First in the sequence is and External Devices (EXD) task with Sound Device Handling preset activated. You can enter the name of your sound device under test as shown in Windows Sound properties here to check that the correct device is connected and activated before testing. Otherwise the test will be blocked. Also enter the desired device playback volume here. The volume entered here corresponds to the volume shown in the task bar.

**Stimulus Level (SPL)**

Now select Sound Pressure task to define stimulus test level. For digital output audio devices, the Stimulus Level in the QC task properties is specified as a digital level in dBFS. Mind that the actual level setting of the headphone sound device (see above) is independent of the Stimulus Level setting.

**Note:** Since the test level for digital devices may be difficult to define, the EQA module may be applied to achieve a defined target SPL by adjusting stimulus level automatically. Find more information in section Adjusting Target SPL. Alternatively, floating limits may be used to test frequency response independent of the total level.

**Frequency Range**

Adjust test bandwidth (Start, Stop) to the rated frequency range of the DUT in case limitations apply.

**Ambient Noise**

The information given in section Passive Headphone also applies here.

**SYN Settings**

The External Synchronization should be activated for both headphone and microphone test to ensure synchronous playback and analysis. This is already the case for the provided template.

In Control:Start task, the Execution Mode - SYN: dynamic must be selected. The individual measurement tasks may request synchronization. It is sufficient to place only one sync request for the first task. For a headset, the fastest template high-frequency DUT or sync2stimulus are suitable in most cases. For the latter case, the stimulus is directly used for synchronization, while other modes use a short noise signal before the main stimulus.

**Microphone Test**

Select operation 2 and log in to access the properties of the microphone test.

**Sound Device Check and Volume (EXD)**

The same information given above also applied to the capture device.

**Voltage**

The input voltage for driving the G.R.A.S. 44AA mouth simulator with built-in amplifier should not exceed 2 V. The EQA module may be used together with a reference microphone to find the corresponding excitation voltage for a defined target SPL.
### 3.5 Run Test (Batch Run)

**Single Operations**

In order to verify settings and limit setup, it is recommended to run the individual operations separately during setup phase. This is done by logging into the QC operations using the green arrow button in the task bar. The measurement can be started by clicking the pause button or using the Start button on the QC Control Panel (this window must be activated in the dB-Lab window list).

**Full Batch Run**

To execute the complete operation sequence and generate an overall test verdict, the Batch Run must be started by selecting the QC object and clicking the Run Batch icon in the task bar (Ctrl-B). The batch run options in the following dialog should be set as shown on the right.

**Serial Number Handling**

Since the normal QC Control Panel cannot be used for batch run, the standard serial number input field is not available. However, the Verdict Collector will handle any serial number provided by the source QC operations. It is possible to use automated serial number mode in operation 1 Headphone Test. Alternatively, serial number import from text file is available.

### 3.6 Results

The acoustical test results for the headphone part are equivalent to the Passive Headphone. This section only addresses new results related to the microphone test.

**Frequency Response (Mic)**

Since the input audio device of the microphone test is digital and the DUT microphone is not calibrated, the input data is only available as a digital level (dBFS).

The sound source may be equalized using the sweep Level Profile (and EQA module), but the headroom for adjustment is limited due to voltage and frequency range limits of the artificial mouth. Other sound sources may be used if more suitable for the DUT geometry or microphone specification. Ambient noise detection is not available since sound pressure calibration for all sensors must be available.
Total Harmonic Distortion can be measured in percent relative to the measured fundamental frequency response. However, the impact of sound source and microphone cannot be separated. Also, dips in the frequency response may cause significant peaks in the relative distortion. Still, using reasonable limits, irregular behavior of the DUT may be detected.

The QC Verdict Collector operation gathers all results of the previous operation and generates a final overall verdict and a complete verdict list.

3.7 Limit Calculation

Refer to section 2.6 Limit Calculation

Floating limits may be applied to the frequency response to ignore absolute level variation of active systems (see section 7.6 Frequency Response: Level Normalization & Floating Limits).

4 Bluetooth Enabled Headphone with ANC

4.1 Overview

The approach for testing devices enabled with Bluetooth wireless technology is very similar to digital, wired devices. However, the wireless signal transmission introduces some additional challenges. Complementing the headphone response test, this application also includes a noise attenuation (ANC) test based on the transfer function between an external microphone and the test fixture microphone. One or two symmetric external sound sources are used to provide the test signal. It is also possible to measure attenuation by insertion method (microphone response with vs. without DUT mounted or ANC switched on vs off).

A headset microphone test may be added (optional) using the same sound sources or an additional source such as the mouth simulator used in application Digital Headset (USB).

4.2 Hardware Setup

For general hardware requirements and necessary components refer to section Hardware.

The sketch below shows the typical hardware setup for a Bluetooth enabled headphone test.
incl. ANC. In this example, active sound sources are used. Therefore, only a KA3 with Laser and XLR Card is required. However, the Production Analyzer or an external sound card may be used instead.

Sound attenuation tests according to standards usually require a diffuse sound field. This scenario is not practical for QC applications. Therefore, a setup of two symmetrical direct sound sources (active full range speakers) is used to playback the ANC test signal (noise, wave signal). A single sound source that is placed behind the test fixture in the symmetry axis of the setup may be used instead. Passive speakers may be driven directly by the Amplifier Card of the KA3 or an external power amplifier.

- Connect the analyzer to a USB port of the PC using the USB cable provided by KLIPPEL (avoid hubs or front USB)
- Connect the Bluetooth transmitter to another USB port of the PC (also avoid hubs or front USB)
- Connect the microphones of the test fixture to IN3 and IN4 of the Laser Card
- Connect the external microphone to IN1 of the XLR Card (use an XLR-BNC adaptor for microphones with IEPE supply); this microphone may also be used for ambient noise detection during headphone test
- Connect OUT1/2 of the XLR Card to the input(s) of the active speaker(s) and ensure that the speakers are powered and switched on

### 4.3 Bluetooth Setup & Device Pairing

| Interface Types | There are different types of Bluetooth transmitters/interfaces available. On the one hand there are plain converters with analog signal inputs that can be directly connected to the terminals of the analyzer hardware. However, since the QC framework module can handle general WDM (Direct Sound) or ASIO devices, this application note focuses on USB Bluetooth interfaces that can be accessed directly.

There are typically two types of devices in terms of how they interface with Windows and how they establishes connection to the DUT. This affects the workflow and the sound device handling in the QC operation.

| Type 1: Windows Bluetooth | Most Bluetooth transmitters (incl. built-in ones) use the Windows Bluetooth Stack to handle scanning, pairing and connection to a Bluetooth enabled audio device. In this case, activate the Bluetooth radio in Windows Bluetooth Settings, set the DUT to pairing mode and add the device to establish connection. |
### Stack

If the device is connected successfully, one (headphone) or two (headset) corresponding playback devices as well as one recording device (headset) should be listed. **Stereo** corresponds to **A2DP** audio profile and is to be preferred over **Hands-Free** (HFP/HSP) profile for playback testing. The drawback of this method is that the audio device is only available as long as the DUT is connected. Therefore, it is recommended to use **Default Playback** and **Default Voice Capture** device in the QC Sound Device settings instead of the clear device name for EoL testing. Using the **EXD Bluetooth (Beta)** feature, all the device pairing and profile activation can be controlled by the QC software automatically (see more below).

### Type 2: Independent Sound Device

An alternative way of interfacing with Bluetooth devices digitally is supported by various consumer and professional USB Bluetooth transmitters. They provide a separate infrastructure to handle pairing and Bluetooth setup. Those devices show as a sound device (playback and recording device) in Windows sound settings, bypassing the host system’s Bluetooth stack. This static device can be directly selected as playback/capture device in QC Sound Device settings.

However, is then performed either with a dedicated stand-alone software interface or manually using hardware controls (e.g. pairing button) on the device. This requires a higher manual work load for the operator and prevents automation.

*Note: Professional Bluetooth interfaces may provide a dedicated control software with command line interface that can be addressed directly from the KLIPPEL software to automatize pairing or codec setup etc. using the IO Task or the EXD add-on module. Contact KLIPPEL support for more information.*

### Profile & Codec Considerations

For headphone testing, ensure that the **Bluetooth A2DP** profile (corresponding audio device) is used. **HSP/HFP** should only be used for headset microphone testing due to bandwidth limitation.

The used codec is negotiated automatically between the **Bluetooth** source and sink in most cases. Professional interfaces allow controlling which codec is used.

Since all **Bluetooth** enabled audio devices must support basic **SBC** codec, it should be preferred for testing. Advanced codecs such as aptX® or AAC can be used if supported by source and sink, but they introduce spectral and temporal artifacts that may not be desired for functional tests.

### 4.4 Test Sequence

**Template**

The test template **Bluetooth Headphone (ANC)** is provided with this application note or your KLIPPEL software. Create a new test based on the template and open the test via **View** button in **QC Start Engineer** or open the database directly with **dB-Lab**.

*Note: This template is not operable with QC Basic license and requires dB-Lab 210 (QC 6.1) or higher. A **SYN** license is required to run the test with default settings. For automatic pairing based on Windows Bluetooth radio, an EXD Bluetooth (Beta) license is required.*

*The ANC test is not operable in QC in R&D framework without modification (must be split).*
Batch Run Object

The template does not contain a single QC operation, but a complete object that contains three operations:

1. **Response**
   This operation sends the stimulus via the Bluetooth transmitter and records the acoustical response of the headphone. Automated DUT pairing can be activated here, optionally.

2. **Attenuation**
   This operation measures the effective overall sound attenuation (passive & ANC) of the DUT based on transfer function between external mic (reference) and left and right mic channel’s responses. One or two sound sources may be used for this purpose.

3. **Verdict Collector**
   This operation collects and displays the individual test verdicts and generates overall test verdict.

Audio Device Setup

**Operation: 1 Response**
Right click on operation 1 Headphone Test and select Properties... to open the Property Page. In the tab QC Settings click Configure Hardware to access the sound device settings. Make sure that either the Default Playback (Type 1) device or the Bluetooth transmitter’s playback device (Type 2) is selected as output device and the input device is set to Klippel Device.

4.5 **Adjust Settings**

1. **Response Test**
   Select operation 1 and log in using the green arrow icon in the task bar to access the test properties of this particular operation.
   The information given in Headphone Test and SYN Settings (Digital Headset (USB)) also applies here. It is strongly recommended to activate SYN feature to cope with buffer delays and sample clock mismatch.
   It can be beneficial to sweep downwards (\(F_{\text{start}} > F_{\text{stop}}\)) to reduce phase error at high frequencies due to sample clock jitter and drifts. Also, higher-level codecs such as aptX® can introduce additional temporal variation.
   If you want to use Windows Bluetooth radio for automatic pairing and profile control, you may use the External Devices (EXD) task’s Bluetooth Beta that is already part of the sequence and refer to EXD Manual for further information. Otherwise you may switch preset mode of the EXD to bare Sound Device Handling or remove the task entirely.
Log into operation 2 to access task settings. The test sequence contains three measurement tasks (SAN – Spectrum Analysis) that capture the response of all three involved microphones and two Post Processing tasks that calculate the sound attenuation (response spectrum difference between external microphone and test fixture microphone).

Note: This test approach is effective and fast since it involves no manual interaction like ANC on/off switching. However, an A-B comparison measured with the same microphone (test fixture) with ANC on vs off may be more accurate and can be set up, alternatively. Refer to “Insertion Method” below for more information.

Stimulus Setup

The SAN task provides an internal noise generator, but also allows importing arbitrary stimuli (e.g. simulated programme signal) from wave files. A Pre-Loop shall be used in order to make sure that the ANC algorithm is in a steady state.

The test Voltage should be set high enough to provide sufficient SNR in the frequency range of interest for the internal microphones when the DUT is mounted and ANC is activated. Refer to Signal to Noise Ratio Considerations for more information.

Note: Make sure that the settings are identical for all three SAN tasks (except for routing).

Routing

In the template, the stimulus signal is always played back by both available outputs. To address left and right source independently, switch global output routing Control:Start task to controlled by task.

Note: Signal Data Sharing feature is not yet available for SAN task. Therefore, all three microphone responses are measured sequentially, currently.

4.6 Run Test (Batch Run)

Please refer to application section Digital Headset (USB) Run Test (Batch Run).

4.7 Results

The acoustical headphone test results are basically equivalent to the Passive Headphone. The following section only addresses additional results related to the sound attenuation test.

In the test template, the effective sound attenuation (figure above) is measured as the transfer function (level difference) between the SPL spectra of the external reference microphone (right figure, grey curve) and the test fixture microphones in the left and right ear plate (right figure, colored curves) while a noise signal is...
played back by the external sound source. The result should be negative for all frequencies (ANC at low frequencies, passive attenuation at high frequencies). The signal to noise ratio should be considered for setting a reasonable test level (see 7.3 Signal to Noise Ratio Considerations).

The transfer function method is very convenient but it has some limitations that should be noted:

- Sound field at external microphone position is exactly not identical to sound field at ear pieces (source & mic directivity, room acoustics, ...)
- Attenuation curve includes differences between frequency response of the external and internal microphone as well as calibration errors
- Directivity, location and mic difference – however, good quick check with manual interaction (remove headphone, activate ANC)

However, those effects are tolerated since the test limits are derived from approved reference units measured under the same conditions.

**Insertion Method**

Alternatively, the insertion method may be used. In this case, the SPL responses of the test fixture microphones are measured twice, one time without DUT (or ANC deactivated) and one time with DUT mounted (or ANC activated).

For testing the complete insertion attenuation, the reference response of the bare test fixture without DUT can be assumed constant and only needs to be measured once. The difference calculation not necessary in this case, the reference curve can just be measured once and imported as a custom weighting curve as shown in the screenshot.

### 4.8 Limit Calculation

Refer to section 2.6 Limit Calculation

Floating limits may be applied to the frequency response to ignore absolute level variation of active systems (see section 7.6 Frequency Response: Level Normalization & Floating Limits).

For the sound attenuation curve, an upper limit shall be defined in a way that a certain required minimal attenuation for the present test signal is ensured. A lower limit is normally not required and may be set with high tolerance.

## 5 Preparation

### 5.1 Adjusting Test Fixture

Adjust Width and Headband Holder

Place the DUT on the test fixture and follow the instructions in *G.R.A.S. 45CC Instruction Manual* sections Mounting the Ear plate Assemblies, Adjusting the Headband Holder Height and Adjusting the Horizontal Position in order to adjust the fixture optimally.

Make sure that the headband is set to a defined position and that the ear pieces are well-centered on the ear plate during this process.

Also ensure that the ear plate distance is sufficient wide to avoid leakage due to lacking pressure of the ear cushions.
5.2 Preparing Custom Cables and Connectors

For testing passive headphones and headsets, it is required to provide custom adaptors and cables in order to connect the DUT to the analyzer as well as the amplifier correctly.

### Connecting Passive Stereo Headphones

Passive stereo headphones usually have a common ground for both, left and right channel. This must be considered for the hardware setup and wiring. Additionally, the speakON outputs of the analyzer hardware need be adapted correctly to the input connector of the device under test (typically 3-pole jack).

For more information and a wiring diagram, please refer to appendix section **Custom Cables for Passive Headphones**.

### Headset Microphone Adaptor

Typical microphones in passive multi-media headsets require a supply voltage in order to provide an output signal. Please refer to section **Power Supply Adaptor for Headset Electret Microphone** in the appendix for more information.

5.3 Global Signal Routing (KA3)

*Skip this section in case you are using Production Analyzer or a 3rd party sound card for testing.*

For KA3 hardware it is required to set the global signal configuration depending on the general test setup and KA3 card configuration. In the **Signal Configuration** dialog, the physical hardware channels are assigned to the routing channels available in the QC operation.

- **Start dB-Lab QC or the instance of dB-Lab you would like to use for testing**
- **Open KA3 Signal Configuration dialog via menu Extras – KA3 – Signal Configuration**

![Signal Configuration dialog](image)

- Assign the **Mic Input** to **Laser Card**
- Assign Line Input to XLR Card in case you want to
  - use an ambient noise microphone
  - test a headset microphone
  - measure noise attenuation with an external microphone
  - **Note**: activate the 48 V supply using the provided button on the XLR Card for the corresponding channel once before first measurement (state is stored)
- **Output**
  - In case you are using an external amplifier or an active sound source, select **XLR Card**
  - In case you are using the **Amplifier Card** of the KA3, select **AMP Card**
  - If you want to measure a headset with an active artificial mouth, select **Laser Card**
- For passive headphones: the optimal current sensitivity setting for the speaker chan-
nels depends on the nominal impedance of the DUT. **High Sensitivity** is recommended for most headphone to provide optimal current SNR.

Find more information in *Hardware Manual section KA3 Signal Configuration*.

### 5.4 Amplifier Calibration

*Skip this step for digital or wireless headphones.*

The amplifier (either external or internal) must be calibrated once after setup in order to use the Speaker channels in the QC operation.

- Access amplifier calibration via **QC Start – Calibrate – Klippel Analyzer or dB-Lab menu Extras – KA3 – Calibration for QC Operations**
- Click the **Calibrate Amp** button in the **Control Panel** to start calibration
- If the amplifier connection is correct, only **Out 1 to Speaker 1/2** should be marked green

If this is not the case, please refer to section **Connecting Passive Stereo Headphones**

Find more information in *QC User Manual section Amplifier Gain Calibration*.

### 5.5 Microphone Calibration

For all static test microphones (test fixture and external mics for ambient noise or attenuation tests), calibration data must be available before use.

- Access microphone calibration via **QC Start – Calibrate – Klippel Analyzer or dB-Lab menu Extras – KA3 – Calibration for QC Operations**
- In the **Property Page – Tasks**, select **Microphone / Sensor Calibration** to set the calibration mode or enter calibration sheet data

Find more information in *QC User Manual section Microphone & Sensor Calibration*.

**Using Calibration Sheet Data**

- If you just want to start with manufacturer calibration data, select **Calibration Mode – Enter Microphone Sensitivity** and enter **sensitivity** and **max. SPL** from the calibration sheet provided by the manufacturer or KLIPPEL

**Using Sound Calibrator or Pistonphone**

- Select **Use Pistonphone** in case you want to measure sensitivity with pistonphone or sound calibrator
- Enter the **Test Frequency** and **Test Level** according to your calibrator device
- Follow the instructions in G.R.A.S. 45CC manual section Calibration to disassemble the microphones from the test fixture
- Select the input channels you want to calibrate one by one, enter max SPL from spec sheet and click **Calibrate Mic** to calibrate the selected channel.
5.6 Test Templates

Several QC test template for passive headphones are provided together with this application note or delivered with the KLIPPEL software.

From QC Version 6.1, dedicated headphone test templates are included in the software distribution. You may access them via QC Start Engineer – Test – New... . A dedicated template category “Headphones” is available.

In order to use the templates provided with the application note instead, copy the provided test folders to your QC test root path or to the user template folder (accessible via QC Start – Settings – Template Path...). You may modify the settings and create your own test templates. 

Find more information in the QC User Manual section Organizing Projects using QC-Start.

R&D Framework

In case the QC Start software (part of QC framework) is not available, you may directly work on the provided template databases with dB-Lab. You may create your own object and operation templates from them. Alternatively, KLIPPEL operation or object templates for headphones may be used, if available in your software distribution.

Find more information in the dB-Lab User Manual section Creating and Managing Templates.

6 Requirements

6.1 Hardware

Test Fixture

This application note utilizes the G.R.A.S. 45CC headset test fixture dedicated to quality control. Different sets are available with and without ear simulator or artificial mouth.

This application note focuses on the following sets distributed by KLIPPEL

- **G.R.A.S. 45CC-2 Set (Art.-Nr. 2400-079)**
  - 45CC test fixture
  - 2x 69CC-2 IEPE Microphone Set
- **G.R.A.S. 45CC-6 Set (Art.-Nr. 2400-080):**
  - 45CC test fixture
  - 2x 69CC-2 IEPE Microphone Set
  - 44AA Mouth Simulator
- Optional extension with RA0039 (IEC 60318-1) ear simulator → 45CC-4/8

Note: See specification A14 – Artificial Ears and Mouths for more information. The information provided in this document can also be applied with other test fixtures.

For price sensitive applications, similar custom-made test fixtures can be used.
### Klippeal Analyzer

- **KA3 – KLIPPEL Analyzer 3 (Art.-Nr. 2000-3xx)**
  - equipped with
    - Laser Card (IEPE mic input)
    - Speaker Card (for passive DUTs)
    - Amplifier Card (for passive DUTs)
    - XLR Card (output for external amplifier or input for headset microphone)

  Or

- **PA – Production Analyzer (Art.-Nr. 4000-100)**

  Note: in case only acoustical parameters are tested, also 3rd party sound cards may be used. QC Stand-alone software is required in this case.

  A KLIPPEL USB license dongle is required to operate the software. Licenses may also be issued for KA3.

### PC

A Windows PC is required to operate the KLIPPEL software. See separate document KLIPPEL PC Requirements for further information.

### Components for Passive Headphone

The following equipment is required for testing passive devices:

- External amplifier (for use with PA) – e.g. Lake People F388 S (Art.-Nr. 2700-011)
- Custom DUT connection cable (e.g. 2x speakON to 3.5 mm connector)
- Amplifier cable (mono, bridged)
- Headset microphone supply adaptor

See Preparing Custom Cables and Connectors for more information.

### Additional Microphone

In order to detect ambient noise corruption or measure noise attenuation by transfer function method, an additional microphone is required.

A cost-efficient choice is the **MIC 40PP** by G.R.A.S (Art.-Nr. 2400-312) with

- XLR-BNC adaptor for use with KA3 XLR Card (Art.-Nr. 2300-102)
- IEPE Supply IV11-S for use with PA Line input (Art.-Nr. 2400-301)

For use with KA3 XLR Card, also a phantom powered microphone, such as MIC255 48V (Art.-Nr. 2400-311) can be used.

### Sound Sources

For testing passive or active (ANC) sound attenuation one or better two broad band sound sources are required. Also, for EoL testing of the headset microphone response, a professional speaker can be more suitable than an artificial mouth.

Active speakers are be connected to the Line outputs of the analyzer, while passive speakers can be operated via an external amplifier or **KA3 Amplifier Card**.

KLIPPEL distributes **Genelec** professional speakers. The compact and price-efficient model **8010** is suitable for most EoL applications. Please refer to specification **A15 – Sound Source**.
### Bluetooth Transmitter

Testing Bluetooth wireless technology enabled devices requires a dedicated transmitter in order to convert and send stimulus signals to and receive response signals from the DUT. Any transmitter may be used that fulfills the profile and codec requirements of the tested device. Standard profiles A2DP (SBC codec) and HSP/HFP are sufficient in most cases.

Different device types can be used

- Bluetooth transmitters with analog input (analog inputs/outputs connected to the analyzer)
- professional or commercial devices with USB interface (Windows Bluetooth Stack or sound device) or
- the integrated Bluetooth radio of the PC (Windows Bluetooth Stack).

Professional grade USB interfaces usually provide a more stable radio link (less dropouts) and a software interface (e.g. command line) that allows automating setup and pairing. The latter is also provided by Windows Bluetooth Radio using the EXD Bluetooth (Beta) feature.

The following devices have been used for this app note:

- Laird BT820 (Windows Bluetooth)
- Portland Tool & Die BTC- 4148 (USB audio device with software interface)
- Avantree DG50 Leaf (USB audio device with button control)

### 6.2 Software

| KLIPPEL QC Software | QC Standard software (Art.-Nr. 4002-010) — includes test tasks: SPL, IMP, SAN, PP, ...
| Alternatives:       | QC Basic (Art.-Nr. 4003-002) for basic stereo headphone tests – only includes test task SPL-IMP
|                     | QC Stand-alone Software - plain acoustical tests using 3rd party sound cards (includes the same test tasks as QC Standard, except for IMP)
| QC in R&D Framework | dB-Lab 210
|                     | QC SPL – Sound Pressure Task (Art.-Nr. 4000-263)
|                     | QC IMP – Impedance Task (Art.-Nr. 4000-262) – only for passive DUTs
|                     | QC SAN – Spectrum Analysis (Art.-Nr. 4000-267) - attenuation and mic test with noise or custom signals
| General restrictions apply compared to QC Standard (see QC User Manual section QC Software in the KLIPPEL R&D Framework). |
| Optional Add-On Modules | QC SYN – External Synchronization (for digital or wireless DUTs; Art.-Nr. 1001-107)
|                     | QC PNI – Production Noise Immunity (advanced ambient noise handling; Art.-Nr. 1001-107)
|                     | QC EQA – Equalization & Alignment (control voltage or SPL; Art.-Nr. 4000-245)
|                     | QC EXD Bluetooth – External Devices (Bluetooth pairing and profile control; Art.-Nr. 4000-251)

### 6.3 Test Environment

Headphone Test  
Optimal sensitivity for rub & buzz testing is provided in a silent test environment providing a low acoustical background noise floor. However, ambient noise corruption in a production environment can be detected (QC Standard) and handled (PNI add-on) reliably using an additional ambient noise microphone. For production tests, additional noise attenuation (test box) is still recommended, especially for open or semi-open headphones with low noise attenuation.
Headset or ANC Test

In case passive or active sound attenuation or a headset microphone shall be tested, an external sound source is required to provide defined excitation. Any additional noise disturbance may interfere with the measurement. Therefore, a silent or acoustically shielded test environment is highly recommended.

7  Further Topics

7.1  Applying Frequency Response Correction Curves

In order to simulate standard measurement conditions (e.g. complete ear simulator response at DRP, free or diffuse-field correction etc.) or for microphone frequency response correction, the measured frequency response may be adjusted using imported correction curves.

In Sound Pressure task, correction curves can be imported using the parameter Response-EQU.

Find more information in QC Manual section Response Equalization or Application Note 62.

7.2  Evaluating Repeatability

Repeatable results are crucial for a QC test.

Sealing and Positioning

For headphones, positioning on the test fixture (affects low frequency response) and leakage (affects mid and high frequency response) are the most common sources of variation. The G.R.A.S. 45CC test fixture provides positioning guides and a plain ear plate without artificial outer ears to reduce those effects. Still, repeatability should be evaluated after finishing the test setup.

This can be done by mounting and testing one device multiple times and comparing the frequency responses. To overlay multiple responses, activate Limit Calculation Mode. Alternatively, the Statistics (STAT) module may be used for this purpose. It easily visualizes the response data taken from log databases and derived statistical information (mean, standard deviation …).

The screenshot above was generated with the STAT module. It displays six frequency responses for left and right ear channel. Repeatability for the left ear is good while the right ear shows variation at mid and high frequencies related to positioning problems.

Noise Floor and Ambient Noise

Other sources of variation can be related to a low signal-to-noise ratio (high noise floor) or ambient noise impact. Especially impulsive disturbances cause significant random variation in most acoustical parameters, but mainly in distortion and Rub&Buzz results. This disturbance can be detected and handled reliably using ambient noise detection or PNI feature. Refer to QC Manual section How to Cope with Ambient Noise? for more information.

General signal to noise ratio considerations are discussed in the next section.

7.3  Signal to Noise Ratio Considerations

The signal-to-noise ratio (SNR) is defined by both the noise floor and the test level. It should be evaluated as part of the test setup process to ensure reproducible and meaningful results. Since the test level can only be increased with limitations and acoustical effects may reduce SPL in narrow
frequency bands, it is mainly a noise floor consideration.

The noise floor of the acoustical test for both headphone and microphone is defined by

- electrical noise (active DUT electronics, amplifier, microphone, analyzer preamps, ...)
- acoustical noise (fans, AC, production noise, ...)
- signal processing artifacts (e.g. noise canceling algorithms)

In order to measure the total noise floor, just perform a normal measurement with DUT mounted, but set the stimulus voltage/level to a very small value (e.g. 1e-6 V or -100 dB). Now the results can be compared to the responses of a normal test (with excitation signal) as shown below.

For the **Frequency Response**, all tested frequencies should have an SNR of at least 30 dB.

- increase test level, if possible
- apply stimulus shaping to emphasize frequencies with low output (see 7.5)
- deactivate sources of ambient noise
- use a more sensitive microphone
- use relative limits with floor (e.g. for THD)

The difference in the Rub&Buzz response indicates whether there is systematic higher-order distortion or noise caused by the DUT above the noise floor or not. In the example above, the DUT dominates the distortion and noise at all (excited) frequencies.

### 7.4 Measurement of Ambient Noise Attenuation

The ambient noise detection feature (QC Standard) and the PNI add-on rely on an external microphone to detect and handle external noise disturbances. For optimal performance, the noise attenuation between the external and the test microphone (e.g. test chamber or headphone ear piece) must be known. Several presets are available and for closed headphones, the standard setting in *Box Enclosure* may be a good first choice.

However, entering the exact passive attenuation of the headphone on the test fixture over frequency (*Custom Attenuation*) is preferable for optimal performance. Refer to QC Manual sections *How to Cope with Ambient Noise?* and *How to Measure Box Attenuation?* for more information.
7.5 Adjusting Target SPL and Sound Source Equalization

There are different scenarios where it is necessary to adjust playback level or frequency response to a certain target value or curve, such as:

- Controlling playback test level (e.g. 94 dB at 1 kHz),
- Sound source (mouth simulator) equalization for microphone test or
- Adjusting test level of digital devices with no analog input.

The optional Equalization & Alignment (EQA) task meets those requirements.

It adjusts stimulus voltage/level and Level Profile (vs. frequency) in order to meet the target single tone or frequency response automatically. Also assisted manual adjustment is supported (e.g. for manual volume control). The resulting setting can be imported seamlessly into the measurement tasks in the test sequence. The alignment step can be part of the test sequence or an independent off-line operation. See EQA User Manual for more information.

7.6 Frequency Response: Level Normalization & Floating Limits

For digital headphones with no analog input, it is more difficult to ensure that the playback level of the device is always identical for every tested unit. In order to test the frequency response neglecting the influence of the playback level, dedicated limit modes are available in Limit Calculation Mode. Using the mode “to Level”, the limit curves are shifted by the change of average level relative to the reference measurement(s).

The response normalization mode “Average level” fits well to this limit mode and results in a normalized view as shown below. Find more information in QC User Manual.
7.7 Basic Acoustical Test Using Sound Card

For plain acoustical tests, a KLIPPEL analyzer is not necessarily required. The QC Stand-alone Software version may be used instead together with a 3rd party audio interface (e.g. external USB sound card).

The sketch below shows the test setup for a passive headphone. The pre-polarized microphones as part the test fixture may be adapted to 48 V supply using a dedicated BNC (male) – XLR (male) adaptor.

For more information, refer to QC User Manual section Setup with Audio Interface (QC Stand-alone Software).

7.8 Open Loop Tests (Asynchronous Playback)

In some cases, it is not possible to connect digital headphones or headsets directly to the host PC (open loop set-up).

The SYN module allows exporting the synchronization signal and test stimulus to a WAVE file that may be played back by an independent device (e.g. smartphone). The test waits until the synchronization signal is played back through the DUT. Alternatively, response files may be imported to the QC software, e.g. for testing the headset microphone in an open loop setup.

7.9 Handling Drop-outs in Digital & Wireless Devices

Signal dropouts due to packet losses are inherent in wireless transmission channels. In many cases, those transmission errors are hardly audible due to concealment algorithms or just due to perceptive masking effects. However, a critical acoustical test will be affected by any signal drop-out and may lead to a false reject, especially when impulsive distortion (Rub&Buzz) is tested. The symptoms of a lose particles, random ambient noise and a signal-drop out are very alike as they all cause random impulses as shown in the plot below. The figure shows two impulsive distortion plots of direct signal loopback with Bluetooth wireless transmission. The red curve includes signal drop outs that might even lead to a pass/fail limit violation.
To reduce signal drop outs, make sure that

- Bluetooth source and sink are as close to each other as possible and
- the Bluetooth source has a high transmission power class (e.g. Bluetooth power class 1).

Since packet drop-outs can still not be prevented completely, the following strategies can be applied to avoid false rejects:

- Use ambient noise detection or PNI add-on to detect external acoustical disturbance
- In case of a FAIL verdict, repeat the test (step) to identify whether the DUT shows systematic Rub&Buzz (second test also fails) – this can be automatized using Sequence Control feature
- If the repeated test passes, the chances are high that the previous test was corrupted by a random signal drop out (or a highly instable lose particle defect)

With this strategy false rejects due to transmission losses can be reduced to a minimum, but there is still a chance that very randomly occurring lose particle defects may pass the test.

### 7.10 Test Speed Optimization: Signal Data Sharing

In a stereo test sequence, up to four individual measurements are performed (sound pressure and impedance tested for left and right channel). This may be accelerated by using the same stimulus for sound pressure and impedance test (SPL+IMP Task) while still testing every headphone channel individually.

From QC version 6.1, up to 8 channels can be recorded simultaneously using the KA3 hardware. This allows measuring both channels with just one test signal played back on both channels simultaneously.

Since most QC Tasks do not support this number of channels, input signal data sharing feature is provided, where the Task defines the test signal and records all requested channels and distributes the recorded signals to other receiving tasks.

The screenshot shows the setting for the Passive Headphone (Fast) test template. The first task acts as the signal source for the second task that only defines the requested input routing. Make sure that the output routing (global or source task) ensures signal playback on both left and right channel. For more information see QC User Manual.

The simultaneous measurement also implies certain drawbacks that should be considered. Potential crosstalk might affect the results of the individual channels. Also, wrong wiring (swapped left and right channel signal line) cannot be detected.
### 7.11 Manual Sweep Diagnostics

Especially for digital or wireless devices, the signal chain from the signal source to the microphone inputs may be quite complex. During setup phase, a live scope is a helpful tool to check the signal outputs and inputs as well as SPL at certain frequencies.

The *Manual Sweep* feature provides an interactive sine tone generator and input signal scope including spectrum, waveform (total SPL and *Rub&Buzz*) and single value characteristics. The feature can be used if any sweep-based measurement task is used in the test sequence.

The optional *Manual Sweep Controller* allows controlling frequency and level intuitively. In addition, the sound pressure signal of the headphone mounted on the test fixture may be monitored in parallel easily via the PC sound card. For more information, refer to *QC User Manual* sections *Manual Sweep* and *Live-Monitoring of microphone signal*.

![Live view of manual sweep](image)

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### 7.12 Matching Optimal Transducer Pairs Before Assembly

For high-end and audiometry headphones it is desirable to ensure optimal spectral balance between left and right channel. To ensure this, the channel difference of the frequency response is tested in the provided headphone test templates.

However, it is much more efficient and economical to match optimal pairs before assembly. The *Match Speaker Tool (MSP)* is dedicated to matching optimal pairs from a pool of KLIPPEL QC driver test log data. Different pairing algorithms are available in order to find the best matching pairs or the maximal number of pairs. Weighting functions and deviation limits provide a customizable solution to yield the optimal audio quality from your production.

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### 8 References

#### 8.1 Manuals

- QC User Manual
- SYN User Manual
- EQA User Manual
- EXD User Manual
- PNI User Manual
- SAN User Manual
- QC Feature Library Manual
### 8.2 Specifications

**Software**
- C3 - QC Set
- S21 - QC PNI – Production Noise Immunity
- S31 - QC EXD – External Devices
- S32 - QC SYN – External Synchronization
- S33 - QC EQA – Equalization & Alignment
- S36 - QC Feature Libraries
- S48 - Statistics
- S55 – QC PP – Post Processing
- S65 - QC SAN - Spectrum Analysis

**Hardware**
- A4 - Microphones
- A6 – Accessories for the KLIPPEL Analyzer System
- A14 - Artificial Ears & Mouths
- A15 – Sound Sources
- H3 - Klippel Analyzer 3
  - H6 – Amplifier Card
  - H7 – Laser card
  - H8 – Speaker Card
  - H9 – XLR Card
- H4 – QC Production Analyzer

**Other**
- KLIPPEL QC PC Requirements
- KLIPPEL Amplifier Requirements

### 8.3 Standards

- IEC 60268-7, Sound system equipment, Part 7: Headphones and earphones
- IEC 60318-1, Electroacoustics - Simulators of human head and ear - Part 1: Ear simulator for the measurement of supra-aural and circum-aural earphones
- ITU-T P.581 Use of head and torso simulator for hands-free and handset terminal testing
- BS EN 50332

### 8.4 Application Notes

- AN62 - QC On-line Input Equalization
- AN72 - Testing Bluetooth Audio Devices using TRF

All KLIPPEL application notes can be downloaded from our [website](#).

### 8.5 Related Products

- MSP - Match Speaker Tool
- QC MSC - Motor & Suspension Check
- QC BAC - Balanced Armature Check
- TRF - Transfer Function Measurement
- MSPM - Micro Suspension Part Measurement
- RMA – Rocking Mode Analysis

Find more related modules in the [applications section](#) of our website.
9 Appendix

9.1 Custom Cables for Passive Headphones

Since most passive headphones have a common ground for left and right channels, it is required to use customized cables (not provided by KLIPPÉL) to connect the DUT to the analyzer and also between amplifier output and analyzer.

Especially when using class D amplifiers (like the KA3 Amp Card), it is important to avoid connecting the grounds of the two amplifier output channels. This would be the case when using the standard stereo amplifier connection cable (with four wires). For this reason, it is recommended to use only one amplifier channel.

For a stereo amp with LN4 speakON output connector (KA3 Amp Card) this is achieved by using only 1+ and 1- wire and bridging the corresponding pins with 2+ and 2- on the analyzer input side (Speaker Card AMP input or Production Analyzer AMPLIFIER input). Both speaker output channels are then operated with the identical amplifier channel. Please always make sure that the cable is used with correct orientation to prevent amplifier damage (KA3 Amplifier Card is self-protecting).

The outputs of the Speaker Card (or the Speaker outputs of the Production Analyzer) also use four wires per channel for accurate impedance testing (force lines 1+ / 1- and voltage sense lines 2+ / 2-). Since the transducer terminals are not accessible for optimal four wire impedance measurement (due to the headphone cable), you may connect force and sense lines (1+ with 2+ and 1- with 2-) directly inside the speakON connectors. For typical headphone impedances, the error introduced by the cable is negligible or may be considered as a static offset.

9.2 Power Supply Adaptor for Headset Electret Microphone

A simple approach for adapting the 48 V power supply as provided by KA3 XLR Card to a lower supply voltage (e.g. 4 V) for a simple electret condenser microphone of a multi-media headset is given by the circuit diagram below. It may be integrated directly in the adaptor plug (e.g. 3.5 mm jack to XLR male plug).
Note: This circuit assumes that the microphone is wired in a way that tip and ring contacts are shorted in the microphone.

Reference:
http://www.epanorama.net/newepa/2014/06/30/pc-microphone-phantom-powering-improvements/

Find explanations for symbols at:
http://www.klippel.de/knownow/literature.html

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