

BRIDGE CAST

Added functionality for the BRIDGE CAST app

This manual explains the features that were added to the upgraded BRIDGE CAST app, which were not covered in the BRIDGE CAST Owner's Manual.
Please use this along with the BRIDGE CAST Owner's Manual.

Contents

Functions added in BRIDGE CAST App Ver.5.00 3

Calibrating the mic sound quality (Cleanup) 4

Using the equalizer to adjust the game sound 7

Functions added in BRIDGE CAST App Ver.5.00

The main changes in version 5.00 are as follows.

Adjusting the mic audio > Calibrating the mic sound quality (Cleanup) (p. 4)

NOISE SUPPRESSOR:

Added EXPANDER to the noise suppressor types.

COMPRESSOR:

Added a legacy mode.

Turning legacy mode on/off lets you use two types of compressors.

Off: compressor included in version 5.00

On: traditional compressor (included up through version 4.03)

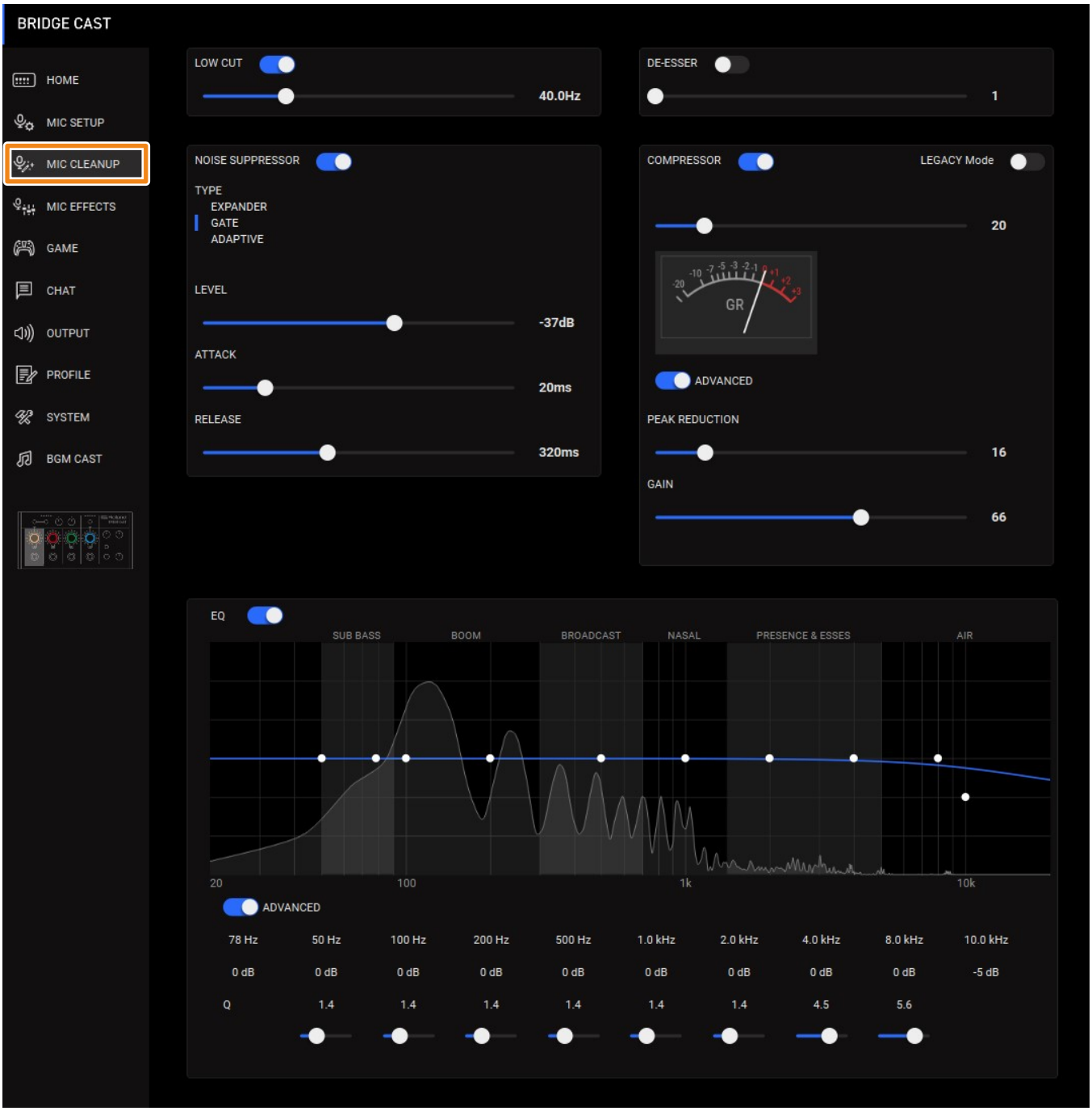
EQ:

- The frequency characteristics of the input sound are now shown as a graph.
- Six frequency bands are now displayed.
- You can now set the frequency and gain by dragging and dropping the points that represent each band of the EQ.

Adjusting the game sound / using the game effects > Using the equalizer to adjust the game sound (p. 7)

- An analyzer has been added to measure the game sound and to display the frequency characteristics as a graph.
- You can now set the frequency and gain by dragging and dropping the points that represent each band of the EQ.

Calibrating the mic sound quality (Cleanup)



Menu	Value	Explanation
LOW CUT: This cuts out unneeded low-band audio.		
LOW CUT	Off, On	Turns the low cut on/off.
	Flat–500Hz	Sets the frequency point from which the output is cut. The frequencies below the frequency point you set are cut.
NOISE SUPPRESSOR: This suppresses noises picked up from the surrounding environment by the mic.		
NOISE SUPPRESSOR	Off, On	Switches the noise suppressor on/off.

Menu	Value	Explanation
TYPE	Sets the noise suppressor type.	
	EXPANDER	Brings down the volume on sounds that are lower in volume than the threshold. This helps keep down white noise and other such sounds during silence.
	GATE	Suppresses sounds that are lower in volume than the threshold. This helps remove white noise and other such sounds during silence.
	ADAPTIVE	Analyzes the ambient sound to suppress unnecessary environmental noise.
LEVEL	-60–0dB (when using the expander)	Sets the threshold level at which the sound is reduced.
	-96–0dB When GATE is used	Specifies the level used as the threshold for suppressing audio.
	0–9 When ADAPTIVE is used	Sets the level for suppressing noise. Larger values suppress more noise. * If you hear unwanted changes in the sound when using the noise suppressor, such as quieter audio or changes in sound quality, these issues may be resolved if you increase the input gain for the mic.
ATTACK	0–100ms When GATE is used	Sets how long it takes for the noise suppressor to be applied. * The time is for reference only. This also changes depending on the volume.
RELEASE	0–4000ms (when using the expander)	Sets how long it takes for the noise suppressor effect to be cancelled. * The time is for reference only. This also changes depending on the volume.
	50–5000ms When GATE is used	
DE-ESSER: Reduces sibilant noise (the sounds you hear when pronouncing "s" words and other hissing sounds).		
DE-ESSER	Off, On	Turns the de-esser on/off.
	1–10	Adjusts the intensity of the de-esser effect.
COMPRESSOR: Makes louder sounds quieter. This reduces the difference between the louder and softer sounds, making the audio more listenable.		
COMPRESSOR	Off, On	Turns the compressor on/off.
LEGACY MODE	This selects the compressor type. The parameters displayed depend on the LEGACY MODE setting.	
	Off	Simulates a compressor used in a recording studio.
	On	A regular compressor. The detailed parameters can be adjusted.
LEGACY MODE: Off		
COMPRESSOR	0–127	Larger values cause the sound to be compressed.
GR (GAIN REDUCTION) meter	Displays the audio compression status.	
ADVANCED	When this is on, you can set the PEAK REDUCTION and GAIN.	
PEAK REDUCTION	0–100	Adjusts the degree of compression.
GAIN	0–100	Adjusts the final output volume level after applying the compressor.
LEGACY MODE: On		
THRESHOLD	-48–0dB	Specifies the level used as the threshold at which the compressor is applied. Reduces the level of sounds that exceed the level you specify here.

Menu		Value	Explanation
RATIO		1.00:1– Inf:1	Sets the ratio at which the sound level is reduced, when it crosses the threshold. For example, if you set "RATIO" to "2.00:1", audio levels that cross the threshold are reduced by 1/2.
ATTACK		0–100ms	Sets how long it takes for the compressor to be applied. * The time is for reference only. This also changes depending on the volume.
RELEASE		50–5000ms	Sets how long it takes for the compressor to be cancelled. * The time is for reference only. This also changes depending on the volume.
POST GAIN		+0–+30dB	Adjusts the final output volume level after applying the compressor.
EQ: This is a 10-band equalizer, which lets you adjust the volume for each frequency band.			
EQ		Off, On	Turns the equalizer on/off.
Frequency characteristics graph		Displays the frequency characteristics of the input sound as a graph.	
		Frequency band	**Effect**
		SUB BASS	Adds weight and thickness to your voice.
		BOOM	Adjusts the degree of muddiness in the sound.
		BROADCAST	Adjusts the clarity and solidity of the voice. By precisely controlling this frequency band, the voice recorded by microphone is optimized for broadcasting, bringing it closer to the clear, solid "broadcast voice" that's like what you hear on the radio.
		NASAL	Sharpens the contour of the sound. Adjusts clangorous sounds or sounds that seem thin.
		PRESENCE & ESSES	Adjusts the brightness and coherence of the sound, as well as the sibilance.
		AIR	Adjusts the airiness of the sound.
ADVANCED		Off, On	When this is on, the frequency and gain values are shown. Also, you can set the Q (frequency bandwidth).
Frequency/gain		The frequency/gain of each band is shown as points. Drag and drop a point to set the frequency/gain. * When "ADVANCED" is off, only four bands (2, 4, 7 and 10) can be set.	
Frequency	**Band 1**	20–400Hz	Specifies the boost/cut center frequency for each frequency band.
	Bands 2–4	20–470Hz	
	Bands 5–7	315Hz–3.3kHz	
	Bands 8, 9	3.0–20.0kHz	
	Band 10	800Hz–20.0kHz	
Gain	**Bands 1–10**	-12–+12	Sets the amount of boost/cut for each frequency band.
Q		0.3–16.0	Adjusts the bandwidth used for boosting or attenuating each frequency band. * This setting is available when the "ADVANCED" switch is enabled.

Using the equalizer to adjust the game sound



Menu	Value	Explanation
EQ	Off, On	Turns the equalizer on/off that's applied to the game sound (input source: GAME (SPEAKER)).
ANALYZER	Off, On	When turned on, this measures the game audio and shows the frequency characteristics as a graph. * The audio from SUB MIX (USB) is used for measurement. Note that the SUB MIX (USB) temporarily changes when the analyzer is on. * Turn the analyzer off when you're not using the equalizer.
ADVANCED	Off, On	When this is on, the frequency and gain values are shown. Also, you can set the Q (frequency bandwidth).
Frequency/gain	The frequency/gain of each band is shown as points. Drag and drop a point to set the frequency/gain.	

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01
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