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Subject: Re: Sound in Car

Posted by [Adveser](#) on Thu, 31 Mar 2011 22:34:11 GMT

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It is a mediocre equalizer, let's see what happens when you turn these up:

40 - More Hum

100 - More Oomph

250 - More Punch

625 - Breathy? Hoarsey?

4k - Sharper guitars and vocals

12k - More cymbals. This f is very sensitive to direction

16k - More distortion for MP3, more cymbals and cymbal decay for CD.

Of course you should set everything how you like it, then go back and make the loudest one the new "0" and adjust the rest to fit the curve.

I wouldn't boost the 250, 625 or 4K ones at all. I would cut them and work around the cuts.

So if I ended up with:

40 - +3

100 - +5

250 - +7

625 - +5

4000 - +3

12000 - +5

16000 - +3

I would re-eq it to:

40 - -4

100 - -2

250 - 0

625 - -2

4000 - -4

12000 - -2

16000 - -4

It is MUCH more complicated than that due to the Q value changing and all. Look it up if you want a long read, some difficult math and a lot of confusion. But basically the more boost or more cut the more frequencies around it are affected.

You could do it as above, you you could never let anything from 250-4Khz go above zero.

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