

Preferences

Soundcard Cal files Comms Analysis Equaliser View

Drivers: Java

Output device: Default Device Buffer: 32k

Sample rate: 48 kHz

Output: Default Output R

Input device: Default Device Buffer: 32k

Input: Default Input R

Stereo only

Timing reference output: L

Loopback input: L

Virtual balanced input

Input options:

- Invert
- High pass
- Treat 32-bit data as 24-bit

Control output volume

Output Volume: 0,50  Mute

Sweep level: -12,0 dBFS

Control input volume

Input Volume: 0,25

**Soundcard calibration**

Default Device Default Output at 48 kHz

None

Calibrate soundcard...

Make cal file...

**Levels**

Use subwoofer test signal to check/set levels

Check levels... Generate debug file...

Use pink periodic noise for level checks throughout REW

**Help**

It is a good idea to measure the interface using the **Calibrate...** button in the **Calibration** section before making measurements to allow the response of the interface itself to be compensated for. Before making measurements you can use **Check Levels** to make sure the replay and input levels are set correctly.

32-bit integer sample formats often carry 24-bit data. Treating them as 32-bit data generates low level harmonic artefacts (at around -160 dBFS), to prevent that they should be treated as 24-bit by selecting **Treat 32-bit data as 24-bit**. If a device is genuinely 32-bit turning this option off will provide the full resolution of the device, but note that REW uses 32-bit float to distribute audio data internally which means the effective integer-equivalent dynamic range is 25 bits.