

## Gap and Non-Gap Ambient Noise Compensator

### What is it?

An Ambient Noise Compensator is designed to measure the ambient noise of a location in order to increase or decrease the content being played (ie. BGM) to an appropriate level. So in laymen's terms, when the people / train / planes / automobiles get louder, so does the music!

### What does it do?

BSS London architect allows two types of Ambient Noise Compensators to be inserted in as processing objects. The first type introduced in v1.08 of London Architect is called a *Gap Ambient Noise Compensator*. This is designed to listen to the ambient noise whenever a gap is present in the content being played. Once the gap has started, the background or ambient noise is measured and the level is adjusted accordingly.

The *Non-Gap Ambient Noise Compensator* was introduced in v1.10. As its name suggests, this processing object does not need to wait for a gap in the content, rather monitoring the signal constantly in order to achieve the appropriate increase or decrease on gain depending on the measurements taken

### How does it work?

For Gap Ambient Noise, Set the minimum and maximum gain range to suite the area, then change the speed (in time) for the gain change to take affect. Then Set the Gap threshold (the point where the music is low enough for the accurate measurements to be taken) and the time for the measurement to start.

For Non-Gap Ambient Noise, set the gain range (as above). Set the ratio (ambient noise increase : level increase) the attack (how quick the level increases to the defined ratio – in time) and the release (how quick the level decreases – in time).

### Where can I use it?

Anywhere ambient levels will cause a problem with content being heard. Eg. Airports, Shopping Centres, Restaurants.

