

Audio Delay / Filter

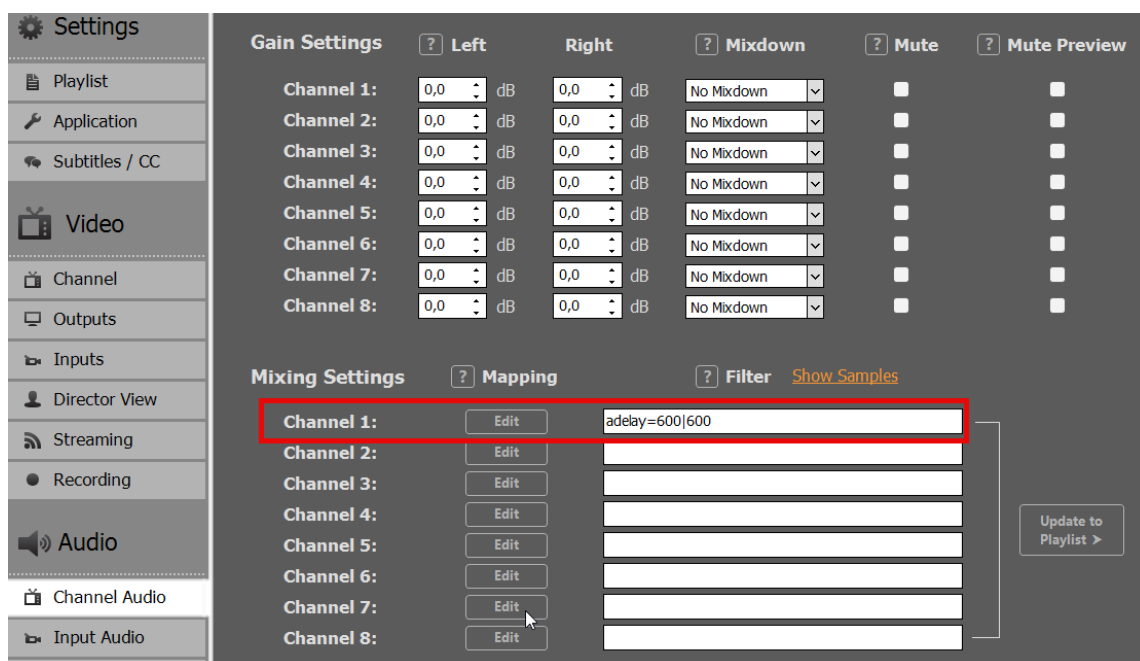
Sometimes, in Live Productions, you have to send the Audio delayed compared to the Video, to compensate for the processing Lag of huge LCD Screens (Lipsync). Or add a Limiter/Gate to the Microphone Input Audio.

In this article:

- Simple Audio Delay
- Copy Audio and Delay
- More Audio Filter

Simple Audio Delay

This is actually pretty fast to implement in PLAYDECK. You add the ADELAY Audio Filter to the Channel like this. In this example we set 600ms Delay for Audio Channel 1 and 2:



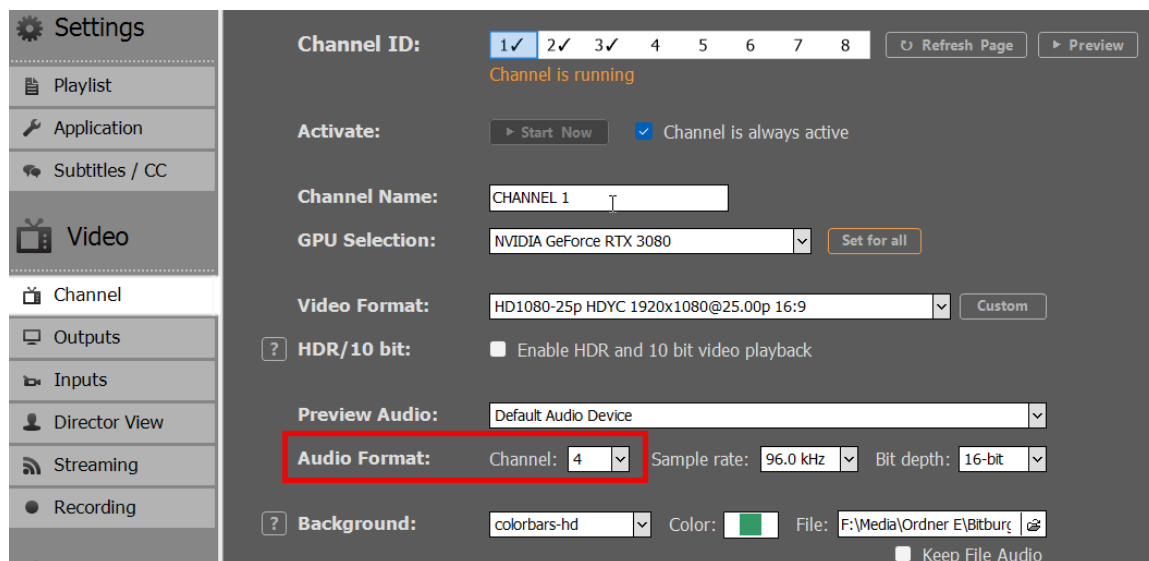
This can also be set to INPUTS to compensate for any incoming Lipsync Issue.

Copy Audio and Delay

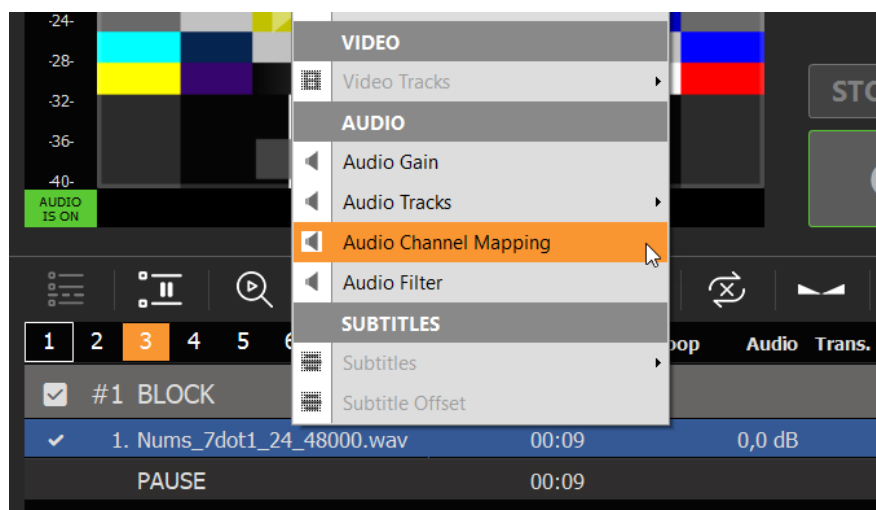
You can also COPY the Audio Channel 1 and 2 to Audio Channel 3 and 4 and delay those. The use case here is, that the Audio Mixer Person has Live Preview Audio.

This needs to be done on the Playlist Level, so clear any Audio Filter in the Settings.

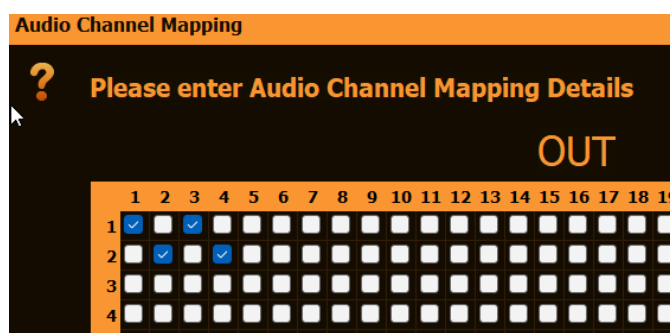
First, make sure to increase the Audio Channel for your Output Channel, otherwise all Audio Channel above 2 will not be processed:



The Right-Click any Playlist Item and select AUDIO CHANNEL MAPPING:



This will copy Audio Channel 1 and 2 to Audio Channel 3 and 4:



Now right-click the Playlist Item again, select AUDIO FILTER and add the ADELAY Filter, but only for Audio Channel 3 and 4:

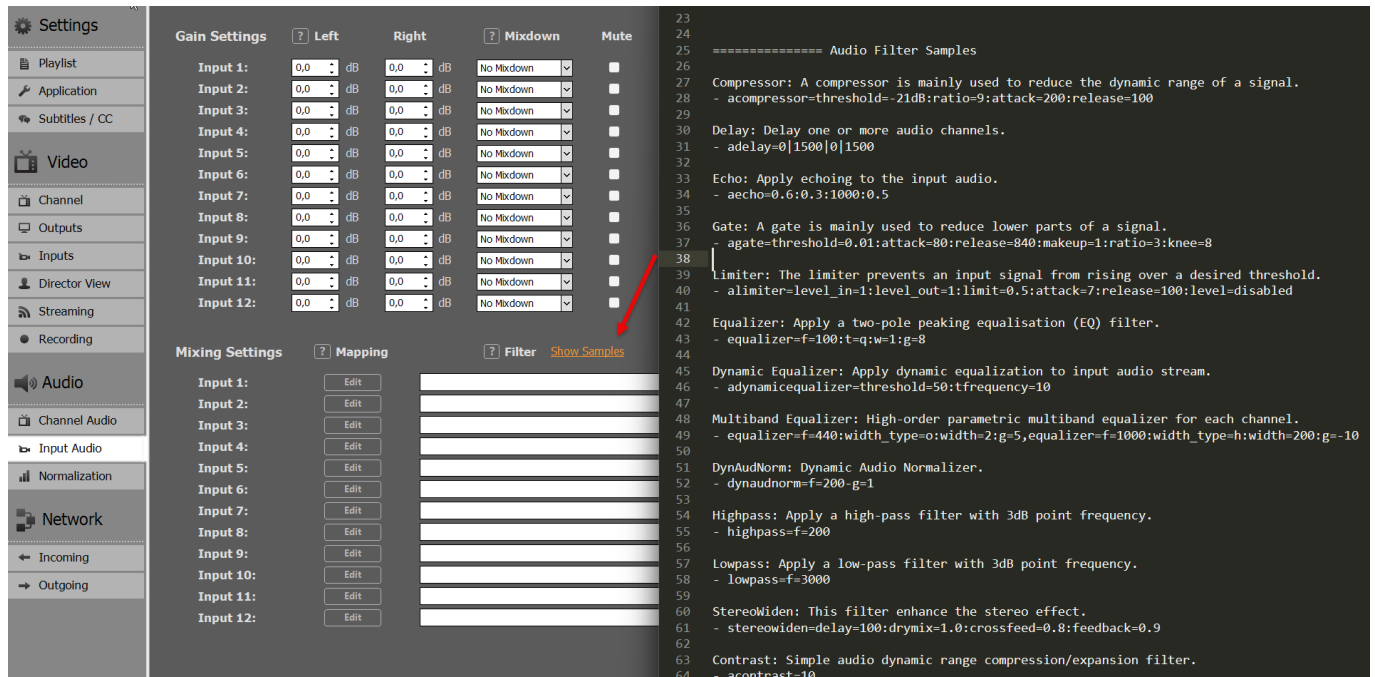
? Audio Filter

Apply an Audio Filter (e.g. Delay) by entering a Filter Pattern:

adelay=0|0|600|600

More Audio Filter

For a complete List of all Audio Filter, click SHOW SAMPLES. This will open a TEXT FILE with Examples.



The screenshot shows the OBS Studio Settings window, specifically the Audio section. The left sidebar contains various settings categories: Settings, Playlist, Application, Subtitles / CC, Video, Channel, Outputs, Inputs, Director View, Streaming, Recording, Audio, Channel Audio, Input Audio, Normalization, and Network. The main area is divided into Gain Settings and Mixing Settings. The Gain Settings section has tabs for Left, Right, Mixdown, and Mute. It lists 12 inputs, each with a gain value (0.0 dB) and a mixdown dropdown (No Mixdown). The Mixing Settings section has tabs for Mapping, Filter, and Show Samples. A red arrow points to the 'Show Samples' button. The right side of the window displays a list of audio filters and their parameters, including Compressor, Delay, Echo, Gate, Limiter, Equalizer, Dynamic Equalizer, Multiband Equalizer, DynAudNorm, Highpass, Lowpass, StereoWiden, and Contrast.

```
23
24
25 ===== Audio Filter Samples
26
27 Compressor: A compressor is mainly used to reduce the dynamic range of a signal.
28 - acompressor=threshold=-21dB:ratio=9:attack=200:release=100
29
30 Delay: Delay one or more audio channels.
31 - adelay=0|1500|0|1500
32
33 Echo: Apply echoing to the input audio.
34 - aecho=0,6:0,3:1000:0,5
35
36 Gate: A gate is mainly used to reduce lower parts of a signal.
37 - agate=threshold=0.01:attack=80:release=840:makeup=1:ratio=3:knee=8
38
39 Limiter: The limiter prevents an input signal from rising over a desired threshold.
40 - alimiter=level_in=1:level_out=1:limit=0.5:attack=7:release=100:level=disabled
41
42 Equalizer: Apply a two-pole peaking equalisation (EQ) filter.
43 - equalizer=f=100:t=q:w=1:g=8
44
45 Dynamic Equalizer: Apply dynamic equalization to input audio stream.
46 - adynicequalizer=threshold=50:tfrequency=10
47
48 Multiband Equalizer: High-order parametric multiband equalizer for each channel.
49 - equalizer=f=440:width_type=o:width=2:g=5,equalizer=f=1000:width_type=h:width=200:g=-10
50
51 DynAudNorm: Dynamic Audio Normalizer.
52 - dynaudnorm=f=200-g=1
53
54 Highpass: Apply a high-pass filter with 3dB point frequency.
55 - highpass=f=200
56
57 Lowpass: Apply a low-pass filter with 3dB point frequency.
58 - lowpass=f=3000
59
60 StereoWiden: This filter enhance the stereo effect.
61 - stereowiden=delay=100:drymix=1.0:crossfeed=0.8:feedback=0.9
62
63 Contrast: Simple audio dynamic range compression/expansion filter.
64 - acontrast=10
```