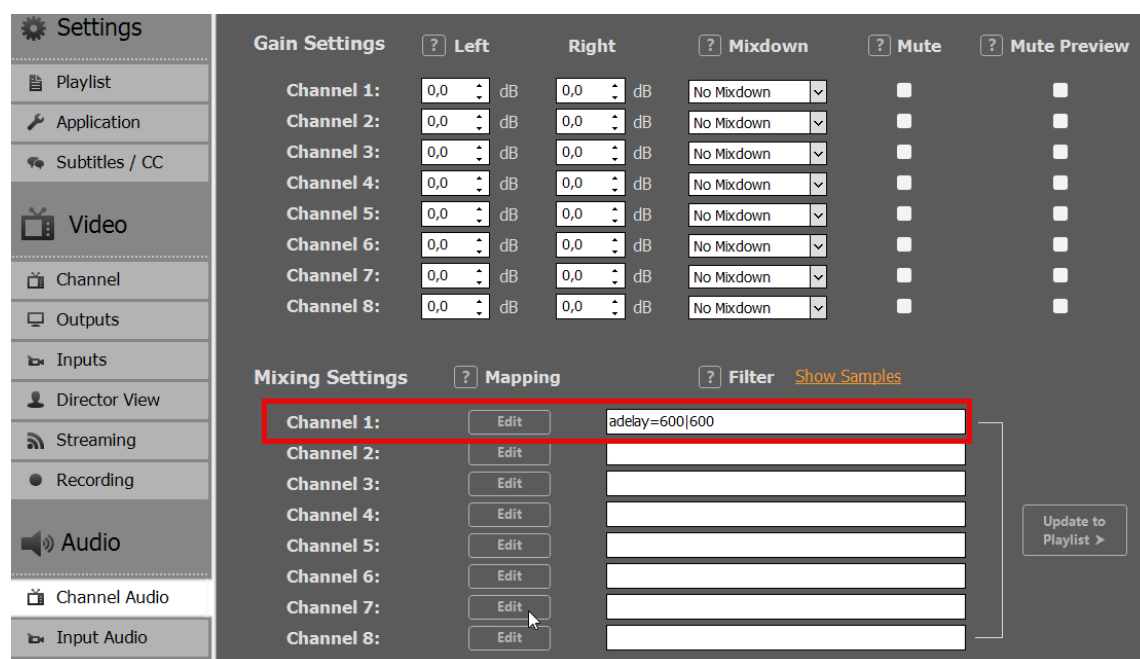


Audio Delay / Filter

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.

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:



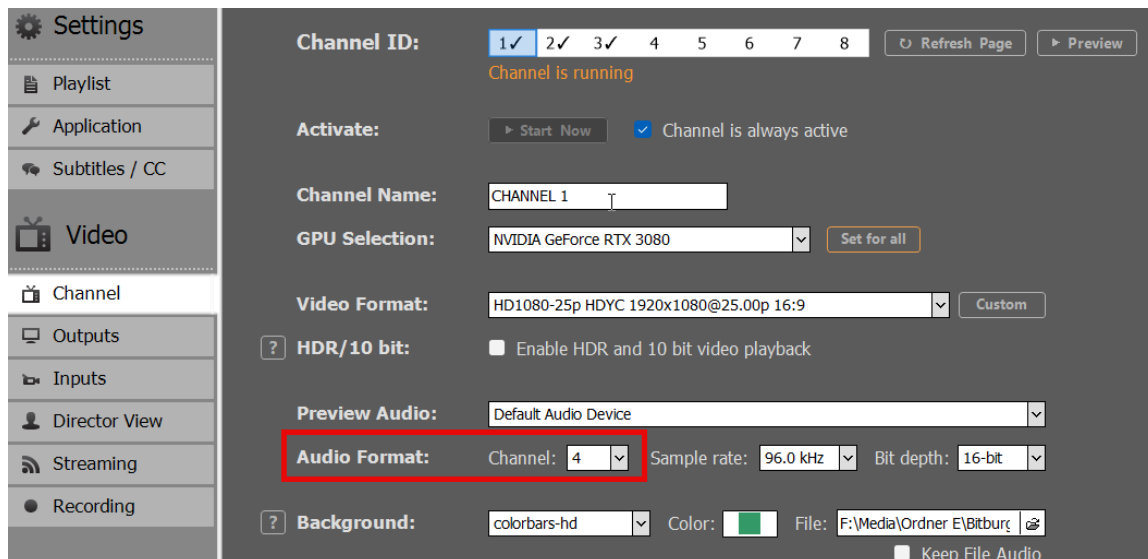
This can also be set to INPUTS to compensate for any incoming Lipsync Issue.

Copy Audio and Delay

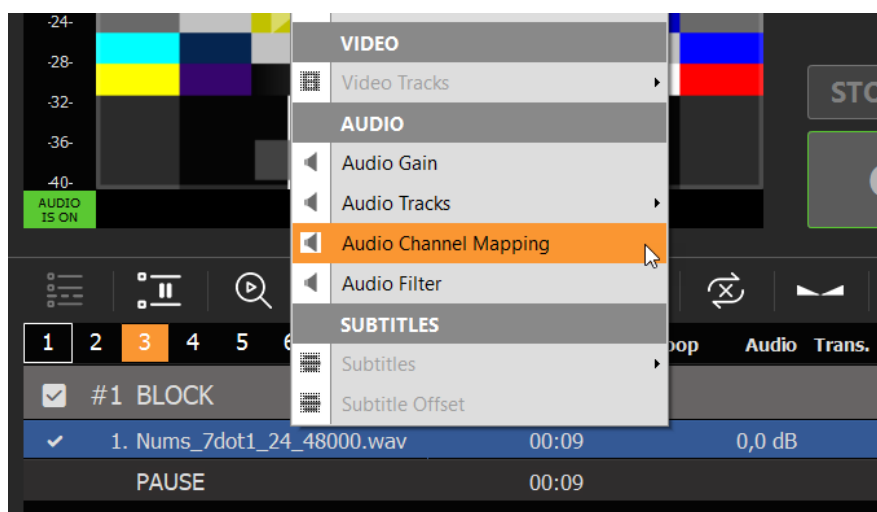
You can also COPY the Audio Channel 1 and 2 to Audio Channel 3 and 4 and delay those. The use case here is, that the Audio Mixer Person has Live Preview Audio.

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

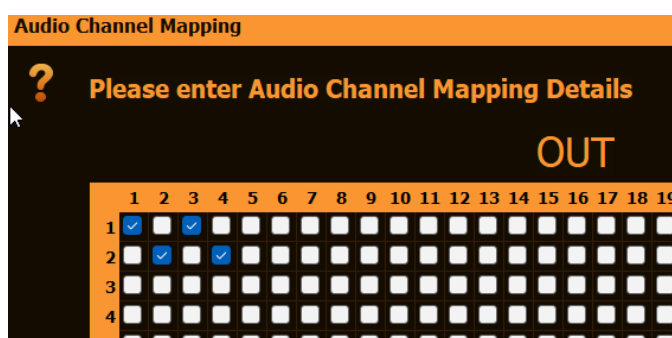
First, make sure to increase the Audio Channel for your Output Channel, otherwise all Audio Channel above 2 will not be processed:



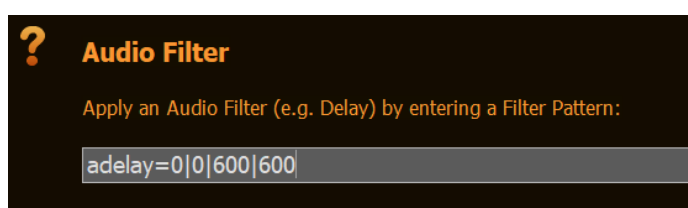
The Right-Click any Playlist Item and select AUDIO CHANNEL MAPPING:



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

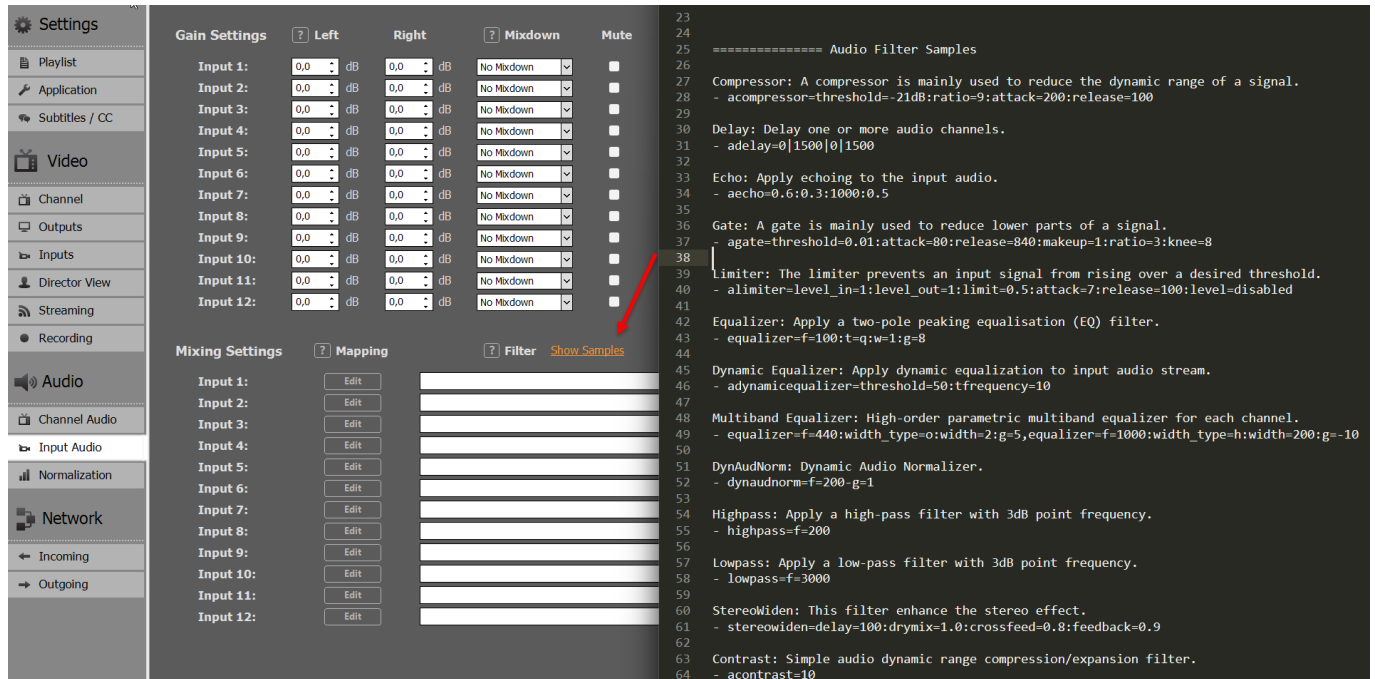


Now right-click the Playlist Item again, select AUDIO FILTER and add the ADELAY Filter, but only for Audio Channel 3 and 4:



More Audio Filter

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



The screenshot displays the OBS Studio settings interface, specifically the Audio section. On the left, a sidebar lists 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 panel is divided into two tabs: 'Gain Settings' and 'Mixing Settings'. The 'Gain Settings' tab is active, showing a table with columns for 'Left', 'Right', 'Mixdown', and 'Mute'. It lists 12 inputs, each with a gain value of 0.0 dB and a 'No Mixdown' dropdown. A red arrow points to the 'Show Samples' link in the 'Filter' column. The 'Mixing Settings' tab is also visible, showing a 'Mapping' section with 'Edit' buttons for each input. On the right side of the interface, a text area displays a list of audio filter examples, each with a brief description and a sample command line. The examples include: Compressor, Delay, Echo, Gate, Limiter, Equalizer, Dynamic Equalizer, Multiband Equalizer, DynAudNorm, Highpass, Lowpass, StereoWiden, and Contrast.

Gain Settings	Left	Right	Mixdown	Mute
Input 1:	0.0 dB	0.0 dB	No Mixdown	<input type="checkbox"/>
Input 2:	0.0 dB	0.0 dB	No Mixdown	<input type="checkbox"/>
Input 3:	0.0 dB	0.0 dB	No Mixdown	<input type="checkbox"/>
Input 4:	0.0 dB	0.0 dB	No Mixdown	<input type="checkbox"/>
Input 5:	0.0 dB	0.0 dB	No Mixdown	<input type="checkbox"/>
Input 6:	0.0 dB	0.0 dB	No Mixdown	<input type="checkbox"/>
Input 7:	0.0 dB	0.0 dB	No Mixdown	<input type="checkbox"/>
Input 8:	0.0 dB	0.0 dB	No Mixdown	<input type="checkbox"/>
Input 9:	0.0 dB	0.0 dB	No Mixdown	<input type="checkbox"/>
Input 10:	0.0 dB	0.0 dB	No Mixdown	<input type="checkbox"/>
Input 11:	0.0 dB	0.0 dB	No Mixdown	<input type="checkbox"/>
Input 12:	0.0 dB	0.0 dB	No Mixdown	<input type="checkbox"/>

Mixing Settings

Mapping

Input	Mapping
Input 1:	Edit
Input 2:	Edit
Input 3:	Edit
Input 4:	Edit
Input 5:	Edit
Input 6:	Edit
Input 7:	Edit
Input 8:	Edit
Input 9:	Edit
Input 10:	Edit
Input 11:	Edit
Input 12:	Edit

Filter [Show Samples](#)

23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62
63
64

===== Audio Filter Samples

Compressor: A compressor is mainly used to reduce the dynamic range of a signal.
- acompressor-threshold=-21dB:ratio=9:attack=200:release=100

Delay: Delay one or more audio channels.
- adelay=0|1500|0|1500

Echo: Apply echoing to the input audio.
- aecho=0.6:0.3:1000:0.5

Gate: A gate is mainly used to reduce lower parts of a signal.
- agate-threshold=0.01:attack=80:release=840:makeup=1:ratio=3:knee=8

Limiter: The limiter prevents an input signal from rising over a desired threshold.
- alimiter=level_in=1:level_out=1:limit=0.5:attack=7:release=100:level=disabled

Equalizer: Apply a two-pole peaking equalisation (EQ) filter.
- equalizer=f=100:t=q:w=1:g=8

Dynamic Equalizer: Apply dynamic equalization to input audio stream.
- adynacequalizer=threshold=50:tfrequency=10

Multiband Equalizer: High-order parametric multiband equalizer for each channel.
- equalizer=f=440:width_type=o:width=2:g=5,equalizer=f=1000:width_type=h:width=200:g=-10

DynAudNorm: Dynamic Audio Normalizer.
- dynaudnorm=f=200-g=1

Highpass: Apply a high-pass filter with 3dB point frequency.
- highpass=f=200

Lowpass: Apply a low-pass filter with 3dB point frequency.
- lowpass=f=3000

StereoWiden: This filter enhance the stereo effect.
- stereowiden=delay=100:drymix=1.0:crossfeed=0.8:feedback=0.9

Contrast: Simple audio dynamic range compression/expansion filter.
- acontrast=10