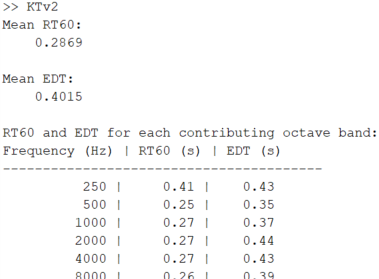
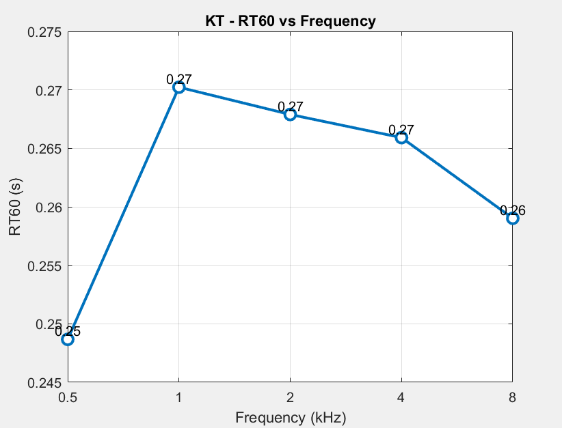
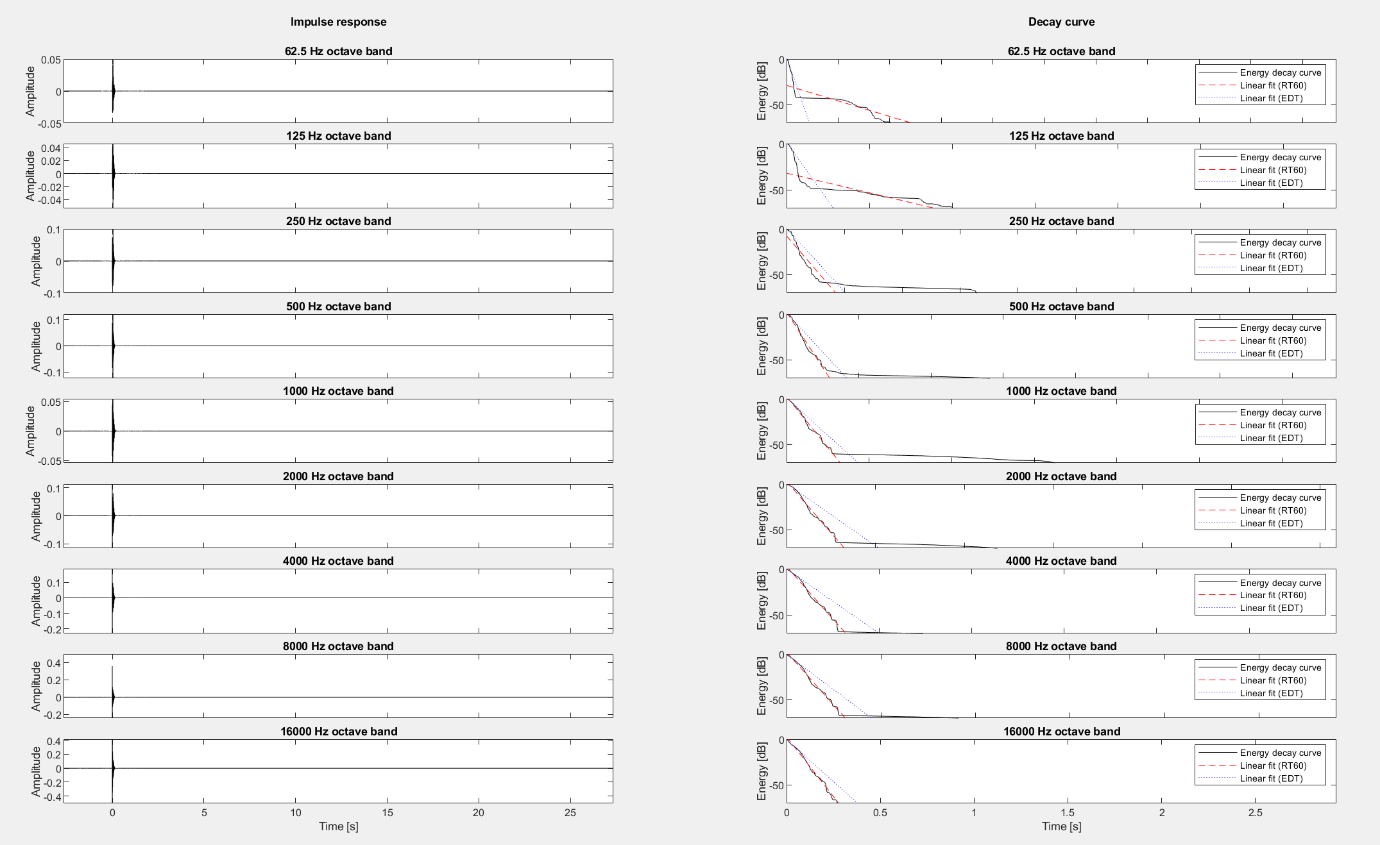
legends: Orange (Medium Priority), Red (Critical/High Priority), Blue (Info), Green (Good work!)

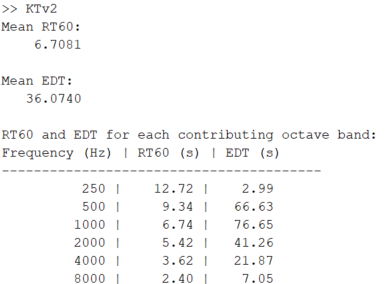
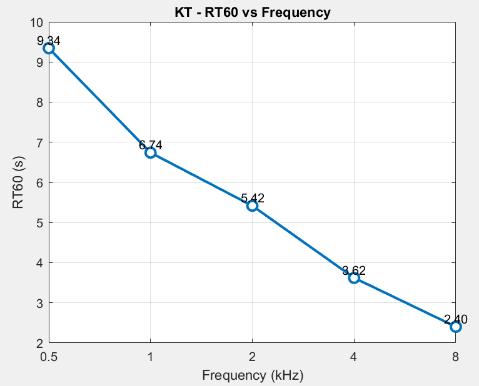
Done, Important

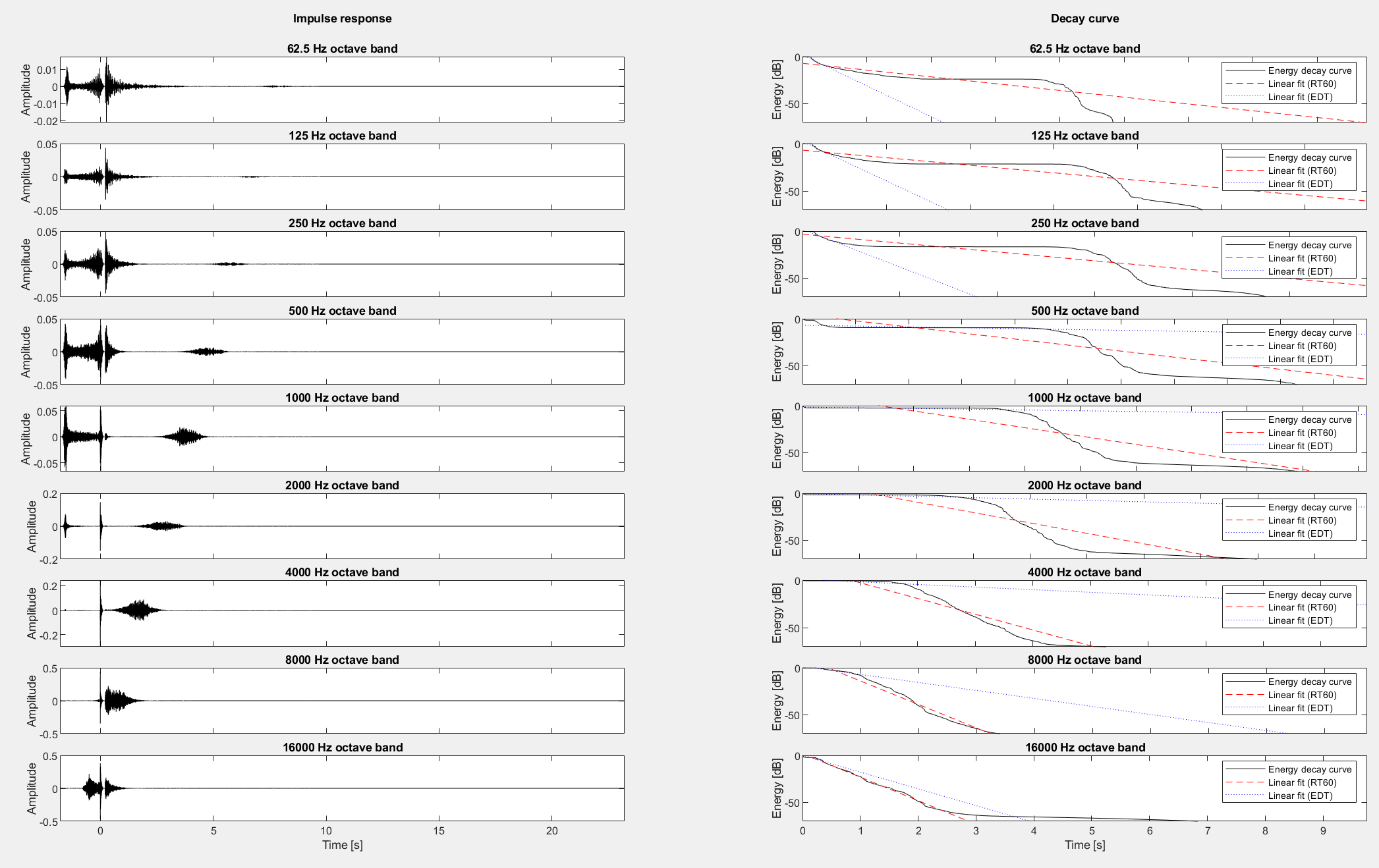
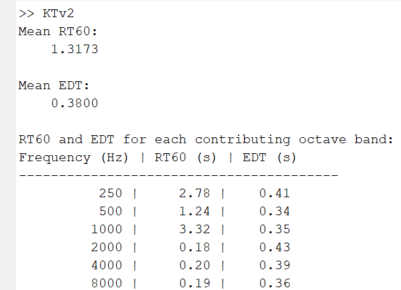
# Monday, 12 August 2024

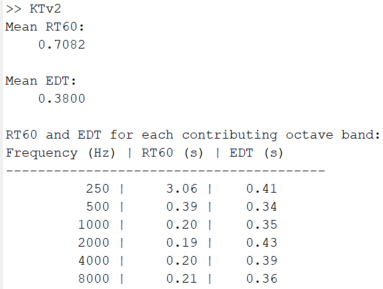
Refreshing what I had got last week and reconfirming the results.

KT\_improvedsweep\_vol0.1\_1to1.wav result w/ default y\_fit (RT60):  
As seen, it was too low for RT60, EDT is correct however. No audio clipping.

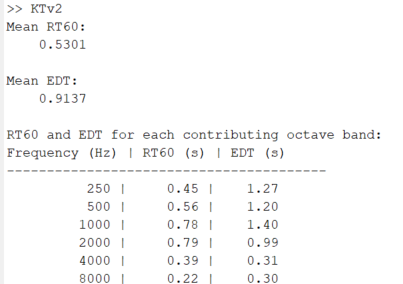
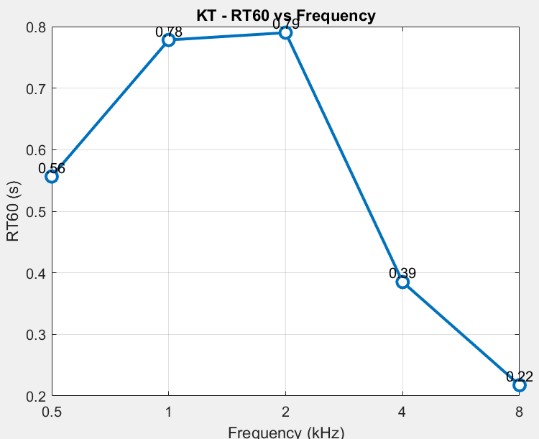
Let’s first increase volume only, from 0.1 to 0.5:

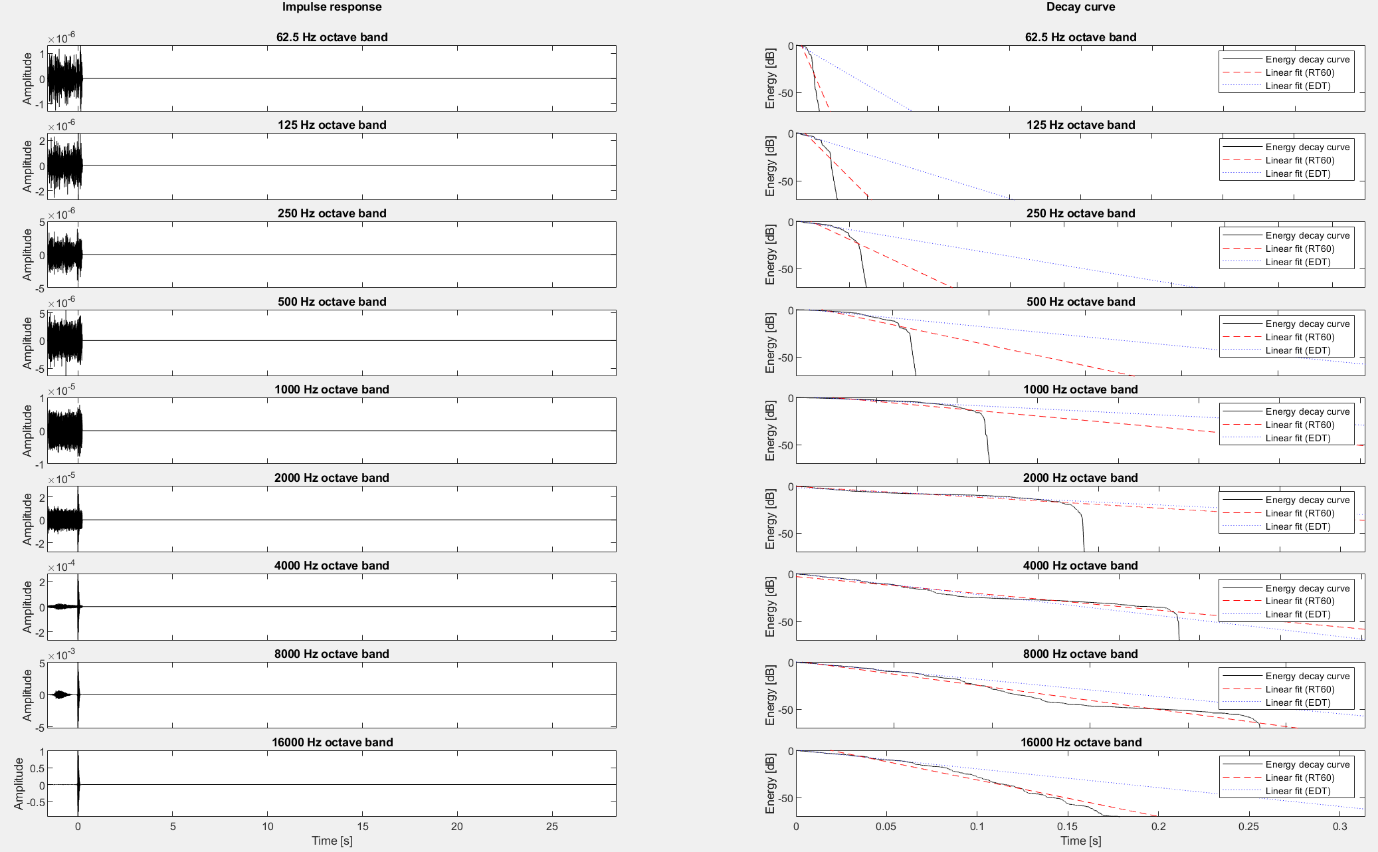
 Now its too high, and (probably due to audio clipping?) we got lots of distortion and weird result…

Next lets try volume at 0.13, ratio of direct to reflection mix still at 1 to 1, default y fit and RT30:

Still not good, even when y\_fit to only RT30, it still shows bad response for some octave band esp higher freq (too low) so its not reall good either…, and 250Hz still too high due to high noise floor level..

Thus, lets try improve the sine sweep again instead. The main imrovement is using longer sine sweep duration (15 sec instead of 10) to give better resolution and power(?) for lower frequency

OK, very interesting result (positive imo), using vol0.1 and 1to1 ratio on default RT60 y\_fit:

As seen, this is an improvement! Next I think it easier and better to keep improving the sine sweep signal instead of trying trial and error on Unity audio source (also because we still have issue as seen below, 1. Distortion on RIR before 0s on all freq band, also possibly causing high EDT, and tad bit too low RT60 on 8kHz, and too high on 1 and 2kHz bands.)

Yea, that’s good progress for today, lets call it a day, and tomorrow lets continue optimising this sine sweep.