

# MiniSonic Test CD

## 16bit 44.1kHz sampling

### For use with Lindos MiniSonic Audio Test Set

#### Forty Tracks of MiniSonic Sequences and Tones...

- All tracks duplicated at -15dB FS and -18dB FS
- Ideal for testing CD Players - or:
- Can be used with a CD Player as a test generator
- All tracks accurate to +/-0.1dB Frequencies as on MiniSonic
- Residual noise -69dB (ITU-468-wtd) (AL=-18FS) -72dB (AL-15FS)
- Noise Shaping used on all tracks (unless stated)

Caution - may not play reliably on some older CD players owing to differences in the laser scan dimensions. .  
Clicks heard on distortion measurement are an indication of digital errors..

- SEQ3 is the most useful sequence for testing CD players etc.
- SEQ1 runs just SEGu (20-20k 5 sec sweep) without normalising.
- SEQ2 is 'safe' for broadcast testing with max level +8dB AL.
- SEQ6 is for tape, cassette, or FM (400Hz ref and high noise range).
- SEGMENTS can overwrite part of a sequence, eg run SEQ3 and then SEGs to replace 5-sec sweep with a 20-sec sweep. Or run SEGI to add a 20-sec noise plot.
- Be ready to pause the player at end of each track to avoid the next track's FSK triggering or if possible use the CD player's programmed playlist function.

1	SEQ1	-18dB FS Alignment	21	20Hz	0dB AL = -18dB FS
2	SEQ2	-18dB FS	22	40Hz	0dBAL
3	SEQ3	-18dB FS (CD Test)	23	100Hz	0dB AL
4	Mute	TPFD	24	1kHz	0dBAL
5	SEGI	-18dB FS	25	3.15k	0dBAL
6	SEQ6	-18dB FS	26	6.3k	0dBAL
7	SEGs	-18dB FS	27	10k	0dB AL
8	SEGH	-18dB FS	28	16k	0dBAL
9	1kHz	-18dB FS (AL)	29	20k	0dBAL
10	SEQ3	-18dB FS TPDF*	30	Mute	No Dither**
11	SEQ1	-15dB FS Alignment	31	20Hz	0dB AL = -15dB FS)
12	SEQ2	-15dB FS	32	40Hz	0dB AL
13	SEQ3	-15dB FS (CD Test)	33	100Hz	0dB AL
14	Mute	Noise Shaped	34	1kHz	0dB AL
15	SEGI	-15dB FS	35	3.15k	0dB AL
16	SEQ6	-15dB FS	36	6.3k	0dB AL
17	SEGs	-15dB FS	37	10k	0dB AL
18	SEGH	-15dB FS	38	16k	0dB AL
19	1kHz	-15dB FS (AL)	39	20k	0dB AL
20	SEQ3	-15dB FS TPDF*	40	1kHz	0dB AL Digital Ref +/- 0.01dB

\* Triangular probability density function (TPDF) dither this is representative of 'standard' optimal dither, though noise shaping is even better giving lower noise figures.

\*\* Digital silence - caution - players may mute on this so it may or may not allow analogue noise to be seen.