

AWA6160 (IEC318) Ear Simulator

Description

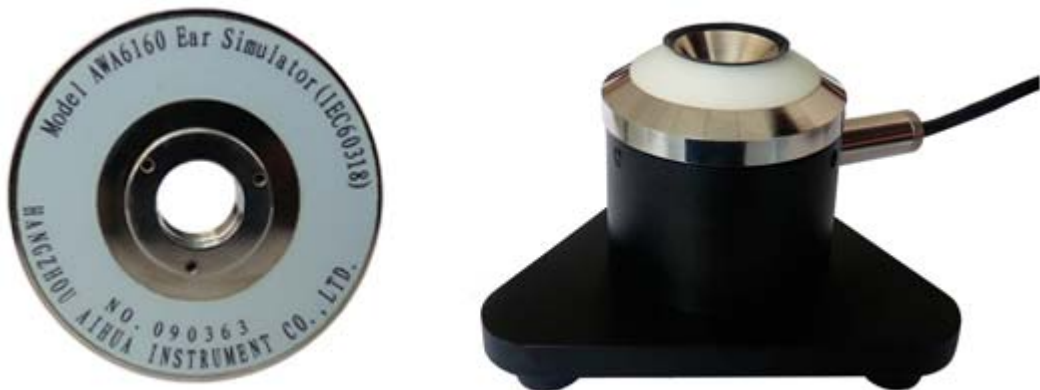
The Ear Simulator Model AWA6160 is a kind of acoustic coupler which can simulate the acoustic characteristics of real human ear. It is used with ½ inch (φ12.7mm) sound pressure type condenser microphone (model AWA14424C) and preamplifier (model AWA14601).

With the supporting of audio measurement analyzer, the ear simulator is designed to enable electroacoustical measurements on earphones and headphones. The ear simulator Model AWA6160 fulfils the standards of IEC 60318-1:2009 Electroacoustics - Simulators of human head and ear - Part 1: Ear simulator for the measurement of supra-aural and circumaural earphones.

It's the installation group of an ear simulator (Model AWA6160), a preamplifier (Model AWA14601), a measurement microphone (Model AWA14424), a removable conical ring for eliminating sound leakage and adapter for use with circumaural earphones.

Installation of the ear simulator

The ear simulator should be used together with a sound pressure microphone and a preamplifier. The picture is following:



How to use ear simulator

1) The microphone has installed in the ear simulator before delivery, so please don't open the ear simulator to calibrate, users can calibrate according to the sensitivity of the microphone.

2) The device under test should not be in contact with the slope of artificial ears, the sound hole of the device under test should only be aligned with the central axis line of artificial ear.

3) The measured electro-acoustic devices will be placed on the ear simulator without any sound leak, the force should be between 4 ~ 5N (not including the weight of the device under test).

Note: The microphone in the ear simulator are precision device, please handle with care, don't screw the microphone's cap off or touch the membrane so as to avoid damage.

Specifications

Frequency range: 20~16000Hz

Frequency response accuracy: $\leq \pm 0.5$ dB (200Hz~5000Hz), $\leq \pm 1$ dB (<20Hz~16000Hz)

Fulfils standard: IEC60318-1: 2009
