

Sound Graphy

NOISE HUNTER®



NOISE HUNTER®

- Visualize the Noise Sources.
- Be Operated Simply by Software.
- Analyzes Data by Beam Forming.
- The Array is Expandable to focus on the Frequency Range.

- Focus on the Frequency Range.
- Get highly precise Noise Source Finding.
- Sound level Contour map by Beam Forming.

New !

Sound Graphy

NOISE HUNTER®



NOISE HUNTER® abstract

Noise Hunter® has the array with multiple microphones for beam forming and a camera for object picture.

Noise Hunter® displays sound level contour map by beam forming processing on the picture of the object taken at the same time.

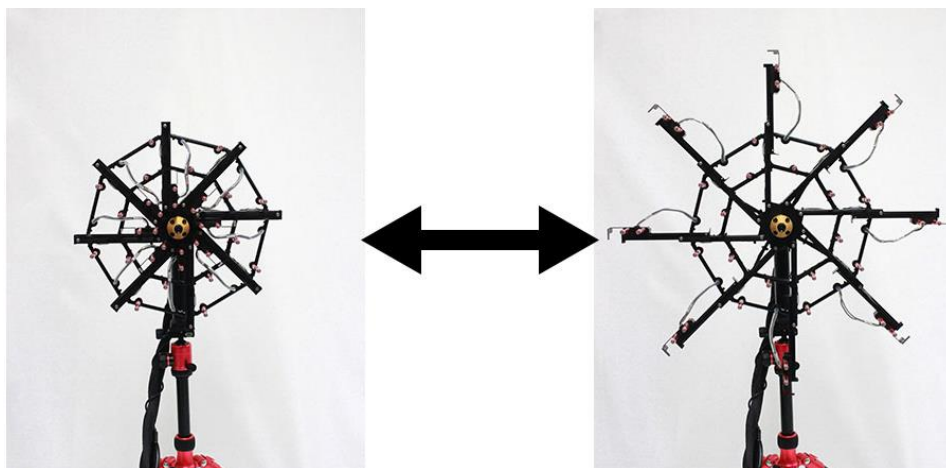
Noise sources are defined by seeing the contour map.

Operation software is simple, and be also designed to get highly precise noise source finding.

In addition , by using tachometer the Engine rotation is able to be displayed simultaneously (optional item).

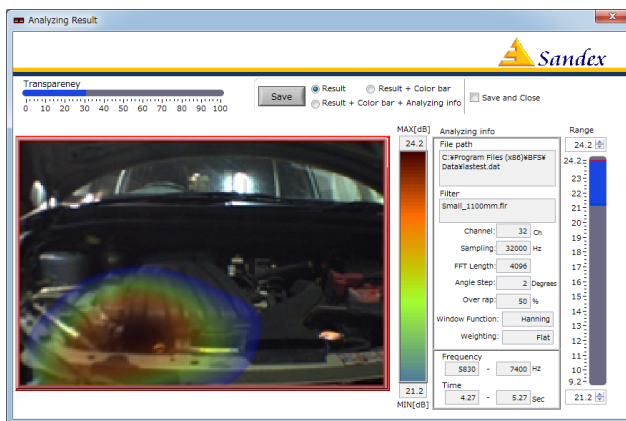
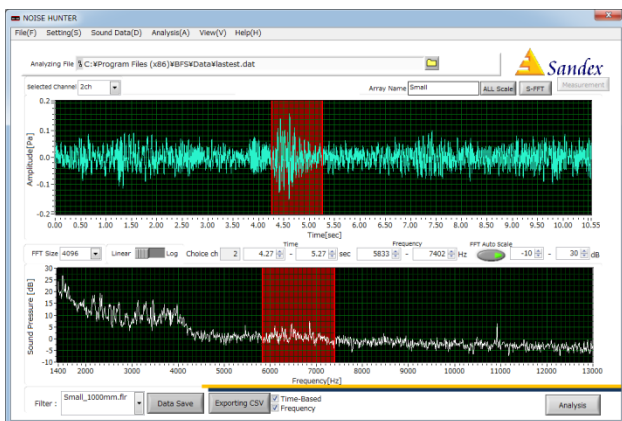
Microphone Array

The array with multiple microphones is expandable to focus on the specific sound frequency range and to improve the solution.



Software

Operation processing software is simple, and can get results easily. Measured data can be put the title and stored in the PC, so data will be recalled later and can be analyzed in the laboratory desk.



NOISE HUNTER® Specification

Noise Hunter® Software

Spatial Processing Method	Beam Forming
Measuring Physical Value	Sound Pressure
Sound Frequency Range	500Hz~12kHz
Distance of Measurement (mm)	300mm or more
Data Storage	HDD
Display Method of Analysis	Sound Pressure of Contour Map Matching on Picture
Analysis Range	Arbitrary Timing and Frequency
Data Analysis Area	598x432 Pixels (equal to azimuth ±28deg, Elevation ±20deg)
Back Ground Picture	Automatic Shooting
Playback	Available (with/without BPF)
FFT Processing	Available for Each Channel
Engine Rotational speed analysis	Optional Item (rotation pulse input meter)
Filter	Narrowband
Sound Pressure Contour Map	Automatic/ Manual Maximum and Minimum Level
Data Format	*.jpg and original format *.dat
Volume of Data	Approx. 8MB per second
Recording Time	Depends on the HDD Capacity of the PC.
Real-time Display	Unsupported

Input Interface

Data Conversion Unit	Real-time A/D Converter
Number of Microphone Input	32chs
Input Type	Single End AC Coupling
Frequency Specification	20Hz~20kHz
Dynamic Range	100dB
A / D Conversion type	All Channels Simultaneous Inversion
A / D Resolution	$\Delta\Sigma$ 24bit
Sampling Frequency	32kHz
Buffer Memory	64MB
External Input (OP)	1ch (pulse input only)
PC Interface	USB2.0
Cable Length	To Array : 5.2m, To PC : 1 m
Operating Environment	0~50°C
Dimensions/ Weight	W:260mm×D:180mm×H:105mm/2.3Kg
Power Supply	DC12V : AC100~240V AC adapter or Mobile Battery(OP)
Others	Fanless, Direct Data Save

Recommended PC Specification

Operating System	Windows7 64bit
CPU	intel CORE i5 or more
RAM	4GB or more
HDD	256GB or more (Around 25GB for Software Installation)

Microphone Array

Shape	Original Flat Surface Array (expandable)
Number of Microphone	32chs
Type of Microphone	Free Field ϕ 4.75mm Microphone
Frequency Specification	40Hz~15kHz(\pm 2.5dB)
Camera	1/3"CMOS Color Camera (640x430)
Dimension	ϕ 300mm or ϕ 600mm (expanded)
Weight	3.5kg (including camera and cables)
Cable Length(total)	5.2m
Others	Expandable Array for focusing on the Target Frequency Range

Contact NOISE HUNTER® **HERE!**

info@sandex.co.jp or *Http://www.sandex.co.jp/form.html*

All of Description in this Catalog may be Revised without any Notification.
Copyright © 2016 SANDEX All Rights Reserved.

SANDESHA CO.,LTD.
HAMAMATSU-CHO SANDESHA BLDG.
2-7-15, HAMAMATSU-CHO
MINATO-KU, TOKYO 105-0013, JAPAN

