


Downloading and Using d&b audiotechnik ArrayCalc V11

1. Follow this link: <https://www.dbaudio.com/global/en/products/software/arraycalc/>
2. Scroll down and click the “Downloads” tab

Overview	Technical data	Downloads	Tutorials	Applications	
Title	Category	File type	Size	Language	Release
ArrayCalc 11.6.0 Mac	ArrayCalc simulation software	DMG	236 MB	n/a	10.04.2024
ArrayCalc 11.6.0 Win	ArrayCalc simulation software	ZIP	153 MB	n/a	10.04.2024

3. Select the download for **ArrayCalc 11.6.0** Win or Mac.
4. You will have to **create a My d&b account** to download it. Hit sign up and fill out the info, putting your use as **personal**. For state put MA or your home state, doesn't matter.

 To download ArrayCalc, please sign in to your My d&b account.

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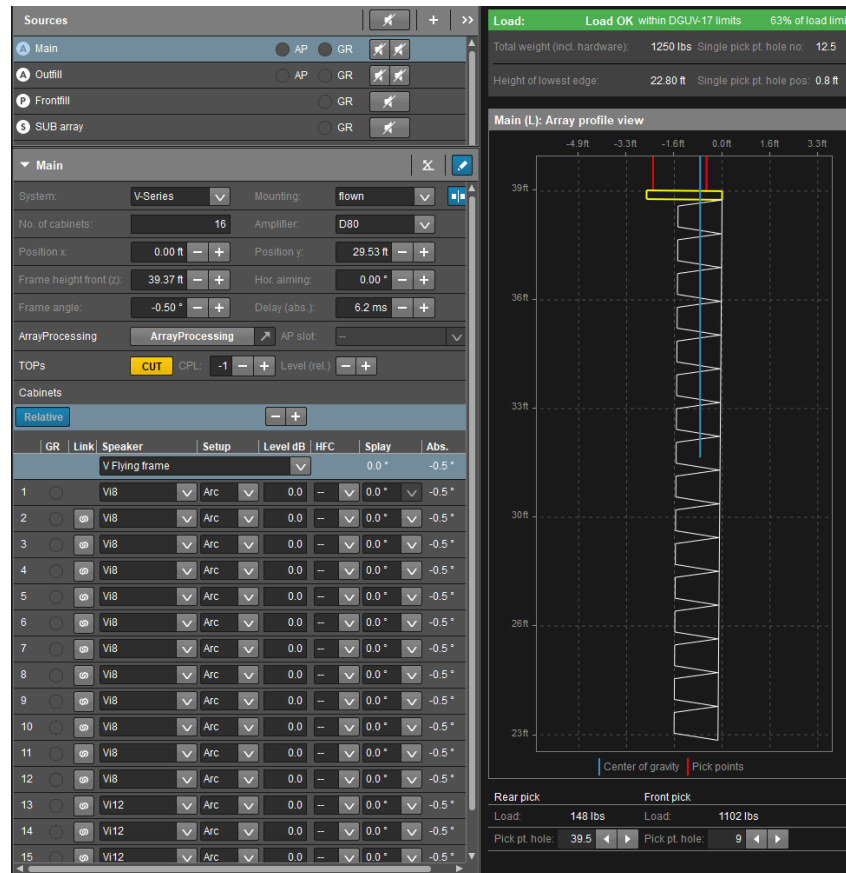
5. Accept the end use license agreement and download now.

Your d&b download link "ArrayCalc"

- I would like to subscribe to the ArrayCalc newsletter
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- Fields marked with * are mandatory.

6. Follow setup wizard instructions.

7. Download the example ArrayCalc file (will be in the #general discord).
8. On the left, hit Open and click the ArrayCalc file.
 - a. I suggest changing the units from metric to imperial (Settings > Units > Imperial(ft/lbs)).
9. Under System view, begin by going to 3d plot.
 - a. In the bottom right corner, there is an SPL calculator. Hit Autocalculate and see what the current reading looks like.
10. Angling the PA:
 - a. Go to the Sources Tab



- b. Select "Main"
 - i. Notice all the angles are at 0. The top angle will stay at 0 due to rigging. You can change the angle between each box individually.
- c. **Your goal is to change the angles** so that you are getting somewhat **even spread across the venue** from the front of GA to the upper balcony. You can go back to 3d plot and hit recalculate to see the differences in overall SPL.
 - i. You can also change the **frame angle** which will change the aim of the whole array. *If you have ever been to a stadium concert, think back to how the speaker arrays were curved and try to mimic that.*
 - ii. In addition, in the bottom right corner there is a sound level over distance graph. Try to keep the curve as flat as possible, ~3dB loss per distance doubling.

