
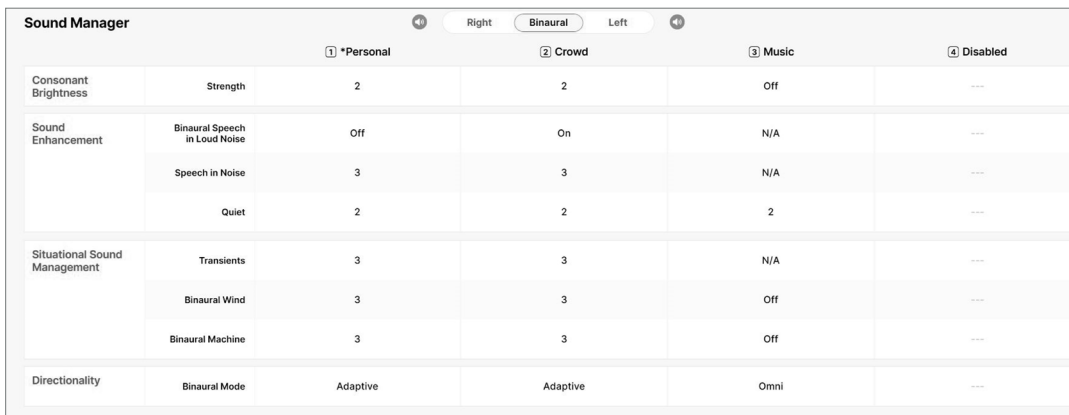


QUICKTIP

Sound Manager

Sound Manager features are technology-tier and style dependent. Higher levels of technology provide more options and assistance for the patient. Default values are research driven based on patient performance and preference. Sound Manager allows for adjustments to Consonant Brightness, Sound Enhancement, Situational Sound Management and Directionality on a per-program basis. Launch Pro Fit, then connect and detect hearing aids and select **Sound Manager** on the **Flyout Menu** .

Reference the Fitting Protocol QuickTIP for more information.



Sound Manager		1 *Personal	2 Crowd	3 Music	4 Disabled
Consonant Brightness	Strength	2	2	Off	----
Sound Enhancement	Binaural Speech in Loud Noise	Off	On	N/A	----
	Speech in Noise	3	3	N/A	----
	Quiet	2	2	2	----
Situational Sound Management	Transients	3	3	N/A	----
	Binaural Wind	3	3	Off	----
	Binaural Machine	3	3	Off	----
Directionality	Binaural Mode	Adaptive	Adaptive	Omni	----

Figure 1

Consonant Brightness

Consonant Brightness

Feature designed to adjust the fast compressor for better speech audibility.

Sound Enhancement

Binaural Speech in Loud Noise

Binaural noise management feature designed to specifically reduce dynamic background noise (e.g. speech babble) providing better clarity through selective identification and enhancement of speech while preserving spatial cues.

Speech in Noise

Fast-acting noise management and speech preservation system designed to provide comfort in speech in noise situations and reduced listening effort.

Quiet

Expansion algorithm designed to provide comfort for low-level noise.

Situational Sound Management

Transients

Fast-acting noise reduction algorithm designed to quickly attenuate transient acoustic signals without distorting other important environmental or speech sounds.

Binaural Wind

Noise reduction algorithm designed to provide comfort for wind noise when turbulence is detected over the microphones.

Binaural Machine

Noise reduction algorithm designed to provide comfort for loud, steady state noise.

There are two ways to adjust Consonant Brightness, Sound Enhancement, and Situational Sound Management controls:

1 Select the **Setting Value** on the adjustment table. The control will highlight. Select the up or down arrows to increase or decrease the setting. [Fig. 1]

OR

2 Select **Consonant Brightness**, **Sound Enhancement**, or **Situational Sound Management**.

- For **Consonant Brightness**, select a higher radio button to increase the amount of compression applied to the signal, or a lower radio button to decrease the amount of compression applied to the signal. [Fig. 2]
- For **Sound Enhancement** select a higher radio button to increase the amount of noise control, or a lower radio button to decrease the amount. [Fig. 3]
- For **Situational Sound Management**, select a higher radio button to increase the amount of noise control, or a lower radio button to decrease the amount. [Fig. 4]

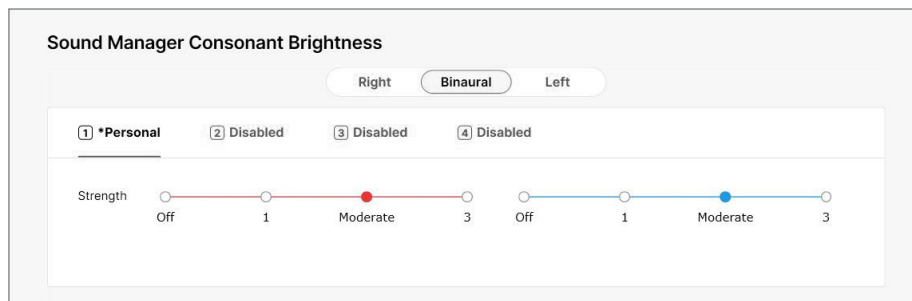


Figure 2

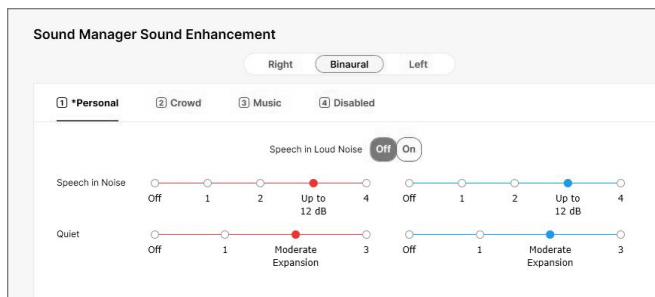


Figure 3

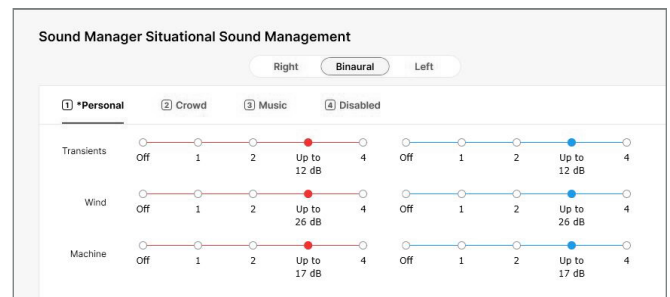


Figure 4

Directionality

The optimal microphone mode will be determined as a function of the chosen program environment. It is recommended to leave the directionality mode at the default settings in most situations. Professional flexibility is provided for adjusting the microphone mode and settings, as necessary.

There are two ways to adjust the Directionality settings:

1 Select the **Setting Mode** on the adjustment table. The control will highlight. Select the up or down arrows to change the mode. [Fig. 1]

OR

2 Select **Directionality** and change the mode. [Fig. 5]

- Ⓐ **Adaptive:** Automatic, adaptive null steering to protect speech at all angles around the listener.
- Ⓑ **Dynamic:** Automatic switching between omnidirectional and fixed directional modes based on the environment.
- Ⓒ **Directional:** Fixed directional; amplifies sound from in front of the listener more than from behind via a hypercardioid polar plot.
- Ⓓ **Omni:** Fixed response; amplifies sound from all directions equally.

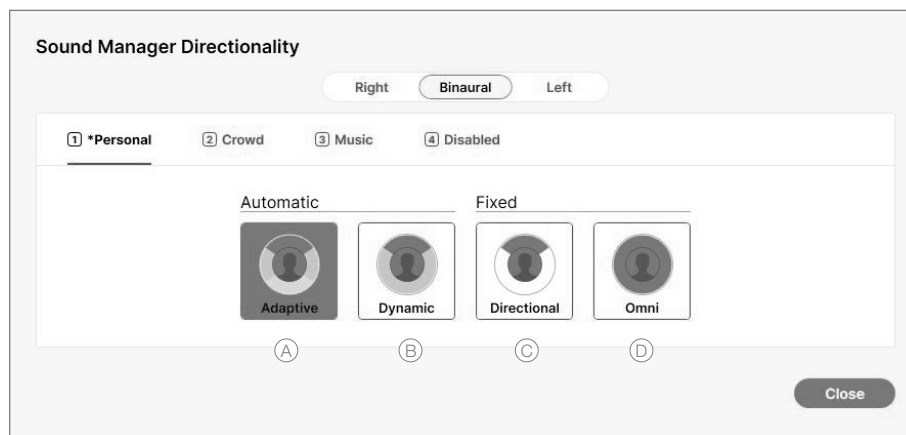


Figure 5