

ARC X

USER MANUAL

VERSION 2.0.0



IK MULTIMEDIA

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1 - Overview

Welcome to ARC X, IK Multimedia's next-generation room correction and monitor management software. Building on the foundation of ARC 4 and X-MONITOR, it serves as a centralized solution for room calibration, system tuning, and speaker control, supporting both IK Multimedia monitors and third-party systems via ARC Studio hardware.

ARC X introduces a refined calibration process powered by IK's latest-generation ARC algorithm and VRM™ (Volumetric Response Modeling) technology. The system is designed to deliver consistent, reliable correction results across various environments and speaker configurations.

Key Features:

- **Automated Measurement Workflow:** Step-by-step guided analysis using a measurement microphone.
- **Flexible Measurement Options:** ARC X supports multiple measurement modes, including 1-, 3-, 7-, and 21-point scans, allowing users to choose the appropriate level of detail for their studio setup.
- **Fast Mode:** An optional mode reduces the number of sweep signals, significantly speeding up the measurement process. While ideal for quick setups, it offers reduced robustness in noisy environments.
- **VRM™ Technology:** Captures a 3D acoustic profile of the room to ensure spatially aware correction.
- **Improved Correction Algorithm:** Delivers enhanced consistency and natural sound with frequency and phase domain optimization.
- **Phase Behavior Control:** Select between Natural Phase and Linear Phase modes depending on your project or preference.
- **Adjustable Correction Range:** Limit low and high end correction to preserve the natural voicing of monitors.
- **Hardware Compatibility:** Native support for iLoud Precision MKI & MKII, iLoud Micro Monitor Pro, iLoud MTM MKII and iLoud Sub. Third-party monitor support via ARC Studio or iLoud Sub.



1.1 - Installation

ARC X is included with all supported hardware devices and provides device management and firmware updates.

To download and access ARC X software, please follow the steps below:

1. Download the free IK Product Manager: <https://www.ikmultimedia.com/products/productmanager>
2. Log in with your IK Multimedia credentials or create a new account.
3. Launch the IK Product Manager and select Register Product.
4. Enter the serial number included with the hardware unit. If your hardware unit is already registered, this step is not needed.
5. Download and install the ARC X software from the Hardware tab in the IK Product Manager.

ARC X can also be purchased separately and used as a plug-in in your DAW (stereo only). In this case, follow these steps to register and download the application:

1. Download the free IK Product Manager: <https://www.ikmultimedia.com/products/productmanager>
2. Log in with your IK Multimedia credentials or create a new account.
3. Launch the IK Product Manager and select Register Product.
4. Enter the serial number included in the ARC X purchase.
5. Download and install the ARC X software from the Software tab in the IK Product Manager.

When the ARC X software is downloaded as a related download to a hardware unit and not purchased in the store, the plug-in is installed on the system; however, it will not be activated, and therefore, a noise will be added to its output.

IMPORTANT NOTE - When using multiple USB devices simultaneously, ensure they are connected according to the recommended configuration; refer to chapter 4 of this manual for detailed guidelines.

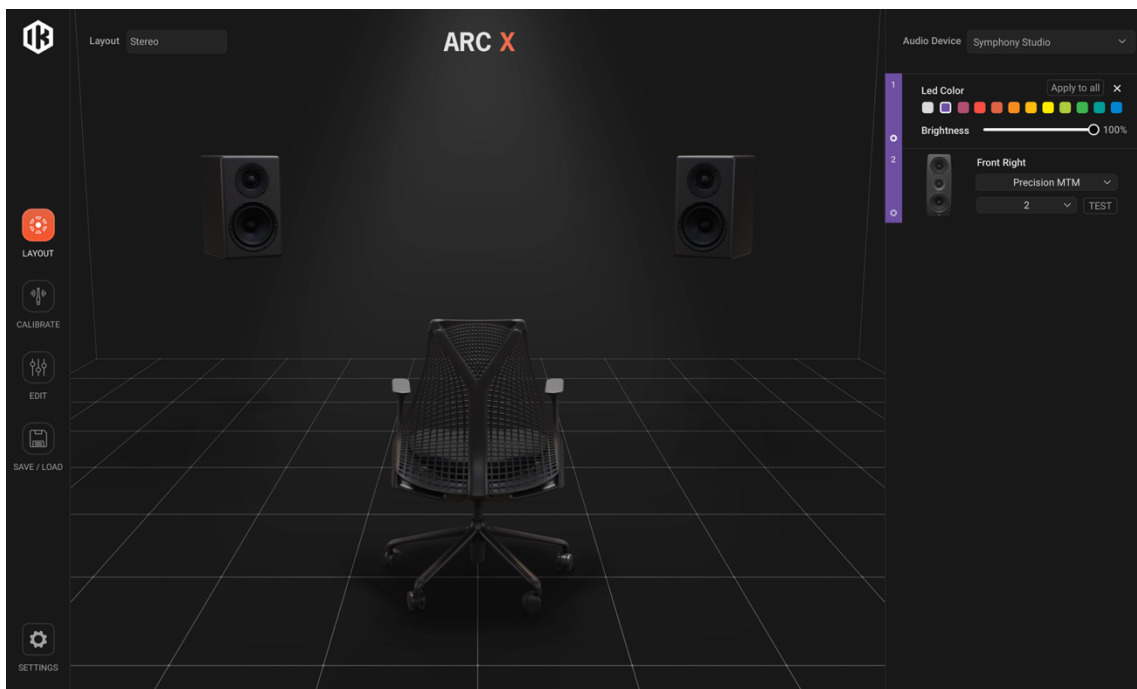
2 - Standalone App

The various sections of ARC X can be accessed using the menu bar on the left side of the interface.

1. **LAYOUT** - Layout, routing and device selection are configured in this section.
2. **CALIBRATE** - Guides the user through the calibration process.
3. **EDIT** - Enables the user to control the listening trimming and the speaker configurations.
4. **SAVE / LOAD** - Allows management of ARC X sessions.
5. **SETTINGS** - Contains all the global configurations, firmware management and recovery.

2.1 - Layout

This section serves as the landing page when the software is run for the first time. This section consists of a single layout map that occupies the center of the interface and a device list bar on the right.



Audio Device: Select the audio interface connected to your speakers. This list displays all available audio unit devices that have at least two outputs and one input, which is the minimum number of channels required for this software to function.

Each device in the list has the following controls:

- **Device:** Selects the IK device for the selected row. The list shows all the compatible IK devices detected on the USB bus. When a device is selected, its front LED blinks to confirm the connection.
- **LED Settings:** Clicking the gear in the bottom left of each row allows the user to configure the front LED color and brightness for each speaker.
- **Test:** When pressed, the front LED of the selected device will blink, and a test tone is sent on its assigned output channel. This button is grayed out unless both the device and output fields are assigned.

2.1.1 - Plugin

This configuration allows you to create a calibration profile to be used with the ARC X Plugin. For this layout, IK Multimedia-compatible devices are not required, since plugin-based calibration supports any device. However, the plugin must remain open for the calibration to function. Additionally, ARC X Plugin calibration is limited to the DAW's audio. System audio will not be calibrated.

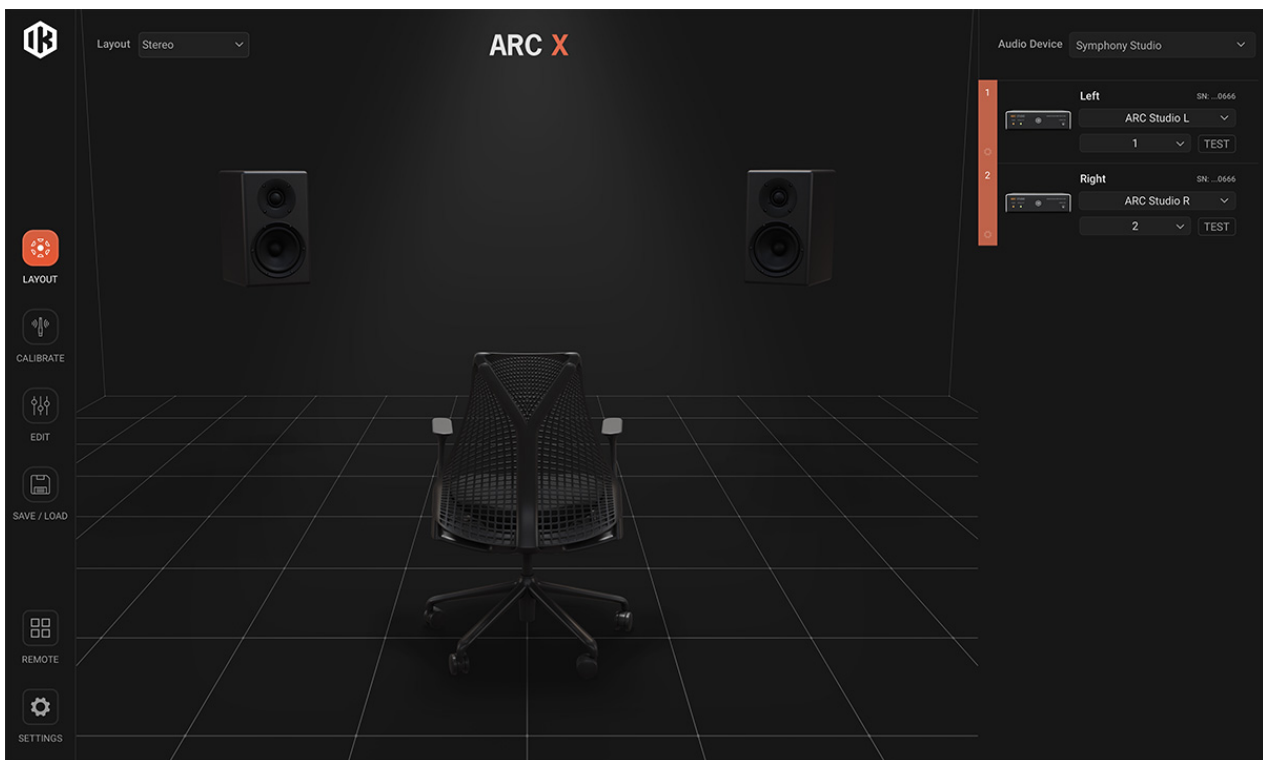
To proceed with calibration, simply select the audio interface in use and assign two outputs to Left and Right.

2.1.2 - Stereo

This configuration alternatively requires the use of:

1. IK Multimedia studio monitors compatible with ARC X.
2. ARC Studio paired with third-party studio monitors.

To proceed with calibration using this layout, the IK devices must be connected to the host via USB, correctly assigned to Left and Right in the device list, the audio interface in use must be selected, and two outputs must be assigned to Left and Right in the device list.



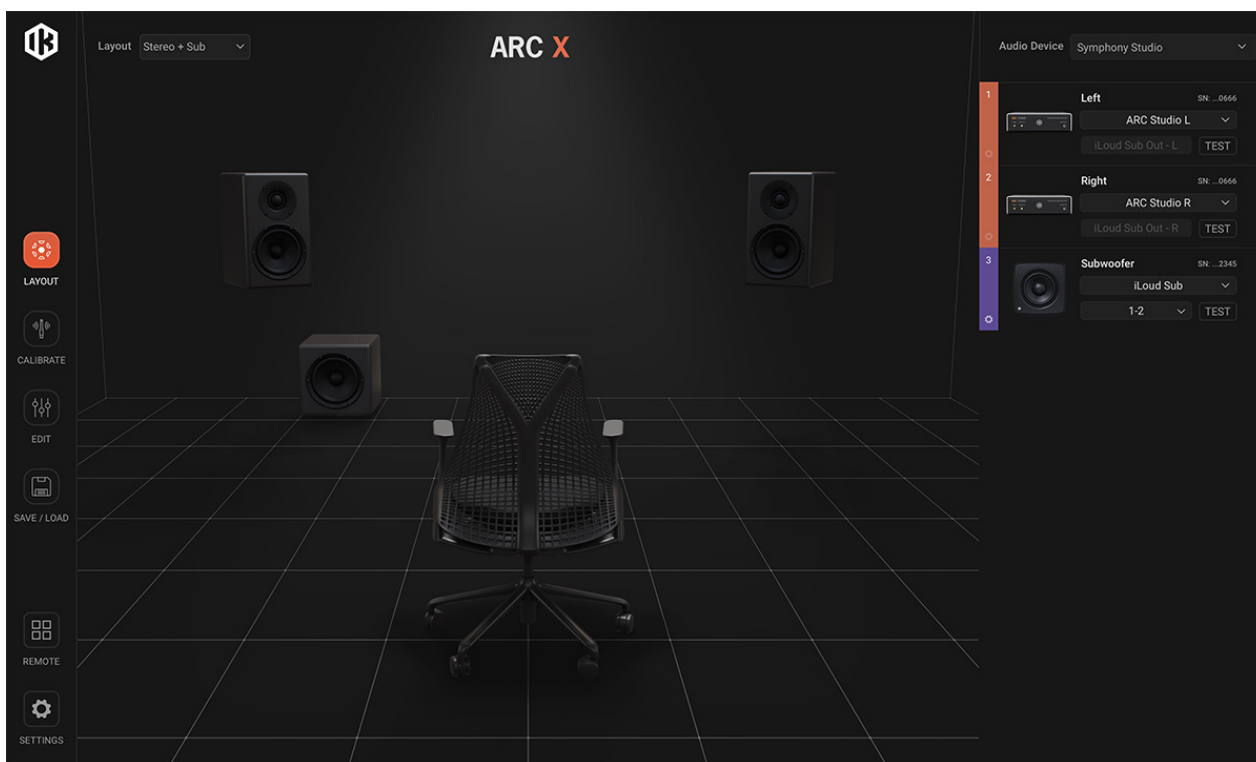
2.1.3 - Stereo + sub

This layout can only be used with iLoud Sub.

Two top speakers, either IK Multimedia models compatible with ARC X or third-party speakers, can be connected to the sub's analog outputs.

If you are using IK Multimedia speakers as the top speakers, they must also be connected to the host via USB and correctly assigned in the device list.

If you are using generic third-party speakers, only the iLoud Sub will appear in the device list; in this case, simply assign the appropriate audio interface output to the sub and proceed with calibration.



2.1.4 - Quadraphonic (4.0)

This configuration supports 4.0 quadraphonic monitoring systems, consisting of four full-range speakers arranged around the listening position.

The standard 4.0 layout includes the following channels:

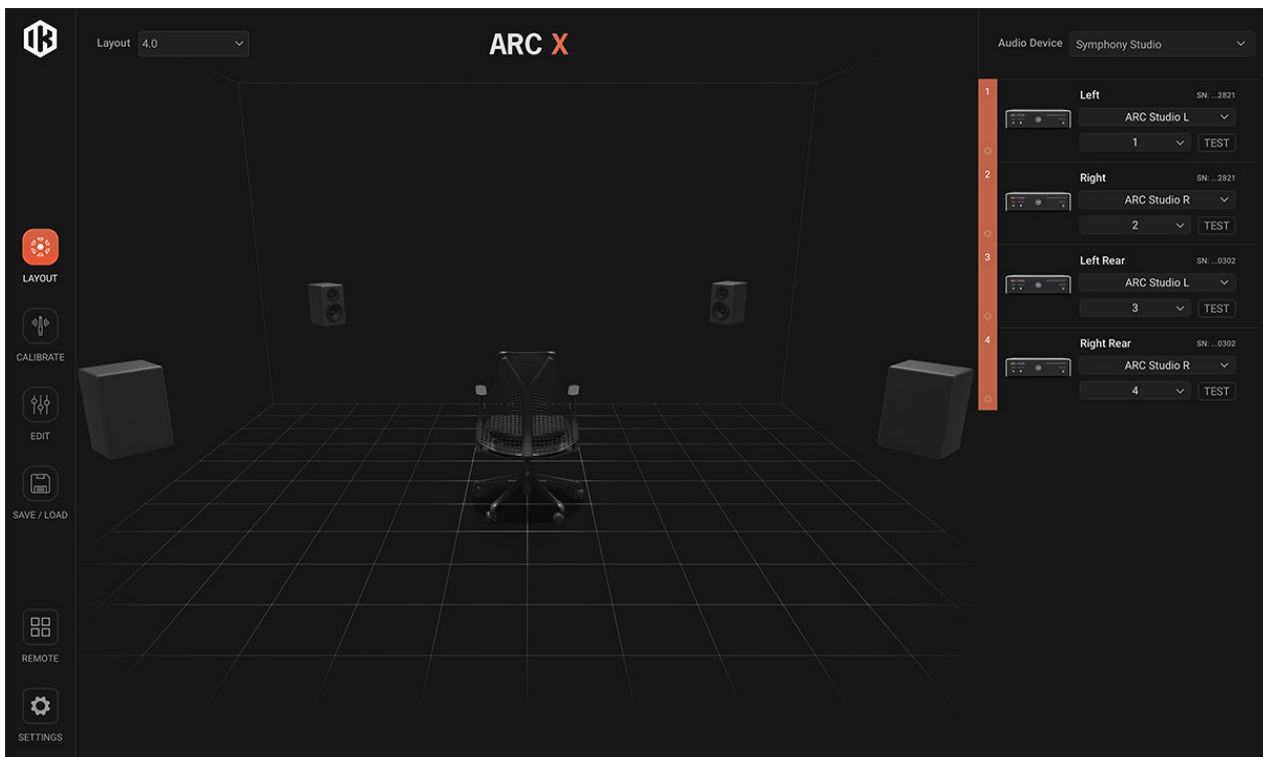
- Left (L)
- Right (R)
- Left Surround (Ls)
- Right Surround (Rs)

This configuration alternatively requires the use of:

- IK Multimedia studio monitors compatible with ARC X.
- ARC Studio paired with third-party studio monitors.

Users can freely combine these devices in order to build the required configuration, as long as the necessary channels for the selected layout are available.

To proceed with calibration, the devices must be connected to the host via USB (when applicable), correctly assigned to their respective channels in the device list, the audio interface in use must be selected, and four outputs must be assigned to the corresponding channels.



2.1.5 - Surround (5.1 / 7.1)

This configuration supports standard surround monitoring layouts, including 5.1 and 7.1 systems.

To proceed with calibration using these layouts, the system must include all required speakers for the selected configuration:

5.1: Left (L), Right (R), Center (C), Low Frequency Effects (LFE), Left Surround (Ls), Right Surround (Rs)

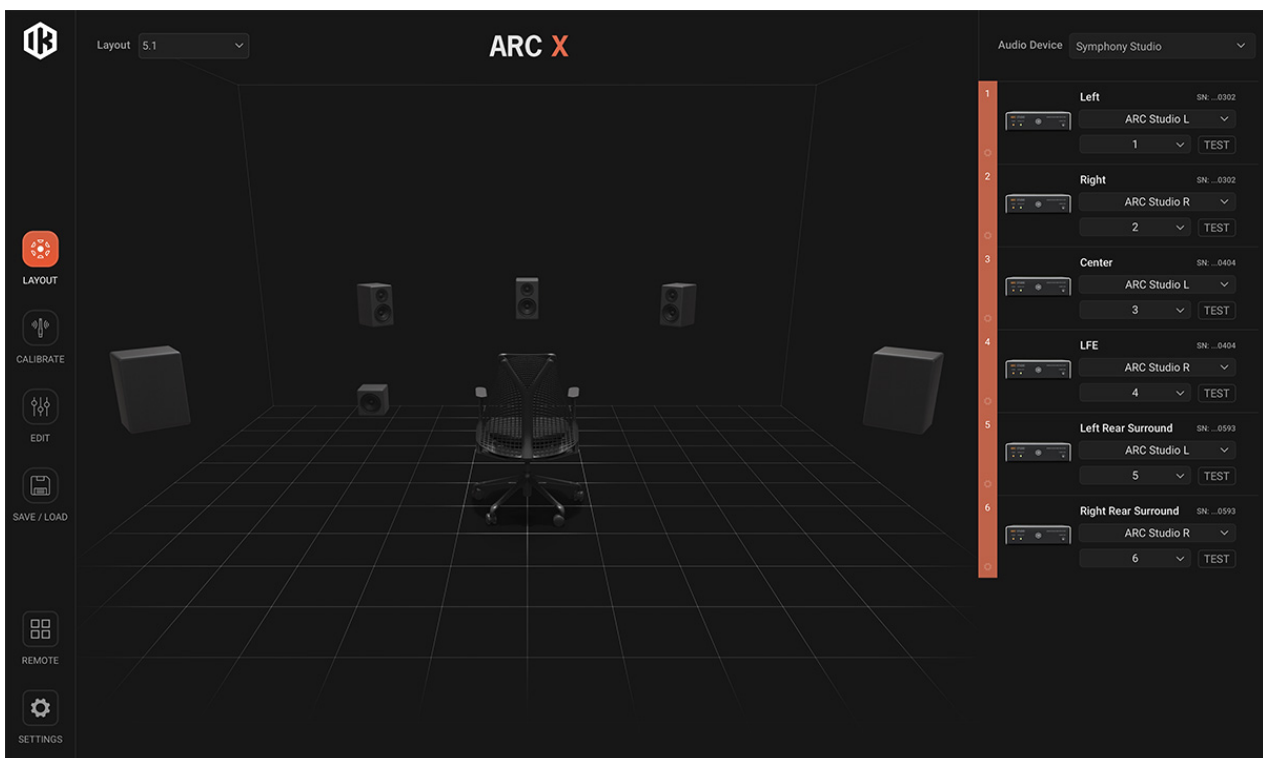
7.1: Left (L), Right (R), Center (C), Low Frequency Effects (LFE), Left Surround (Ls), Right Surround (Rs), Left Rear Surround (Lrs), Right Rear Surround (Rrs)

This configuration alternatively requires the use of:

- IK Multimedia studio monitors compatible with ARC X.
- IK Multimedia iLoud Sub as subwoofer (with no speakers connected to the iLoud Sub's outputs).
- ARC Studio paired with third-party studio monitors or subwoofer.

Users can freely combine these devices in order to build the required surround configuration, as long as the necessary channels for the selected layout are available.

To proceed with calibration, all devices must be connected to the host via USB (when applicable), correctly assigned to their corresponding surround channel in the device list, the audio interface in use must be selected, and the appropriate audio outputs must be assigned to each speaker channel.



2.1.6 - Dolby Atmos

This configuration supports Dolby Atmos immersive monitoring systems, allowing the calibration and management of multi-speaker layouts including overhead speakers.

The currently supported configurations include:

- 7.1.4
- 7.1.6
- 9.1.6

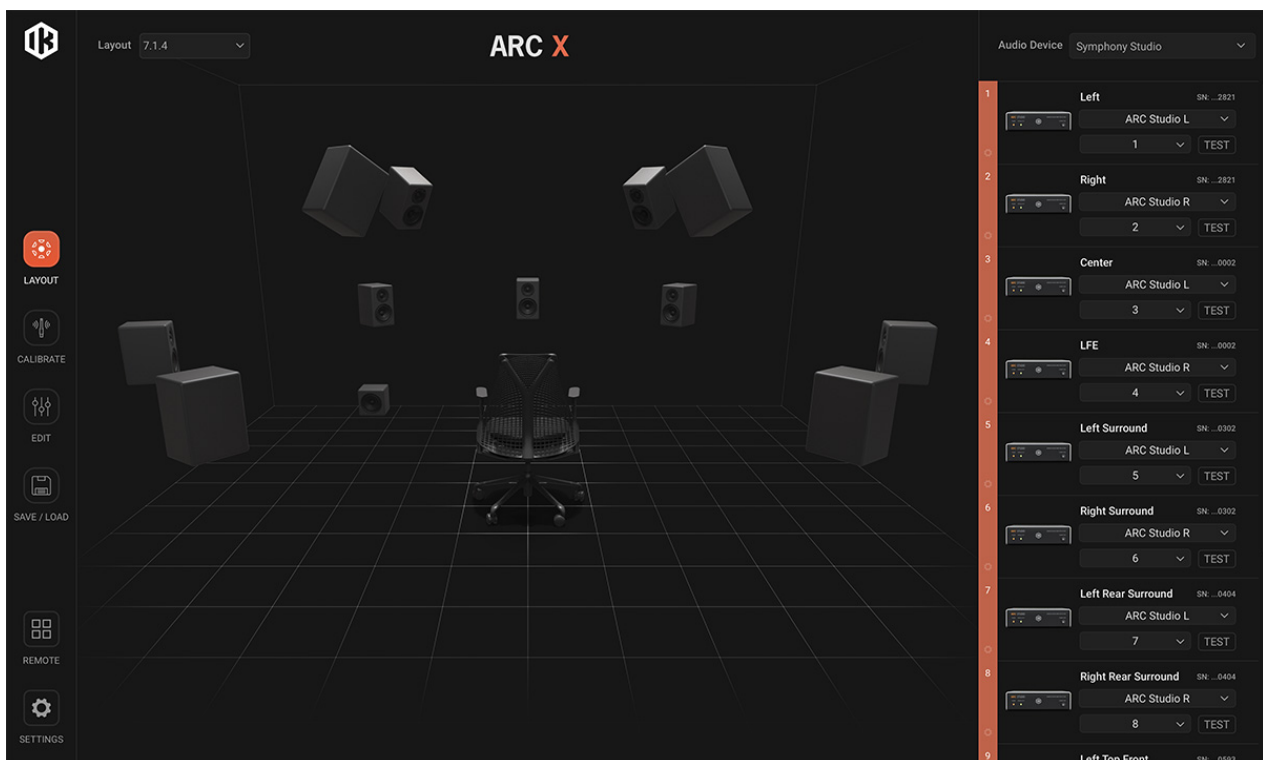
In addition to the traditional surround channels, these layouts include overhead speakers positioned above the listening position to reproduce immersive audio content.

This configuration alternatively requires the use of:

- IK Multimedia studio monitors compatible with ARC X.
- IK Multimedia iLoud Sub as subwoofer (with no speakers connected to the iLoud Sub's outputs).
- ARC Studio paired with third-party studio monitors or subwoofer.

Users can freely combine these devices in order to build the required configuration, as long as the necessary channels for the selected layout are available.

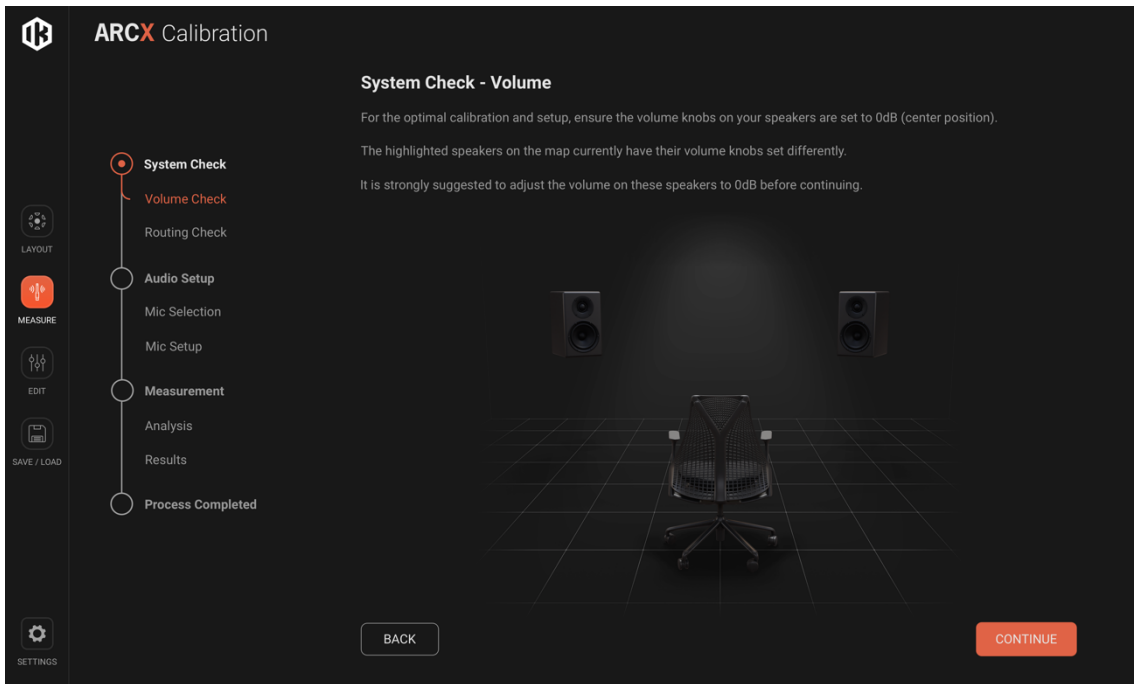
To proceed with calibration, the devices must be connected to the host via USB (when applicable), correctly assigned to their respective channels in the device list, the audio interface in use must be selected, and the appropriate outputs must be assigned to each speaker channel in the selected Atmos layout.



2.2 - Calibration

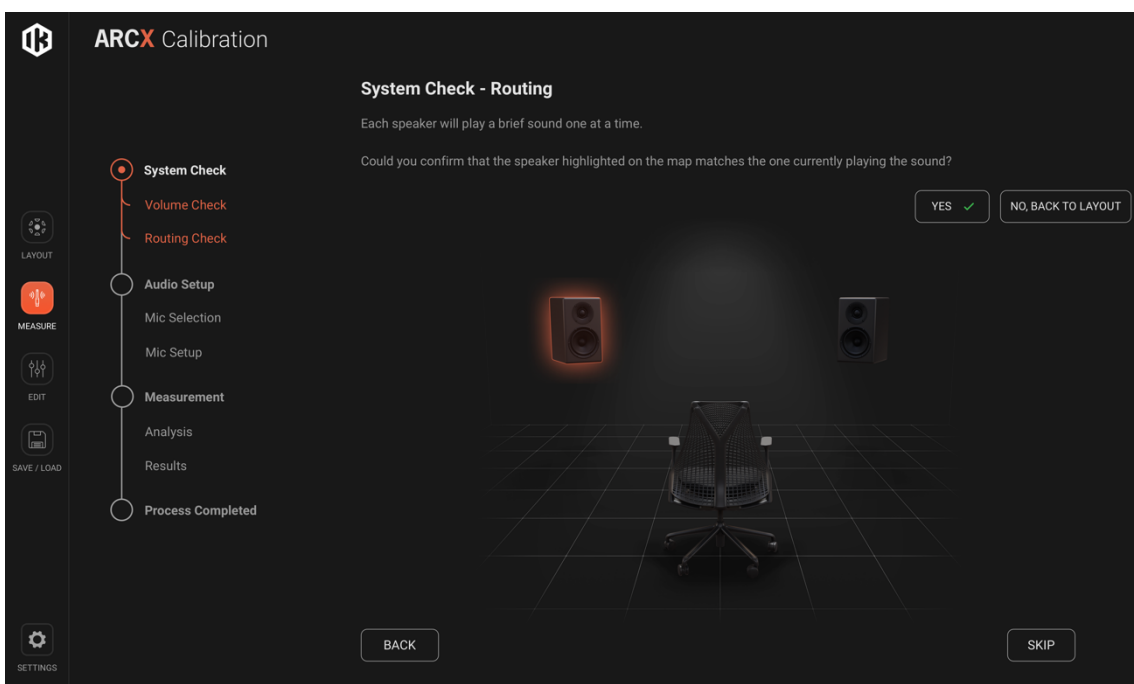
This section is accessible only when the layout section is fully configured. Entering this section will start the step-by-step calibration instructions.

- **Volume Knob Check**



This step verifies that all device volume knobs are set to 0 dB. Devices that are not correctly set are highlighted on the map. A skip button is available, but completing it is recommended for optimal audio performance.

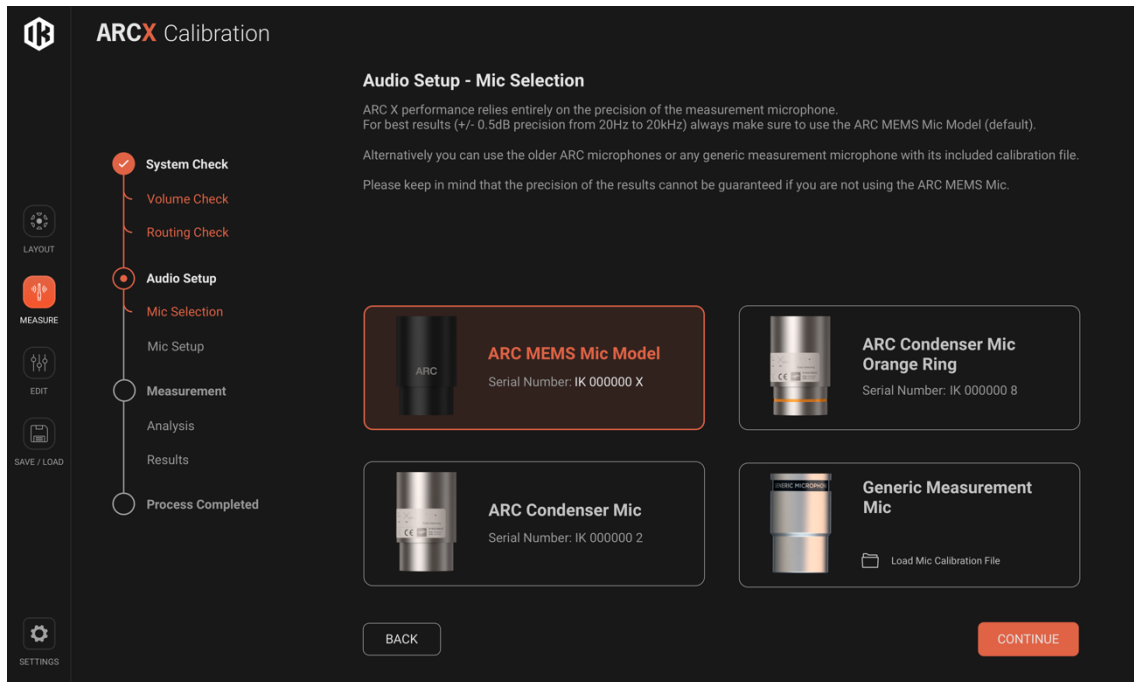
- **Routing Check**



In this step, the user is guided through a manual verification of the configured routing. The process can be skipped at any time using the Skip Routing Check button.

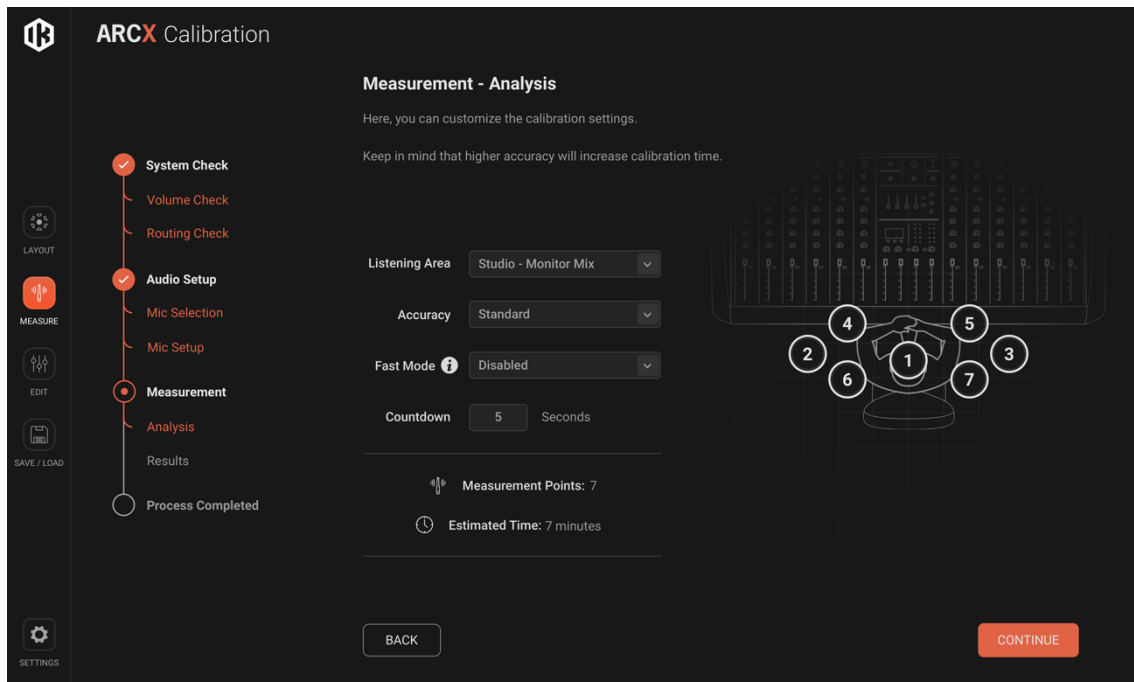
If the test is started by clicking the 'Begin Test' button, the first speaker is highlighted on the map, its front LED begins blinking, and a continuous audio tone plays. The user is asked to confirm if the routing is correct. If confirmed, the test moves on to the next speaker. If not, the test automatically stops and returns to the layout screen. After all speakers are confirmed, the software advances to the next step.

- **Microphone Selection**



In this step, the user chooses the microphone input channel and adjusts the preamp gain. The interface provides the same controls as the standard audio setup screen, except for output configuration, which has already been completed during the layout phase.

- Analysis Setup



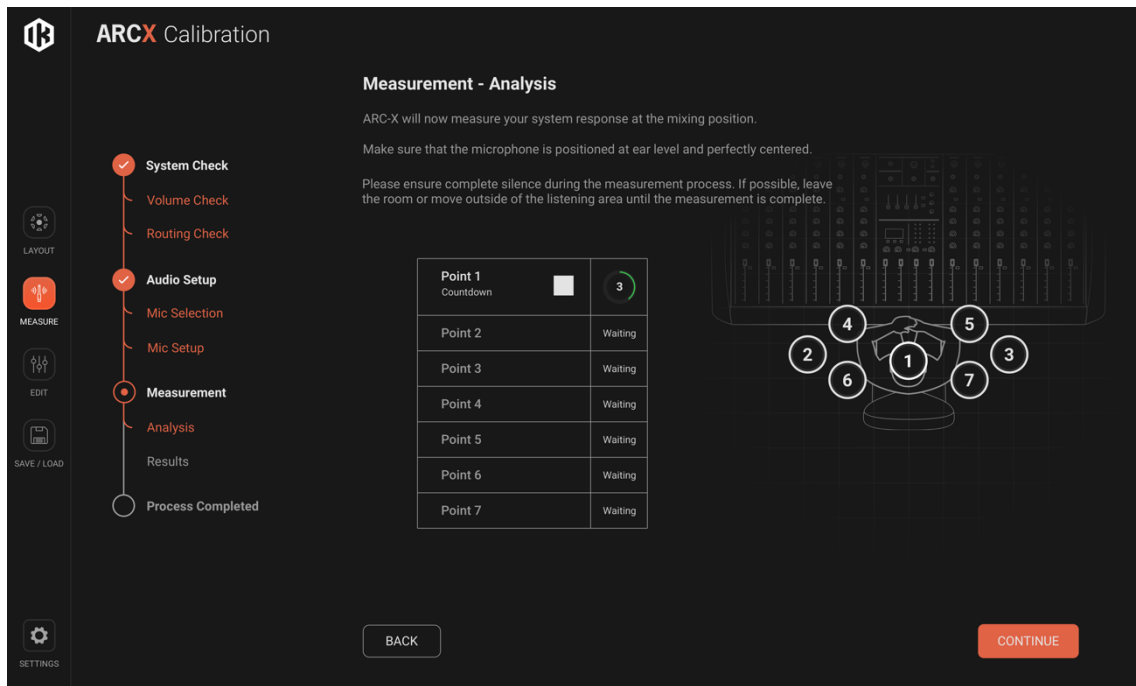
This screen allows the user to set key parameters for the analysis process. Fast Mode can be enabled to shorten measurement time by using a single sweep per point instead of four. The "Countdown" field sets a delay (0–20 seconds, default 5s) before each measurement, giving time to reposition the microphone. The "Estimated Duration" field shows a real-time calculation of the total analysis time based on all selected parameters and the number of speakers. Press "Next" to continue to the next screen.

IMPORTANT NOTE - BASS MANAGEMENT NOTICE

Please ensure that bass management is disabled on your audio interface before starting the calibration. If enabled, bass management will interfere with measurements and causing inaccurate results or calibration failure.

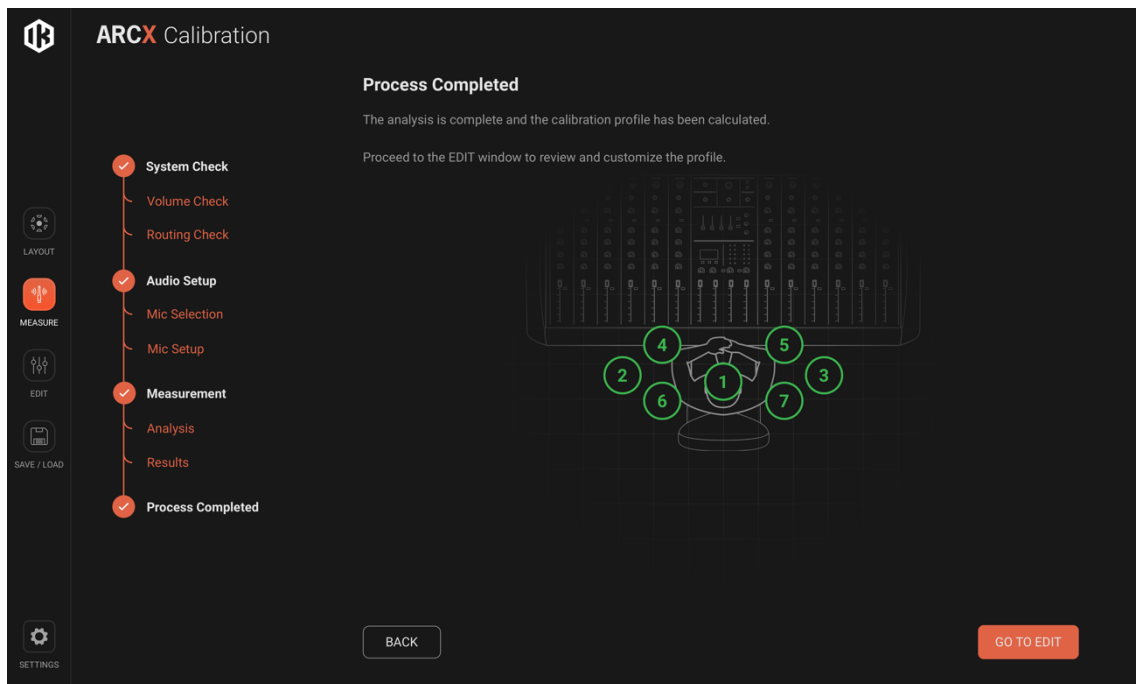
Bass management can be re-enabled after the calibration is complete.

- **Analysis**



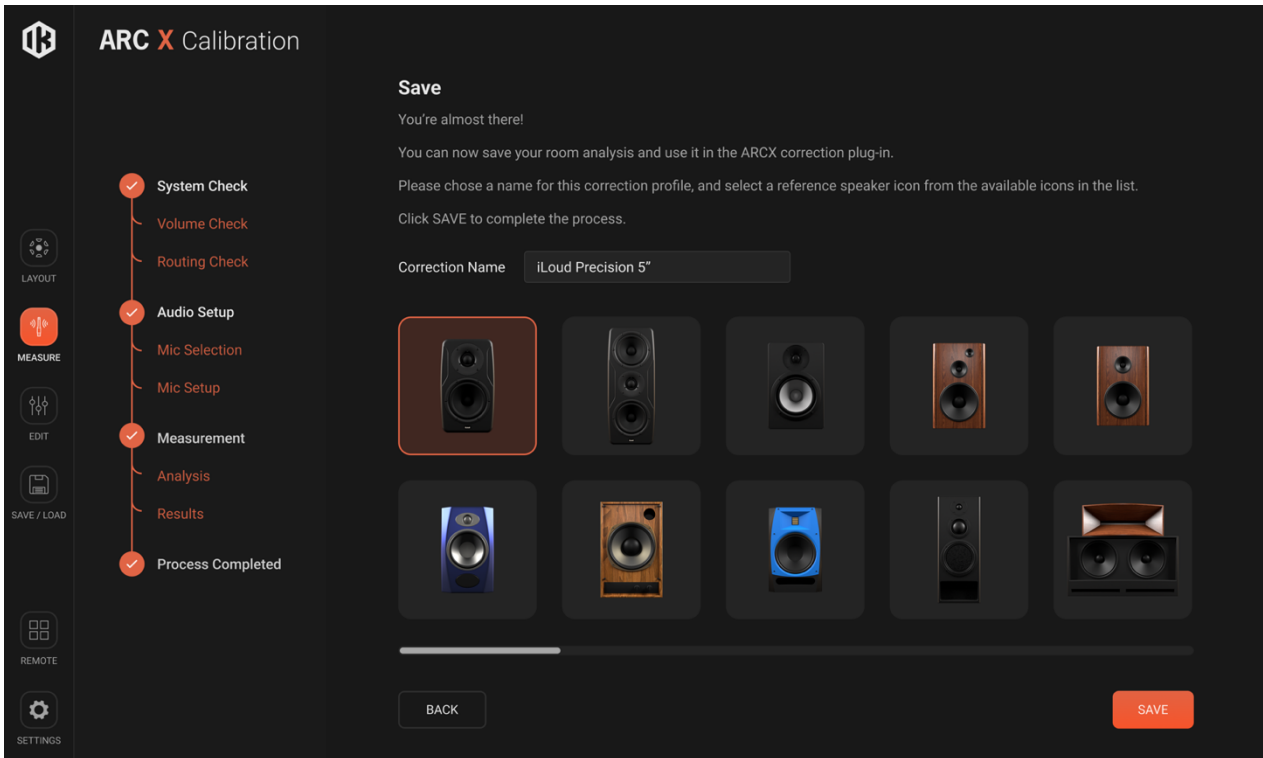
This screen appears before beginning the analysis. After each measurement, the map displays the next microphone position, and the point counter is decreases accordingly. Press Begin Measurement to start capturing data for the current point.

- **Results**



Congratulations! You have finished your Analysis! Click GO TO EDIT to move to the editing window where you can manage and further customize your system.

If the "ARC X Plug-in" layout is selected on the layout screen, a save window will appear, allowing you to choose a custom image and name for the calibration file, as shown below.

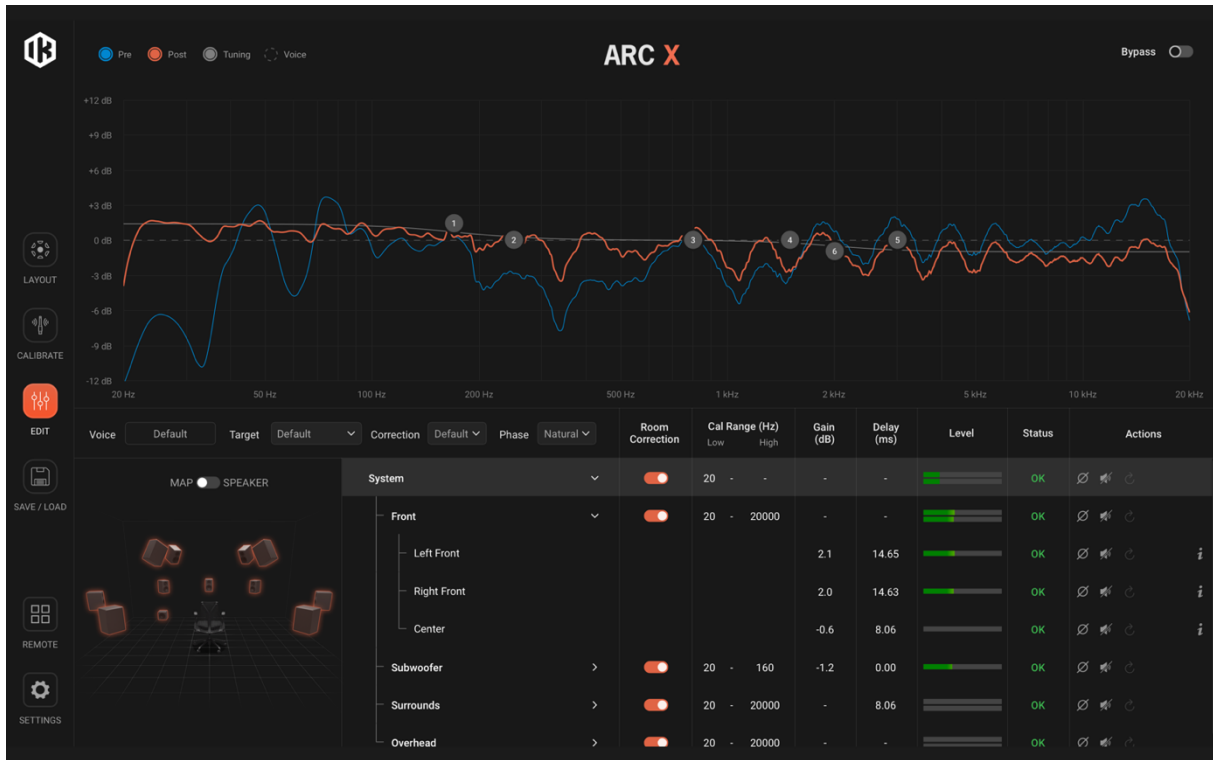


PLEASE NOTE: Each analysis file saved by the ARC X app will be accessible from macOS and Windows through the following folders:

- Windows: C://Documents/IK Multimedia/ARC X/AnalysisResults
- macOS: Macintosh HD/Documents/IK Multimedia/ARC X/AnalysisResults

IMPORTANT NOTE: ARC X is NOT backward compatible with measurement files from earlier ARC System versions (ARC1, ARC2, ARC3, and ARC4) because of the new algorithm improvements.

2.3 - Edit Section



This section is the main part of this software and opens automatically if a "last session" is available in the system.

The screen is divided into two sections: a frequency response graph at the top and a speaker configuration table at the bottom.

2.3.1 - Frequency Response Graph

The graph displays four curves simultaneously, arranged from top to bottom as follows:

1. **Post Curve:** Orange line. This is the calibrated response of the speaker/group.
2. **Pre-Curve:** Blue line. This represents the original measured speakers/room frequency response.
3. **Tuning Curve:** Gray line. Shows the current Tuning filters curve.
4. **Voice Curve:** Gray dashed line. Shows the current voice response.

In the top left, a legend displays the curve names and colors. Clicking the legend entries toggles the visibility of the respective curves in the graph.

When the speaker group is selected, controls appear on the tuning curve allowing the user to customize the high-pass filter and tune the speaker response.

2.3.2 - Device Configuration Table

The lower half of the user interface features a table listing all devices in the setup, with each device occupying its own row. Speaker groups are also shown, displayed as child rows containing all the devices within them.

In the bottom-left corner, a small layout map is visible. The map view can also be switched to a detailed speaker view, which reflects the currently connected device and changes according to the selected voice. To enable the speaker view, simply toggle the MAP/SPEAKER switch.

Clicking on a row highlights both the row and its corresponding speaker on the map, and vice versa.

Global Settings

These settings apply globally and are independent of the selected row:

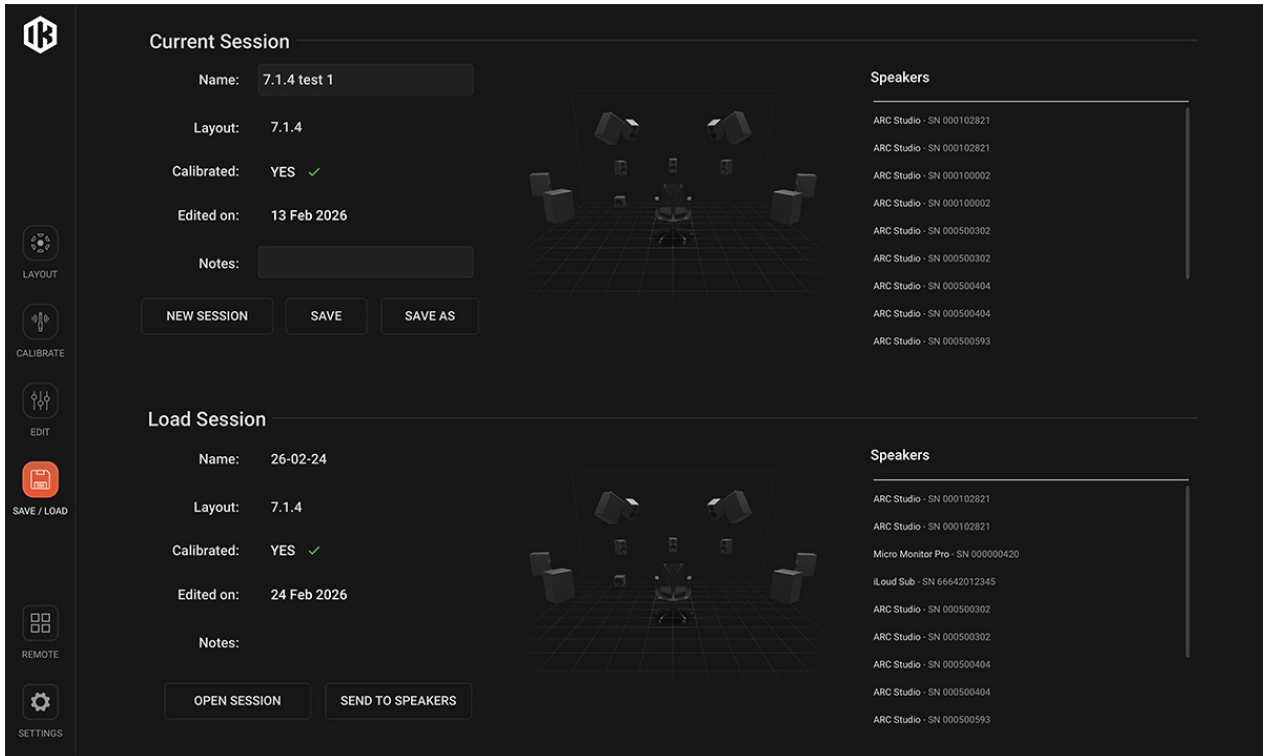
- **Target:** Select the desired target response from the dropdown menu. For more information, please refer to chapter 3.1.4 of this document.
- **Voice:** Opens the "speaker browser", enabling virtual monitoring through a selection of iconic studio monitors and HiFi/Consumer speakers. Once the virtual speaker has been selected, click close to return to the edit window.
- **Correction:** Dropdown to select correction filter type. For more information, please refer to chapter 3.1.15 of this document.
- **Phase:** Dropdown to select the correction filter phase behavior. For more information, please refer to chapter 3.1.16 of this document.

Device Table

Each device row contains the following fields:

- **Room Correction:** Toggle switch to enable/disable room correction filter.
- **Mute (M):** Mutes the selected speaker or group of speakers.
- **Solo (S):** Mutes all other speakers or groups except the selected one.
- **Cal Range (Hz) [Low]:** Selects the lower frequency limit below which correction is disabled.
- **Cal Range (Hz) [High]:** Selects the upper frequency limit above which correction is disabled.
- **Gain (dB):** Selects the output gain for the speaker.
- **Delay (ms) [Trim]:** Adds a delay to the speaker output.
- **Delay (ms) [TOF]:** This value displays the Time of Flight (TOF) of the speaker, which represents the absolute device latency from input to output, including the internal DSP of the unit.
- **Level:** Displays the input signal of the speaker.
- **Status:** Displays current device status with color-coded text or icons:
 - **OK (green):** Normal operation.
 - **CLIPPING (red):** ADC clipping detected; clears after 1 second if no further clipping.
 - **EDITED (yellow):** Device settings differ from session stored values.
 - **Yellow warning icon (groups only):** At least one child device is not OK.
 - **Red warning icon:** One of the devices is disconnected.
- **Actions:** Quick action buttons include:
 - **Mute:** Mutes the device.
 - **Revert:** Restores device settings to session values (available only when status is EDITED).
 - **∅ (Phase Invert):** Inverts the polarity of the selected speaker or group of speakers.
 - **+10:** Apply a 10dB boost to the LFE channel to match Dolby Atmos requirements (available only on Dolby Atmos layouts).
 - **Auto Standby:** Enables or disables the auto standby feature, if supported.
 - **Information:** Shows device details (serial number, firmware version, model).

2.4 - Save and Load Sessions



This section offers the ability to save the current session or load a previously saved one.

2.4.1 - Current Session

The top section of the Save/Load screen shows the active session. Users can change the session name and add personal notes as needed.

- **NEW SESSION:** Creates a new, empty session. This clears the current session data and resets all parameters to their default values. Use with caution if you have unsaved changes.
- **SAVE:** Updates the existing session file with the current settings.
- **SAVE AS:** Opens a dialog allowing the user to specify a new file name and storage location for the session.

2.4.2 - Load Session

The bottom part of the Save/Load screen is for importing saved sessions. Users can browse for a previously saved .arcXs session file and preview its contents before loading it.

- **OPEN SESSION:** Opens a file browser to select a saved session. Once selected, the session details are displayed for review without affecting the current session.
- **SEND TO SPEAKERS:** Loads the previewed session into the software and transmits the session data to the speakers. Please note that the SEND TO SPEAKERS action overwrites all the speakers' settings without options to undo the changes.

WARNING: Using SEND TO SPEAKERS will replace all existing speaker settings. This action cannot be reversed or undone.

3 - Plug-in

3.1.1 - ARC X plug-in interface

The ARC X plug-in is a multiplatform audio processor that applies the correction curve measured with the ARC X application to the incoming stereo audio signal in real-time. It consists of two operation windows, each dedicated to specific tasks: Play and Edit.

3.1.2 - Play Window

This window shows how ARC X is performing the correction on your monitoring setup:

The ARC X plug-in applies one of the measurement sets saved from the ARC X application on your stereo master bus to match various target curves. You can switch between measurement sets to compare options and meet different sonic needs. It also displays graphical frequency responses for the left and right channels before and after correction. You can select the left or right channel by clicking on the colored tiles above the graph.

The ARC X plug-in adjusts the stereo master bus level. Therefore, a precision peak meter with multiple metering options is included to display both input and output levels (pre/post), helping you maintain control over the project's master level. Inspired by the renowned T-RackS 5 metering, this high-quality meter provides peak, RMS, Loudness (LUFS), and Dynamic Range (DR) readings for both the pre- and post-processing signals.



3.1.3 - Measurement menu

Click this menu to select the measurement set you saved from the ARC X application.

IMPORTANT NOTE: ARC X is not backward compatible with measurement files created and used with previous ARC System versions (ARC1, ARC2, ARC3, and ARC4) due to new algorithm improvements.

3.1.4 - Target Curve menu

ARC X offers nine factory-tailored target curves suitable for most situations. The “Default” curve provides optimal, balanced results, along with “Flat” and other specific options tailored to different needs or setups.

You will notice that the Default target curve, which is automatically generated by the system, is not flat but has a slight boost in the low frequencies and a minimal attenuation in the high frequencies. This defines the system target curve that will be optimal for most acoustic spaces and with most studio monitors, without sounding too bassy or too harsh. This is because most enclosed acoustic spaces naturally tend to boost low frequencies to some extent.

For our hearing system, some of this natural boost needs to be preserved after correction to prevent the space from sounding too thin or dry. The key point is that after the ARC optimization, the slight boost in low frequencies will be even, balanced, and musically coherent, rather than “spikey” or disorienting, as when the room is uncorrected.

Click this menu to select one of these Target Curves:

- Default
- Flat
- Standard Control Room
- Lively Room
- Lively Room 2
- Control Room Contour
- Dolby Atmos for Music
- Warm Tilt
- Bright Tilt

The other Target curves are defined as follows:

FLAT: This setting produces a completely flat frequency response at the listening position. As mentioned, this may cause our ears to perceive it as a little dry or bass-shy in enclosed spaces, such as a typical control room, which is why this setting is not the default. However, it can easily be selected for users who prefer an instrumentally flat response.

DEFAULT: This one provides a slight boost in the low end and a minimal reduction in the high frequencies. It helps to “rebalance” the correction for most closed listening spaces like control rooms. This is because closed spaces tend to enhance low frequencies, and our hearing system is accustomed to that gentle tilt.

STANDARD CONTROL ROOM: This one accounts for the typical slight bass and mid-bass boost commonly found on nearfield monitors when placed on top of a console or just behind it on stands. It recreates this boost after correction to make the setup sound more familiar, even after calibration, while still removing unwanted and disorienting low-frequency resonances and spikes or dips.

LIVELY ROOM 1 and 2: These are mostly designed for reverberant rooms, such as home theaters and living rooms, or studio live rooms where the natural reverberation causes some damping of high frequencies. This should be maintained after calibration to prevent the system from sounding too harsh.

CONTROL ROOM CONTOUR: This is similar to STANDARD CONTROL ROOM, but it also introduces a slight attenuation of the extreme high frequencies. It's especially suitable for control rooms with lively acoustics.

DOLBY ATMOS TARGET: This replicates the recommended target curve for Dolby Atmos music monitoring.

WARM TILT: This is a generic warm response, suitable for reverberant rooms with many reflective surfaces like large windows or reflective materials in general, where the correction might make the system sound a bit too harsh.

BRIGHT TILT: This is a generic bright response, useful in very damped rooms and when the speakers are very close to the listening area, where the correction could result in a slightly "dark" sound.

Eight user-definable curves are also available, mirroring the settings of their corresponding selections on the EDIT page of the plug-in.

3.1.5 - Voicing feature

For quick and easy testing of how your mix sounds in different "real world" situations, we've added a new set of more than 20 alternative speakers and device responses, listed in the VOICE menu. These extra curves show the real frequency responses of both professional and consumer devices (famous and popular studio monitors, typical hi-fi speakers, TV sets, and smartphones), allowing you to hear how your mix translates across many different listening setups.

Since the sonic signature of those alternative systems is played through a perfectly calibrated system with ARC X, the result will be like mixing in a transparent and balanced room with different speakers.

3.1.6 - Frequency Response graphs

The ARC X plug-in displays two frequency response graphs, one for the left channel and one for the right channel. Each graph can be individually selected by clicking on the colored tiles above it, which reveal the three color-coded curves.

GREEN CURVE (Before): This represents the original measured speakers/room frequency response.

ORANGE CURVE (After): This represents the corrected speaker and room frequency response.

WHITE CURVE (Target): This represents the selected Target Curve. The target curve is set to be slightly bass-boosted by default, as explained in this manual. If other target curves are selected, their response will be shown here.

RTA: The ARC X plug-in provides a real-time analyzer that can be activated or deactivated by pressing the RTA button located in the top right corner of the graph. The real-time spectrum analyzer displays how your music interacts with your room before correction.

3.1.7 - Speaker Icons

The ARC X plug-in displays the speaker icon that was selected when the calibration was saved in the ARC X application. This helps to identify and recall measurement sets already taken and their connection to a specific speaker model. Keep in mind that the speaker icon selection is only a visual reminder and does not affect the sound of the ARC System 4 in any way.

3.1.8 - Meter Options

These precision meters display the INPUT level (unprocessed) or OUTPUT (processed by the ARC X correction).

On the meter, click PRE to check the unprocessed input signal level. This mode is very useful for keeping your project's actual stereo master level under control. Remember that ARC X alters the stereo master peak level, so the DAW output meters will no longer show the true level. Use the ARC X meter in PRE mode to monitor the actual project level. On the meter, click POST to check the ARC X processed signal level. Additionally, derived directly from the acclaimed T-RackS 5 metering, this high-quality metering section provides PEAK, RMS, Loudness (LUFS), and Dynamic Range (DR) readings for both the PRE and POST processing signals. Click the metering options button as shown in the figure.

3.1.9 - Correction ON switch and TRIM knob

To enable correction, click the CORRECTION ON switch. When it is lit, correction is active.

TRIM knob: The TRIM knob affects both the corrected and uncorrected sound, allowing you to compare the “before” and “after” monitoring at the same loudness. The system lets the Trim control detect the maximum boost level in the correction filter. So, whenever you edit parameters that influence the filter correction or select a new measurement set, the Trim will show a dynamic red band indicating the level you should not exceed. Each time the filter is recalculated, the red band updates accordingly.

The TRIM knob ranges from -30 to 0 dB, with the default position at the intersection of the grey and red bands—just before clipping risk occurs.

5.2 – Edit Window

The ARC X correction plug-in offers even greater flexibility and improved sonic quality. You can use the controls in the Edit window to fine-tune the correction to your preference by adjusting Lo/Hi Range controls,

resolution (or Smoothing), Linear or Natural phase options, or by dragging the six breakpoints in the graphic for subtle tone shaping while still enjoying all the benefits of ARC X correction.

Using the six breakpoints in the graphic will not change the correction ARC X has applied to your monitoring setup (as you might initially think). Instead, it provides more tonal options to match your listening preferences.

3.1.10 - Using the breakpoints on the graphic

Drag these breakpoints on the X and Y axes to boost or cut at the desired frequency. The maximum range is +/-6 dB. To reset the dots to 0 dB, press and hold the dots while clicking Command on macOS or Ctrl on Windows.

In addition to the factory target curves described in this manual at paragraph 5.1.3, you can dial in and store up to 8 user-defined ones.

You can use these customizable settings to adjust your personal listening preferences or to better suit different program materials. These curves will retain the chosen settings after clicking the “Save” button (see below). The corresponding frequency response will also be displayed in the “Play” window graphs.

3.1.11 - Save button

Once you have defined your Custom Curve, you can use this button to store it in the selected 1-8 slot permanently.

3.1.12 - Default button

Use this button to reset the graphic curve to its standard flat state.

3.1.13 - Combined L/R correction

In most cases, ARC X significantly enhances the accuracy of the stereo image, including the center ghost image, which becomes much more precise when ARC X correction is turned on.

However, in strongly asymmetrical rooms where the low-frequency response of one channel differs greatly from the other, you might notice some phase incoherence at low frequencies between the two channels when the correction is active.

This issue can be addressed by using the “Combined L/R Correction” feature. When selected, ARC X averages the correction needed for the left and right channels and applies it equally to both. Although this approach is a compromise from a theoretical perspective, it can be beneficial in certain highly asymmetrical acoustic environments.

3.1.14 - Low-range and Hi-range correction

The correction is applied by default across the entire frequency range, from 20 Hz to 20 kHz.

However, it is possible to limit the range where the system applies the correction on both the low and high ends of the spectrum. This can be useful to preserve the voicing of the monitors when desired, while still addressing issues caused by the room at low frequencies. It can also help prevent overboosting the low frequencies, for example, by starting the correction at a higher frequency than 20 Hz, such as 50 Hz. Adjust the Low and High Range knobs, and the corresponding lines on the graph will move accordingly.

3.1.15 - Correction Type (or Variable Resolution)

The default setting of ARC X works well in most cases; however, not all rooms respond uniformly to the correction process. With this control, the system allows you to adjust the resolution of the correction filters' smoothing, making the intervention either more narrow-band and selective or smoother and broader. This has a subtle effect, but sometimes details can have a significant impact on monitoring.

This feature allows users to manually fine-tune the final details of the automated process to match their personal preferences perfectly. From the drop-down menu, select Default, Sharp, or Broad, and choose your preferred setting by listening to the correction results.

3.1.16 - Natural/Linear Phase Options

Left and right channel phase coherence is essential for a quality monitoring system; however, speakers are sometimes installed in a less-than-ideal symmetrical arrangement in the room. This can cause severe phase misalignment, especially at low frequencies, between the left and right channels, making it impossible to mix properly (besides being a less-than-pleasant listening experience).

NATURAL mode enhances the phase coherence between the L and R channels, restoring a clearer center ghost image that may be affected by the room's influence on the sound, especially at low frequencies. This is the default and preferred mode for most applications.

LINEAR mode is a special correction mode where the original inter-channel phase response of the speakers' system remains unchanged. In some cases, this mode may be preferable for even better transparency. However, it introduces a slight latency of around 50 milliseconds.

3.1.17 - Settings Panel

Click on the toast icon positioned in the upper-right corner of the interface to access the Settings and Info panels.

SETTINGS PANEL: Here you can set the aspect of the ARC X graphical interface, between Dark or Light.

INFORMATION (INFO): By clicking the INFO button, the credit tab will be displayed. Here you can check the version of your ARC X plug-in. Clicking the Close button on the credit interface will close the credits and return you to the standard view.

LOCK: If you are running the software in demo mode and you click the LOCK button, the Authorization Manager will appear. However, if you have already registered and authorized your product, clicking the LOCK button will show you the product serial number.

HELP: Click the “HELP” button to open the .pdf manual.

KEYBOARD MODIFIER: To reset the ARC X plug-in knobs to their default values, click them while holding the Command key on macOS or Ctrl on Windows.

3.1.18 - Opening the ARC X Plug-in in your DAW

The ARC X plug-in is a stereo-to-stereo processor that should be inserted on the stereo master bus of your audio sequencer or digital audio workstation. It should remain inserted and active on the stereo master bus throughout the entire recording, mixing, and mastering processes. However, just before exporting the final mix to a file or external recording device, it must be turned OFF. This is because the ARC X plug-in is used to correct the monitoring/room system response and is NOT intended to process the actual mixdown of your project.

Some DAWs support a dedicated monitoring bus, allowing you to insert plug-ins. In this case, the ARC X plug-in should be inserted on the monitoring bus instead of the stereo master bus, ensuring that the ARC X does not affect the actual mixdown even if it is not turned off before printing.

Each DAW has its own criteria for managing aux tracks, monitoring buses, master tracks/faders, and routing. Therefore, these suggestions for starting ARC X in various host applications are merely a guideline. For example, if your session already has a master track, you do not need to create another—simply insert ARC X as the last plug-in.

We recommend reading the sections of your DAW manual that are explicitly related to outputs, monitoring buses, master tracks, and routing configurations. Considering that DAWs are constantly updated, refer to their User Manuals to learn how to insert ARC X as a plug-in.

The ARC X plug-in supports VST3, AAX, and Audio Units formats on both Windows and macOS platforms where applicable. See the Installation and Authorization Manual for more details.

3.1.19 - Using the ARC X Plug-in

Open your DAW.

Create a new session or open an existing one.

Open the DAW audio mixer and locate the stereo master bus. If you are using Pro Tools and your session does not already have a stereo master bus, create one.

Load the ARC X plug-in as the LAST processor on the stereo master bus.

From the measurement menu, select one of your saved measurement sets.

Click the Correction ON Switch. When it is lit, the correction is ON.

If you are using mastering processors (such as T-RackS), be sure to insert the ARC X plug-in AFTER all the other processors. The ARC X plug-in must always be the LAST one in the processing chain.

ARC X

If your master level is hot (very close to 0dB), be sure not to overload the stereo master bus with the ARC X processing.

If clipping occurs when checking the ARC X Peak Meter in POST mode, use the TRIM knob to reduce the level. Keep the ARC X plug-in inserted on the stereo master bus throughout the entire recording, mixing, and mastering process.

IMPORTANT: Turn off the ARC X plug-in before bouncing the project to a disk file. Your final mix should not include the ARC X processing, as it is intended for monitoring use only.

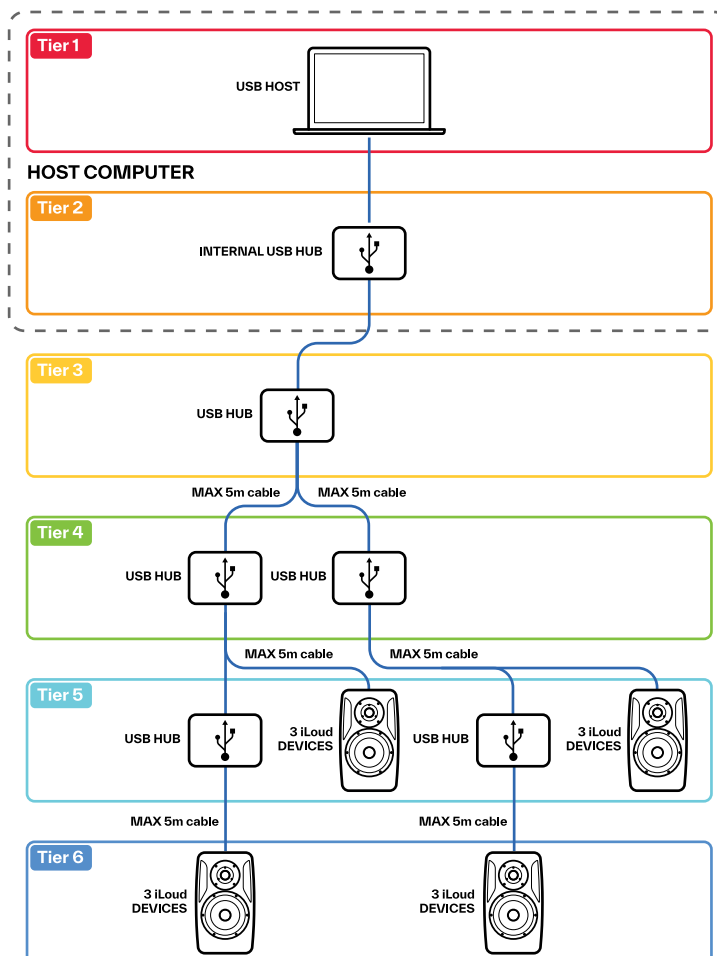
4 - USB Connection Guidelines

4.1 - USB Tiers and Hub Depth

USB devices are organized in a hierarchical structure known as a tiered topology. In this structure, the computer acts as the USB host, and each USB hub added between the computer and a device creates an additional tier in the connection path. According to the USB specification, a connection can include a maximum of seven tiers, including the host and the final device. In practical terms, this means that no more than five USB hubs can exist in the path between the computer and any device.

However, many computers internally use USB hubs to provide multiple external ports. As a result, the USB port you connect to may already occupy one or more tiers before any external hubs are added.

For this reason, to ensure reliable operation across a wide range of systems, IK Multimedia recommends using no more than three USB hubs in cascade between the computer and any IK device.



4.2 - Considerations for Immersive Systems

Surround and Dolby Atmos systems include multiple USB-connected devices positioned quite far from the computer. When building larger monitoring systems, it is important to design the USB topology so that it remains within the supported tier limits.

For example, a 7.1.4 immersive monitoring system includes 11 speakers plus a subwoofer, resulting in many USB devices connected to the same host. To maintain a stable configuration, it is recommended to distribute devices across multiple USB hubs connected directly to the computer, rather than creating long chains of hubs. If hub chaining is required, ensure that no more than three hubs are connected in series between the computer and the final device.

IMPORTANT NOTE - IK Multimedia devices used with ARC X do not draw power from the USB connection, as USB is used only for control and communication. For this reason, externally powered USB hubs are not required, and standard USB hubs can be used to connect multiple devices.

5 - System requirements

System requirements

To review system requirements, reference our website.

<https://www.ikmultimedia.com/products/arcx/index.php?p=specs>

6 - Support

For any questions you may have, please refer to the FAQ webpage at ikmultimedia.com/faq

Here, you will find answers to the most asked questions.

To submit a Technical Support Form, go to: ikmultimedia.com/support

For other requests such as Product, Sales, or Web info, please go to: ikmultimedia.com/contact-us

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7 - License Agreement

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2. The registration and authorization procedure must be carried out by the User by accessing the Licensor's website (<https://www.ikmultimedia.com/userarea/>) and is described in the Software within the documentation under User Manual.

3. The User, under his or her own civil and criminal legal responsibility, certifies that the data entered when registering the user profile (digital identity) are consistent with the User's data (real identity).

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- insertion of manifestly inconsistent data;
- suspicion concerning the minor age of the User;
- violations by the User, including past violations, of the Licensor's EULA.

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- the Devices are owned by or otherwise in the material and legal possession of the Licensee;
- the Product is not used simultaneously on more than one Device by different end users;
- the User, before assigning or otherwise transferring to third parties rights, for any reason whatsoever, to the Devices in which the Product is installed, must ensure that he/she has uninstalled each of its components, in order not to unlawfully assign to third parties the resulting rights of use.

3. The User is entitled to store or install a copy of the Product in a storage device such as a network server, which is only used to install and/or to activate the Product in further Devices on an internal network, however, in such cases, the User is obliged to purchase a multiple license for each end user of the Product by the shared storage device.

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7. Where the payment method chosen by the User provides for service and/or management and/or intermediation by third parties, the User shall abide by the terms and conditions set forth therein, excluding any liability on the part of the Licensor in concluding and managing the contractual relationship with the third parties.

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 - c) any defects and faults resulting from improper or deviating from normal use attributable to the User or the User's Device;
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9. In any case, any claims for damages by the User shall in no event exceed the amount of the purchase price of the license fee, insofar as incurred by the User.

Art. 12 - User Support Service updates and new versions

1. For the entire duration as defined in Article 3 above, the User may obtain technical assistance from Licensor by accessing the section of the website <https://www.ikmultimedia.com/contact-us/>.

2. The Product is provided “as it is” and “as available” on the Effective Date, without Licensor being obliged to provide “updates” and/or “new versions of the Software”.
3. The User agrees to independently download such “updates” from his/her user area - if available - always using the latest version of the IK Multimedia Product.
4. The Licensor may modify the Product at its sole discretion for any reason and at any time, in particular it may add, subtract, replace functionalities, update, correct the Product either for technical reasons or to perform maintenance and/or configuration operations in order to improve and/or optimize the Product.
5. The Licensor may at its discretion release a new version of the Program “upgrade” or “crossgrade”, so marked or otherwise identified by IK Multimedia (new version of the Product made available to the User at a discounted price). Such version can be used by the User only and exclusively if the User is a legitimate licensee of a previous version of the Product, except for NFR versions as indicated in the article. 2.2.
6. The Product marked or otherwise identified by Licensor as an “upgrade” or “crossgrade” replaces, swaps, increases the Product purchased or made available on the Effective Date.
7. The User may only use the Product resulting from the update and/or new versions (upgrade or crossgrade) in accordance with the terms of this EULA.
8. If the Product is an upgrade or crossgrade of a component of a software program package (bundle), it may only be used and transferred as part of the package and may not be separated by use on more than one device.

Art. 13 - Unilateral withdrawal by the User

1. Non-acceptance of this EULA shall be tantamount to exercising the User’s unilateral right of withdrawal from the license agreement.
2. The User is also entitled to unilaterally terminate the license agreement if for technical reasons there are incompatibility problems with the Product, which do not permit its installation provided they
 - a) are not attributable to the User;
 - b) exist on the Effective Date;
 - c) cannot be resolved by the Licensor’s technical support.
3. The User undertakes without delay and in any event within a period of three (3) days from the Effective Date to return to the Licensor (or its distributors or otherwise authorized sellers from whom it purchased or otherwise obtained the license to use the Product) all physical media in its possession.
4. The Licensor or other authorized parties, having verified the integrity of the medium, shall cancel the user’s serial number and refund the full amount paid for the purchase directly to the user within a period of 30 days from the date of return.

Art. 14 - Intellectual Property of Software

1. The Software and all consequent rights are reserved by IK Multimedia Production S.r.l.
2. The Software and its use is subject to national and international laws protecting copyright and intellectual property.
3. The User does not acquire any ownership rights to the Software except for the limited rights of use as set out in this EULA.
4. IK Multimedia Production S.r.l. reserves all actions and claims for damages against the User or third parties who infringe the Licensor’s rights.

Art. 15 - Validity of the EULA - Severance

1. If a court of competent jurisdiction or a competent authority determines that any provision of this EULA is invalid, illegal, or unenforceable, such provision or part thereof shall be deemed unenforceable.
2. In such cases, all other provisions of this EULA or parts thereof not affected by invalidity shall nevertheless remain valid and enforceable between the Parties.

Art. 16 - Applicable law

1. Should the Product have been purchased in Italy, the interpretation, execution and settlement of disputes shall be governed by Italian law and jurisdiction shall be attributed exclusively to the Court of Modena, without prejudice to the jurisdiction of the Court of the Consumer, where the User is a natural person acting for purposes that are unrelated to the entrepreneurial, commercial, handicraft or professional activity carried out.
2. If the Software was purchased in any other country, this agreement shall be governed by the laws in force in that country.

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