

Volume

- Overall gain adjustment with min/max volume setting
- SoundLync volume range: 0-7 steps for the patient to access
 - Softer (-3, -2, -1, 0)
 - Louder (+3, +2, +1, 0)
- Hovering over volume control displays corresponding SoundLync beep sequence

Version	Volume Steps	Approximate Range	Approximate Step Size
Lyric 3	1-11	25 dB	2.5 dB SPL
Lyric 2.3	1-7	18 dB	3 dB SPL

Compression control

- Changes compression kneepoint
 - Low = lowest TK
 - High = highest TK (more linear)
- Impact depends on **[Volume]** setting

Volume	Compression control	Approximate TK
Low (e.g. 2)	Low	70 dB
	High	85 dB
Mid (e.g. 6)	Low	60 dB
	High	75 dB
High (e.g. 10)	Low	50 dB
	High	65 dB

Fine-tuning recommendations

Loud sounds	Too soft	Increase [Compression control] (more linear)
	Too loud	Decrease [Compression control] (more compression)
Soft sounds	Too soft	Increase [Volume] , decrease [Compression control]
	Too loud	Decrease [Volume] , increase [Compression control]

Low frequency cut

- Decrease the amount of low frequency gain below chosen setting
- Primarily affects soft and medium level inputs

Fine-tuning recommendations

Compensate for insertion loss	Decrease [Low frequency cut] (move toward '200 Hz')
Adjust for over-amplification of low frequencies	Increase [Low frequency cut] (move toward '2000 Hz')

Slope control

- Provides attenuation for low and mid frequencies
- Configures shape of the frequency response
- Affects all input levels

Fine-tuning recommendations

Lack of fullness, thin sounding	Move [Slope control] toward 'Off'
Lack of clarity or sharpness	Increase [Volume] Move [Slope control] toward '-8'
Feedback	Decrease [Volume] Move [Slope control] toward 'Off'

Complaint

Troubleshooting Steps

Occlusion/ own voice

- 1 Rule out physical placement/size. Did you reach the maximum insertion depth?
If not, is it possible to decrease size to achieve deeper insertion depth?
Is there a complete medial seal? If not, is it possible to change size to achieve a complete seal?
- 2 Increase **[Compression control]** towards 'High'. Makes device more linear for average and loud sounds.
- 3 Lower **[Low-frequency cut]** toward '200 Hz'. Helps with insertion loss.
- 4 Move **[Slope control]** toward 'Off'. Helps with insertion loss.

Feedback

- 1 Rule out physical placement/size. Are there any gaps or folds? Make sure there is a complete seal.
May need to change size or insertion depth; most likely going to need to upsize. Check the angle of the device. Is the microphone angled toward ear landmarks? Use forceps to change angle of device.
- 2 Decrease high frequencies. Move **[Slope control]** toward 'Off' and decrease **[Volume]**. This will decrease the high frequencies (more than mid and low frequencies) for soft sounds (more than average and loud sounds). If more gain is needed for average and loud sounds, increase **[Compression control]** toward 'High'.

Background noise

- 1 Increase **[Compression control]** toward 'High'. This will keep the device linear longer.
- 2 Add more high frequency gain for clarity. Move **[Slope control]** toward '-8dB' and increase **[Volume]**.
- 3 Increase **[Low frequency cut]** toward '2000 Hz' to address upward spread of masking and to decrease gain for soft and average **[Low frequency]** sounds in environment.

Lack of sharpness or dull sounding

- 1 Increase **[Volume]**.
- 2 Increase high frequency gain. Move **[Slope control]** toward '-8dB' and increase **[Volume]**.
- 3 Increase **[Compression control]** toward 'High'.

Too sharp

- 1 Decrease **[Volume]**.
- 2 Decrease high frequency gain. Move **[Slope control]** toward 'Off' and decrease **[Volume]**. This will decrease the high frequencies (more than mid and low frequencies) for soft sounds (more than average and loud sounds). If more gain is needed for average and loud sounds, increase **[Compression control]** toward 'High'.

Too soft

OVERALL

Increase **[Volume]**.

SOFT SOUNDS

Increase **[Volume]** and decrease **[Compression control]** toward 'Low' to maintain average and loud sounds.

LOUD SOUNDS

Increase **[Compression control]** toward 'High'. This will affect average and loud sounds and not soft sounds.

Too loud

OVERALL

Decrease **[Volume]**.

SOFT SOUNDS

Decrease **[Volume]** and increase **[Compression control]** toward 'High'. This will decrease gain for soft sounds and maintain gain for average and loud sounds.

LOUD SOUNDS

Decrease **[Compression control]** toward 'Low'.