EQUALIZERS

PV® SERIES EQs

HIGH-PERFORMANCE GRAPHIC EQUALIZERS.



PV® 231 EQ

This dual 31-band, 2/3 octave graphic EQ allows selection between 6dB or 12dB cut or boost over frequencies ranging from 20Hz to 20kHz. Also includes a low-cut filter switch with status LED to remove stage rumble from open mics, and a convenient bypass switch with LED indicator.

Weight: 7.0lbs / 3.175kg

PV® 215 EQ

Providing an easy-to-use and affordable audio solution, the PV 215EQ is a dual 15-band 1/3 octave graphic featuring 6dB or 12dB cut or boost over frequencies ranging from 25Hz to 16kHz. With balanced XLR I/O, center-detent control sliders, output level LEDs and a low-cut filter switch with status LED, this EQ is ready for the stage or studio.

Weight: 6.0lbs / 2.2721kg

QF™ SERIES

PROFESSIONAL EQUALIZATION WITH FLS® AND A FULL 18 DB OF CUT.



QF™215

Dual channels of 15-band graphic equalization provide articulate adjustment from 25Hz to 16kHz, with a generous 12dB boost and 18dB cut per EQ band. Also features FLS® (Feedback Locating System) and 18dB per octave 40Hz low-cut filter with status LED. XLR and 1/4" TRS I / O for balanced or unbalanced operation.

Dimensions (HxWxD): 3.5" x 19" x 7.375" / 88.9mm x 483mm x 187mm
Weight: 7.8lbs / 3.54kg

QF™131

A 31-band graphic EQ with 12dB boost and 18dB cut per band, the QF 131 provides precise control over any audio situation. This model has a 20Hz to 20kHz range with FLS® (Feedback Locating System), 18dB per octave 40Hz low-cut filter with stavttus LED and constant Q filters.

Dimensions (HxWxD): 3.5" x 19" x 7.375" / 88.9mm x 483mm x 187mm
Weight: 7.8lbs / 3.54kg

FLS® FEEDBACK LOCATING SYSTEM

Feedback is a potential problem with any room and any sound system, but our exclusive Feedback Locating System helps you locate and stop the offending frequencies with great precision. At the onset of feedback, an LED will glow above the problematic frequency band. All you have to do is bring down that fader until the LED fades, or the feedback stops. By knowing exactly which frequency band to cut, you can avoid cutting useful audio that is not contributing to the feedback.