Boogie™

Integrating mini sound level meter with maxi performance

With its very compact design, the Boogie sound level meter has excellent new features. It is so designed that even inexperienced users can handle it.

Measurement errors are avoided by means of automatic calibration and range selection. The large and clearly arranged display of the measured values, both in figures and as a quasi-analog bar graph, facilitates the measurement process.

Having only three buttons, the device is extremely simple to operate. The plastic foil keyboard can be cleaned easily and the stainless steel microphone housing withstands the usual wear and tear.

Boogie enables you to measure and objectively assess the current sound level easily. The internal microprocessor makes this device very easy to use, even if you are performing such measurements for the first time.

Boogie always measures using the inbuilt A-weighing filter and the Fast time weighting. In addition to the momentary value of the sound level (L_{AF}) and the maximum value in a given time period (L_{AFmax}), Boogie can also measure the L_{Aeq} value integrated over a time period. This mode of operation is usually only available with much larger and more expensive devices.

These features make Boogie the ideal device for measuring the following types of noise:

- Traffic
- Industrial
- Neighborhood
- Recreational
- Workplace

The Class 2 accuracy according to the IEC 60651, IEC 60804 and IEC 61672-1 standards guarantees reliable measurement results. The accuracy of the measurements can be significantly improved by calibrating the device before each measurement. With the help of an acoustic calibrator, the device is calibrated fully automatically. This calibration also remains intact after switching off the device or exchanging the batteries.

Its very favorable price, easy handling and small dimensions make Boogie the ideal device for firms, citizens' initiatives and private individuals whose budget normally does not permit the purchase of noise measuring instruments.





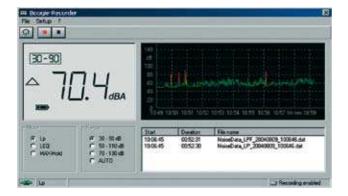
Technical data

Boogie with RS232 interface

Boogie can now optionally be delivered with a serial interface. The scope of delivery of the RS232 option also includes the RS232 interface cable, software for Windows and the interface description.

The software allows Boogie to be controlled remotely; displayed values can be stored on the PC together with a timestamp. Using this interface, together with its open description, it is easy to integrate Boogie into PC-based measuring systems. The command structure is designed so that the device can be operated via a simple ASCII terminal.

Alternatively to the mode of operation in which the measurement values are made available in the same 1s intervals as the displayed values, the L_{AF} values can be fetched at a frequency of 64 Hz. In this way it is possible to display and save the L_{AF} , L_{AS} , L_{AI} and L_{Aeq} values simultaneously.



Applicable standards Class 2 according to IEC 60651 / 60804 / 61672
Certified range (Class 2) 30 ... 124 dB (A)

Measurement functions

- Sound pressure level L_{AF}

- Maximum sound level L_{AFmax}

 $\begin{array}{ccc} & & - \text{Continuous sound level L_{Aeq}} \\ \text{Frequency weighting} & & \text{A} \\ \text{Time weighting} & & \text{Fast} \\ \end{array}$

Measurement range 30 ... 90 dB 50 ... 110 dB, primary range

70 ... 130 dB

Autorange mode only for LAF

Resolution 0.1 dB
Display - Measured value with 3.5 digits

- Bar graph in 5 dB steps

< Under-range > Over-range

- Operation mode, range

- Battery status
Microphone 1/4-inch electret
Calibration automatic to 93.

Calibration automatic to 93.5...94.5 dB, use 94 dB with 511E calibrator Batteries 2 x AA (alkaline, NiMH, NiCd)

Operation time 80 h (alkaline)

Dimensions 170 mm x 62 mm x 30 mm
Weight 160 g (including batteries)
Accessories Sound level meter, windscreen,

manual

Optional accessories 511E calibrator (1/4-inch)

RS 232 option includes: Interface cable (3.5 mm jack /

DSUB9),

Software for Windows, Interface documentation