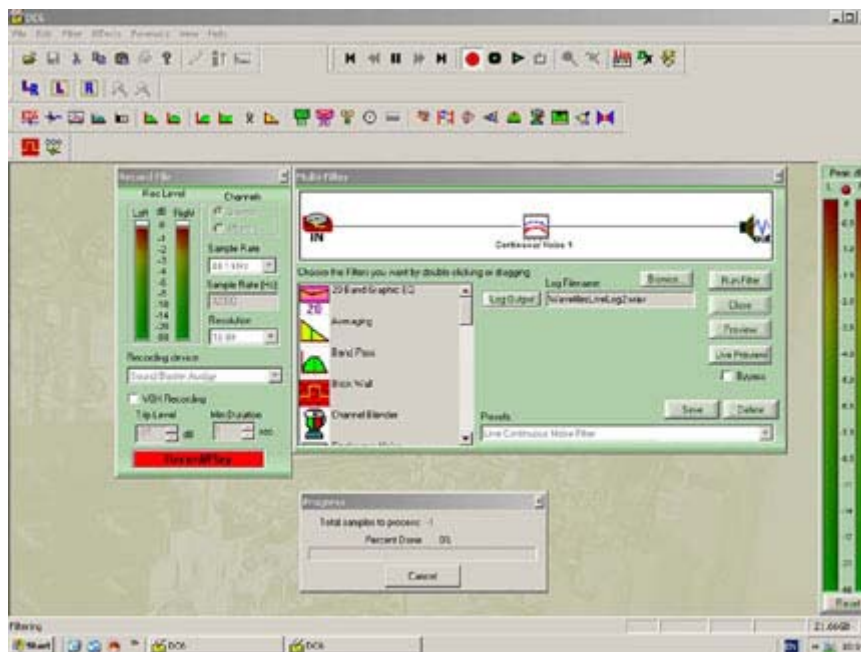


Realtime EVP-Recording using DC6

by Chris Wilson

Several years ago, I was monitoring over speakers with a microphone in another room. A man's voice faintly said, **"Do you want to speak to Chris?"** and louder, a young man said, **"Hello Chris, this is Chris ... yeah!"** The man then said, **"You need to speak up. Do you want to try again?"** Then the conversation faded out. That started me thinking and experimenting with live EVP sessions. What I needed was software that would do the filtering live. Searching the Internet, I found a company named Enhanced Audio, with a computer program called *DC4*, which is now *DC6 (Diamond Cut Six)*.*



Screen print of the DC6 window

DC6 is an audio editing program just like the ones we use for EVP (Audacity, Audition, GoldWave), except it has a neat feature called "Live Multi-Filter." With this feature, audio coming into the computer can be filtered live and the result heard with a short delay of a second or so. A typical setup for EVP would be a microphone into the Microphone In jack of the computer with DC6 Live filtering what comes from the microphone and the output playing on the headphones connected to the computer's Headphone Out.

DC6 is available as a free demo from http://www.enhancedaudio.com/dc_six.htm . It won't stop after a month or so and has a sixty-second limit on the file size it will process. This is not a problem for EVP clips. File saving is disabled but there are workarounds. For instance, the Live Multi-Filter output that you're monitoring will save as a wav file (up to sixty-seconds). [A DC6 license is \$159 online or \$199 for a CD.]

To configure a personal computer so that the input sound is directed to DC6, open the SOUND AND AUDIO DEVICES program in the Control Panel, select the AUDIO tab and click on the SOUND PLAYBACK VOLUME button. Select all of the MUTE check boxes **except WAVE and PLAYBACK**. Click on the SOUND RECORDING VOLUME button and select the MICROPHONE check box.

After downloading the file from Enhanced Audio, installation is simple: Just keep clicking OK. To get started, install a microphone at the MICROPHONE IN jack and set the Windows RECORD and PLAYBACK boxes as described above. Use either a headset or speakers.

Open DC6 and select the LIVE MULTI-FILTER and click the PRESET tab, find LIVE CONTINUOUS NOISE FILTER, click it and it will appear in the MULTI-FILTER window. Then click LIVE PREVIEW. If all is well, you'll hear your voice after a short delay. To record, click LOG OUTPUT. Remember that the trial version of DC6 will only record for just less than 60 seconds. Each time you make a live recording you'll have to exit the LIVE window and open it again. With the full DC6 version of course that's not necessary. Keep the master volume down until you are familiar with the routine. You don't want any acoustic shocks when using headphones.

The simplest use of DC6 is as live denoise. The default filter settings are not optimum for what we do. The main thing is to get the software working and get used to it. There are several of us using it and

results are being posted on the forum, so ask there for help. The hope is that live conversation with our spirit friends will be forthcoming.

* [Diamond Cut Productions](http://www.diamondcut.com/) <http://www.diamondcut.com/> is now working with version 7 (DC7).

[Editor: As Chris said, there is a problem with playing the output into a speaker in the same environment as the microphone. This may cause audio feedback noise. The average headset is little better than speakers, but we have found that earbuds of the kind that are held in the ear channel with a suction cup-shaped rubber fitting are not very sensitive to outside sounds. Even better might be the noise-suppression variety. We are currently using an inexpensive set by Philips we purchased at Wal-Mart.

Something to try might be to set Audacity in your PC to "WAVE Out Mix" in the pull-down menu at the upper right of the screen. That should allow you to record what is coming from DC6. You should still be able to hear the output with your headset.]