



# QB Series **CATALOGUE**

Latest edition

Proudly designed, engineered and  
manufactured in SPAIN



## QB-5



- Ultra- compact Light weight
- Background sound reinforcement
- Line transformer optional
- ARK optimised preset
- White & black colour optional
- Rugged design

### QB-5

Components	LF 1 x 5" transducer HF 1 x 1" tweeter
Frequency Range	65 Hz – 20 KHz (-10 dB)
Frequency Response	75 Hz – 18 KHz (±3 dB)
Sensitivity	88 dB (1W @ 1m)
Max. SPL*	107 dB - 113 dB peak
Rated Power (AES)	80 W (160 W program, 320 W peak)
Coverage Angle	90°H x 90°V conic
Impedance	16 Ω
Input Connectors	2 x Neutrik Speakon NL4MP
Material	10 mm DM
Finish	Polyurea coating paint. Black steel grill with acoustic fabric protection
Dimensions	254 x 167 x 186 mm (H x W x D)
Weight	3 kg (6.6 lbs)

\* Calculated based on power rating and measured sensitivity



## SUB-08



- Ultra- compact Light weight
- Background sound reinforcement
- ARK optimised preset
- White & black colour optional
- High quality component
- It can be used with the QB-5 to extend the low frequency support

### SUB-08

Components	LF 1 x 8" transducer (2 x 50mm voice coil)
Frequency Range	43 Hz – 160 Hz (-10 dB)
Frequency Response	47 Hz – 154 Hz (±3 dB)
Sensitivity	93 dB (1W @ 1m)
Max. SPL*	118 dB - 124 dB SPL peak
Rated Power (AES)	200 W, 600 W program
Coverage Angle	360° single unit
Impedance	8 Ω
Input Connectors	2 x Neutrik Speakon NL4MP
Material	15mm Premium birch plywood
Finish	Polyurea coating paint
Dimensions	268 x 641 x 304 mm (H x W x D)
Weight	10 kg (22 lbs)

\* Calculated based on power rating and measured sensitivity





### Àtic Alameda in Valencia, Spain

A gastronomic spot that offers two different experiences in the same space: casual and gourmet. The venue is equipped with QB series cabinets.

# Software

Prediction, control, DSP updates, management system...all our softwares are designed in-house and are a fundamental part of the Lynx Pro Audio technology. They are designed by and for sound technicians, with a very intuitive interface easy to use.

Masters of DSP technology and one of the few companies in the world that develops its own digital processing systems. This allows us to control all internal processing, from gain to crossover, dynamics, etc.

## Online Control System (OCS)



Control and monitoring software for multiple devices (loudspeakers, amplifiers and processors). Allows control via Ethernet / USB for Lynx Pro Audio systems with integrated DSP.

It controls the powered cabinets in real time and obtain detailed information of cabinet behavior.

## ARK Software



The ARK software works via USB or Ethernet (cable or wireless) and is the interface to configure all the parameters of the range of processors ARK-70 and ARK-20 series.

The ARK software has been completely designed at the Lynx Pro Audio laboratory by our own engineers. It allows you to configure every one of the parameters in the processor, being in "Real Time" or "Offline", storing them in the processor via the USB interface or ETHERNET.

## Cabinet Updater



Connect the cabinet by USB to your PC. The Cabinet Updater software will automatically detects your cabinet hardware and updates the presets to the latest and optimum configuration available.

## Rainbow 3D



Rainbow 3D is an electro-acoustical prediction software for loudspeaker systems, boasting comprehensive high-speed simulation in a three-dimensional environment. With a sophisticated design, Rainbow 3D stands out for its speed, being able to do a simulation in a few seconds.

Thanks to this software you will be able to "virtually" determine the acoustical response of one or various cabinets at the same time.



# Rainbow 3D Electroacoustical prediction software

Rainbow 3D is an **electro-acoustical prediction software for loudspeaker systems**, boasting comprehensive **high-speed simulation in a three-dimensional environment**. With a sophisticated design, Rainbow 3D stands out for its speed, being able to do a simulation in a few seconds.

Being a technology that has been developed in-house by our engineers, we are able to adapt to the needs of our clients, make improvements when necessary and develop new tools. Rainbow 3D is an ongoing project that will be constantly adding new features.

- **Designed from scratch by professionals**

Despite the existence of the previous Rainbow 2D, this new software has been coded from scratch by our engineers in order to achieve an ultra-fast simulation and to create a visually rich 3D environment. The simulation takes advantage of all cores in the computer using multi-threading techniques for optimised calculation speed.

The program can simulate all Lynx Pro Audio's acoustic enclosures located in a 3D space. New spherical measurements of the loudspeakers have been performed, with up to one degree of accuracy, in the recently built anechoic chamber.

- **Complex-shaped surfaces**

The program can simulate all Lynx Pro Audio's acoustic enclosures located in a 3D space, including the classic side and top views. It can also define multiple listening zones and allows offset positioning and symmetry.

You can create complex-shaped surfaces as listening zones (venues): trapezoidal forms, semicircles, circles, rectangles and other asymmetrical forms. Each corner in a 4-vertex surface is independently definable as straight or round.

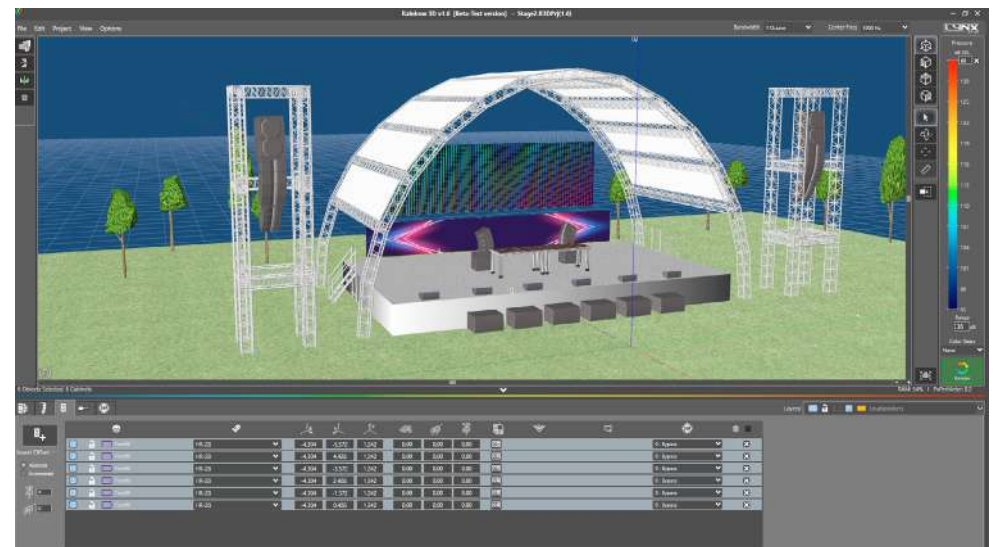
- **Blueprints, textures and ornaments**

Blueprints can be loaded and used as a reference point or template on which reproduce the venue more closely to reality.

Furthermore, you can add textures and ornaments (decorative 3D objects) that you will find in the library to make the project more realistic and visually appealing.

- **Create projects with endless zones**

You can create customized designs using multiple edition and productivity tools: create surfaces, duplicate, apply symmetry on X and Y, show/hide surfaces, change dimensions, change position, change rotation, take screenshots, etc.



- **Unlimited sound sources**

Allows the acoustic simulation for an unlimited number of sound sources and audio systems.

You can place as many systems (subwoofers, line arrays, columns and individual cabinets) as you desire or you can create your own group of customized sound systems.

Line arrays can be placed in stack or flown configuration. Also, you can create clusters from any individual cabinet available in the library.

- **Create your own “Sound Systems”**

You can select different models of cabinets from the library, create a group with the desired configuration and save them as a sound system. In this way, you can create a group of customized sound systems with your own configurations and reuse them in other projects, saving time.

To make this possible, you will need to create a “system” file. This can be integrated upon other projects with the “Load sound system from file” option or you can import it directly into the library to get access whenever you need it with the “Insert sound system” option.

When you create a Sound System, you can add a name, a description and you have the chance to upload a picture.

- **Organisation by layers**

To work in a more organized way you can create multiple layers, with different names and colors to distinguish them. All elements within a layer can be selected and/or moved among them. You can also lock a layer, delete it or disable the speakers for simulation.

- **DSP process over sound sources**

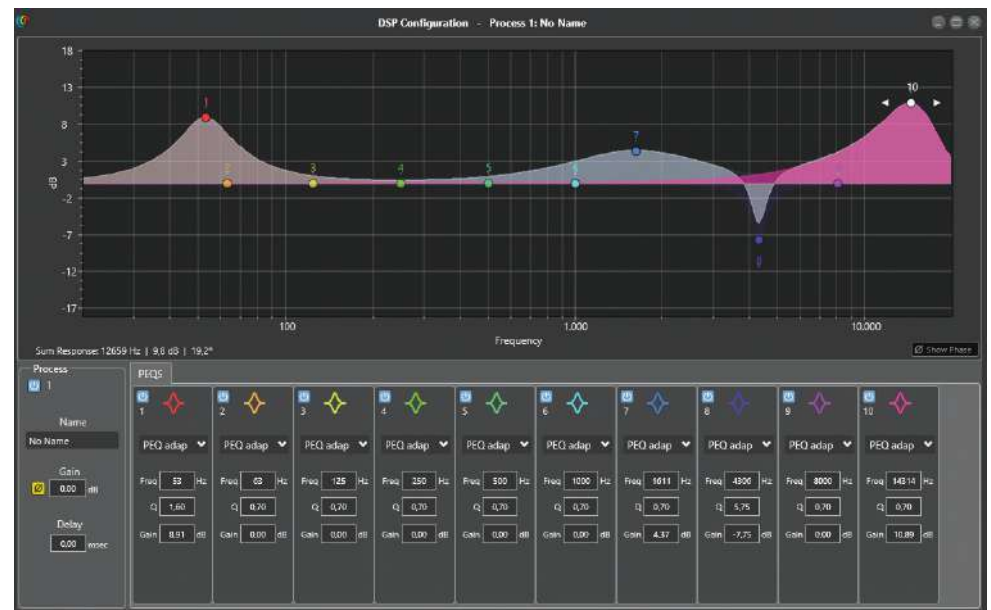
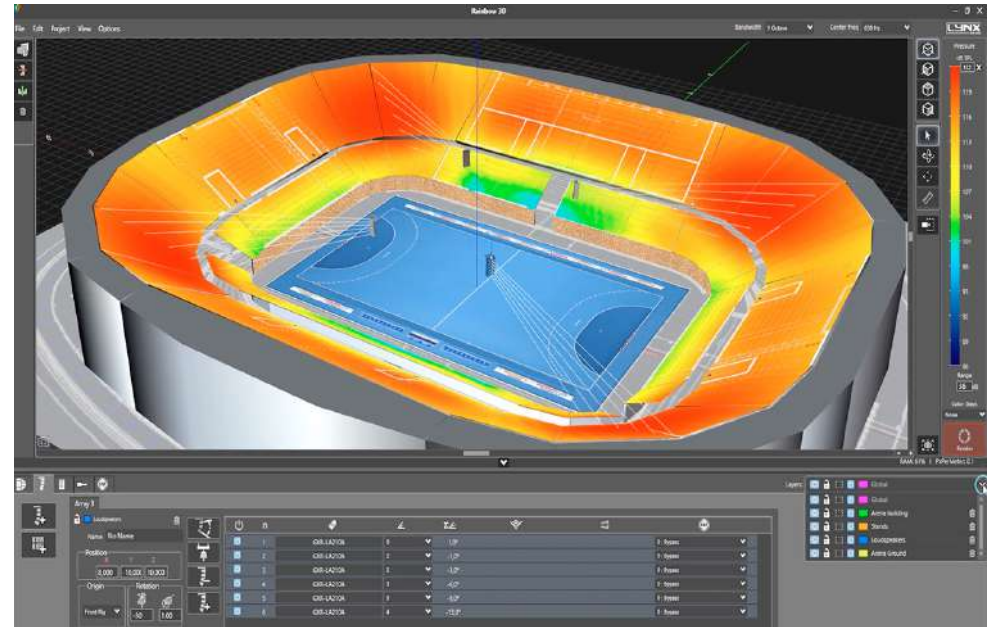
Adding DSP process to sound sources to make corrections and optimize sound, using EQ filters, delay, gain and polarity inversion. In the near future, direct communication with Lynx Pro Audio’s cabinets will be available.

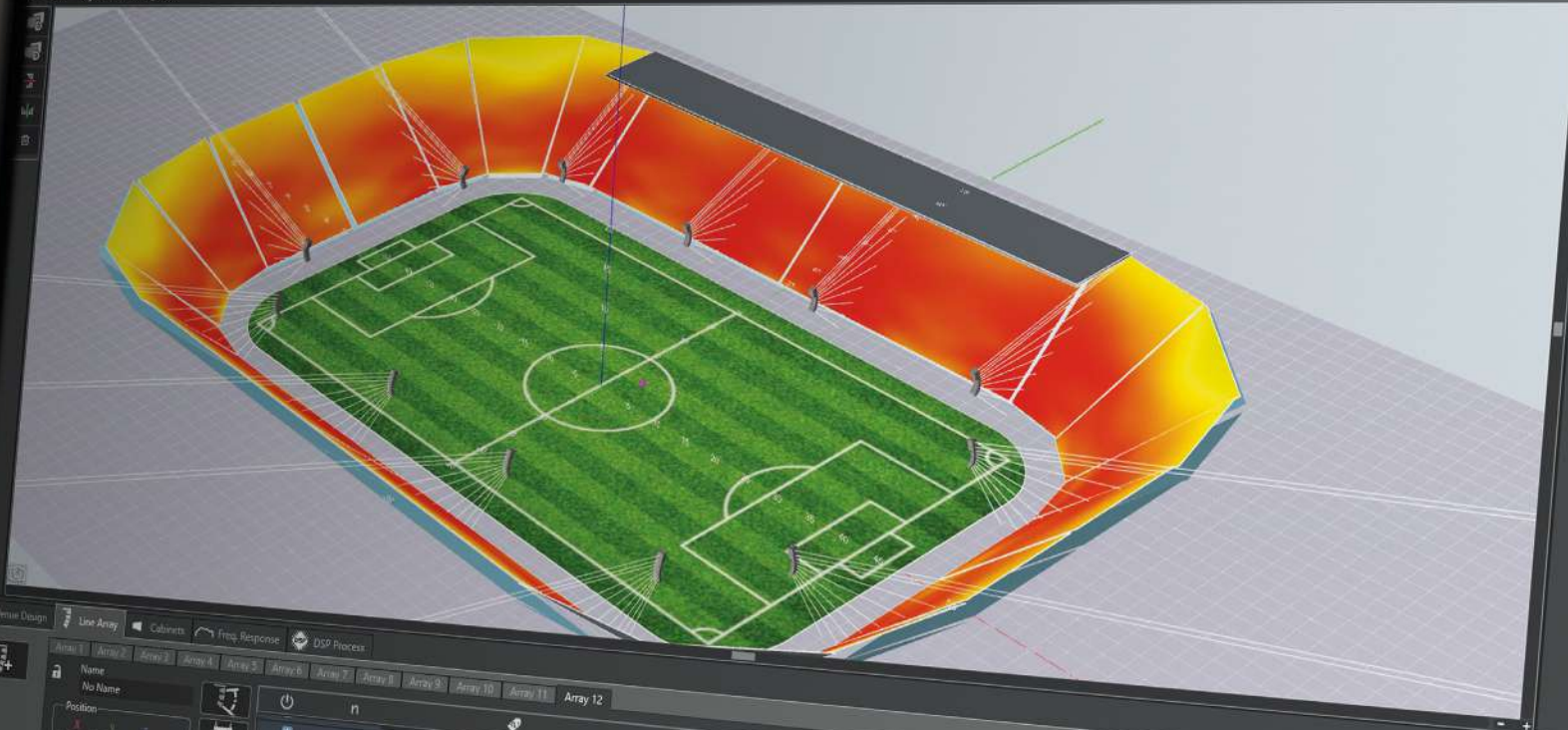
- **Multiple measures and tools**

Likewise, the R&D department is developing multiple measurements and analysis tools for the calculated data. For example, adding virtual microphones that show the frequency response in the points of location indicated.

Among other tools you will find a wizard to set up different line array arrangements, a tool for line array autoplay and a ruler to take measurements (meters) in the 3D scene.

A PDF report can be generated with extensive information that includes 3D views of the project as well as a list of surfaces and loudspeakers with set-up data and EQ.





Venue Design

- Line Array
- Cabinets
- Freq. Response
- DSP Process

- Array 1
- Array 2
- Array 3
- Array 4
- Array 5
- Array 6
- Array 7
- Array 8
- Array 9
- Array 10
- Array 11
- Array 12

Name: No Name

Position: X: -44.64, Y: -14.47, Z: 7.62

Rotation: 180, 19.00

Mounting: Flows

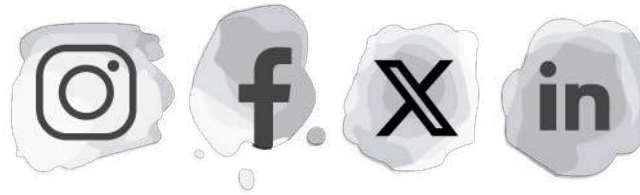
n	Model	Gain	Angle	Process	Filter
4	GXR-LA10A			1: Internal DSP	0: Bypass
5	GXR-LA10A			1: Internal DSP	0: Bypass
6	GXR-LA10A			1: Internal DSP	0: Bypass
7	GXR-LA10A	5	14.0°	1: Internal DSP	0: Bypass
8	GXR-LA10A	7	7.0°	1: Internal DSP	0: Bypass
9	GXR-LA10A	10	-3.0°	1: Internal DSP	0: Bypass
10	GXR-LA10A	10	-13.0°	1: Internal DSP	0: Bypass
10	GXR-LA10A	10	-23.0°	1: Internal DSP	0: Bypass
10	GXR-LA10A	10	-33.0°	1: Internal DSP	0: Bypass
10	GXR-LA10A	10	-43.0°	1: Internal DSP	0: Bypass

1 Octave  
1000 Hz





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