

DT PRO Common Questions (FAQ)

1. Install DT PRO

The instructions below will guide you through installing DT PRO on your computer.

Please review our End User License Agreement (EULA) for details regarding your access to and use of DT PRO.


1.1 System Requirements (Windows)

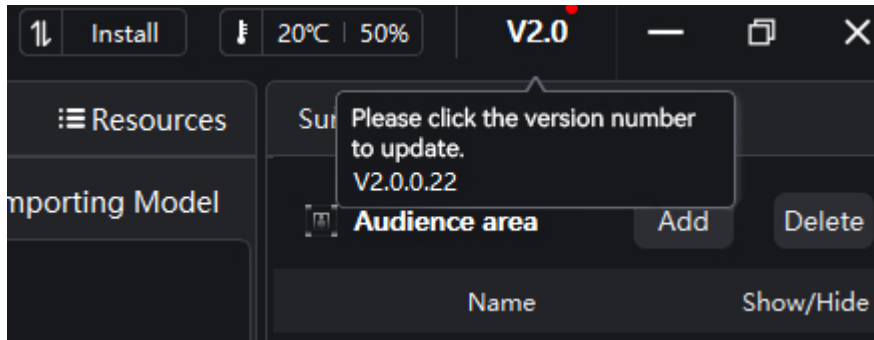
- **OS:** Windows 10 or later
- **Architecture:** 64-bit
- **Graphics:** GPU and drivers must support DirectX 11 (Feature Level 10+) and OpenGL 4.2+
- **Memory:** 4 GB RAM minimum (8 GB+ recommended)
- **CPU:** 2.0 GHz, quad-core / 8-thread processor (or better)
- **GPU Examples:** Integrated graphics (e.g., Intel HD Graphics 630) or a dedicated GPU (e.g., NVIDIA GeForce GTX 1050 / AMD Radeon R7 370) with DirectX 11 FL10 and OpenGL 4.2 support
- **Disk Space:** 500 MB+ available storage

1.2 Install on Windows

1. Download the DT PRO Windows installer (**.exe**) and double-click it to start the installation.
2. DT PRO will install automatically. During installation, the setup wizard will prompt you to select an installation directory. Click **Install** and wait for the process to complete. Once finished, DT PRO is ready to use.

1.3 Update DT PRO

When an update is available,  will appear next to the version number in the **top-right** of the main window. Click it to download the latest installer and follow the on-screen prompts to complete the update.



2. User Accounts

2.1 Pricing: What's the difference between Standard and VIP?

DT PRO is free of charge. Standard users can access *Live Sound System Simulation*, while VIP users can access *Live Sound System Simulation* as well as *Indoor Architectural Acoustics* and *Sound Reinforcement System Simulation*.

2.2 How do I become a VIP user?

New users receive a 30-day VIP trial after registering and signing in. For extended VIP access, please refer to announcements on our official website and reach out to our team through the website to request a VIP redemption code.

2.3 Does VIP access expire?

Yes. The default VIP trial period for new users is **30 days**.

For VIP access activated via redemption code, the validity period is based on the **expiration date shown after activation**.

2.4 Can I use DT PRO without signing in?

- **Live Sound System Simulation** can be used without an account.
- **Indoor Simulation Mode** requires sign-in to verify VIP entitlement before it can be used.

If you want real-time access to cloud services and online resource libraries, we recommend signing in.

2.5 Can I use DT PRO offline?

An internet connection is required for the **first sign-in**. After you sign in, DT PRO can be used **offline without additional online verification for up to 12 months**.

However, if you want to access the latest server resources—such as **loudspeaker source files, model files, and reference design projects**—an internet connection is required.

3. Software Resources

3.1 How do I obtain loudspeaker source files supported by DT PRO for simulation?

DT PRO's loudspeaker source library is cloud-managed. By connecting to the internet, you can access the latest official source files in real time.

If the loudspeaker model you need is not available in the library, please contact us to confirm whether your current version is a customized edition, or contact the loudspeaker manufacturer to support loudspeaker data onboarding into the library.

3.2 I have raw loudspeaker directivity measurement data. How can I convert it into a DT PRO-compatible source?

DT PRO provides a manufacturer data onboarding service for loudspeaker source files. If you need to convert raw loudspeaker directivity data into DT PRO-recognized DTL-format source files, please contact our team to obtain the detailed onboarding procedure.

3.3 Can the official DEMO source files be used for real projects?

Official DEMO source files are primarily intended for reference system selection and placement layout studies. They are generic datasets and can be used for design practice and workflow validation.

Simulation results generated using DEMO source files are not recommended for use in real projects. For real project simulation and design, please use actual loudspeaker brand source files.

3.4 What if the acoustic material I need is not available in the material library?

If the required material is not included in the official material library, you can either create a new material or import a material file using the predefined template, then apply it in DT PRO.

3.5 Can “Reference Designs” in Resources be used directly? Can they be treated as real cases?

Reference Designs are uploaded by users to the official cloud public data center and published in **Resources** after administrator review. They can be downloaded and opened directly.

In most cases, Reference Designs are provided as design references for specific scenarios — covering **architectural acoustics design** and **sound reinforcement system design**,

including selection, layout, placement, and system settings. Please adjust them according to actual project conditions.

If a Reference Design uses official built-in **DEMO source files** (i.e., not real loudspeaker products), it is **not recommended** to export simulation reports as a real project deliverable.

3.6 How can I submit my existing project as a Reference Design?

From the DT PRO account main menu, select **Project Sharing**, complete the required information, and upload your project.

Once approved, it will be published in **Resources**.

3.7 Can the Virtual Debugging module use third-party virtual DSPs?

DT PRO's virtual DSP devices are tightly coupled with real DSP devices, enabling interoperability of data structures and configuration parameters.

At present, only platform-supported virtual DSP devices are available. We will also release a series of DSP device models to meet the design needs of different system types.

4. DT PRO Usage

4.1 What is the main difference between Live Sound System Simulation Mode and Indoor Simulation Mode?

Live Sound System Simulation Mode is typically used for outdoor sound reinforcement system design. It does not support building model import or architectural acoustics design. This mode focuses on sound reinforcement system design and Direct SPL simulation only.

Except for architectural-acoustics simulation features, there is no fundamental difference between Live Sound System Simulation Mode and Indoor Simulation Mode in terms of sound reinforcement system design. Both modes support:

loudspeaker selection and placement design,

virtual measurement of the loudspeaker system,

virtual DSP system design and tuning (debugging),

online measurement management and tuning for DSP systems.

Indoor Simulation Mode, in addition to sound reinforcement system design and Direct SPL simulation, supports building model import and material assignment to enable indoor architectural acoustics design. It can output architectural-acoustics metrics including

RT60, C50, C80, EDT, STI, as well as sound source particle animation and sound source ray animation.

It also supports total SPL metrics calculated for sound reinforcement systems under the influence of indoor architectural-acoustics reflections, providing a result that better reflects real acoustic behavior in indoor sound reinforcement systems.

4.2 Which building model formats does DT PRO support for import?

DT PRO currently supports the following model file formats: **.skp**, **.dxf**, **.stl**. More building model formats will be supported in future versions.

4.3 Can DT PRO automatically repair issues in imported building models?

DT PRO provides basic model repair for common issues, and can fix most minor problems such as **face intersections**, **edge/line intersections**, and **non-manifold or unclosed surfaces**.

If the model contains extensive missing geometry or overlapping issues, DT PRO will highlight the problematic areas using distinct colors. You can then correct the model in your modeling software and try importing again.

4.4 Why does it sometimes take a long time to save or open a project, and other times it's much faster?

Project save and load time is strongly related to the amount of data contained in the project. If the project includes manually calculated **SPL** results or **ray-tracing simulation** results, the time required to save and open the project will increase significantly.

5.Simulation & Calculation

5.1 How accurate is DT PRO compared with other similar simulation software?

DT PRO is based on measured loudspeaker directivity data files and high-precision audio algorithms. In terms of simulation accuracy, DT PRO shows no significant difference compared with other authoritative software used for architectural acoustics simulation/design and sound reinforcement system simulation/design.

5.2 Why is there a difference between the real-time reverberation time and the ray-tracing reverberation time?

When a space contains large areas of surfaces with low absorption coefficients (e.g., glass or smooth walls), **ray tracing** can capture repeated reflections between these surfaces.

In contrast, the **real-time estimated reverberation time** is calculated directly using the **Eyring formula**, based on the total equivalent absorption area (averaged distribution) together with **air attenuation**.

As a result, the reverberation time calculated by ray tracing may be **higher** than the formula-based result. Ray-tracing results are therefore closer to the real physical sound propagation process and are the primary basis for design optimization. Real-time reverberation time is mainly used for quickly estimating the impact of different material schemes.

5.3 Why do simulation results always show deep red areas and deep blue areas, regardless of the system design?

By default, the display range (scale) of simulation results is automatically set based on the **minimum** and **maximum** values of the current result. The minimum value is shown in **deep blue**, and the maximum value is shown in **deep red**. The color mapping updates automatically as results change.

If you need a fixed display range, click the scale bar to disable **auto-scaling** for the corresponding metric and define a custom range.

5.4 Why is Total SPL sometimes extremely uniform and much higher than Direct SPL?

Total SPL represents the combined sound pressure level in the listening area, calculated by summing **Direct SPL** and reflected sound for the current system.

If the space has extremely smooth reflective surfaces and a relatively long reverberation time, sound energy may not decay effectively and can continue reflecting throughout the space, spreading across all areas. This can cause the **Total SPL** distribution to appear unusually uniform.