

Acoustics	dB meter	Headphone socket
Active monitor	Decibels (dB)	Headphones
AIFF	Decks	Heat sink
Amplifier (preamp, power amp)	Delay unit	Hertz (Hz)
Amperage load	Desk	Hypercardioid (emphasized uni-directional)
Amplitude	Diaphragm	Impedance
Analog	Digital	Infinity
Analog recording device	Digital editing	Insert leadership
Arrange window	Direct Injection (DI) box	Isolation
Assets	Dispersion pattern	Isolation booth
Attenuation	Distribution board	Jacks
Audio technician	Dome tweeter	Jingle
Auxiliary section	Dynamic microphone	Keyboards
AUX sends	Dynamic range	Kilohertz (kHz)
Backline	Echo	LED meters
Balance control	Effects	Level
Balanced line wiring	Effects pedals	Line level
Bass bin	Effects processing devices	Line level device
Bass driver (Bass speaker)	Effects rack	Load
Bass roll off switch	Effects units	Load-in
bed tracks	Electrical current	Load-out
Bell	Electrical power	Logic-Fun
Bi-amplified system	Electrical signals	Longitudinal wave
Bi-directional (figure eight)	Electromagnetic induction	Loop
Bi-polar	EQ	Loudness
Boom	Equalization	Magnetic field
Boosting	Equalization (EQ) section	Master fader
Bounce	Fader	Master section
Bus (or Buss)	Feedback	Mastering
Cables	Flange	MB
Calibrate	Foldback monitors	Memory card
Cardioid (uni-directional)	Foldback sends	Metal heat sink
CD-R	Foldback system	Microphone
Changeover	Four-track	Microphone clip
Channel	Freeware	Mic leads
Chorus	Frequency	Microphone stand
Chassis	Frequency band	MIDI
Circuit breaker	Frequency response	Midrange
Click tracks	Front of house (FOH)	Minidisc player
Compression	Fuses	Mix/Mixing/Mixed
Compressor	Gaffers tape	Mixer window
Connectors (jacks, plugs)	Genres	Mixing console
Console	Gain (Trim/Gain) control	Mixing desk
Condenser microphone	Glass master	Monaural
Crimpers	GPO (Edison)	Monitor amplifier
Crossover (active, passive)	Graphic equalizers (Eqs)	Monitor mix
Cutting	Group faders	MOSFET amplifiers
DAT	Guitar tuners	

Mp3	Resonant frequencies	Three phase power
Multi-effects processor	Reverberation (reverb)	Timecode
Multiboard	Reverb/delay unit	Track
Multicore	Ribbon microphone	Track bouncing
Multimeters	Rider	Track list
Multi-tracking	Rigger	Transformers
Multi-track tape machining	Road cases	Transistor
Noise gates	Short circuit	Transport window
Normalized	Shure SM58	Transpose
Omni-directional	Shure SM57	Transverse wave
Out of phase	Signal	Tweeters
Output socket	Signal check	Unbalanced line wiring
Overdubs	Signal flow	Valve
Overwrite	Signal path	Velocity
Overload protection	Slap bass	venue
PA system	SMPTE timecode	Vocal popping
Pan control	Solder	Volume
Panning	Soldering equipment: soldering	Wah wah
Passive monitors	iron, solder sucker, solder wick,	WAV
Patchbay	solder flux	Wavelength
Patched	Soldering station	Wedge
Phantom power	Sound baffle	XLR (Cannon) connectors
Phase angle	Sound check	Y-connector
Phasing	Sound engineer	6.35mm TRS plug
Pickups	Soundcard line inputs	6.35mm TS plug
Pickup pattern (polar pattern)	Sound processing device	
Pitch	(compressors, reverb/delay unit,	
Pitch shifting	equalizers)	
Playback machine	Sound reinforcement system	
Post-production	Sound wave	
Power strip or board	Spaced pair microphone method	
Power-up procedure	Spatial image	
Power amplifiers	Speaker	
Powered monitors	Speaker box	
Preamplifier	Speaker leads	
Pre-production	Specifications (of amps)	
Processing and effects device	Spill	
returns	SPL (sound pressure level)	
Quadbox	Spotting	
Quantize/Quantization	Stage box	
Rarefractions	Stereo line level input	
RCA cable	Stereo positioning	
Recording	Studio	
Recording area	Sub woofer	
Reflections (sound)	Synchronize	
Region	Tails	
Remastering	Talkback	
Re-mix	Tape machine	