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Subject: Is there an inexpensive way to measure jitter?

Posted by [animix](#) on Mon, 30 Oct 2006 21:43:16 GMT

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inquiring minds.....

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Subject: Re: Is there an inexpensive way to measure jitter?

Posted by [AlexPlasko](#) on Mon, 30 Oct 2006 22:17:46 GMT

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Yes, If you have a scope handy ,or a spectrum analyzer.

"DJ" <notachance@net.net> wrote in message news:454671b8\$1@linux...

> inquiring minds.....

>

>

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Subject: Re: Is there an inexpensive way to measure jitter?

Posted by [Neil](#) on Mon, 30 Oct 2006 23:24:36 GMT

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"DJ" <notachance@net.net> wrote:

>inquiring minds.....

IIRC, I think this applet has a bitstream/samplestream checker  
in it:

<http://www.rme-audio.com/download/digicheck44.zip>

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Subject: Re: Is there an inexpensive way to measure jitter?

Posted by [rick](#) on Tue, 31 Oct 2006 10:24:08 GMT

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not for you...and it shouldn't be easy either.

On Mon, 30 Oct 2006 14:43:16 -0700, "DJ" <notachance@net.net> wrote:

>inquiring minds.....

>

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Subject: Re: Is there an inexpensive way to measure jitter?

Posted by [John \[1\]](#) on Tue, 31 Oct 2006 15:53:44 GMT

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rick <parnell68@hotmail.com> wrote:

>not for you...and it shouldn't be easy either.

>

>

>

>On Mon, 30 Oct 2006 14:43:16 -0700, "DJ" <notachance@net.net> wrote:

>

>>inquiring minds.....

>>

>

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Subject: Re: Is there an inexpensive way to measure jitter?

Posted by [John \[1\]](#) on Tue, 31 Oct 2006 15:54:31 GMT

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Rick and I measure jitter by using calibrated 5ths of vodka. Apply one shot at a time and try to walk heel to toe.

hehe

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Subject: Re: Is there an inexpensive way to measure jitter?

Posted by [Don Nafe](#) on Tue, 31 Oct 2006 17:34:27 GMT

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Isn't there a bug that does that?

"DJ" <notachance@net.net> wrote in message news:454671b8\$1@linux...

> inquiring minds.....

>

>

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Subject: Re: Is there an inexpensive way to measure jitter?

Posted by [rick](#) on Wed, 01 Nov 2006 09:51:06 GMT

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yeah buddy!

On 1 Nov 2006 01:54:31 +1000, "John" <no@no.com> wrote:

>

>Rick and I measure jitter by using calibrated 5ths of vodka. Apply one shot

>at a time and try to walk heel to toe.

>

>hehe

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