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Subject: Uniformity

Posted by [Wayne Parham](#) on Thu, 31 Mar 2005 14:07:39 GMT

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Actually, the key thing is uniformity. What I want is good response on-axis as well as off-axis. What I don't like as much is when the response changes dramatically depending on where you are. So if the speaker is truly omnidirectional, then it's uniform. The problem is when parts of the frequency band are omnidirectional and other parts are directional. Then what happens is reflections have an unbalanced tonal quality and the room is charged non-uniformly.

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