

---

Subject: Re: Woofer directivity

Posted by [Wayne Parham](#) on Thu, 24 Jul 2008 17:37:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I don't know if I've said so recently, but I want to thank you for your excellent Hornresp program and all the support you've given over the years. I've been using it for probably what, ten years now? I have an old copy of v.3.10, maybe even some versions earlier than that. I don't know why I kept them, but it's fun to look back and see your improvements over the years. I've modeled everything from simple straight conical horns to more complex folded horns. I have models of horns in every frequency range - tweeters, midrange and basshorns. The models I've made with Hornresp have always proven to be extremely accurate. So much, in fact, that I consider Hornresp predictions to be more accurate than measurements in some cases. Sometimes the measurement equipment itself is a variable, sometimes the environment being tested in. Some use primitive testing equipment. Some try to measure basshorns indoors, even though there's no way to gate the reflections, to separate the room from the horn. So when I see someone's measurement that doesn't square with a Hornresp model, I tend to discount the measurement. Where basshorns are concerned, unless acoustic measurements are made outdoors with a good test system, I'd rather trust the Hornresp model. I have the most confidence in data when I see a Hornresp model match acoustic measurements of a particular device. That's when I am most comfortable with the accuracy of the data. I've grown to really trust the program, and depended on it heavily in the past decade or so. Thanks for all you've done. The build/measure/modify cycle is history, now we can all enjoy the kinds of benefits large companies have, sort of like rapid prototyping. It's a much more level playing ground, thanks to you. What-if scenarios can be done on the desktop, allowing physical models to be proofs rather than tests. Now none of us horn builders have to build blind!

---