Corner loading is pretty simple really. A corner confines the radiation pattern to eighth-space and in so doing provides 9dB DI. There are other issues to consider, such as crossover points and

the woofer and midrange are designed to overlap which reduces the floor bounce notch that would result from midhorn height. This makes the position of each important, as well as the crossover frequencies. But in the generic case of a horn placed in a trihedral corner, you can model this with Hornresp. Corner placement smooths the response and provides additonal on axis output. Again, this is highly modified by room modes, but those are room specific and so are probably a separate discussion. I suggest multiple subs for dealing with room modes, again, a different subject.