
Subject: transparency

Posted by [jp](#) on Wed, 16 Sep 2009 07:25:40 GMT

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

Where does transparency and air around the different instruments/voices come from ? Drivers specs ? enclosure design ? cone material ? Etc..... wich does influence the most ?

I know this is a general topic but it could be specific to arrays since they are different !!

JP
