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Subject: Re: Two questions on how to construct a sound box

Posted by [3dfreak](#) on Fri, 08 Oct 2010 10:23:49 GMT

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Now I get it. It's the directivity that counts more than size. I now understand why there's so much discussion here about monopoles, dipoles, carpets on the floors and walls (for studios), bouncing surfaces, etc.

I need to speed up my reading on these matters. It appears I have underestimated their importance.

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