

---

Subject: Flush mount  
Posted by [Dpend](#) on Mon, 17 Oct 2011 01:04:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Is it necessary to flush mount the drivers in the towers

---

---

Subject: Re: Flush mount  
Posted by [Wayne Parham](#) on Mon, 17 Oct 2011 04:16:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No, it's done purely for aesthetics. Some flush mount, others surface mount.

---

---

Subject: Re: Flush mount  
Posted by [Dpend](#) on Mon, 17 Oct 2011 15:30:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What about gaskets between the driver and wood are they needed

---

---

Subject: Re: Flush mount  
Posted by [Wayne Parham](#) on Mon, 17 Oct 2011 17:47:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The woofer has a built-in gasket. The tweeter doesn't. If the wood is very flat and true, then no gasket is really needed but it never hurts to use one. You can make one from thin cardboard or PVC.

---

---

Subject: Re: Flush mount  
Posted by [Dpend](#) on Tue, 18 Oct 2011 00:34:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks  
Can you tell me if you have an order from me?

---

---

Subject: Re: Flush mount

---

Posted by [Wayne Parham](#) on Tue, 18 Oct 2011 02:50:11 GMT

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

---

No, sorry. I think you said you mailed an order in, yes? It hasn't arrived yet. We'll email a confirmation once it comes.

---

---

Subject: Re: Flush mount

Posted by [FloydV](#) on Thu, 22 Dec 2011 20:28:09 GMT

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

---

Wayne,

You had a link showing how to make gaskets from 40 mil thick plastic. Where do you buy plastic like that?

Floyd

---

---

Subject: Re: Flush mount

Posted by [Wayne Parham](#) on Fri, 23 Dec 2011 01:14:54 GMT

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

---

You can find it at most hardware stores as shower pan material.

They don't use lead anymore for shower pans, they use this stuff.

---