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Subject: Ghosts & Audio

Posted by [audioaudio90](#) on Tue, 05 Jun 2012 13:58:17 GMT

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I just read a fascinating article on Cracked about how low frequency sounds, particularly around 18 Hz, can make people think a place is haunted.

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Subject: Re: Ghosts & Audio

Posted by [TurnItUp](#) on Mon, 11 Jun 2012 22:14:47 GMT

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That is pretty interesting! Did you know that the military and some police departments are using sound waves to paralyze large crowds of people?

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Subject: Re: Ghosts & Audio

Posted by [Nymeria](#) on Wed, 13 Jun 2012 12:06:23 GMT

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I had heard that subaural sounds could have that effect, but I didn't know they could also potentially create visual artifacts. Sound as crowd control is also a very interesting idea.

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Subject: Re: Ghosts & Audio

Posted by [love2play](#) on Tue, 17 Jul 2012 01:38:42 GMT

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TurnItUp wrote on Mon, 11 June 2012 18:14 That is pretty interesting! Did you know that the military and some police departments are using sound waves to paralyze large crowds of people?

I have actually read about that before Turnitup. On the one hand I guess it's good that they have non-lethal options, but on the other hand how many innocent people get caught up in the crossfire?

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