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Subject: SSS

Posted by [Yury](#) on Thu, 22 Sep 2005 05:40:31 GMT

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gday all!! I have an idea, but I'm not sure, am I correct for explanation. look: problem is "secondary source of sound" (SSS) the main source of sound is drivers only. not port, not horn not PR, even not box capacity. it's secondary. it's virtual, although it's very significant part of loudspeaker, spectrum of these units are not the same as by driver. not the same solidity, sounds like .... imitation, depends of a lot of factors. I can characterize it unstable, non-persistent parameters. one way for minimizing it - makes lot of band, multibanded system another way - take somewhere driver without environment worked from 20 Hz to 20k Hz. it's impossible yet. any another idea?

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Subject: Re: SSS

Posted by [Wayne Parham](#) on Thu, 22 Sep 2005 14:06:43 GMT

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Some sympathetic vibrations from things outside the box are linear, others nonlinear like cone breakup modes. Sounds from vibrating objects outside the loudspeaker re-radiated into the environment are definitely a problem.

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Subject: Re: SSS

Posted by [Yury](#) on Fri, 23 Sep 2005 08:23:19 GMT

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actually I mean port, passive radiator, horn and sealed box effect as "secondary" I'm sure, they part of pressure isn't the same like real driver.

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Subject: Re: SSS

Posted by [Wayne Parham](#) on Fri, 23 Sep 2005 15:10:04 GMT

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You might like the post in the Speaker forum called "Pipes, tapered pipes and Helmholtz resonators", because it is a collection of links about this sort of thing.

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