Subject: what to do with my leftover Kappa 12"? Posted by Erik from Holland on Wed, 08 Jan 2003 11:08:23 GMT View Forum Message <> Reply to Message

Hi everybody,Long time not heared from me, uh? Well i`m busy right now building some furniture for a friend off mine. He has an study-asisting intitute, and he needs to have new stuff for a self-study room. But i'm already planning on building something for myself again. Last year i was planning to build some Pi's with lexan-sheets, the ones you would not see, but will hear!!! But the price on building a pair would be more than 2000 dollars for only the sheets, that freaked me out! now way!But now i have a new plan! i can make a pair of subs (down-firing), from thick glass. i contacted a glass-suplier and he told me that he could fix me a pair for somewhere around 200 dollar each. this would be a glass hat to be put on the part where you mount the speaker and port on. that part has to be put on spikes. I'm also planning on routing a ditch in the speakers plate, where i an make bright white leds that shine there light up into the glass. But my question is... I still have a pair of left over Kappa 12" from the old serries. and i would like to build a pair of Pi's from them. so wayne if i would do that, what do you reccomand?1`m planning on using car-paint, and have them paint brushed. They will be placed on top of the glass subs! Could you also tell me if you could ship the missing part to do this to me in holland? (this would be the tweeters, flares, crossover, port, insulation and the PI logo). And what would be the costs on this, including the shipping?Could you otherwise contact me by mail about this?Thanks Erik,erikenkim@hetnet.nl

Subject: Re: what to do with my leftover Kappa 12"? Posted by Wayne Parham on Wed, 08 Jan 2003 15:34:35 GMT View Forum Message <> Reply to Message

Grab a copy of PiAlign and run the numbers on those Kappa's. As for the price of parts, you can

the "Parts and Options" section.

Page 1 of 1 ---- Generated from AudioRoundTable.com