Subject: wedge for corner horns
Posted by Chris R on Tue, 17 Jun 2003 16:41:47 GMT
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Hi Wayne,   I've been thinking about your corner horn design, and theone thing that's been bugging me is that as designed, the soundwaves are being focused into a corner, then reflecting past eachother to be sent into the room around the sides of the cabinet.Can you comment on placing a wedge in the corner as a reflector?I've attempted a top view ascii version below. Assume everythingis at 45/90 degrees and the point of the wedge would be againstthe baffle board.Thx, Chris   /\   / \   /   \   /\   /\   / \ / \   /   \/   \   / -------- \   \----/ |__|

Subject: Re: wedge for corner horns
Posted by Chris R on Tue, 17 Jun 2003 16:44:39 GMT
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OK, so the ascii art and html aren't compatable... hrumph.It looked good in my xterm. :^)

Subject: Re: wedge for corner horns
Posted by Sonar_Vermin on Tue, 17 Jun 2003 18:39:36 GMT
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What you have to do is hard-code all of the spacing. Or include a line-art drawing of your idea. I suggest GIMP.Put the image file somewhere that Apache can find it, and stick it in your post.Peace,--Shannon

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Subject: Re: wedge for corner horns
Posted by Chris R on Tue, 17 Jun 2003 19:29:09 GMT
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Maybe this will work better...#   /\#   / \#   /   \#   /\   /\#   / \ / \#   /   \/   \#   / -------- \#   \----/# |__|#

Subject: Re: wedge for corner horns
Posted by Wayne Parham on Tue, 17 Jun 2003 20:02:41 GMT
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This wedge is a good idea, but surprisingly, you'll find that it doesn't make a noticeable difference. I used this exact sort of reflector in early prototypes and for the same reason you suggested - It would appear to direct on-axis sounds better. But I found no difference when I installed such a wedge.Check out John Sheerin's wave mapping animation. It shows the movement of a wavefront past reflectors such as these.