Den Baffle w/ 2 Drivers - Acoustic Response

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Configuration : Extended Range Driver w/ Bass Driver Mounted on an Open Baffle

Unit and Constant Definition

 $\begin{array}{ll} \mbox{cycle} \coloneqq 2 \cdot \pi \cdot \mbox{rad} \\ \mbox{Hz} \coloneqq \mbox{cycle} \cdot \mbox{sec}^{-1} \\ \mbox{Air Density} \colon & \rho \coloneqq 1.205 \cdot \mbox{kg} \cdot \mbox{m}^{-3} \\ \mbox{Speed of Sound} \colon & c \coloneqq 344 \cdot \mbox{m} \cdot \mbox{sec}^{-1} \end{array}$

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Part 1 : Thiele-Small Consistent Calculation

Detailed User Input (Edit This Section and Input the Parameters for the System to be Analyzed)

Power := $1 \cdot \text{watt}$ (Input Power) Applied Voltage Reference ---> $R_{\text{ref}} := 8 \cdot \Omega$

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Extended Range Driver Thiele / Small Parameters : Fountek FR88EX

 $f_d := 117.6 \cdot Hz$ $V_{ad} := 0.62 \cdot liter$

 $R_e \coloneqq 6.1 \cdot \Omega \qquad \qquad Q_{ed} \coloneqq 0.8708$

 $L_{vc} := 0.0 \cdot mH$ $Q_{md} := 2.6517$

BI :=
$$3.103 \cdot \frac{\text{newton}}{\text{amp}}$$

 $Q_{td} := \left(\frac{1}{Q_{ed}} + \frac{1}{Q_{md}}\right)^{-1}$
 $S_d := 21.237 \cdot \text{cm}^2$
 $Q_{td} = 0.656$

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Bass Driver Thiele / Small Parameters : Eminence Alpha 15" High Efficiency

$$f_{d} := 41 \cdot Hz \qquad V_{ad} := 260 \cdot liter$$

$$R_{e} := 5.88 \cdot \Omega \qquad Q_{ed} := 1.53$$

$$L_{vc} := 0.84 \cdot mH \qquad Q_{md} := 7.23$$

$$Bl := 7.7 \cdot \frac{newton}{amp} \qquad Q_{td} := \left(\frac{1}{Q_{ed}} + \frac{1}{Q_{md}}\right)^{-1}$$

$$S_{d} := 856.3 \cdot cm^{2} \qquad Q_{td} = 1.263$$

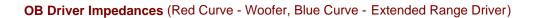
Crossover Definition

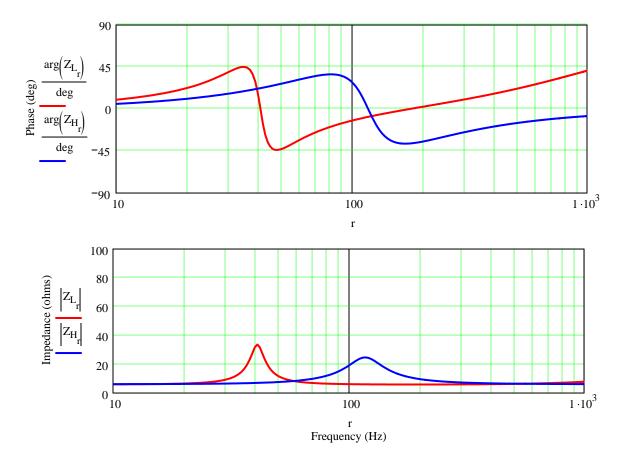
Crossover Deminion		
For Even Order Crossovers :	Type 1 = Linkwitz-Riley Type 2 = Bessel Type 3 = BEC Type 4 = Butterworth	
Low Pass Filter	High Pass Filter	
$f_{LP} := 200 \cdot Hz$	$f_{HP} := 400 \cdot Hz$	(Filter Frequency)
$LP_{order} \coloneqq 2$	$HP_{order} := 2$	(Filter Order : 0, 1, 2, 3, or 4)
$LP_{type} := 1$	$HP_{type} := 1$	(Filter Type : 1, 2, 3, or 4 for even order only, for odd order this entry is ignored)
Crossover Phase Connection		
$LP_{phase} := 1$	$HP_{phase} := 1$	(Phase : 1 = in phase, -1 = out of phase)
Low Frequency Boost		
$LP_{boost} := -6.0 \text{ dB}$		
Sub High Pass Filter (Use to I	_imit Low Frequency Woofe	r Displacement)
$f_{sub} := 20 \cdot Hz$	(Filter Frequency)	
$SHP_{order} := 0$	(Filter Order : 0, 1, 2, 3, or 4)	
$SHP_{type} := 4$	(Filter Type : 1, 2, 3, or 4 for even order only, for odd order this entry is ignored)	
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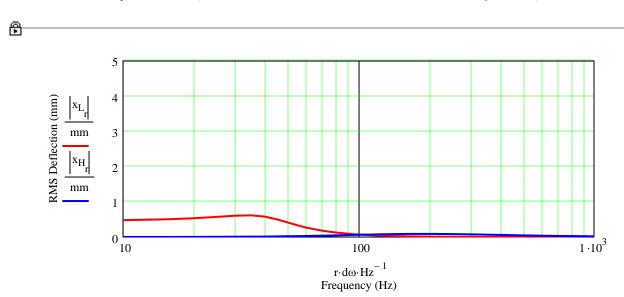
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End of Detailed Input

End of Part 1 Input







Driver RMS Displacements (Red Curve - Woofer, Blue Curve - Extended Range Driver)

Part 2 : Detailed SPL Response Calculation

Calculation Includes : Position of Drivers on the Baffle. Open Baffle Defraction for the Drivers. Floor Reflection for the Drivers.

Geometry

Coordinate System : Origin is the lower left corner of the front baffle y = horizontal direction z = vertical direction

The variables num_r, n_low, and n_high control the number of simple sources used in the calculations. Increasing each will improve accuracy at the expense of longer calculation times. Increase each variable until final plotted SPL stops changing at which point the solution has converged.

Enclosure Geometry Input

$X_0 := 2 \cdot ft$	(Front Baffle Distance from Rear Wall > Depth of Enclosure)
$Y_0 := 1.5 \cdot ft$	(Front Baffle Distance from Side Wall)
$\theta_0 := 45 \cdot \deg$	(Rotation Towards Room Center)
$Z_0 := 8 \cdot ft$	(Floor to Ceiling Distance)
stand := $0 \cdot m$	(Height from Floor to Bottom Edge of Front Baffle)
num_r := 10	(Number of Points per Unit Length of Baffle Edge)

Corner Coordinates

Y coordinate	Z coordinate	
$y_{0_0} := 20 \cdot in$		(Bottom Right Corner)
$y_{0_1} := 20 \cdot in$	$z_{o_1} := 38 \cdot in$	(Top Right Corner)
$y_{0_2} := 0 \cdot in$	$z_{0_2} := 38 \cdot in$	(Top Left Corner)
$y_{0_3} := 0 \cdot in$		(Bottom Left Corner)

Extended Range Driver Geometry Input

$y_{dc} := 12 \cdot in$	(Driver Center y Coordinate)
$z_{dc} := 32 \cdot in$	(Driver Center z Coordinate)
n_high := 4	(Number of Points Across Diameter)

Woofer Driver Geometry Input

$y_{w1} := 10 \cdot in$	(Lower Driver Center y Coordinate)
$z_{w1} \coloneqq 10 \cdot in$	(Lower Driver Center z Coordinate)
$n_{low} := 10$	(Number of Points Across Diameter)

Listening Position (Default Location is at 1 m Distance Along the Driver's Axis)

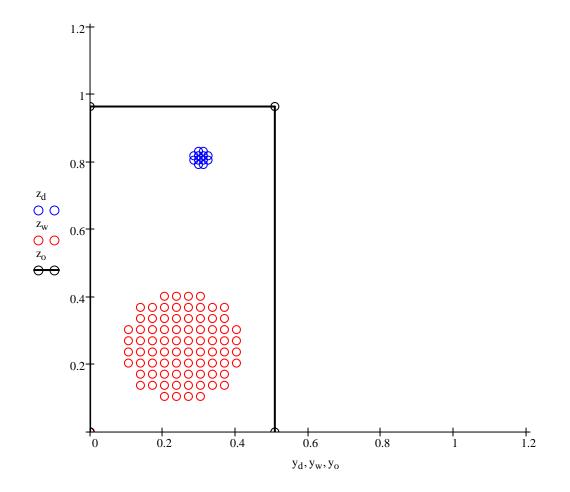
n_listen = 0	(Listening Position Relative to Speaker)
radius := 1⋅m	(Calculation Radius, Effective Radius is Greater if y _p is Changed from Default)
$\theta := 0 \cdot \deg$	(0 deg is along the Driver's Axis, -80 deg < θ < 80 deg)
$z_p := z_{dc}$	(Default Height is Equal to Driver Height)
n_listen = 1	(Listening Position Relative to the Room Corner)
$X_p := 10ft$	
$Y_p := 7 \cdot ft$	
$Z_p := z_{dc} + stand$	(Default Height is Equal to Driver Height)
n_listen := 0	(Method Selection)

Floor Condition

Reflect := 1	(0 = hardwood or concrete, 1	I = carpeted)
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Refective Surface Selections (if 1 reflective surface is included, if 0 reflective surface is removed)

$Inc_floor := 1$	(Floor, $Z = 0$)
Inc_rear := 0	(Rear Wall, X = 0)
Inc_side := 0	(Left Side Wall, Y = 0)
Inc_ceiling := 0	(Ceiling)



Extended Range Driver and Woofer : Simple Source Pattern with Baffle Edge Outline

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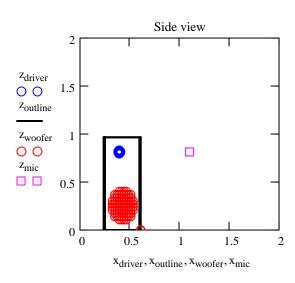
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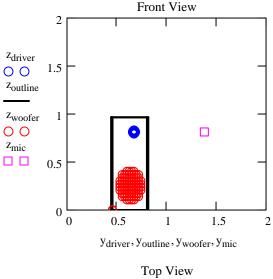
Three Dimensional View

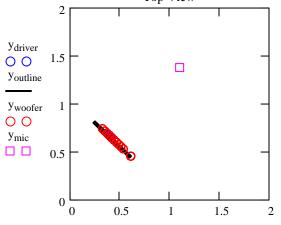
Axis Length (m) axis := 2

<---- Change value of "axis" to rescale plots

Room Corner is the Origin



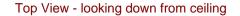




x_{driver}, x_{outline}, x_{woofer}, x_{mic}

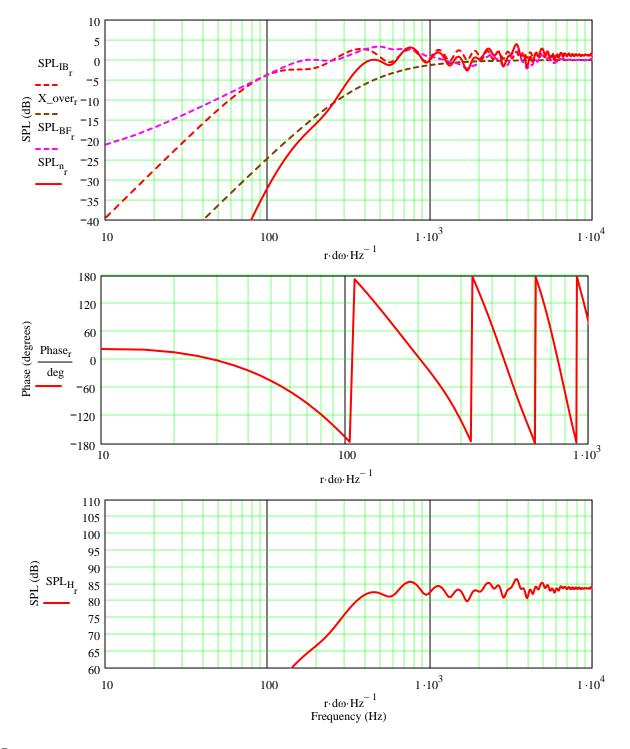
Side View - looking out from side wall

Front View - looking towards rear wall



Plotted Response for the Extended Range Driver

Dashed Red - Infinite Baffle Response Dashed Magenta - Baffle Response Dashed Brown - Crossover Response Solid Red - Combined Response

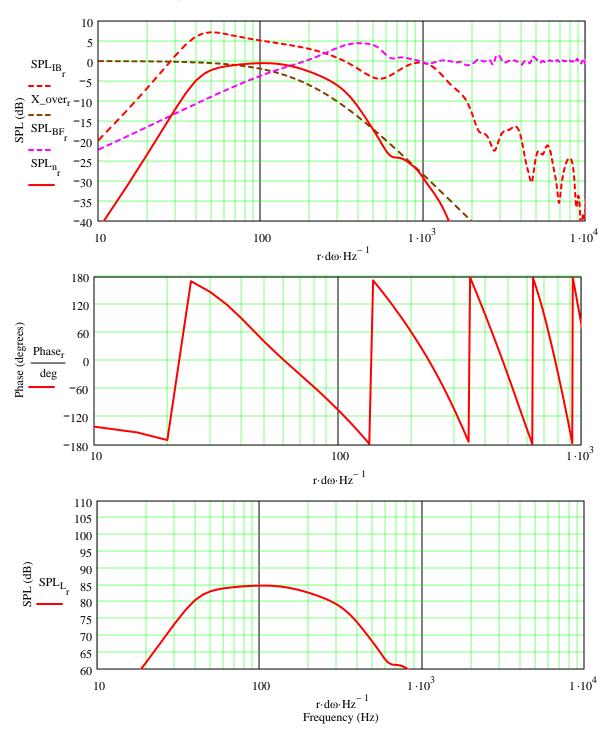


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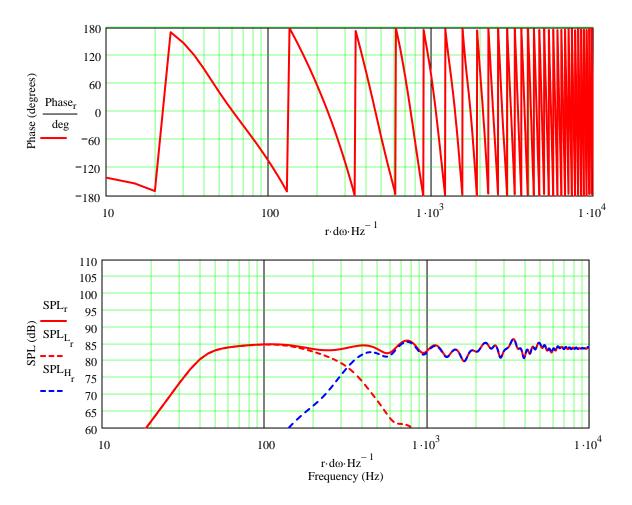
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Plotted Response for the Woofer Driver

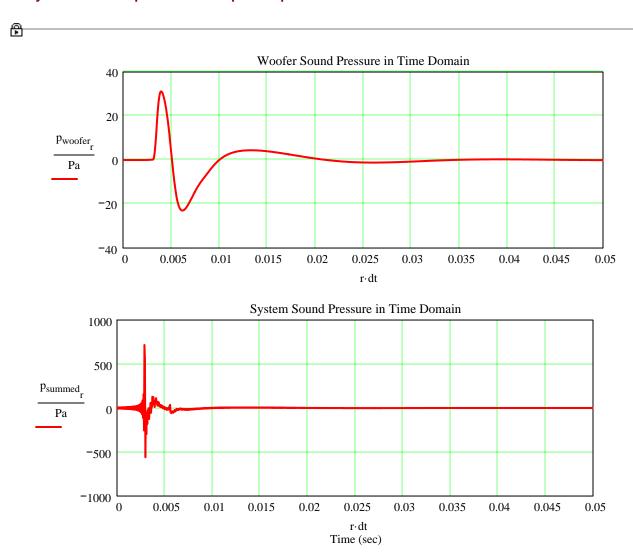
Dashed Red - Infinite Baffle Response Dashed Magenta - Baffle Response Dashed Brown - Crossover Response Solid Red - Combined Response



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Plotted System Response for the Extended Range and Woofer Open Baffle Design



System Time Response for an Impulse Input