

How to use Messenger EASE DLL:

First of all you have to generate a lobe using LOBE_ASSEMBLER. Just the normal way based on the wire model you have entered into EASE. In EASE you define the speaker height and its angles like rotation elevations. This is the only thing you have to do in EASE.

From LOBE_ASSEMBLER, create an EXPERT file like you normally do when you generate an UPLOAD FIR for the Messenger.

Go to EASE and select STAR WORKING followed by OPEN PROJECT

Select the project ROOM 1

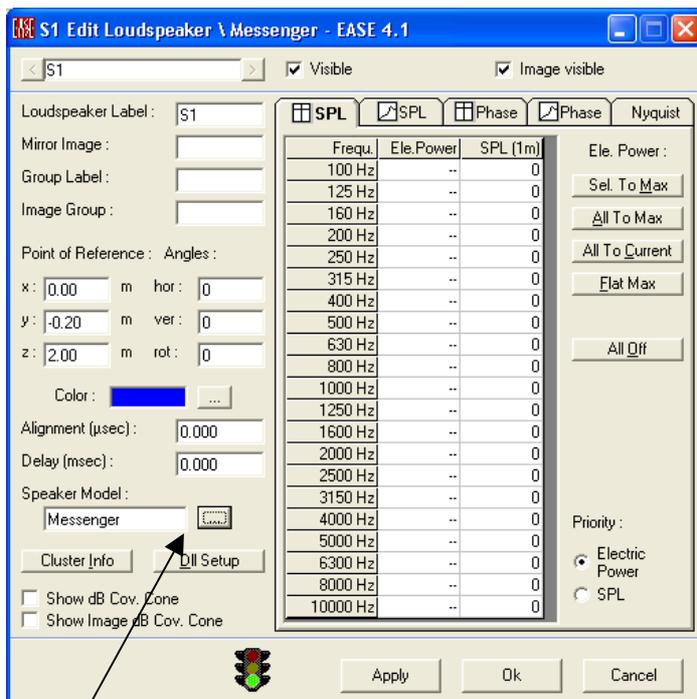
Select EDIT and F5 to recalculate the project

Select EDIT and RECOMPUTE DATA

Go to the EDIT Project window

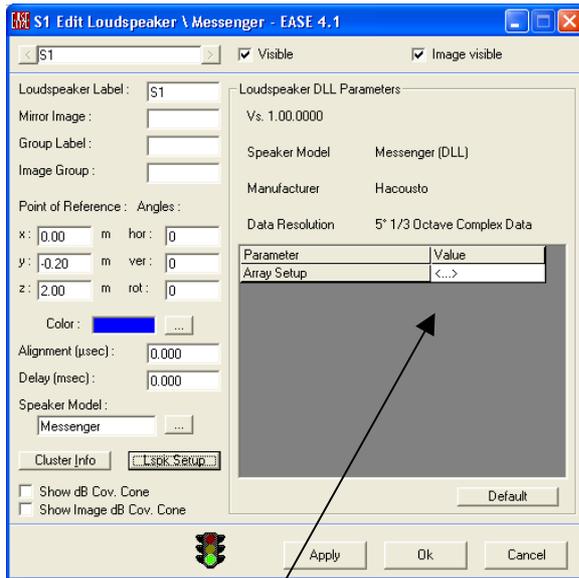
Right click the selected speaker that is entered in the project. This time it is called S1

Select PROPERTIES

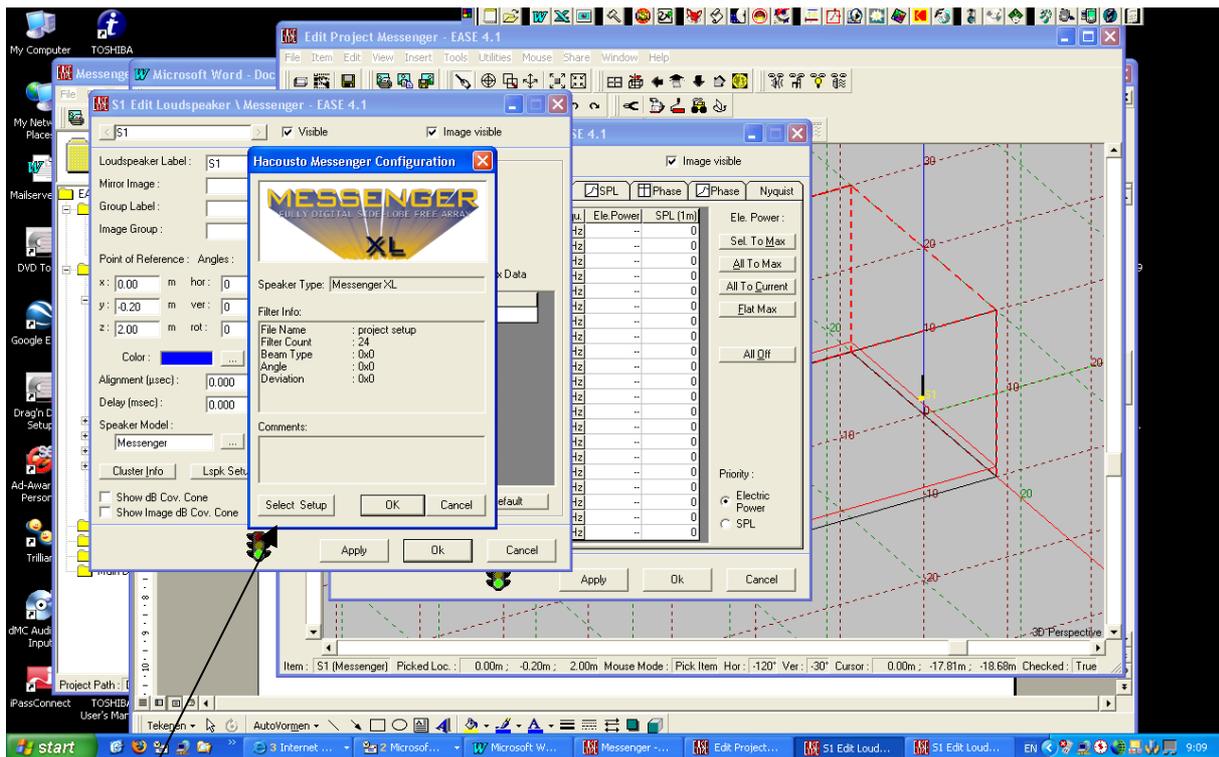


This box allows you to select a speaker manufacturer. This time the Messenger DLL that is installed in the Ateis folder in the Speaker database.

The DLL-SETUP button leads to the FIR selection that is generated by LOBE ASSEMBLER.



If you select this button, it allows you to select the generated FIR file, the LOBE ASSEMBLER EXPORT file.



Select the FIR set-up and press OK. The file will immediately show you the type of ARRAY that is used in LOBE-ASSEMBLER.

Press, SELECT, APPLY and OK. This brings you back in the EDIT window.

Press F5 to recomputed and go to the MAPPING.

From here you have to follow the manual because the amount of calculations you can perform seems endless.

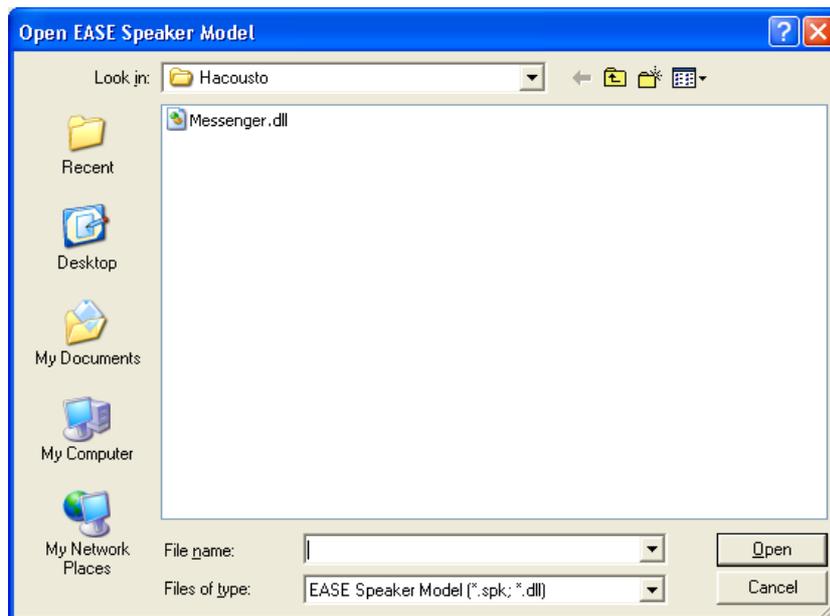
One other thing that is interesting is the Polar-plot module.

Close the EDIT folder and go to the MAIN EASE folder.

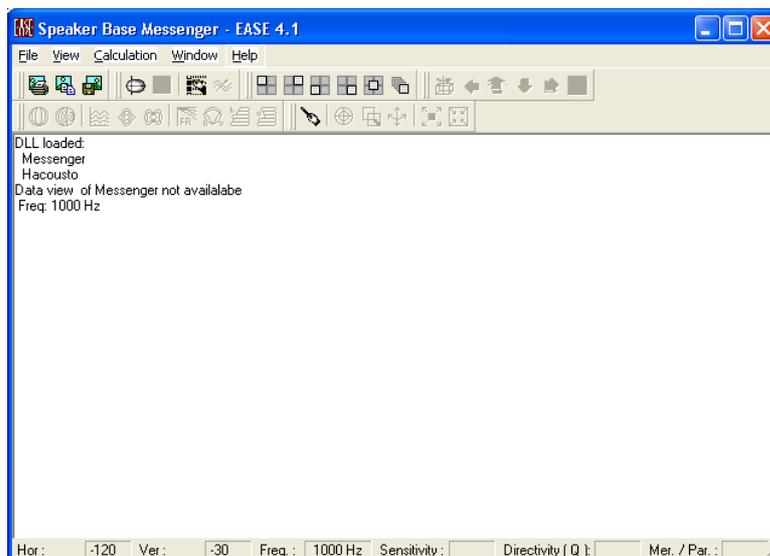
Go to FILE, MAIN DATABASE, SPEAKER MODELS

New window is opened.

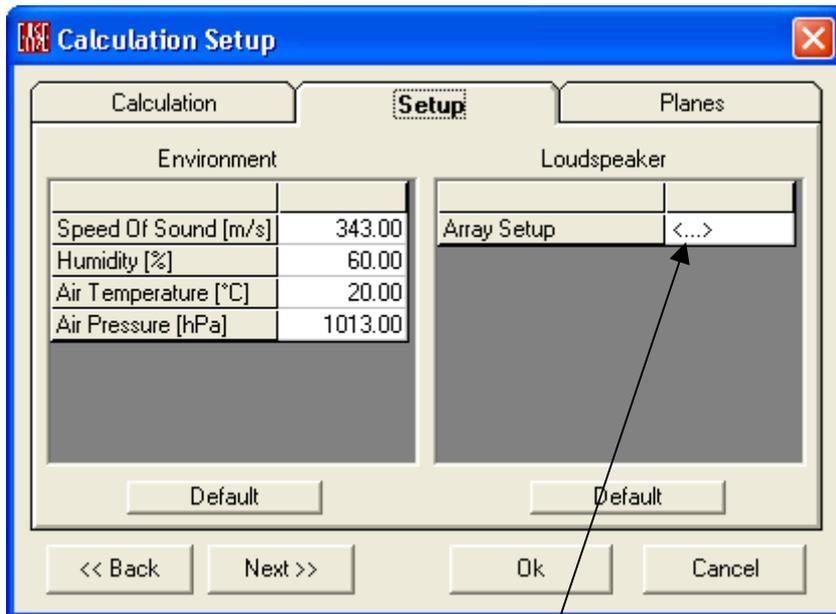
Go to FILE, SPEAKER MODEL, and select the Ateis-Messenger dll.



New window is opened,

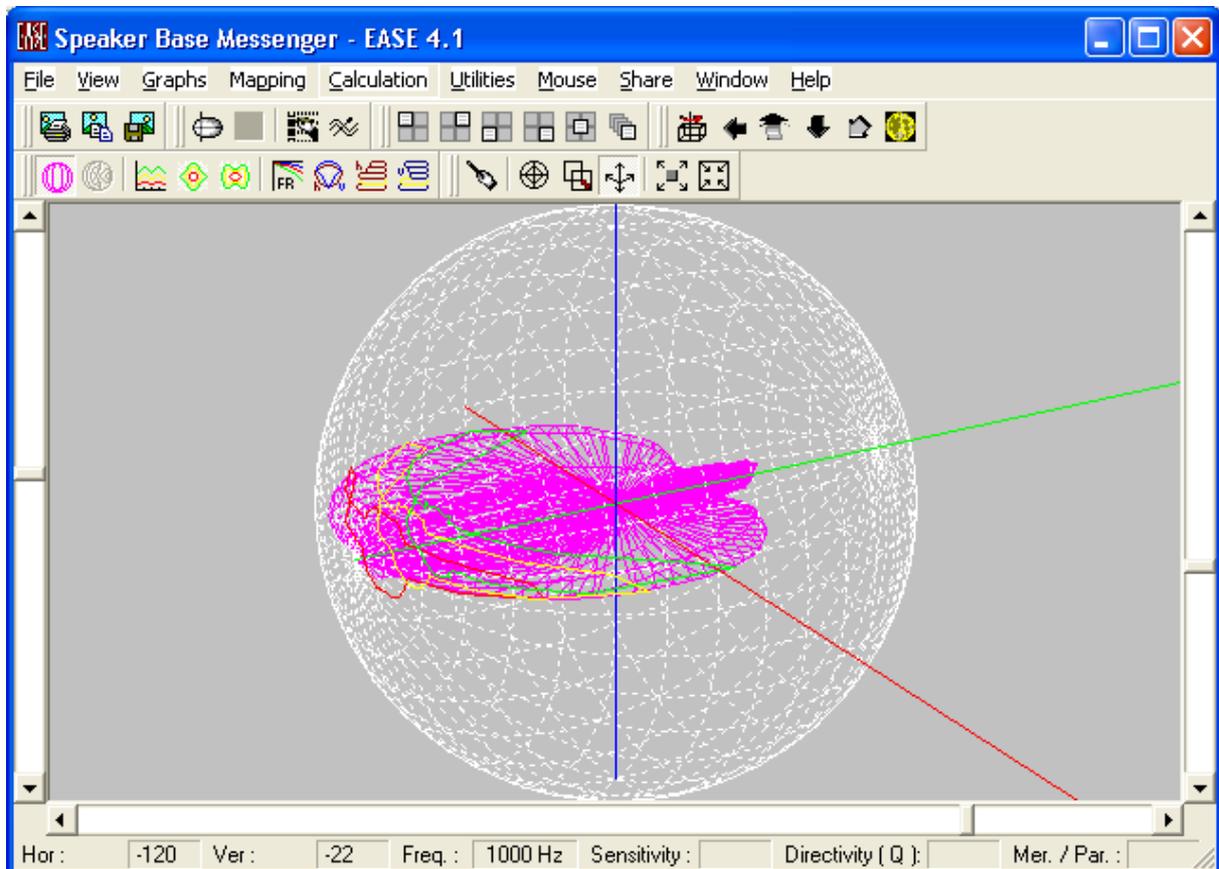


Go to CALCULATION, COMPUTE DIRECT SPL and go to SETUP



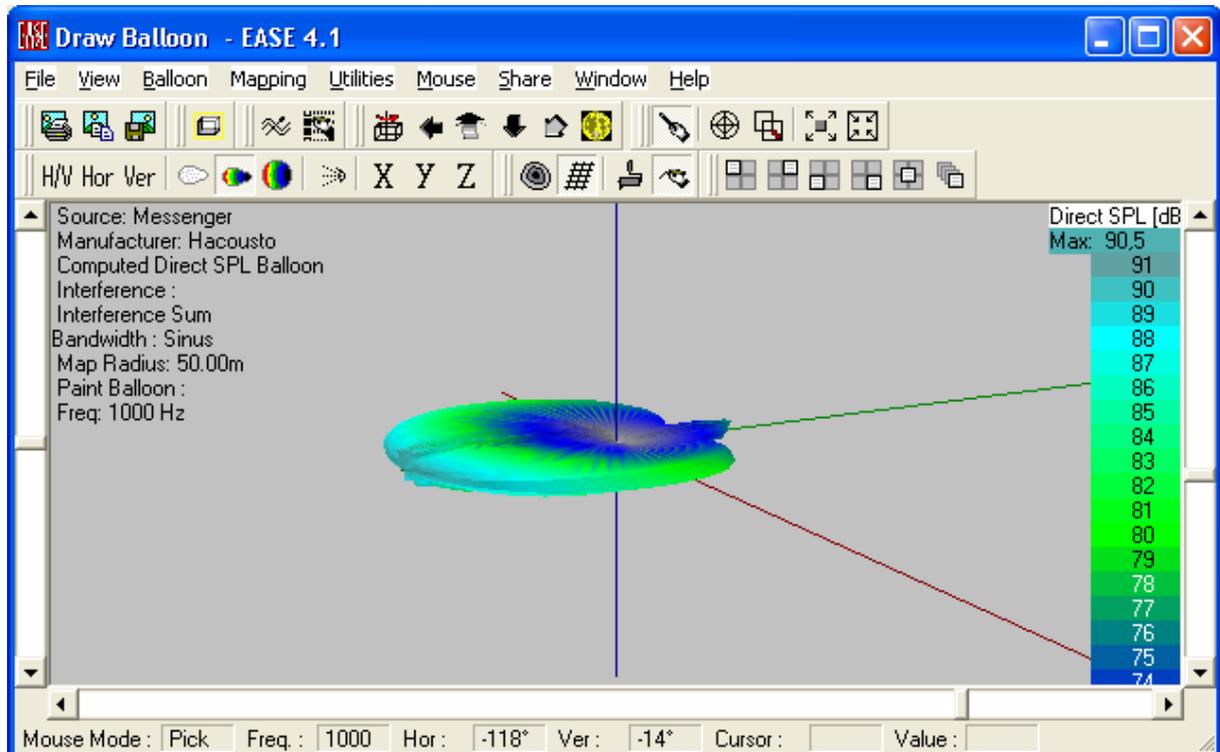
Select the button and search for the FIR export file from LOBE-ASSEMBLER.

This will be the result,

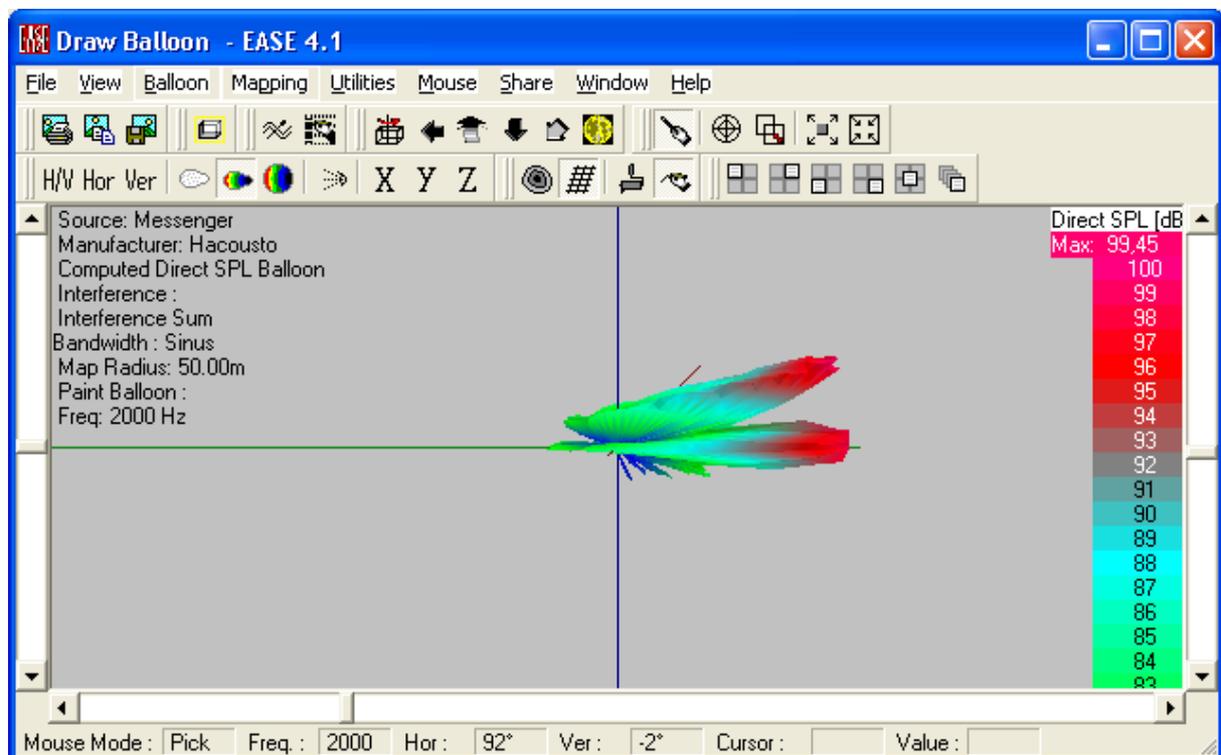


More impressive pictures are generated when you select:

Go to MAPPING and select RENDER BALLOON



Recognises a dual-lobe configuration?



Good Luck!!!