1.3 New Features of CadnaR 2.5

The list of new features offered by CadnaR, release 2.5, is subdivided into the following sections:

- Calculation/Configuration
- CadnaR Objects
- Further New Features
- Miscellaneous
- Import / Export
- CadnaR Options

Please note that some of the new features require the appropriate CadnaR option.

- Configuration Particle Model: In the calculation, the criterion "max. standard deviation voxel" is just used for „useful“ voxels (i.e. not to voxels intersected by the room, by objects or calculation areas).

- Configuration Particle Model: The criterion "max. standard deviation voxel" can be deactivated also with option „automatic settings“ activated (enabling to reduce computation time in case of distant or multiple shielded voxels)

- Receiver: access enabled to the level of a variant or to an octave band of the level spectrum of a particular variant by attributes (e.g. LPV03 or S_500V02)

- Receiver: The workplace-related emission sound pressure level LpA of a source group can now also be set via a SET-T module (text variable "GroupLpaSet" with ID of the SET-T module to be used, NOTE: uses the value of the 1000 Hz octave as a single value, with transfer to the text variable "GroupLpa").

- 3D symbols can now also be rotated around the x or y axis (dialog Symbol and new attributes ROTX, ROTY)
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- Conversion of contour lines to height points possible (dialog Modify Objects and context menu)

- New attributes for polygon objects (PO_HABS, PO_HABSMIN, PO_HABSMAX, PO_CENTERX, PO_CENTERY, PO_CLOCK, PO_COMPLEX, PO_PKTANZ)

Further New Features

- New actions/commands „Force rectangle“ and „Orthogonalize“ (dialog Modify Objects or context menu)

- ObjectTree groups displayed in 2D/3D: selectable via menu Options|Show Groups (for 2D, default: off) and on dialog 3D-View via menu Representation|Show ObjectTree Groups [SHIFT + G] (default: selected)

- Moving of ObjectTree groups in 2D/3D: moving using the mouse and via keyboard in 2D & 3D, rotating in 2D using ALT key

- Coping and duplicating of ObjectTree groups in 2D: Copy/Duplicate in 2D using the mouse holding the CTRL key depressed

- Deleting ObjectTree groups in 2D/3D: Deleting of a selected group deletes the entire selected sub-tree (after safety prompt), as before using the ObjectTree|Definition dialog.

- ObjectTree groups: Appearance can be edited via menu Options|Appearance dialog, object type „Group“.

- ObjectTree groups: Selected groups on the dialog ObjectTree|Definition are now also displayed as selected in 2D and 3D.

- ObjectTree groups: Context menu command Modify Objects (in 2D view) selects for „Activation“ the selected ObjectTree group and further all ranges ("inside", "outside" and "on the border").

Miscellaneous

- Text blocks for calculation time and sigma are now saved per variant.

- Objects selected in the 3D-View dialog (by Shift+Double-Click) are marked in parallel in the 2D display.
• dialog **3D-View**: Button F4 generates a screenshot and opens the dialog **Save As**.

• Moving objects in 2D/3D view: Selected objects can be moved in the X, Y or Z direction using the arrow keys (in steps of 1 cm, STRG + SHIFT + arrow key: in steps of 10 cm)

• Libraries: The global database „Absorptions“ was extended by 277 spectra from the publication *Raumakustik im Alltag: Hören - Planen - Verstehen (Author: C. Nocke)*.

acci These new datasets are available with a description (name) in German only.

• **Import / Export**
  • DWG/DXF import options: Connected triangles can be read/saved as a single auxiliary polygon (a so-called 'triangle list'), getting displayed as such in the 3D view.
  • DWG/DXF import options: triangles with a circumference smaller than X can be ignored.

• **CadnaR Options**
  • Option OFFICE: now with ObjectTree and displaying ObjectTree groups
  • Option T: now displaying the dialog **Echogram** (for T30 and T20)
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