

## 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). **Calculation/ Configuration**
- 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) **CadnaR Objects**
- 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)

- 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).

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

- 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.
- Option OFFICE: now with ObjectTree and displaying ObjectTree groups
- Option T: now displaying the dialog **Echogram** (for T30 and T20)

**Import / Export**

**CadnaR Options**

