









Technical specifications

CadnaR is the powerful software tool for all professionals who deal with the acoustical planning of rooms and noise mitigation at workplaces. Dependent on area of application and budget the CadnaR Base-Module can be combined with one or several CadnaR Options to extend the functionality. Details about the features of the Base-Module and the different options are listed in this document.

CadnaR Base-Module and CadnaR options overview

CadnaR Base-Module

Precondition for the usage of all CadnaR options. Image source and particle calculation method (not in combination). Source types limited to point sources. Any type of obstacle allowed (barrier, box-type-obstacle, polymesh). Calculation of sound pressure levels at single receiver points. Import of textfiles (ASCII – format) for geometries, spectra and directivities, CLF-Import, Import from Trimble SketchUp.

Option VIS (Visualization)

Visualization of the calculation (calculation rays in 3D, particle animation etc.) for checking the model, to get a deeper understanding of the results and for presentation purposes. Usage of high-resolution bitmaps (e.g. as layout plan). Import of textured 3D-Objects for presentation purposes.

Option ORG (Project organization)

Massive improvements in organization and handling of projects of any size. Grouping of objects (ObjectTree). Usage of variants. Efficient handling and comparison of up to 16 scenarios in a single file. Calculation of partial levels. CUDA calculation. Import of DWG and DXF file formats.

Option CAL (Calculation & handling)

Enormously increased performance. Additional calculation methods. Further source types (e.g. line source, area source). Calculation and export of 2D and 3D grids. Usage of Receiver Chains. Plot designer.

Option AUDIO

Auralization and calculation of room acoustic and psychoacoustic parameters. Calculation of energetic impulse responses, echograms, reverberation time (T10, T20, T30), Speech Transmission Index (STI). Calculation of further parameters like e.g. Alcons, C80, D50, CIS and EDT.

CadnaR Base-Module and CadnaR options overview (II)

Option OFFICE

Selected features from both options CAL and ORG for the handling, evaluation and optimization of offices and open plan offices. Usually to be combined with option T (or option AUDIO).

Option T

Selected features from option AUDIO for the calculation and graphic representation of the reverberation time (T20, T30).

Option SET (Sound emission & transmission)

Expert option allowing for example the calculation of frequency spectra of radiated sound power determined from the technical parameters of a sound source. Modeling of complex devices with multiple sound sources and radiating areas, reproducing their inner sound flux and transmission to connected parts.

Calculation technology

	Feature included in Base-Module or software option
	The software option marked with this icon is needed as pre-requisite (Base-Module is always a pre-requisite)
\square_{x}	One of the software options marked with this icon and the same number is needed as pre-requisite

Facture name		Options								
Feature name	Base- Module	CAL	VIS	ORG	AUDIO	OFFICE	т	SET		
Image source model										
Particle model	V									
Combined image source and particle model (Hybrid method)		V				✓				
Diffuse field statistical method		V								
Calculation according to VDI 3760		✓								
Maximum order of reflection (Image source method)	20									
Horizontal and vertical diffraction (Image source method)	V									
Maximum order of reflection (Particle method)	500									
Sigma criterium to avoid unreasonably low particle numbers (Particle method)										
Estimation of maximum runtime for particles (Particle method)										
Acoustical properties of obstacles: absorption Available with all calculation methods										
Acoustical properties of obstacles: transmission Available with particle calculation method only										
Acoustical properties of obstacles: scattering Available with particle calculation method only	V									
Edge scattering Available with particle calculation method only	V									
Scattering through roughness Available with particle calculation method only										
Diffraction of particles Available with particle calculation method only	\square									
Calculation with CUDA Requires NVIDIA graphics card with at least compute capability 3.0 (Available with particle calculation method only)				V						



Noise **sources**

\checkmark	Feature included in Base-Module or software option
	The software option marked with this icon is needed as pre-requisite (Base-Module is always a pre-requisite)
Пх	One of the software options marked with this icon and the same number is needed as pre-requisite

Feature name		Options							
	Base- Module	CAL	VIS	ORG	AUDIO	OFFICE	т	SET	
Point source	\checkmark								
Line source		\checkmark							
Horizontal area source		\checkmark							
Vertical area source		\checkmark							
Box-type source		\checkmark							
3D directivity (Point sources only)	V								
Simplified directivity (Point sources only)									
Consideration of the emission sound pressure level at a workplace (for single sources)	V								
Emission sound pressure level SPL for source groups									
Free field simulation for source groups									
Calculation of sound power from the technical parameters of a sound source								\square	
Database of source modules based on technical parameters (306 source modules included)									
User-defined sound source modules based on technical parameters								\checkmark	
Calculation of sound power level of complex interconnected source systems, considering radiation and transmission									

Further object types

V	reature included in base-module or software option
	The software option marked with this icon is needed as pre-requisite (Base-Module is always a pre-requisite)
\square_{x}	One of the software options marked with this icon and the same number is needed as pre-requisite

Feature name	CadnaR Base -				Options	5		
, oataro namo	Module	CAL	VIS	ORG	AUDIO	OFFICE	Т	SET
Barrier	\checkmark							
Box-type obstacle								
Polymesh and vertical polymesh								
Height point (Inner point of the polymesh)								
Contour line (Inner line of the polymesh)	✓							
Receiver	✓							
Receiver Chain		V				\checkmark		
High resolution bitmap			V					
Section								
Text box	\checkmark							
Auxiliary polygon	\checkmark							
Symbol								
3D Symbol								
Calculation area		\checkmark						



Calculation results and postprocessing

\checkmark	Feature included in Base-Module or software option
	The software option marked with this icon is needed as pre-requisite (Base-Module is always a pre-requisite)
\square_{v}	One of the software options marked with this icon and the same number is needed as pre-requisite

Feature name		Options							
	Base- Module	CAL	VIS	ORG	AUDIO	OFFICE	Т	SET	
Calculation of sound pressure levels at receiver points									
Partial sound pressure levels at receiver points									
Calculation protocol (image source model only)									
Calculation of Receiver Chains						V			
Horizontal Grid calculation (2D)						V			
Voxel Grid calculation (3D)									
Arithmetic of Grids (up to 7 grids)									
Generation and evaluation of an enveloping surface consisting of a mesh of Receivers									
Level evaluation of Receiver Chains (Diagram, L_p,A,S,4m, D_2,S)		\checkmark				\checkmark			
STI evaluation of Receiver Chains (Diagram, r_D, r_P) 1 Option CAL or OFFICE is pre-requisite					V				
Diagram of reverberation times (Receiver)							\checkmark		
Calculation of the energy-based room impulse response at receivers					\checkmark		\checkmark		
Diagram echogram (Receivers)							\checkmark		
Diagram of reverberation times (Receiver Chains) ☐ 1 Option CAL or OFFICE is pre-requisite									
Diagram of spatially averaged reverberation times (Receivers)							\checkmark		
Diagram of spatially averaged reverberation times (Grid) ☐ Option CAL or OFFICE is pre-requisite									
Requirements for reverberation times (VDI 2569, DIN 18041)							\checkmark		
Early decay time (EDT)									
Reverberation time T10					\checkmark				
Reverberation time T20							\checkmark		
Reverberation time T30							\checkmark		
Definition / Clarity (D50 and C50)									
Clarity index, for music (C80)									
Center time (TS)									
Articulation loss (Alcons%)									
Speech transmission index - male / female According to IEC 60268-16:2011 (STI_male STI_female)					abla				
STI for public address systems (STIPA_IR)									
Common intelligibility scale (CIS)									
Grid calculation for quality criteria With option T, only T20 and T30							V		
Estimate mean absorption coefficient from T20					V		V	Pi	

Import and **export**

✓	Feature included in Base-Module or software option
	The software option marked with this icon is needed as pre-requisite (Base-Module is always a pre-requisite)
□x	One of the software options marked with this icon and the same number is needed as pre-requisite

Feature name		Options							
		CAL	VIS	ORG	AUDIO	OFFICE	Т	SET	
Import from Trimble SketchUp (.skp)	\checkmark								
Import of bitmap files			V						
Import of .dwg files (AutoCAD, pCon planner)						V			
Import of .dxf files (AutoCAD, pCon planner)									
Import of ASCII Object geometry files									
Import of ASCII Spectra files (e.g. spectral absorption and sound power level data)	V								
ODBC interface				\checkmark					
Direct import from MS Excel files (.xlsx)									
Import of directivity files (ASCII)	\checkmark								
Import of CLF directivity files (.cf1 / .cf2)	\checkmark								
Library manager								\checkmark	
Export of full reports to MS Office (MS Word (.docx) MS Excel (.xlsx))						V			
Export to AutoCAD (.dxf)	V								
Export of 2D ASCII - Grids (.rst)									
Export of 2D ASCII Grids (.txt, .csv, .dat)									
Export of 3D voxel grids (.cnivg)									



Object handling and project organization

\checkmark	Feature included in Base-Module or software option
	The software option marked with this icon is needed as pre-requisite (Base-Module is always a pre-requisite)
\square_{x}	One of the software options marked with this icon and the same number is needed as pre-requisite

Feature name		Options							
		CAL	VIS	ORG	AUDIO	OFFICE	Т	SET	
Single object actions Duplicate, Convert to, Transform, Label, Parallel Object	✓								
Single object actions Break Lines, Break Areas, Create Poly with n-Edges									
Single object actions Simplify Geo, Spline, Modify Order of Points, Break into Pieces, Connect Lines, Set Length	✓								
Multiple object actions Delete, Convert, Transform, Delete Duplicates, Activation									
Multiple object actions Simplify Geometry, Spline, Modify Order of Points, Break into Pieces, Connect Lines				V					
Multiple object actions Modify Attributes, Duplicate, Label, Parallel Object				V					
Creation of up to 16 scenarios or variants				\checkmark					
Object Tree Group objects for interactive group editing with mouse and keyboard				V					
Object Tree (full functionality) Including partial levels and sound power levels for groups				V					
Assignment of groups to variants									
Comparison of variants in diagram of reverberation times (Receiver, Receiver Chains) 1 Option CAL or OFFICE is pre-requisite to be able to use Receiver Chains 2 Option AUDIO or T is pre-requisite to be able to calculate reverberation time		□₁		V	\square_2	\Box_1	\square_2		
Comparison of variants in diagram of spatially averaged reverberation times (Receiver) Option AUDIO or T is pre-requisite to be able to calculate reverberation time									
Comparison of variants in tables of spatially averaged reverberation times (Receivers, Receiver Chains)					\square_2		\square_2		



Visual and aural presentation

\checkmark	Feature included in Base-Module or software option
	The software option marked with this icon is needed as pre-requisite (Base-Module is always a pre-requisite)
\square_{x}	One of the software options marked with this icon and the same number is needed as pre-requisite

Feature name		Options						
		CAL	VIS	ORG	AUDIO	OFFICE	Т	SET
Open-GL based 3D Visualization								
Selection and editing of objects in 3D view								
Free movement and save up to 4 predefined views in 3D view								
Appearance of objects in 3D view depending on attributes								
Further appearance and functionality options for objects in the 3D View Transparency, selectable, direct color								
Display of calculated sound rays in 3D View								
Display of 3D Iso—Faces within the 3D view								
Display of 3D Iso— Lines within the 3D view								
Display of 3D Iso— Lines (Height is level) within the 3D view			V					
Particle animation (particle ping—pong) within the 3D view			V					
Interactive video capturing for Open GL based 3D View (.avi fomat)								
Import and visualization of 3D—Symbols (.obj format)								
Stereoscopic 3D view *3D TV required	V							
Plot Designer		V				✓		
Print reports								
Projection of bitmap background images in 3D View								
Auralization								

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^{*} The information refers to CadnaR 2020 (November 2019) and is subject to changes without notice.