



noise3D online™ Newsletters

Bi-monthly newsletters will enable a regular communication of the *noise3D online* team with their customers and prospects from the noise control engineering community. This is the fifth edition of the newsletter and we hope you will enjoy reading.

The *noise3D online* Team

Noise3D online Beta Release 2.1 (Terrain) now available

In total we had 15 beta testers of noise3D online release 2.1 who confirmed that the release is stable and free of issues. A few recommendations have been made which will be included in the final product.

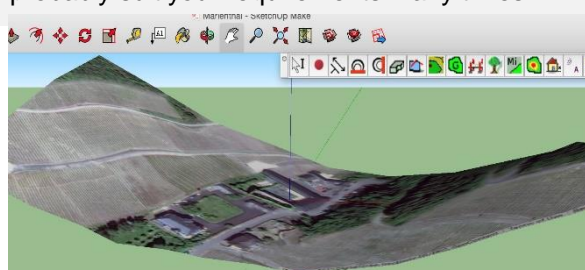
If you are currently working with the production release 2.0.2 downloaded from our website and you wish to benefit from the new features of release 2.1 then let us know (support @noise-calc.com) and we will be able to provide an early version of release 2.1 already now. It is stable and will provide correct results according to the ISO standards 9613-2.

What are the benefits of noise3D Terrain?

When you digitize acoustic models in a terrain with release 2.1 then you will see how it fits in SketchUp immediately. You will see the height of buildings, the position of objects in the terrain, how receiver points are placed at walls and how noise sources are positioned correctly in the terrain.

So, the benefits will come when you are operating with models in which terrain levels play a substantial role. For more details please also refer to the newsletter #5 or contact info@noise-calc.com.

In addition we have included an *interpolation* function for noise maps which allows you to calculate the noise map with a large grid and perform an interpolation for a finer presentation, an efficient approximation which will probably suit your requirements many times.



noise3D has been verified according to ISO 17534-1

The ISO standardization organization have released a new standard 17534-1 which provides to noise calculation software providers recommendations for quality assured implementation of ISO9613-2. The standard defines nineteen test cases with step by step results. The calculation engine of noise3D online has been verified to ISO9613-2 and a declaration of conformity (DOC) will be provided to users of the solution on request

noise3D almost ready to go

Please be aware that we are about to announce the availability of *noise3D Release 3.0*. noise3D Release 3.0 has been developed jointly with Kramer Schalltechnik GmbH – our partner and the inventor of the noise3D calculation engine. It will be the **desktop version** of noise3D online. And these are the characteristics of noise3D:

- data entry independent from server availability and server response time
- noise3D calculation process implemented on desktop
- built on release 2.1 of noise3D online with similar look & feel and functionality
- requires sufficiently sized desktop PC to perform satisfactorily

And those are the benefits to customers:

- with a capable PC the modeling and noise data entry will become more efficient
- noise3D desktop can still be used should the noise3D calculation engine be offline
- no limitations when processing highly complex models
- a life time license will be made available which may better suite the business model of some of our customers

The desktop version of noise3D will be available at the beginning of 2016, pricing and T&Cs (terms and conditions of deployment) will be communicated soon before public launch. We are excited to add a second product to our noise3D family of solutions.



Tips and Tricks and Recommendations

The noise3D team have received a number of questions regarding the functionality of the calculation process or the results delivered by our solution. We try to help out in such situations and include recommendations in our FAQ section www.noise-calc.com. Some of the recent questions have been the following:

Ld, Le, Ln, Lde, or Lden

ISO 9613-2 recognizes

- **Lde** sound pressure level day
- **Ln** sound pressure level night

In European regulations we do have as well

- **Ld** sound pressure day excl. recreation time
- **Le** sound pressure recreation time

noise3D online is only operating with Lde and Ln.

However, it does recognize the recreation times (6-7am and 8-10pm). Noise sources operating during recreation times create a penalty which can be avoided by placing receivers in industrial land use.

dB or dB(A)

In one model you should always use exclusively either dB or dB(A) noise levels. Noise3D does not do automatic conversions. If you have to convert dB into dB(A) or vice versa please use our tool box.

Calc area to be within model boundaries

When you wish to use calc areas please ensure that those are within model boundaries, otherwise noise3D will not properly recognize the areas.

Calculation of complex models terminate

Please be aware that many users share the noise3D online calculation server. For that reason we have limited the complexity of models that can be processed.

Typically this will happen when calculating a noise map.

The most effective way out will be to increase the grid width of your model which will reduce the calculation demand and ensure completion of your calculation before time out. In case this creates an issue please support@noise-calc.com.

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Kramer Schalltechnik GmbH

Kramer Schalltechnik an established software and consultancy company in Germany, established in 2000.

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Sonja Christiansen Informatik

SCI was founded in 1992 by the Information Technology professional **Ms Sonja Christiansen**.

The company has delivered successfully projects in the areas of

- Turn key software development (desktop and web enabled/client-server)
- IT project management
- Innovation
- Consultancy

More recently the focus has been on noise protection solutions.

SCI is closely associated with Kramer Schalltechnik GmbH, a leading German supplier of solutions in the field of noise calculation software.

[Sonja Christiansen Informatik GmbH](http://www.sonja-christiansen-informatik.de)