

New in SoundPLANessential 4.0

May 2016

Installation

SoundPLANessential 4.0 can be installed parallel to earlier SoundPLANessential versions, older versions do not need to be uninstalled.

For the installation you must be logged on with **Administrator** privileges. Insert the CD/DvD and attach the HASP key to a USB port. The installation program will guide you through the installation.

At the end of the installation you will be asked to select the folder where you have stored the license file (BABExxxx.007). **Make sure to use the license file supplied for the version SoundPLANessential 4.0. License files for older versions cannot be used with the version 4.0!**

Convert projects to SoundPLANessential 4.0

If you want to continue with an older SoundPLANessential project that was done with an earlier version of SoundPLANessential, it must be converted to the structure of SoundPLAN SoundPLANessential 4.0. Please observe that after the conversion the project cannot be opened again with the earlier version.

You decide how the conversion is done. Depending on the selection the project will be first packed or copied. Afterwards the database tables are converted.

Projects that have been processed with an older version are marked with a gray SoundPLAN project folder. When you click on the gray folder the program will ask if you want to convert the project.

New developments and improvements

New developments

New German railway standard Schall 03-2012

Please read the 16. BImSchV, Annex 2: Calculation of the assessment level for railways (Schall 03) dated 18.12.2014 as well as the explanatory report of the BMVI dated 23.02.2015.

Geotool "Create receivers"

EDITOR -> CREATE RECEIVERS AT SELECTED BUILDINGS automatically positions one receiver in the center of each façade with a length larger than a defined minimum length (default setting is 1 m, **OPTIONS -> SETTINGS**, Tab *Editor*).

The receiver name is generated with a consecutive number from the building name. The number of floors is calculated from the building height. If more than one building is selected, the receivers are only created for main buildings. If only one single building is active receivers can also be created for auxiliary buildings.

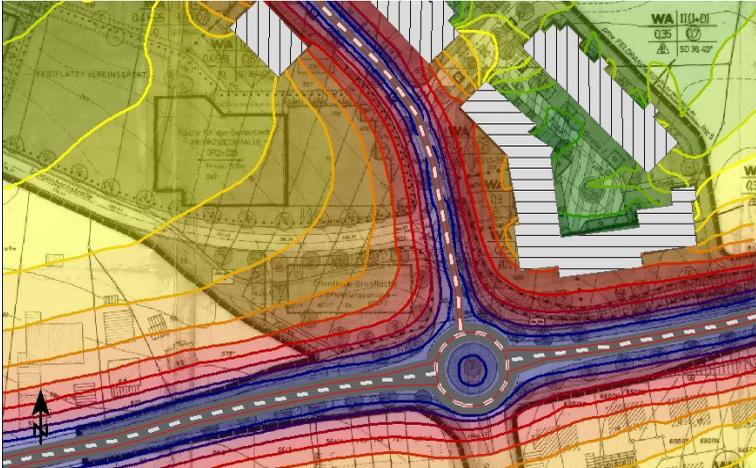
Building facades are filtered with a filter width of 1 cm to avoid unnecessary small facades where otherwise receivers would be created.

Geotool "Take over limits to selected receivers"

Select the receivers and invoke **EDITOR -> TAKE OVER LIMITS TO SELECTED RECEIVERS**. The limits you entered in the project settings are taken over to the receivers.

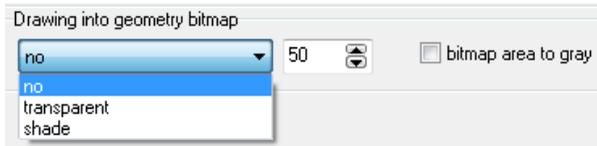
Transparent grid maps

If a geometry bitmap is in the background of the editor, the display of the grid map can be included in the geometry bitmap either transparent or shaded provided that the geometry bitmap is larger than the calculation area.



The contour lines are drawn on top of the bitmap in the selected color or in scale color.

Go to the object types (mouse click on the legend), select **TRANSPARENT** or **SHADE** in the settings for the grid noise map and enter the percentage for shaded or transparent.

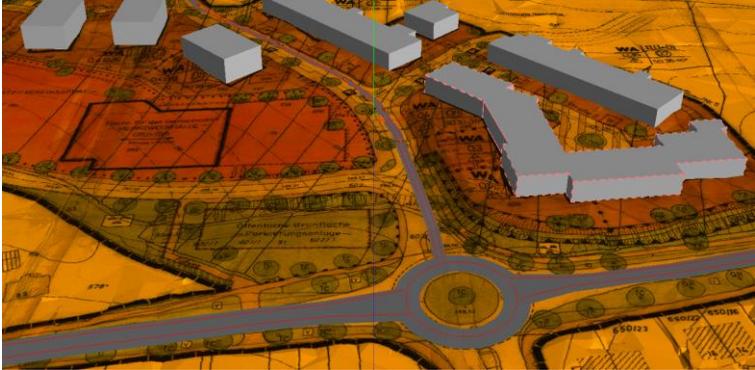


You can additionally select whether the colors of the bitmap should be taken into account or only the gray values (checkbox **BITMAP AREA TO GRAY**).

TRANSPARENT is suitable for fully colored darker geometry bitmaps (aerial photos). **SHADED** is suitable for digital base maps in which only lines and bright colors (e.g. light gray for built-up areas or light green for forests) are included. If the result colors are too falsified, you can change the settings in the object type geometry bitmap for the options **BRIGHTEN** (useful for aerial photos) or **CONTRAST** (useful for base maps).

Hint: In the background the geometry bitmap is automatically set to "normal" in the object type settings and the output sequence of the contour lines is set to higher than the output sequence of the grid noise map.

Display of the geometry bitmap in 3D



If a geometry bitmap is in the background in the Editor it can also be displayed in the 3D map. Please activate the check box **SHOW IN 3D** in the menu bar of the 3D map and the check box **3D** in the object type geometry bitmap.



Length scale bar

The length scale can now also be displayed in feet (click on the length scale and activate the check box **FEET**).

Improvements

- Selecting multiple objects has been improved. Keep the **shift** key pressed and pull open a frame with the right mouse button to only select the objects of the current object type. With pressed **shift** and **Ctrl** key additional objects of this object type can be selected (pull open a frame or left mouse click).
- You can now rotate texts with **Ctrl** + left mouse button on the pink diamond.
- **Ctrl+O** opens the object type settings in the Editor and in the graphics tab.