

# Basic CadnaA

## Agenda (subject to minor changes)

<b>Basics of sound calculation</b>	Calculation Standards. Calculation at receiver points Partial Levels Calculation protocol
<b>Modelling in CadnaA</b>	User interface and tools Input and edition of objects Shortcuts Context menu
<b>Configuration of calculations</b>	General settings Diffraction Reflection Digital terrain model
<b>Source types</b>	Industrial sources: Point, line and area sources Traffic sources (road / rail)
<b>Display of Results</b>	Receivers Building noise maps Horizontal and vertical grids 3D Special view