



Auralisation (optional)

You may also be able to listen to Auralisation by choosing a *.wav file, if actual acoustic treatment has been assigned to the faces of the model.

In order to listen to Auralisation all you have to do is go to the menu display CALCULATE -> LEVEL + TIME. Now your Ulysses model shows simulation results in color.

Click with the right mouse button into the colored field, then choose a *.wav file and Auralisation process will start.

Only use dry, anechoic *.wav files for Auralisation which are not "contaminated" by reflections or reverberation.

In case your Auralisation sounds very dry (almost no reverberation), maybe actual acoustic treatment has not been assigned to the faces of the model. Auralisation does not make sense in this case, because the model has not been designed or prepared for this option.

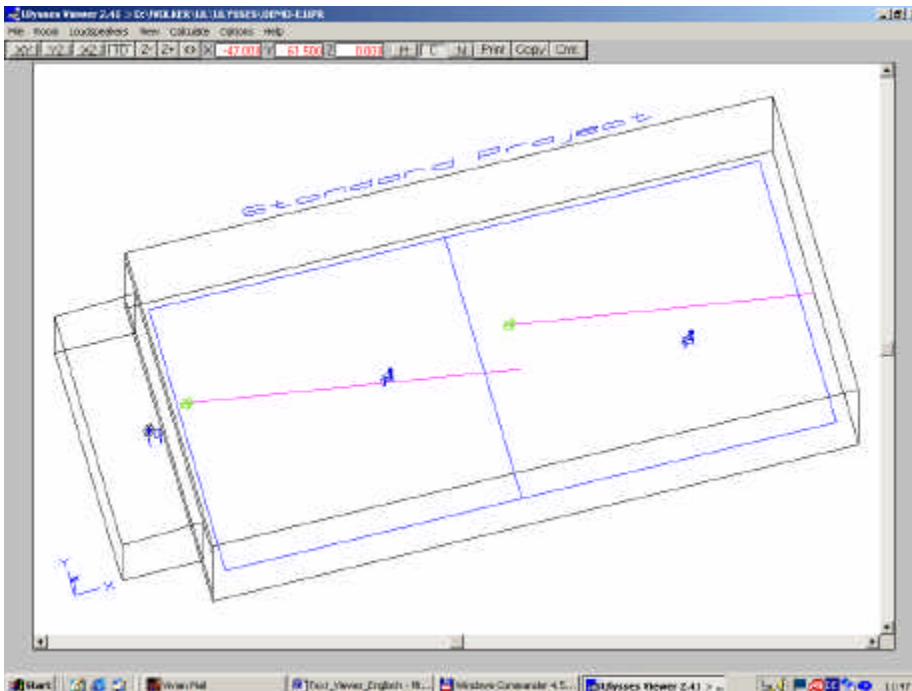
In this case results are based on RT60 figures directly put into the model assuming absorption is distributed uniformly all over the faces of the room. Check Calculate -> RT60 Measurement for viewing RT60 input of your model.

For additional information please refer to the ULYSSES Viewer Help at the top right of the Viewer Menu Bar.

Contact

If you have any further questions or comments or please feel free to contact our office any time by mailing to ulysses@ifbsoft.de or check our website at www.ifbsoft.de for more information.

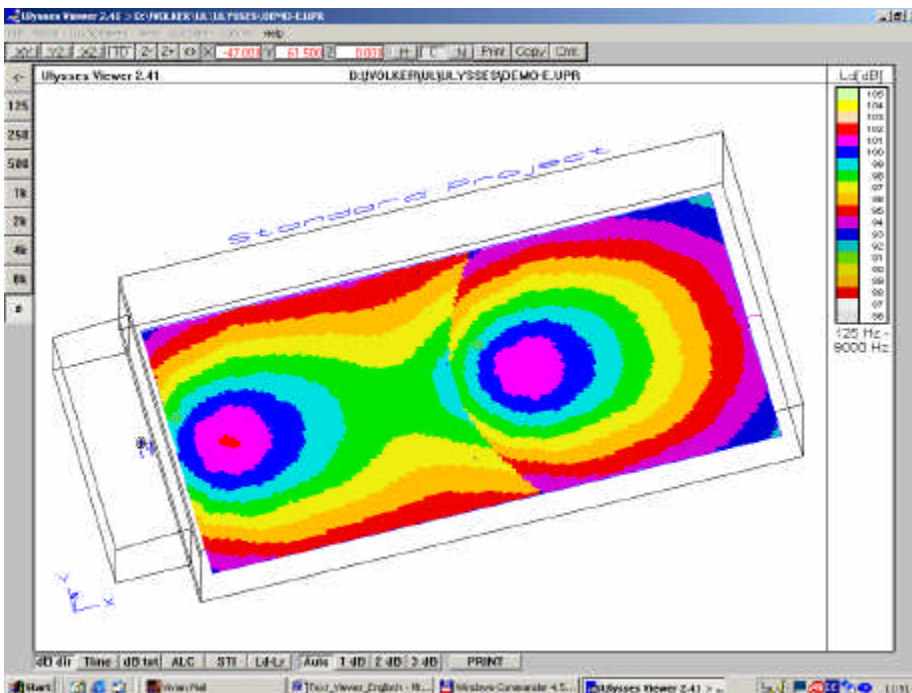
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Typical Viewer Screen showing 3-D Model

- The arrow keys on your keyboard will turn your 3-D model!

You are also able to view the models in 3-D including room- and electro acoustical calculation and simulation results.



Typical Viewer Screen showing 3-D Model w/ simulation results

- Clicking on left and bottom menu bars will view specific results!

ULYSSES Viewer

Brief Instruction on Installation and Use



ULYSSES is a Room Acoustic and Sound System Design Software Tool by IFBsoft.

ULYSSES, more precisely the so called ULYSSES Design Engine, is used to calculate or simulate acoustics and sound system behavior in 3-D models.

Using the ULYSSES Viewer you are able to look at the 3-D models and results of the calculations and simulation. You are also able to print all of the results that show up on your screen.

Additionally listings of all faces of the room, their acoustical treatment, Reverberation Times, Audience Areas, all Loudspeakers including type, location, aiming and powering can be viewed and printed in detail.

So the ULYSSES Viewer enables you to look at all the details and results of the Acoustic and Sound System Design the same way the Acoustic or Sound System Designer did.

Information on how to install and use the ULYSSES Viewer:


ULYSSES Viewer will run on every of Microsoft's 32Bit Windows Platforms (Win 98, 2k, NT, ME, XP).

First you need to create a new directory (for example with the Windows explorer) and name it ULYSSES or else.

- If you received a Zip file you need to unpack it into the ULYSSES directory.
- If you received single files you need to copy them into the ULYSSES directory.

You should now have the following files in your ULYSSES directory:

- UV_282E.exe (Ulysses Viewer)
- UV_E.HLP (Viewer Help file)
- *.UPR (Ulysses Project File)
- *.WAV (Audio-File)

Double click on the UV_271E.exe or Viewer Icon. 

Now you can use the ULYSSES Viewer and view Ulysses Project Files which contain the model, design and results that were created using the ULYSSES Design Engine.

To view a file you simply have to go to the top menu bar FILE -> OPEN and select a *.UPR file.