



ODEON
Quick Start Guide

Basics

ROOM ACOUSTICS SOFTWARE



ODEON Room Acoustics Software

Version 14

Quick Start Guide for Basics Edition

Written by

George Koutsouris and Claus Lyngge Christensen

Published in 2016

Odeon A/S

Scion DTU

Diplomvej, bulding 381

DK-2800 Kgs. Lyngby

Denmark

Tel: +45 8870 8845

Fax: +45 8870 8090

www.odeon.dk

Contents

About ODEON	4
Get Started.....	6
Setting-Up the Model	8
Performing Calculations	12
Getting further	14
Review of the calculation methods	15
Other facilities in ODEON.....	16

1. About ODEON

Remember: To check which features are included in each edition, read the [feature sheet](#) found under the product menu on the ODEON's home page.

ODEON is a room acoustic prediction and measurement program that uses state of the art algorithms from geometrical acoustics. The program will help you obtaining accurate predictions and measurements on room acoustics. This Quick Start Guide gives an introduction to the use of ODEON **Basics**. As a supplement to the Quick Start Guide we recommend that you watch some of our video tutorials at www.odeon.dk/tutorials-acoustic-simulation. For a complete understanding of the ODEON features we also recommend that you read the full ODEON manual.

Buttons, hints and menus

The most common operations can be carried out using buttons. Hovering the mouse over a button will display a hint telling the function of that button. You can also operate the program using menus and short-cut keys. Less common operations are available from the drop-down menu in the top of the ODEON application window – menus will change in order to facilitate the currently selected window or indeed the selected tab-sheet in the currently selected window. If looking for a facility in a window, it is quite likely that it can be found in the drop-down menu.

Context sensitive help

Context sensitive help is available using the F1 short-cut key throughout the program. The help includes description of the facilities available in a particular window, suggestions on the choice of calculation parameters, hints on the evaluation of calculation results, etc. Answers to questions which go on a specific window are found in the context sensitive help rather than in this Quick Start Guide.

ODEON files

ODEON uses files to store all information needed for a project. All files share the same name - the name of the room - with a different extension added. Three main categories of files are used:

- **Room files**, which contain all data entered by the user. From these files both calculation and result files may be recalculated. Some of the most important extensions are *.par*, that describes the whole geometry, *.PcS* that lists the sources, *.PcR* that lists the receivers and *.Mat* that includes the materials used in the model.
- **Calculation files**, which holds data that are being reused during calculations to speed up calculation (of point response calculations). These files can be erased once job calculations have been carried out, however if they are present, future calculations are speeded up.
- **Result files**, containing all results. For example, the extension *.MXX* refers to the results in the multi-point response (see section 4).

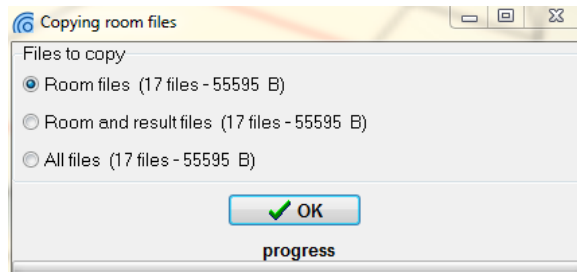
See the full list of files in the ODEON help by searching for File management.

Saving data and manipulating data

ODEON automatically saves the user-entered data, such as sources and materials with the room when the corresponding window is closed. Whenever data need to be updated in order to carry out calculations, ODEON will prompt whether to accept or discard changes. If the changes are accepted, ODEON will automatically erase results that are no longer valid, ensuring that results are always consistent with data entered.

To save a new version of the project you are working on, just click File>Copy Files, enter a new name and choose which files you want to copy. Copying only the Room files keeps all information needed for defining a project completely.

You can then re-run some calculations for the new version later on. Then, new Calculation and Result files will be created. So, there is no need to copy Calculation or Result files if it is fast to obtain the same files again. This will save a lot of space in your hard-disk.



Tip: If you wish to delete specific files from a project, choose File>Delete files and select the particular type.

Computer system requirements

Operating Systems: ODEON is a 32 bit Windows® application running on Windows® XP, Windows® Vista, Windows® 7, Windows® 8 and Windows® 10 (32 bit version as well as 64 bit version). ODEON can in principle run on a MAC system using a Windows emulator. Many users choose this option instead of a PC, but since possible system instabilities may occur such a use is solely responsibility of the user.

RAM: recommended 2 GB.

Free Disk Space: Minimum 20 GB, recommended 300 GB. Unlike other applications ODEON is a fairly light program, consuming small space in temporary (RAM) memory, but it needs a generous space on Hard Disk. During calculations it creates files that are written on the Hard Disk, releasing the temporary (RAM) memory. Simulation files can be quite big, but their size depends heavily on the type of room project. So, managing the disk space is very much up to the user.

CPU: Minimum 1 GHz Pentium® recommended. Multi core processors are recommended for fast parallel calculations.

Graphics card: SVGA graphics display/adaptor.

Ports: USB port for plugging in the Dongle.

Tip: ODEON consumes modest amount of RAM and it is a very light software which responds very fast to the user actions.

Remember: ODEON works as a locally installed application. This means that server installation or remote desktop control are not possible. For multiple-user operation within the same Company or Institution extra licenses (dongles) are offered at a discounted price. Due to the nature of ODEON (writing many files during simulations) saving room files on a server hard disk is not recommended. Calculation speed can significantly be reduced and the whole process can get stuck usually due to limited network capacity.

2. Get Started

For the installation procedure please refer to the full ODEON manual.

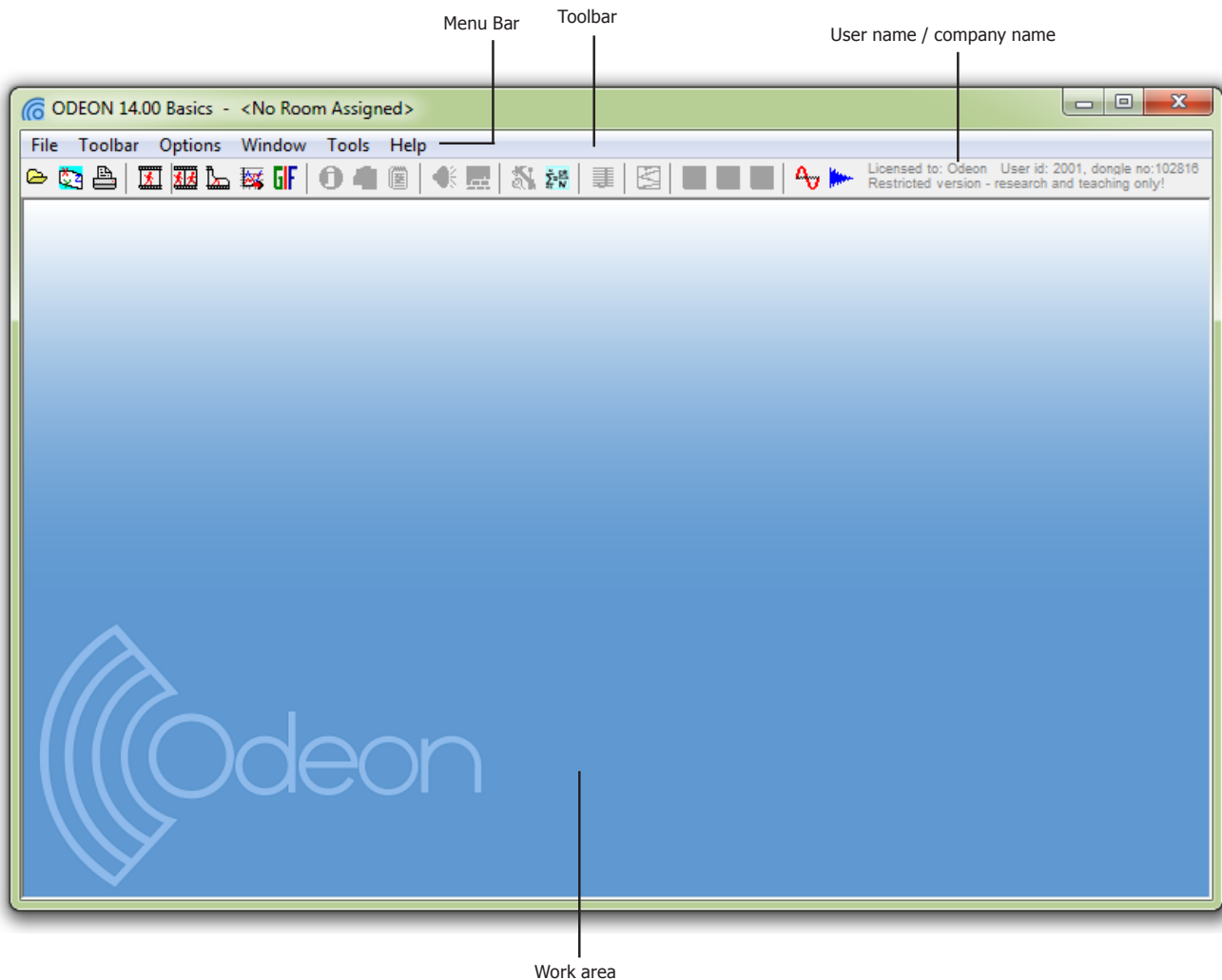
Run ODEON Basics

Tip: Find the exact edition and version of your ODEON installation by choosing Tools>License information.

You will find the ODEON Basics program at the Windows Start Menu > Program files > Odeon Basics> Odeon or at the Apps panel in the start screen of Windows 8. It is handy to make a short-cut to the desktop by right-clicking on the application and selecting Sent to>Desktop (create short-cut). Then ODEON will be available from the desktop. Execute the program and begin the tour.

The Workspace

The workspace of ODEON Basics consists of the menu bar, the toolbar and the work area. On the right hand side of the menu bar the type of installation and the owner of the ODEON license is shown.



- The **Menu bar** is *dynamic*, meaning that an extra menu is added between the *Toolbar* and the *Options* menus when a new window becomes active in the work area. This menu brings options corresponding to the active window.
- Initially the **Tool bar** has many of its buttons inactive. These buttons can only be

used when a room is assigned. The rest can be used any time independently of rooms. For example, the buttons associated to the measuring system are always available, since measurements can be performed without the need of a room model being assigned.

Tip: Press **F1** to get over-view of facilities in the 3D View and their use.

 **Open a room model to work on**

Click the Open a room model button to select a room. The room files containing the geometries for ODEON carry the extension .Par (or .Sur for compatibility with previous versions of ODEON) and are plain ASCII /text files following the format outlined in the Appendix in the full ODEON manual. Default rooms are found in the Rooms subfolder inside the main ODEON folder on your PC. The usual path is C:\Odeon13Combined\Rooms. The models in the Rooms subfolder cover different types of projects that can be investigated with ODEON. For this guided tour select the room model named Example.par.

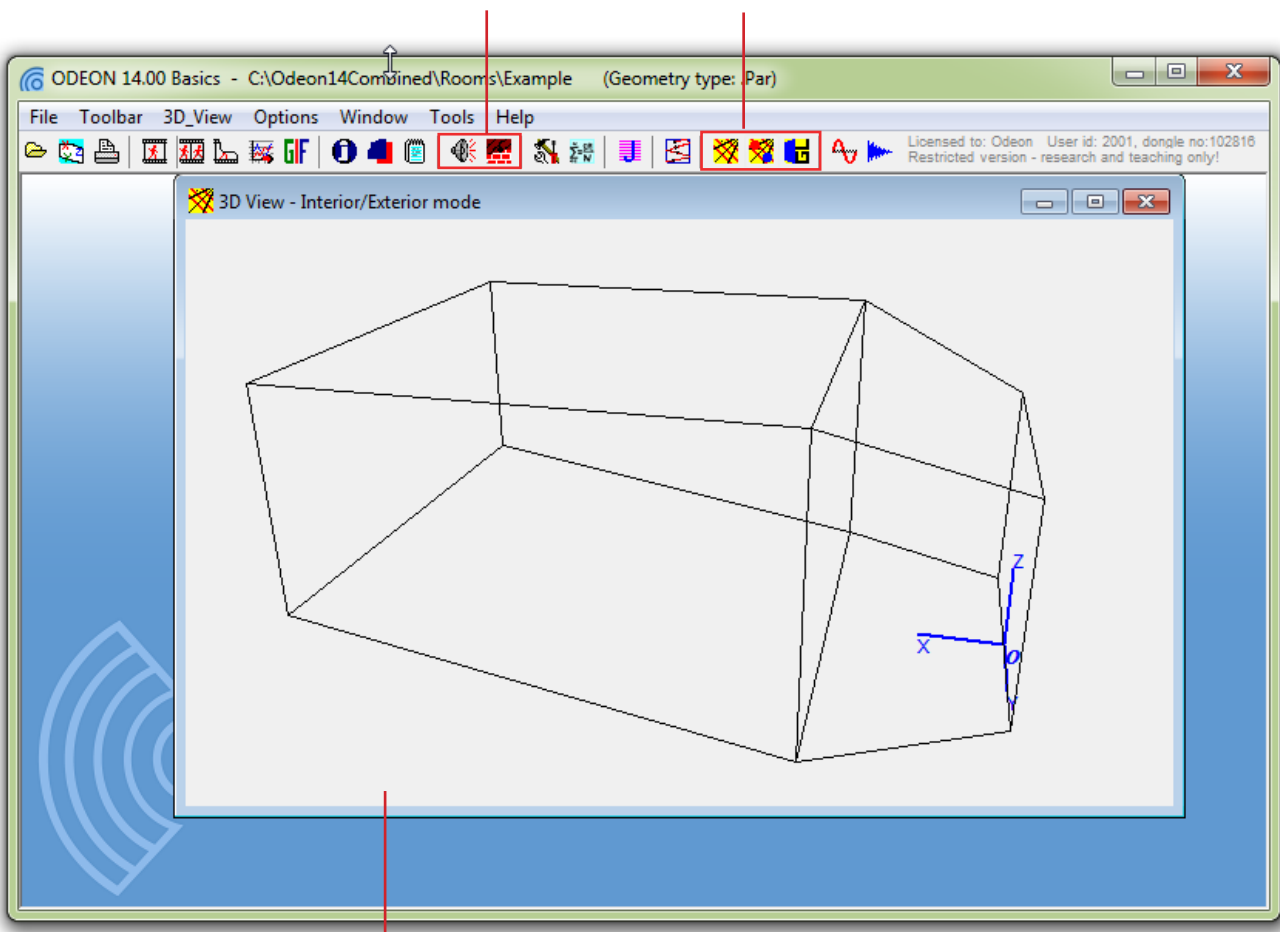
Remember: LMB stands for Left Mouse Button while RMB stands for Right Mouse Button.

The Tool bar

Once the room Example.par is loaded all buttons in the toolbar become active and can be used with this room. The buttons are grouped in an order that helps executing the tasks needed in a project.

Sources and materials are the first things to be set before any calculation or investigation

Visual inspection of the geometry can be done with the group of 3D view buttons



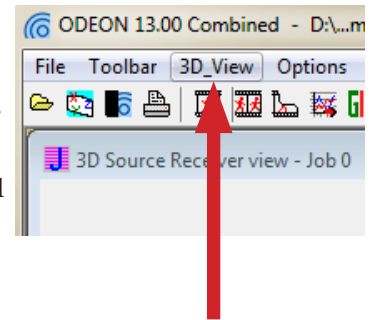
When the room is loaded it is automatically displayed in a wireframe form.

3DView

Tip: If the Source-receiver List is already open, but hidden behind other windows, etc., clicking again the button will rearrange the windows as needed.

Tip: Use the Tab or Shift+Tab shortcuts to move between data fields.

Whenever ODEON loads a room, it is displayed in a 3DView. Immediately a new menu called 3D View is added between the Toolbar and the Options menus in the Application Bar. Have a look at the room. This allows you to investigate the geometry as a wireframe model and check it for errors.



Use the mouse to:

- Rotate/orbit the geometry (LMB)
- Pan the geometry (RMB)
- Zoom the geometry (ALT+LMB - dragging from bottom left to top right)

Having assigned a room, this is a good time to get familiar with the MDI concept (Multiple Documents Interface). At this point the title bar of the 3DView will be blue (or some other colour) indicating that this is the active window. Being the active window, the 3DView menu item is added to the menu bar next to the Toolbar drop-down menu. You can operate the functions of the window using this menu or the short-cut keys displayed in the menu.

Several facilities are also available in the 3D View menu. The most important are:

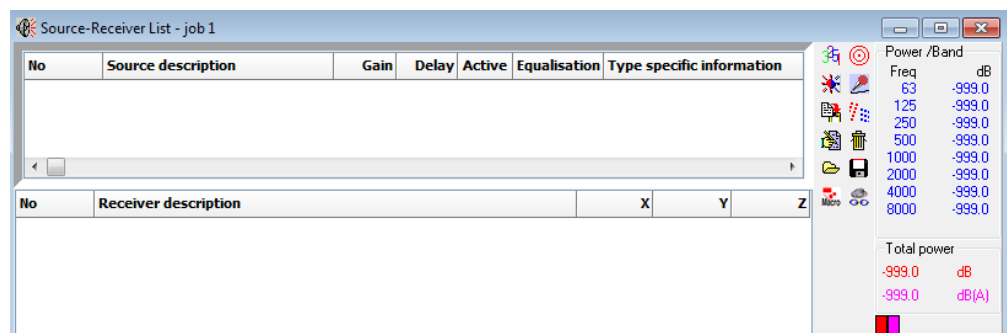
- Rotation (CTRL+Left/Right/Up/Down Arrow)
- Panning (ALT+Left/Right/Up/Down Arrow)
- Zooming (CTRL+U, CTRL+I)
- Highlighting (H) of selected surfaces and corner numbers (N) etc.
- Navigating through front, side, top, perspective and other views of the model (SPACEBAR).

3. Setting-Up the Model

Define sources and receivers

Before any calculation can be carried out in ODEON, one or more sources have to be defined. Of course a receiver will also have to be defined in order to calculate a point response, but it is not necessary when calculating global reverberation time. In this guided tour we shall define a *point source*. Finally we define a receiver.

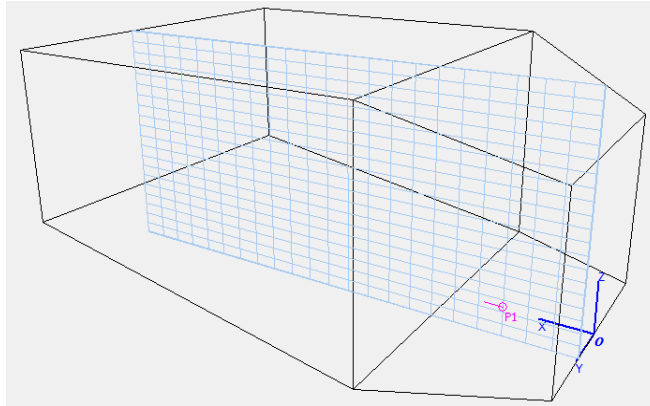
Click the Source-receiver List button at the Toolbar to open the Source-receiver List from which sources and discrete receivers are defined.



Define a point source

Click the New point source button in the Local Toolbar at the right side of the Source-receiver List to open the Point source editor. Enter the values $x = 3$ (metres), $y = 2$ (metres) and $z = 1.2$ (metres). If you are not sure of the position of the source, you can select the 3D Edit Source display. If you do so, you should notice how the menu item 3D Edit Source appears on the *Application Bar*, when this window becomes active. All navigation commands available in the 3D View are available in the 3D Edit Source (eg. SPACEBAR to switch between different predefined views). Finally set the overall gain to 65 dB (65 is just an arbitrary value).

Keep the default values for the rest fields. To save the new source just close the Point Source Editor. New sources are by default turned OFF, therefore it will not be visible in the 3D Edit Source display. Press the SPACE key to activate the source or tick the *Active* check box in the Source-receiver List.



Tip: In ODEON 13 it is possible to change source position directly on the 3D Edit Source display using CTRL+LMB. As you rotate the geometry a grid is adjusted to the visible plane to help anchoring the source on its nodes. In the next figure the grid is displayed for the XZ plane.

Remember: Depending on the language selected on your computer ‘.’ or ‘,’ is used as decimal point. The decimal separator to use internally in ODEON may also be selected from the Options>Program settings>Other settings entry.

Frequency	63	125	250	500	1000	2000	4000	8000	Hz	Total power
Sound Power File	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	dB re. 1W	74.0 dB
+ Overall gain	65.0 dB									72.0 dB(A)
+ EQ	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	dB Elec/Mech	Total SPL at 10m
= Sound Power	65.0	65.0	65.0	65.0	65.0	65.0	65.0	65.0	dB re 1 pW	43.0 dB
SPL on axis at 10m	34.0	34.0	34.0	34.0	34.0	34.0	34.0	33.9	dB	40.9 dB(A)

Define receivers

Click the New Receiver button to open the Receiver editor. Enter the values $x = 1.5$ (metres), $y = -0.5$ (metres) and $z = 1.65$ (metres). To save the new receiver just close the Receiver Editor.

Define other receivers at:

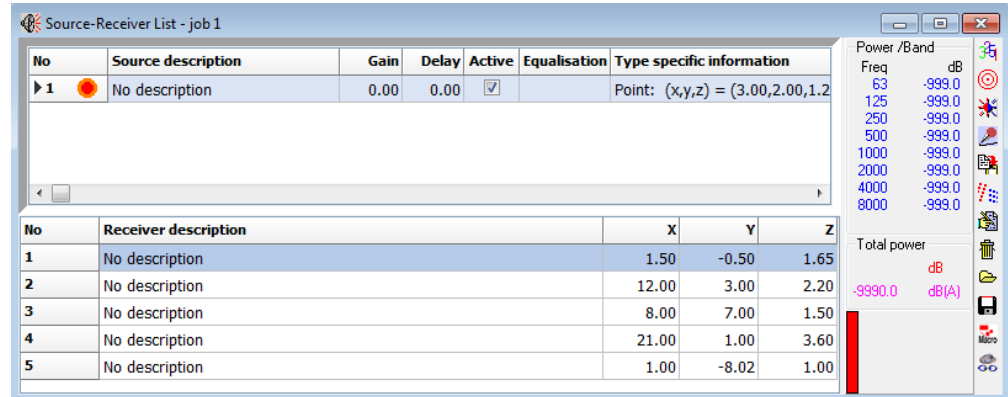
Warning: The coordinates of a source or receiver must be within the maximum and minimum coordinates of the room. If a bigger or a smaller number is entered in the coordinate fields ODEON replaces it with the maximum or minimum allowed value.

(x, y, z) = (12; 3; 2.2) meters

(x, y, z) = (8; 7; 1.5) meters

(x, y, z) = (21; 1; 3.6) meters

Now the source-receiver list should look like the following figure:



We will get back to the receivers and the activated sources in section 4.

Tip: Use the TAB and SHIFT+TAB keys to move between fields.

Tip: You can locate a surface of the model directly in the 3D View: Click on the 3D View and press M (this activates the Modelling Options). Now the mouse cursor is transformed into a cross symbol. Approach any point that defines the surface you want to locate and click ALT+LMB. ODEON will highlight the surface that uses this point. Since normally a point is used by three joining surfaces, ODEON might highlight a different surface. Click Yes in the message dialog that shows up to continue highlighting the next surface that uses the selected point. When the desired surface is found click No in the message dialog and press M again to exit the Modelling Options mode.

Assign materials

Open the Material List by clicking the Material List button or by choosing **Toolbar>Material List** (SHIFT+CTRL+M) and have a look at the various tools in the **Materials** menu, in the *Menu Bar*.

The Material List has two main sections. On the left hand side the list of all surfaces in the room is shown. When clicking any line the corresponding surface is highlighted by red color in the 3DView.

On the right hand side of the Material List the ODEON default materials are shown, each one defined by a series of absorption coefficients for the octave bands 63 Hz to 8000 Hz.

Assign your first material:

- Click on material No 11001 on the right side.
- Click on surface No 1001 on the left side.
- Press the **Assign Material (Ins)** button on the List of available tools to confirm the assignment.

Material No 11001 has now been assigned to surface No 1001.

List of surfaces in the model Local toolbar List of default materials

Scattering coefficient

The screenshot shows the ODEON software interface. On the left is the 'Material list' window with a table of surfaces. In the center is the 'Local toolbar' with various icons. On the right is the 'Global material library (MATERIAL LIB)' window showing a list of materials with their specifications and absorption coefficients.

Number	Material	Scatter	Transp.	Type	Surface name	Layer	Area
1001	No Ref.	0.050	0.000	Normal	Podium floor	Default Layer	78.00
1002	No Ref.	0.050	0.000	Normal	Main audience floor	Default Layer	259.26
2001	No Ref.	0.050	0.000	Normal	End wall behind podium	Default Layer	75.00
2002	No Ref.	0.050	0.000	Normal	Podium side wall, South + North	Default Layer	58.70
2003	No Ref.	0.050	0.000	Normal	Podium side wall, South + North	Default Layer	58.70
2003	No Ref.	0.050	0.000	Normal	Side wall, audience area South + North	Default Layer	139.52
2003	No Ref.	0.050	0.000	Normal	Side wall, audience area South + North	Default Layer	139.52
2004	No Ref.	0.050	0.000	Normal	Rear wall behind audience	Default Layer	119.04
3001	No Ref.	0.050	0.000	Normal	Podium ceiling	Default Layer	84.50
3002	No Ref.	0.050	0.000	Normal	Ceiling over audience	Default Layer	256.00

63 Hz	125 Hz	250 Hz	500 Hz	1000 Hz	2000 Hz	4000 Hz	8000 Hz	α(w)	Class
0.00000	0.00000	0.00000	0.00000	0.00000	0.00000	0.00000	0.00000	0.00000	Not classified

Transmission data: unassigned (wall type Normal)

Number	Specification
10013	Open panel, opening area 50 % Panel 20 x 20 mm, 20 mm slits, 50 mm mineralwool (Ref. Multiconsult, Norway)
10100	(Example 10100-10199) S-LINE Office screen, wood Strict Line (href="http://www.sline.se/en/)
11000	Orchestra with instruments on podium, 1.5 sq.m per person (Bobran, 1973)
11001	Areas with audience, orchestra or choir including narrow aisles (Bobran, 1973)
11002	Floor with cloth-upholstered seats (Bobran, 1973)
11003	Audience on wooden chairs, 1 per sq. m (Meyer, Kunstmann, & Kuttruff, 1964)
11004	Audience on wooden chairs, 2 per sq. m (Meyer, Kunstmann, & Kuttruff, 1964)
11005	Empty chairs, upholstered with leather cover (Beranek, 1962)
11006	Empty chairs, upholstered with cloth cover (Beranek, 1962)
11007	Audience, heavily upholstered seats (Beranek & Hidaka, 1998, group 1)
11008	Audience, medium upholstered seats (Beranek & Hidaka, 1998, group 2)
11009	Audience, lightly upholstered seats (Beranek & Hidaka, 1998, group 3)
11052	Chairs, unoccupied moderately upholstered chairs (0.90 m x 0.55 m) (Ref. Dalenback, CATT)
11053	Chairs, unoccupied average cloth-covered well upholstered areas (seats with perforated bottoms) (Ref. Dalenback, CATT)
11056	Chairs, heavily upholstered concert hall chairs, average. (Ref. Dalenback, CATT)
11057	Chairs, lightly upholstered concert hall chairs, average. (Ref. Dalenback, CATT)
11058	Chairs, medium upholstered concert hall chairs, average. (Ref. Dalenback, CATT)
12000	Mineral spray-on materials, 1.27 cm mineral fiber (Tarris, 1991)

63 Hz	125 Hz	250 Hz	500 Hz	1000 Hz	2000 Hz	4000 Hz	8000 Hz	α(w)	Class
0.60000	0.60000	0.74000	0.88000	0.96000	0.93000	0.85000	0.85000	0.95000	A

Absorption Coefficients of material assigned to the specific surface.

Absorption Coefficients of selected material and color spectrum.

Apart from the absorption coefficient, each material is associated with a scattering coefficient which controls the way sound is reflected from the wall. For scattering coefficient equal to 0 (or 0%) the reflection is purely *specular*, meaning that the angle of reflection is equal to the angle of incidence. For a scattering coefficient equal to 1 (or 100%) the reflection is purely *diffuse*, meaning that the angle of reflection is completely random. It is also said that a diffuse reflection is a *memoryless* reflection. The scattering coefficient depends on the geometry of the surface and therefore it is adjusted in the list of surfaces (left hand side of the Material List). By default ODEON suggests a scattering coefficient of 0.05, as a minimum value, meaning that in reality no surface can reflect sound completely specularly and it is often more realistic to assume at least 5% of scattering. More information can be found in the full manual.

Remember: You don't have to worry on saving a project in ODEON. Whenever a change is made, for example whenever a source is created, ODEON stores the information directly on the hard disk.

Assign the following material data to the surfaces in the model:

Surface Number	1001	1002	2001	2002	2003	2004	3001	3002
Material	11001	11005	4042	4002	4042	4042	4042	4042
Scattering Coefficient	0.7	0.7	0.05	0.05	0.05	0.7	0.05	0.05

Tip: Hit the F1 short-cut to learn more about scattering coefficients and other material specifications.

Notice that high scattering coefficients are used on the floor and side walls in order to represent machinery and beams, which are not included explicitly in the model. Such simplification is common practice in 3D models that are used in room acoustic calculations.

Tip: A scattering coefficient of eg. 50% can be entered as 0.5 or 50. ODEON takes care of any necessary conversion.

Quick Estimate

From within the Material List run the Quick Estimate calculation to get an idea of the global reverberation time in the room. Notice the longest reverberation time among octave bands. This calculation is very useful while assigning materials for direct evaluation of different configurations and their impact on the reverberation time. However since this calculation is based on very simple formulas (Sabine, Eyring and Arau-Puchades) the results might deviate significantly from the more advanced

Remember: Even if you are able to change only one value of scattering coefficient per material ODEON in fact extrapolates this value for lower and higher frequencies, so that the whole range between 63 Hz and 8000 Hz is taken into account.

Remember: If a model delivered from an architect contains high detail, care has to be taken to simplify it before using it in ODEON. You can see more on what objects can be modeled and what objects can be excluded in the full ODEON manual.

simulations in the Job List (follows in Sec.4). Before leaving the Quick Estimate you may want to try different materials and see the change in the reverberation time. It is possible to select among the defined sources at the bottom of the window. However, the source position will only have minimal effect on the global estimated reverberation time, unless strong coupling effects are present in the room.

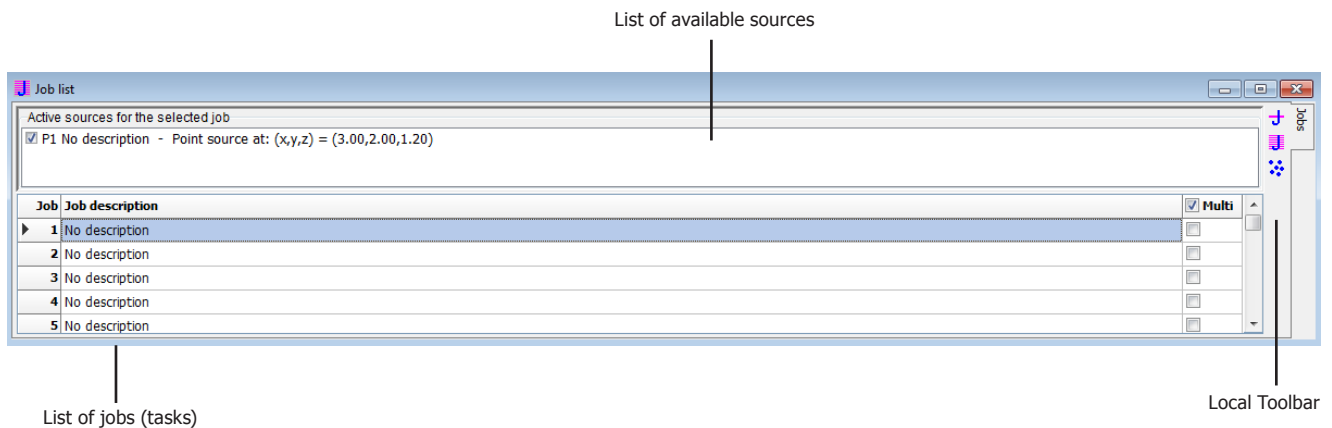
Room setup

At this point you should have an idea of the order of magnitude of the reverberation time. To continue the series of calculations you should enter the Room setup (Toolbar>Room Setup) and specify the *Impulse response length*. The Impulse response length should cover at least 2/3 of the decay curve - or T_{30} cannot be calculated. In this case 2000 ms should be sufficient. To learn more about the other parameters available from this page, use the F1 short-cut.

4. Performing Calculations

The job list


Now you are ready to point response calculations. The calculations will be done in the Job List, the interface where different ODEON tasks can be defined. Up to 300 jobs (tasks) can be defined for a room in order to obtain various acoustic results for different source(s) - receiver(s) combinations.



In the **Basics** edition results can be seen in the Multi Point Response, which offers room acoustical parameters and statistics for all the receivers defined in the Receiver list at the Source-receiver list.

Remember: Do note that a result cannot be viewed before it has been calculated. Once a result has been calculated the relevant cell in the Job List will turn green in order to indicate that this result is available.

Calculate Multi point

- Select source number 1 as the active source for job 1
- Activate the Multi option from the Job list, by checking the Multi option for job 1.
- Click the Run all  or Run Selected Job button in the Local Toolbar at the right side to run the job. Finishing the calculations should be a matter of a few seconds un-

der normal circumstances.

- When calculations have finished, select job number 1 in the Job list and click the View Multi button to view the Multi point response results. The display can have two modes *Simulated* and *Measured*, which allow seeing results from simulations or measurements (if any) respectively. You can alternate between the two modes by pressing M. Nine tab-sheets are available in the Multi point response:
 - 3D Sources and Receivers
 - Energy parameter curves (1)
 - Energy parameter curves (2)
 - Parameter versus distance
 - Statistics
 - Spatial decay curves
 - STI versus distances
 - Energy parameters
 - Measured versus Simulated

Note that if a tab-sheet is irrelevant for a job it will be invisible.

Remember: To learn more about the results and options available from this display press F1. You may also select the page of interest and investigate the corresponding drop down menu in the Menu bar.

3D Investigate Rays

This tool visualises the ray tracing as it is carried out during any point response calculation. By default its calculation parameters are also set up as the parameters used for the multi-point response calculations. This display is a very valuable tool for debugging new models, e.g. to detect missing or misplaced surfaces. It may also give an impression of what is happening in the calculations, e.g. the effect of the scattering assigned to the surfaces. Click the OK button, then click the Single forward button a few times and note the behaviour of the ray tracing.

Tip: Run the Free run function for tracking leaks in a room model. You can enable the Display sticky lost rays only option to obtain a cleaner view of the places of leak in the model.

5. Getting further

To familiarise further with ODEON you should try to change some of the materials, sources etc. in the room and make new calculations. A suggestion is to try changing the scattering coefficient on surface 2004 (Rear wall behind audience) from 0.7 to 0.05 and listen to the change in sound quality (echo problems); Create a copy of the room using the File>Copy files option - then make the changes to this room model. In this way you will have results from both of the rooms present for comparisons.

Pre-calculated Rooms – Round Robins

At this point you have tried the basic functions in ODEON and may want to view results for more realistic rooms. A few pre-calculated examples are covered in the ODEON manual. The examples include rooms which were used in the 2nd and 3rd Round Robins on Room Acoustic Computer Simulations along with the measured and simulated results.

6. Review of the calculation methods

Global Estimation of reverberation time

There are two calculation methods for the calculation of global reverberation time built into ODEON. The two global estimation methods for reverberation times, estimate reverberation time for the complete room with one selected source position and independently of receivers.

Quick estimate

Quick estimate is the fast method, which is found in the Material List. This method is based on the Sabine, Eyring and Arau-Puchades formulas and as such assumes diffuse field conditions. Diffuse field cannot be assumed if:

- Room absorption is unevenly distributed.
- Room contains de-coupling effects, e.g. connected corridors or niches.

Thus the results given by Quick Estimate should not be considered to be a final result. Even so the method is useful in the initial work on assigning reasonable materials to the surfaces in the room.

Global estimate

Global estimate is a more precise method, which does not make any assumptions about diffuse field conditions and as such, it is a more reliable method for estimation of global reverberation time:

- for workrooms where all absorption is often situated in the ceiling region and sources are situated in the floor region the RT predicted by Global Estimate will typically be longer than the values predicted by Quick Estimate, a factor two is not unlikely if walls are basically smooth.
- in auditoriums the opposite is the case, because the dominant absorption area (the audience) is close to the source.

In any case the RT's predicted by Global Estimate is the most reliable – provided that proper scattering coefficients have been entered. The principle of the method was first suggested by Schroeder (Schroeder, 1970).

Point Response calculations

The Point response calculations estimate not only RT, but also room acoustic parameters like SPL, SPLA, STI etc. The calculated results can be thought of as a simulated measurement. Calculated results relate to:

- a number of active sources
- receiver position

In ODEON **Basics** only the Multi Point Response calculation is available. In this calculation room acoustical parameters for all the discrete receiver positions defined in the Source-receiver list are simulated.

Tip: You can find many pre-stored rooms in the main folder of your ODEON installation. The usual path is C:\Odeon12Combined\Rooms. Studying these rooms will be invaluable in understanding the main features of an acoustic model: simplicity in the geometry, correct handling of scattering and wall type etc.

7. Other facilities in ODEON

Apart from the features demonstrated in the above tour, ODEON also contains extra facilities described in the full manual:

- Importing models from external 3D modelling applications.
- Tools for detecting errors in a new model, e.g. warped or overlapping surfaces.
- Impulse response measuring system.
- Calculation of transmission through walls.
- Calculation of public address systems.
- Noise control.
- Archiving project files in one single compressed /zipped file, for efficient and safe storage or for easy posting by e-mail (available from the File menu).
- Setup for printouts (available from the Options>Program Setup menu).
- Export of calculated data in ASCII /text format for use in a spreadsheet or other post processing software.