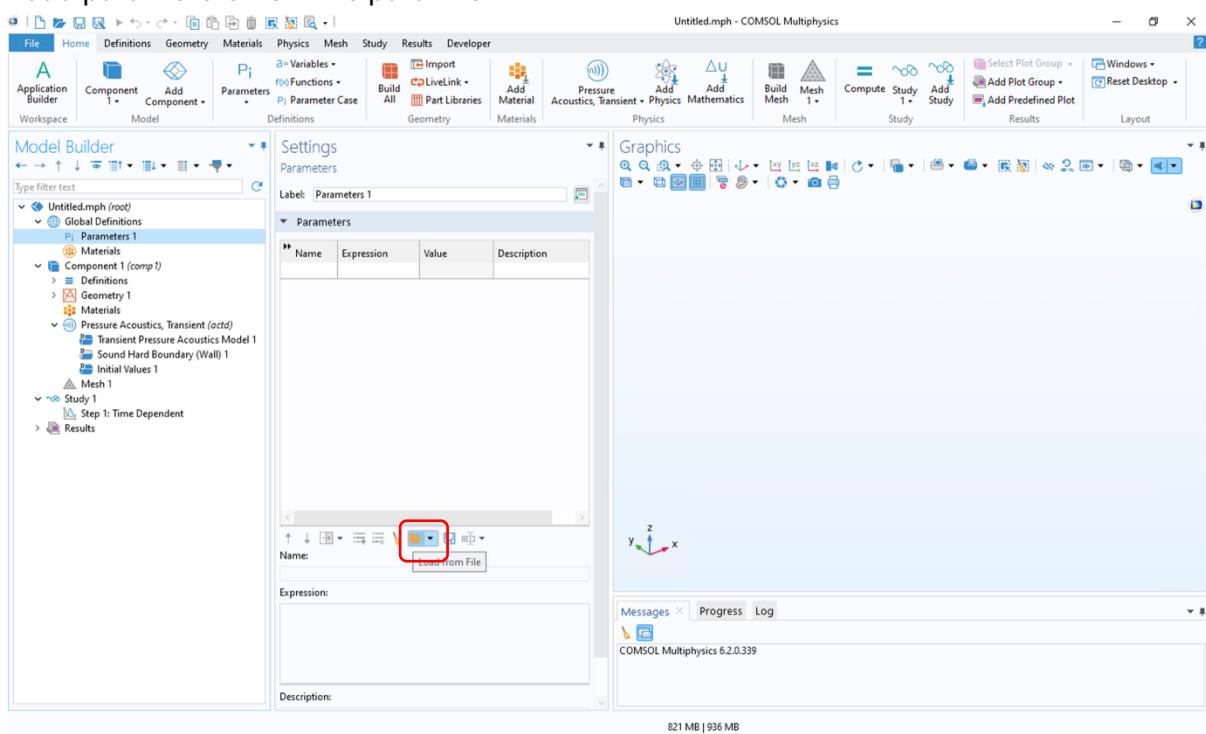
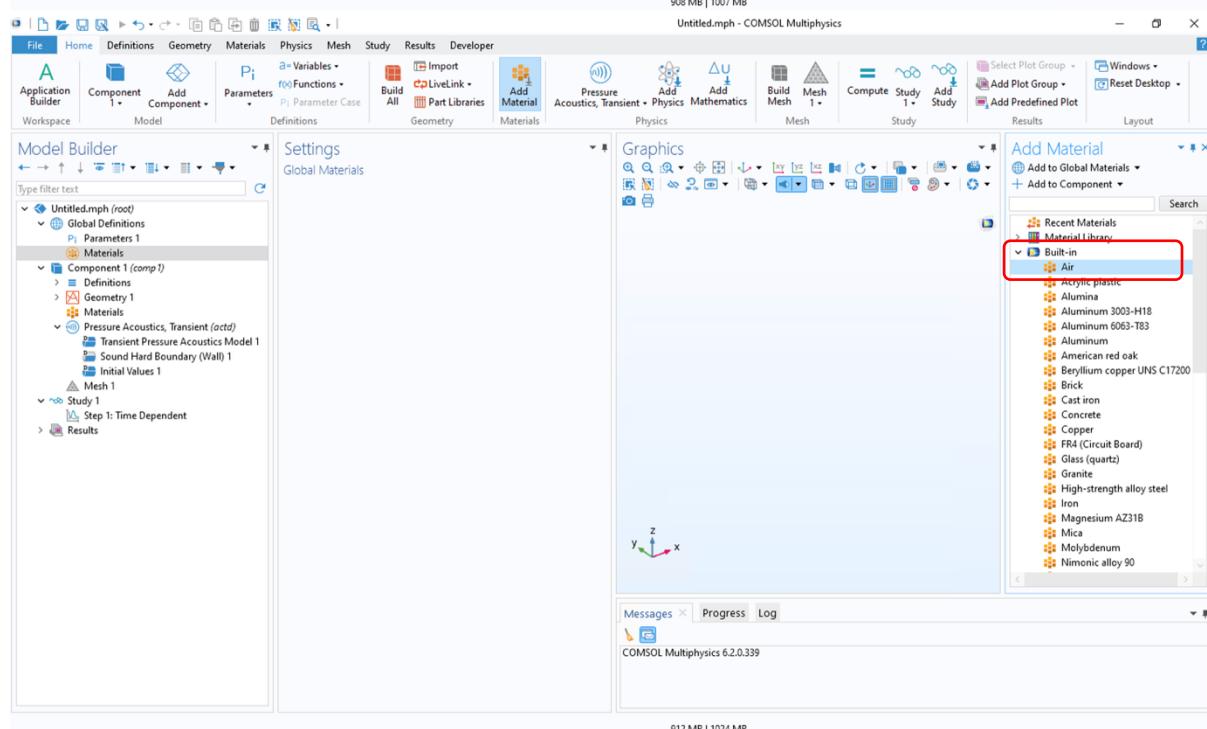
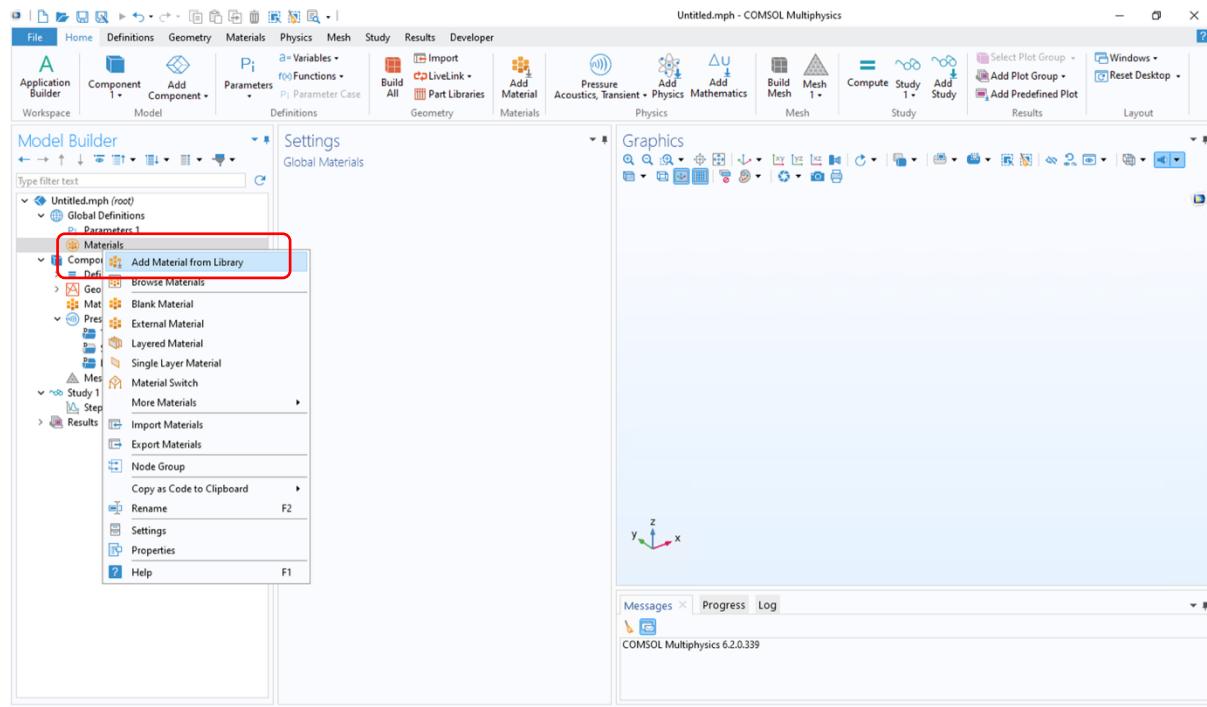


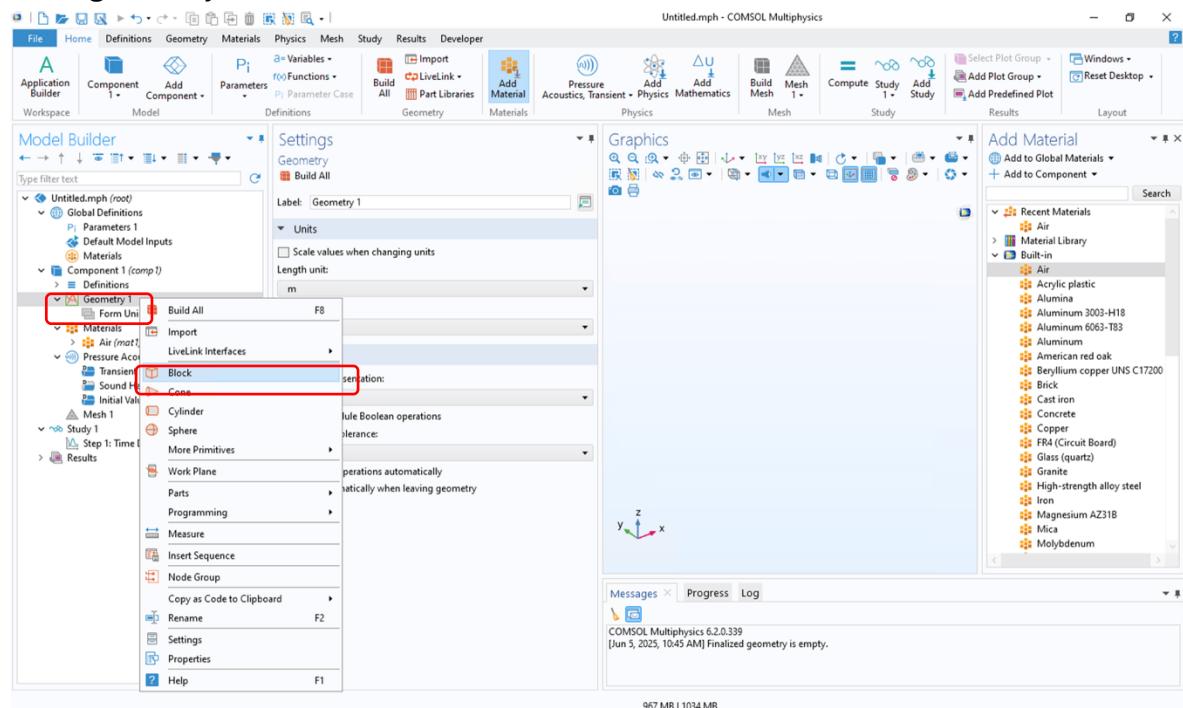
## Load parameters from file paramter.txt

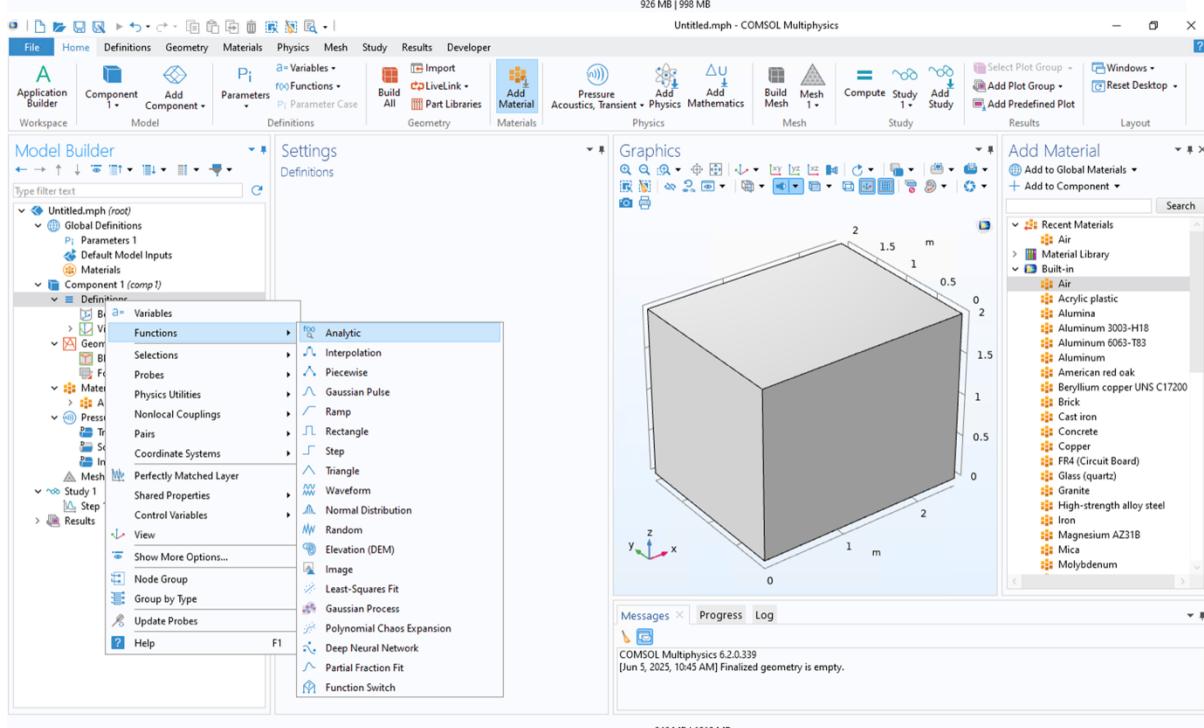
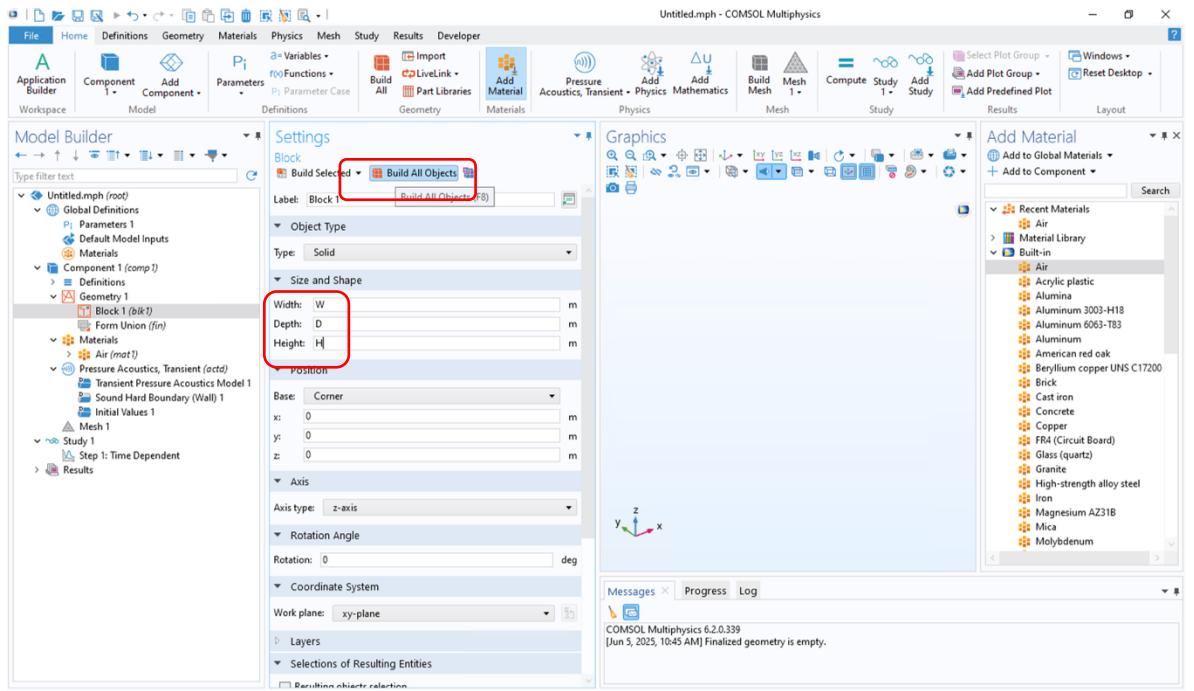


## Load material. Choose air in the built-in library

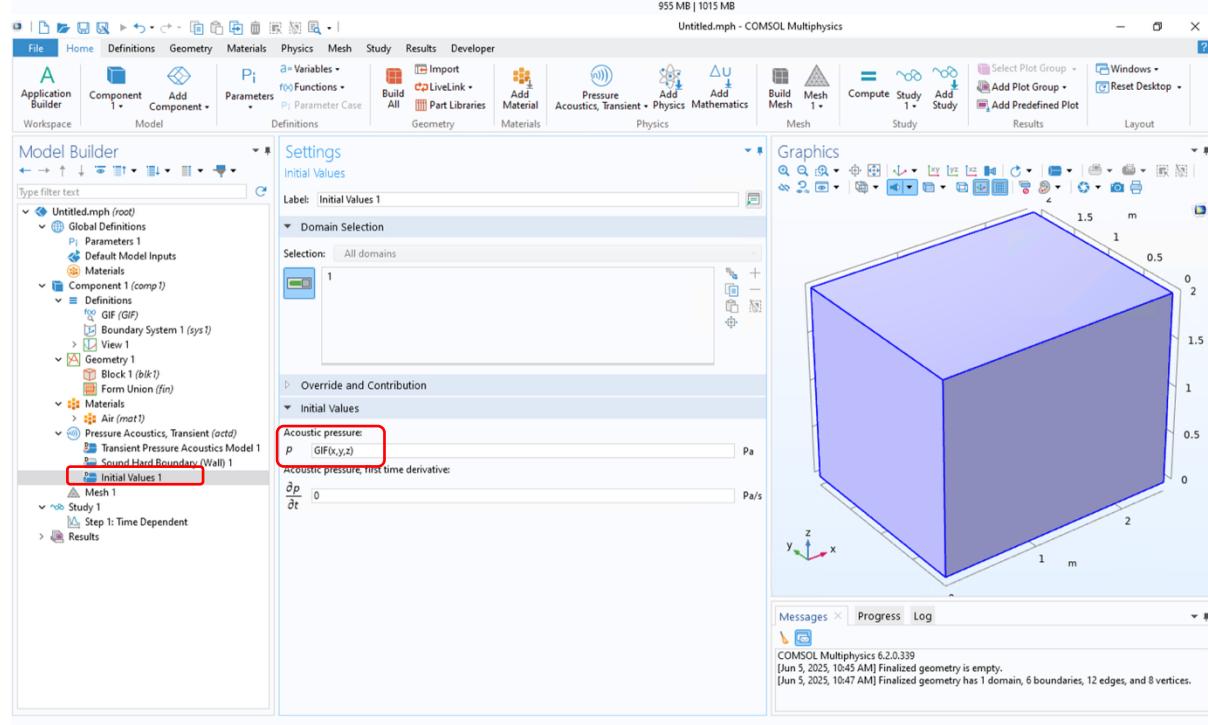
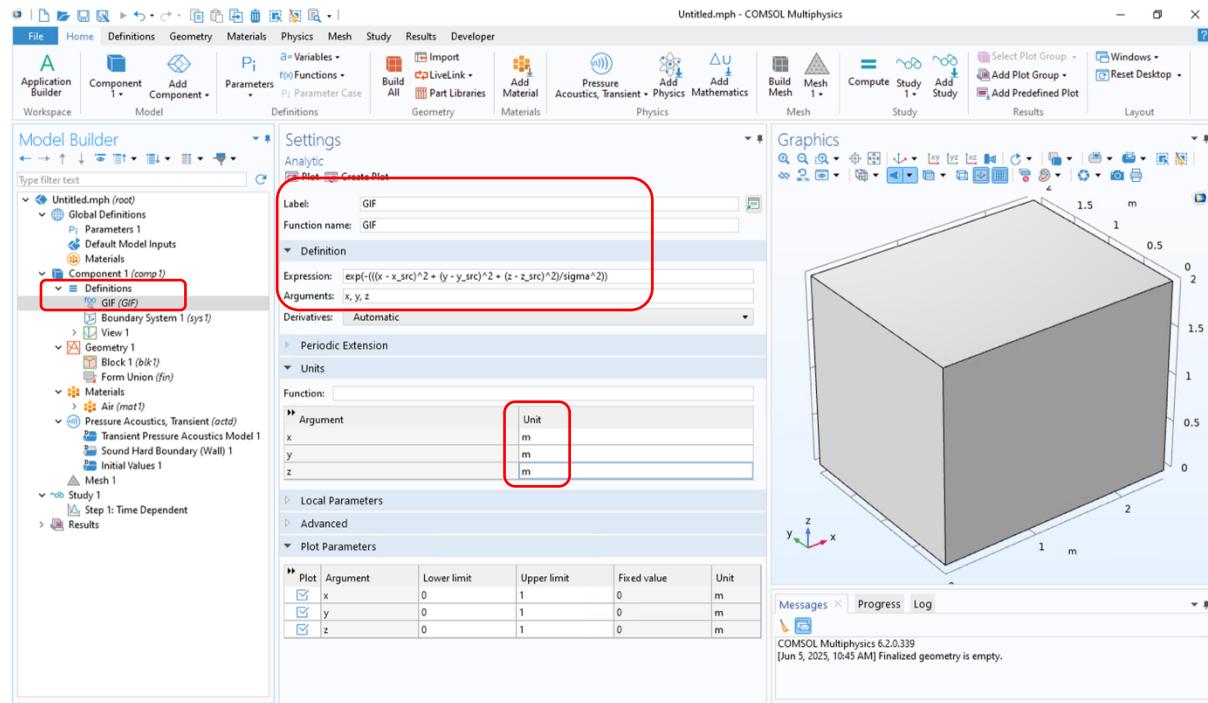


## Build geometry

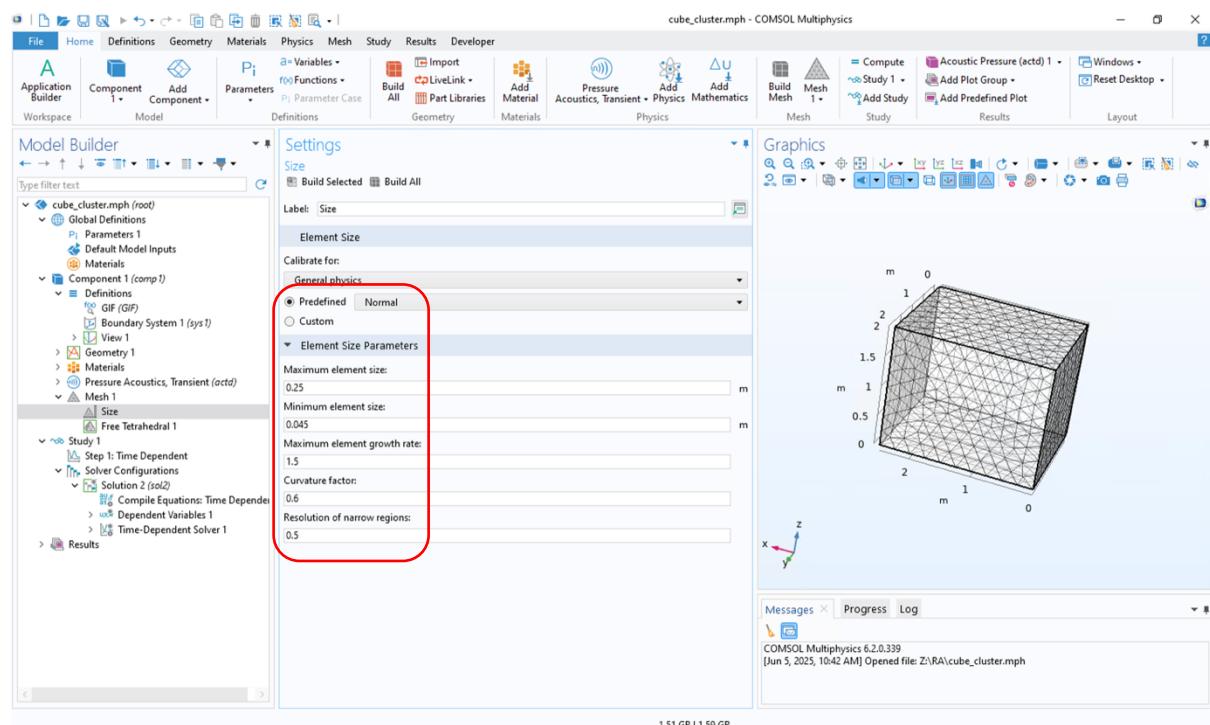
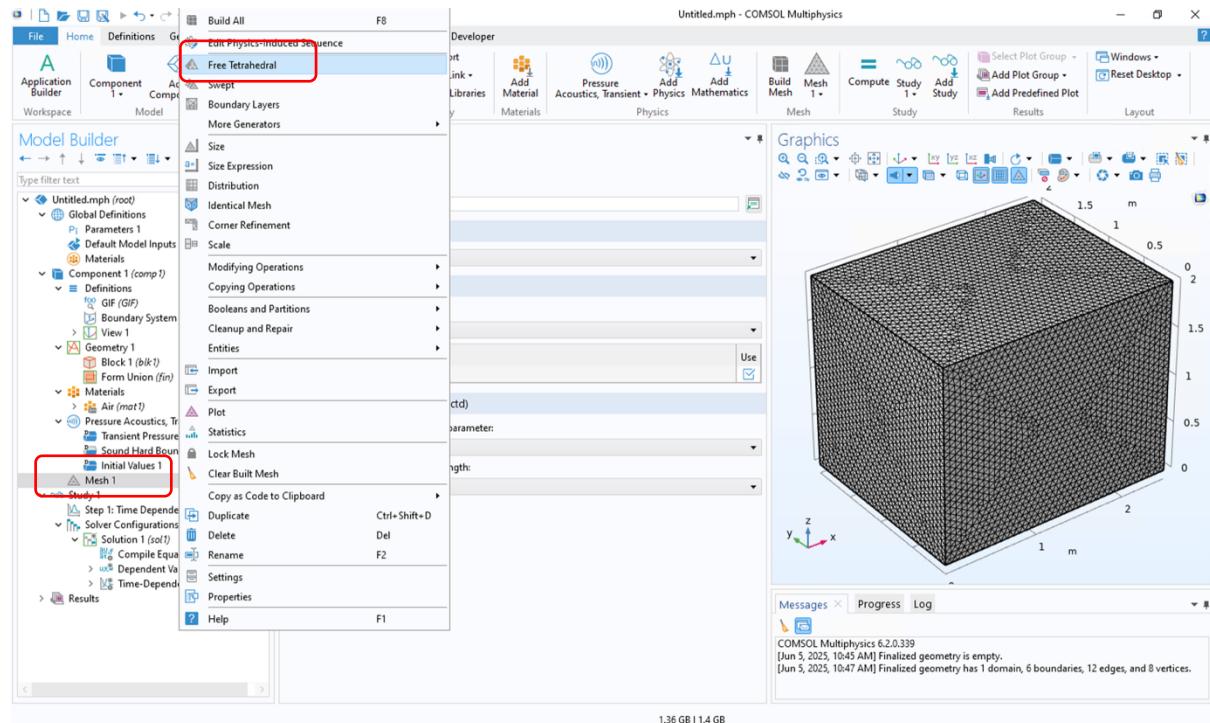




## Add initial impulse function



## Create mesh (change the size if wish)



## Change time step and Sweep sound source positions (load from file source.txt)

