 Fixing our silence problem (a problem in which the audio file with echoes would be all 0s):   
             make sure all btys are within 1km in range

             increase the density of the beams (+NBEAMS, -alpha)

Movement:

Vaishakhi wants us to have audio files that approximate movement as best as bellhop will allow

There’s two ways of doing this:

1. 50 pairs of 1 source and 1 receiver, sending out a thin beam at 0 degrees, going down the depth axis – potential interactions between the different signals causing problems, which is why we should compare the results from method 1 to method 2
2. Running the same env file in bellhop 50 times moving the source & receiver down slightly each time

Plans (ok i didn’t talk to Vaishakhi about this but should we start thinking about splitting up work so we can cover more ground?):

Documentation?

Reconstruction?