Vaishakhi is working on the decoder & mapper

Amplitude degradation as compared to the original signal

Hitting a hard surface – changes in phase and amplitude

Pulses locations increase and decrease

Location of transmitter, but not angle, changes

Taking the changes in beams and stitching them together to create a map Adding strips of land over the area that we see

Topographical maps

Only one transmitter one receiver, close together

She suggests:

* Read the documentation
* Look at the code
* Ask the people who made it for help

Need someone who has worked on mixed file wrappers to help us? – for a week or two weeks – to help us - V will talk to martin about this

3d impulse code is different – wrapper



2d – purely matlab code

**Audio file is most important**

Main challenge is reading the data

Harmonics?

Time?

V agrees with M’s idea of summing up time delayed

**A variety of 2d 3d bty files**

2D – easy to make using the drawbty code, just need to make more

3D – need to write the code to draw this

**Documentation for how to run bellhop**

What v wants:

Sound profile as the pod goes down

50 transmitters and 50 receivers – map pairs of receivers & transmitters as they go down – vertical variation

Horizontal movement difficult

V looking at adding noise