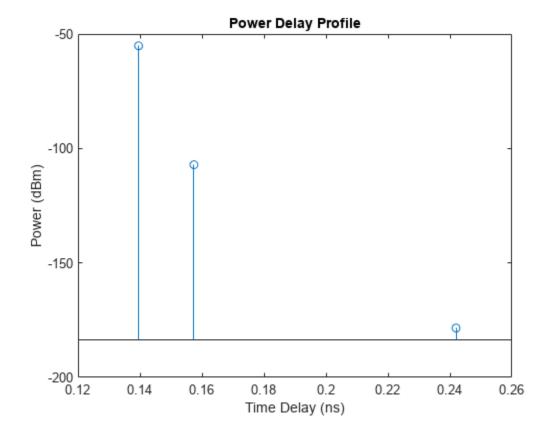
Welcome to Depth Camera Ray Tracing Simulator, in this document, we will talk about the usage and the function of this simulator in Matlab.

- 1) Make sure you have the point cloud and mlx file downloaded in the same folder.
- 2) Run the mlx file.
- 3) Enter the coordinates of TX and RX referring to the spreadsheet in the Gitlab.
- 4) Enter, full, hit Enter.
- 5) Plot of the PDP:



These are the power received at RX, representing direct path, single bounce, and then the double bounce. The base value is set at 5 dB lower than the lowest power.

6) Abbreviation table in the console:

7) Looking for the file saved in the same folder, it will have a timeframe on it:

ray_tracing_double_bounce2023_07_28_14_48_06.mat (MAT V		
\Box	Name	Value
	Radio_Frequency_Of_Channel	3.2600e+11
	Speed_Of_Light	299792458
	TX_coordination	[-0.0050,0.2350,0.0380]
	RX_coordination	[0.0040,0.2200,0]
	RX_mirror_coordination	[-0.0380,0.2547,0.0107]
	TX_mirror_coordination	[0.0212,0.2400,0.0035]
	double_intersect_point_1	[-0.0094,0.2376,0.0343]
	double_intersect_point_2	[0.0193,0.2379,0.0031]
	distance_LOSPath	0.0418
	distance_Double_Bounce_TX_i	0.0063
	distance_Double_Bounce_inte	0.0425
	distance_Double_Bounce_inte	0.0238
	timeOfArrival_LOSPath	1.3954e-10
	timeOfArrival_SingleBounce	1.5739e-10
	timeOfArrival_DoubleBounce	2.4194e-10
	delay_spread_direct	1.6873e-20
	delay_spread_single_bounce	1.2554e-20
	delay_spread_double_bounce	7.5606e-22
	RMS_delay_spread	1.7373e-10
	AOI_double_bounce_on_left	46.3274
	AOI_double_bounce_on_right	55.1001
	AOI_single_bounce_on_left_pl	42.8063
	Reflectance_double_bounce	0.0055
	Reflectance_double_bounce	
	Reflectance_single_bounce_o	0.0451
	permittvity_of_cardboard_at	0.1121
	power_LOSPath	-55.1425
	power_SingleBounce	-107.1105
	power_DoubleBounce	-178.4300
31	Time_Stamp	datetime

8) Looking for the plot file on the entire process:

