Adding Sound Effects to PROSIM

Several people have been talking to me about this and I just love the effect when you do something in the cockpit and it is supported by an accompanying sound effect.
But the manual only basically covers how to do it and a couple of people I know have had difficulty in getting it right.   So, here's how to do it.

Now Prosim comes with several 'on-board' sounds that you can find in the Prosim737/Audio folder. But for me those are not enough. So I created some extras which you can find on my website www.737ng.co.uk . I will be expanding on these as time allows (I have a plan :o))

In your main Prosim folder, create a New Folder and call it Audio files as I have done in Fig.1. This is where I keep all the .wav files which I have made (or borrowed from various sources). It keeps them separate from Prosim which means you can backup the folder and they wont get overwritten by accident.
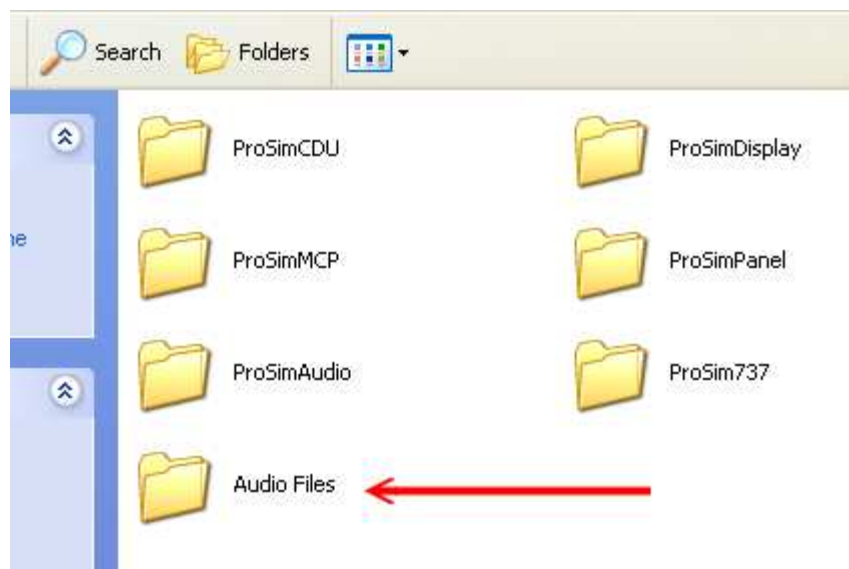

<u>Fig. 1</u>

Ok, once you've saved your audio files, it's time to get them working in Prosim.   To do that, you have to create an Audio Add-On.

Start Prosim and in the Main Window, select the Config – Audio Addons Tab. See Fig.2
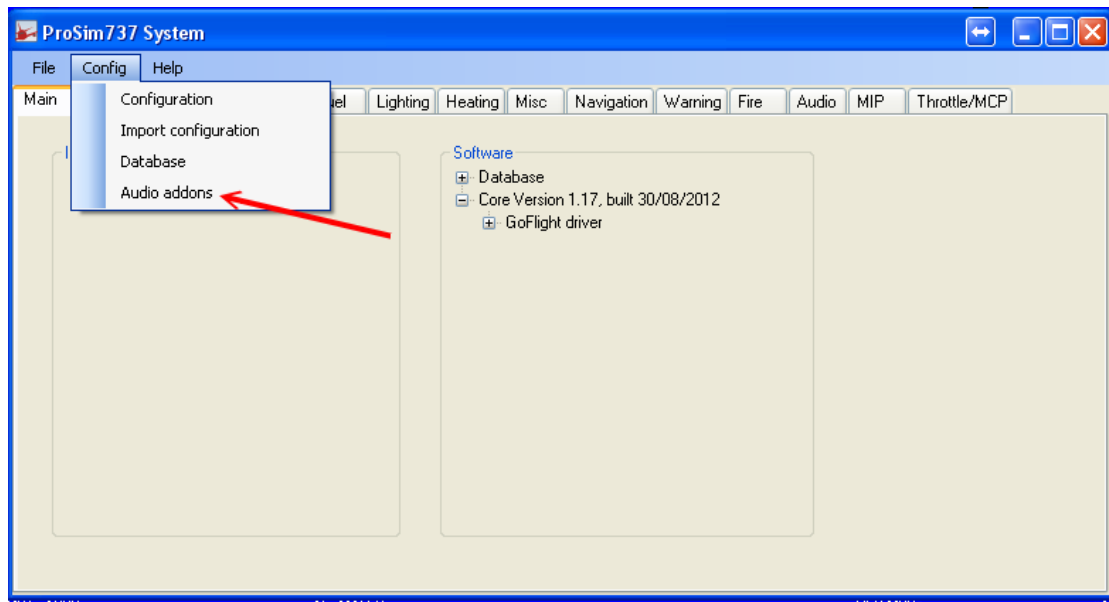
Fig.2

You will now be presented with the Audio Add On Window as in Fig.3
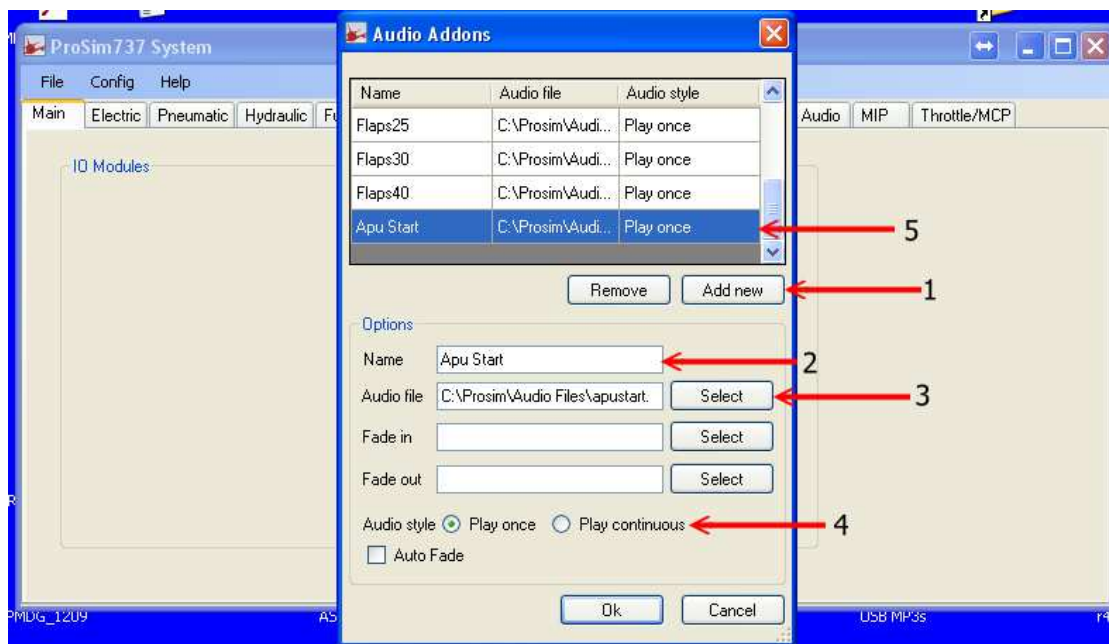

Fig.3

This is where you add your audio files to Prosim. For our example, I will be adding the APU Start file.   To do that I will have to add the file (which of course I have in the separate Audio Files Folder).

Click the Add New Button – 1. In Fig.3.   You will see in the top window a line highlighted in blue. Click on that line.
You now need to give the Audio File a name in Prosim – 2 in Fig.3. I've called it Apu Start.
Now Click the Select Button – 3 in Fig.3 and navigate to the folder where you keep the file you want to add and select it.
You now have to decide whether you want the file to Play Once or Continuously – 4 in Fig.3
Click OK and if all goes to plan, when you open the Audio Add On Window next time, your file will show – 5 in Fig.3.

Understanding How Prosim Handles Audio Files.

Once you have added the audio file in the Audio Addons page in Prosim, they will be added to the various selection menu's in the program.   When you add a sound file to Prosim, it will create 2 items in it's internal menu's.   One will be for the sound file itself and the other will be how and when you want it to play.   I'll deal with this further down.

There are two ways to play the files.   First you can play the file thru Prosim itself. That means on the machine which you have Prosim737 installed on.   However, there is a limitation here.   It is not possible to play files continuously this way because of the way Prosim works with DX9 (or 10 & 11 I assume).   This method is only of use if you want a file to play once on a switch action or an event (Gate).
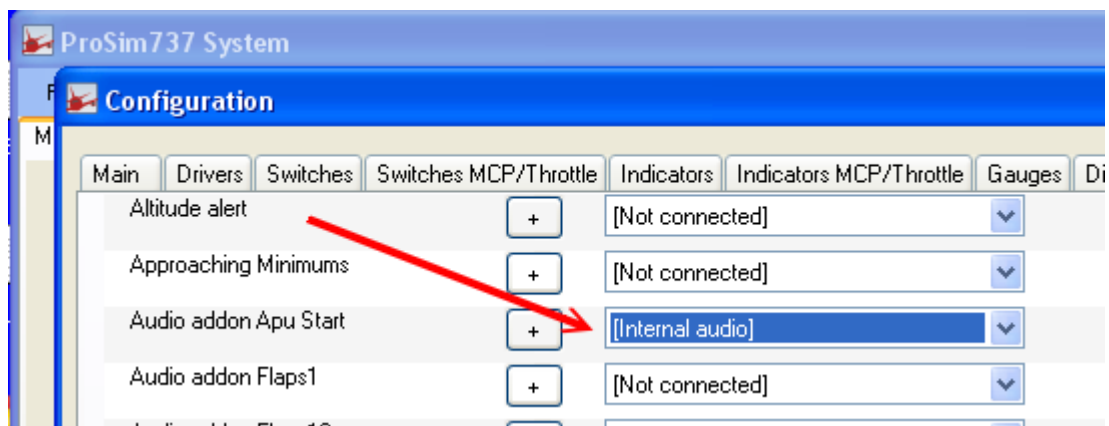

Fig.4

To play a file once thru Prosim itself (not in Prosim Audio), select Configuration/Audio, scroll down the page until you find your Audio Addon File.   From the selection Menu, select Internal Audio.   Your file will play on the Prosim Machine once only. Great for Audio Callouts and one off events.
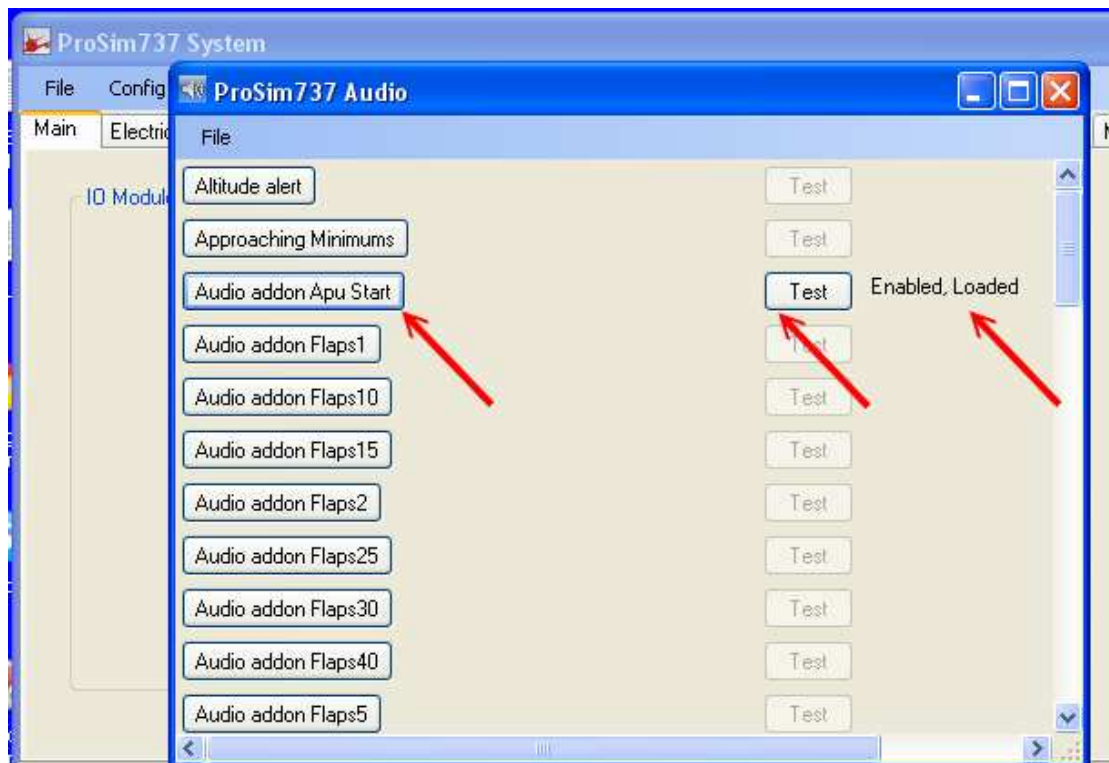

Fig.5

The Second method of playing your audio files is thru the Prosim Audio Module. This module CAN play audio files continuously which is great for things like recirc fan noise, electrical hum, APU Running etc.   Refer to Fig.5 and we'll go thru getting it added.

You may run Prosim Audio on your main machine (the one that Prosim is installed on) or on a networked PC which allows sound to be reproduced from another direction using seperate speakers.

Look at Fig.5 and you will see an item marked Audio addon Apu Start (my sound file). Clicking on the button will load the sound file into Prosim Audio and enable it. See the item on the far right.   Once loaded and enabled, clicking the TEST button will play the file for you.   Go On, try it :o)

Only select to play your file from one source, either thru Prosim Internal Audio or thru the Prosim Audio Module.   Having both selected will cause you volume issues and can cause continuous running files to play only once.

If you wish to play the sound in the separate Prosim Audio Module, then select Not Connected in Prosim itself.

If you wish to play the sound on the Prosim machine, then do not Enable the sound in the Networked Prosim Audio Module.

Ok, we've added the file to the Prosim selection and we've told Prosim how to play it. So let's get on and tell the program WHEN to play it.

Triggering Sounds In Prosim

Sounds can be triggered by the action of a switch/button input or by an internal event or Gate.   In my first example, I'm going to use the APU Starting Gate because we're dealing with the APU Start wave file in this example.

Fig.6

As explained., when you add a sound file to Prosim, 2 menu items are created. 1 in the Config/Audio menu which tells Prosim where to play it and one in the Config/Switches Menu which tells Prosim when to play it.

Goto the Config/Switches Menu and scroll down until you see the file you want to work with which in our example is Audio addon Apu Start.   In the Dropdown Menu Select Gate, the Gate Dropdown menu will appear and in it select APU Starting.

Click OK.   You have just added your first event driven sound file to Prosim Well Done :o)

Go on start the APU and listen carefully :o) :o)

Ok, go on repeat the process with the APU running and APU stopping file.

Some other Gate driven sound files are the 80kts, V1, VR and V2 callouts. Give them a try.

Now let's add a file based on a switch action

What we're going to do here is add a 'Ding Dong' when the hardware attendant button on the overhead is pressed.
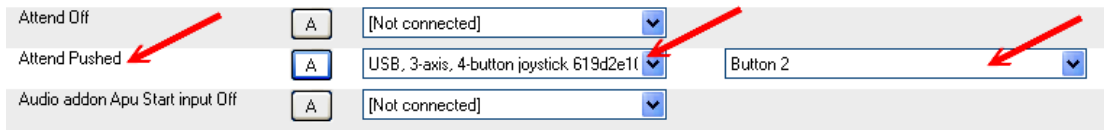

Fig.7

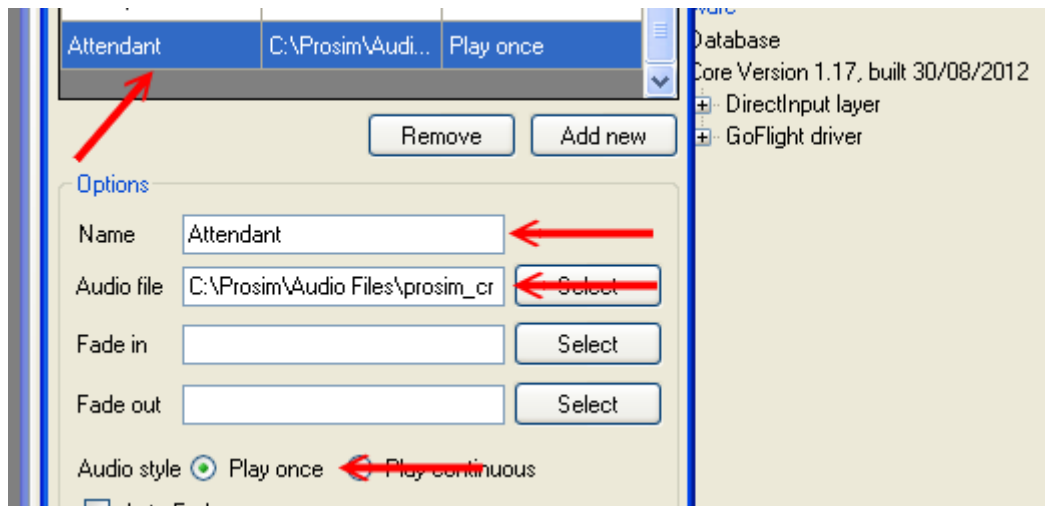The Button has been assigned in the Configuration/Switches Menu.

Fig.8

The Sound File has also been added to the Audio addons library to play once when the button is pressed.   So, now let's tell Prosim when to play the file.
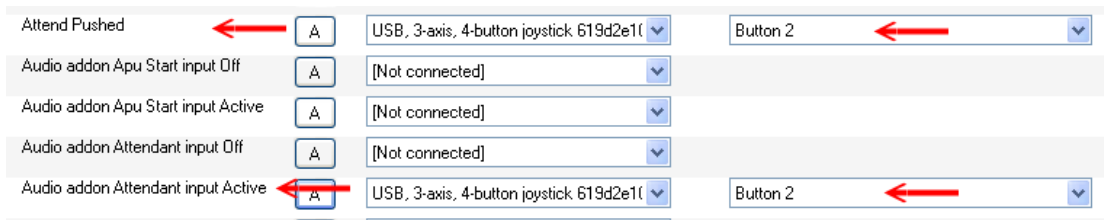

Fig.9

Having added the Attendant Sound File to the library, Prosim will add a menu item in the Config/Switches Menu for that addon.   What we have to do is assign the same hardware button we assigned for the action to the Audio addon.

Click OK to close the page and save your settings.   Go on, press the button and call one of the crew :o)

Moving on, let's add a sound file that plays continuously when a button is pressed.

We're going to add the Trim Down Sound which will be played when I use the Trim switch on my Yoke.   So first we have to add the file to Prosim as we did with the APU Start wave file. Refer to Fig.2 and Fig.3 with the explanation of how to do that if you can't remember.
See Fig.7   This file will play continuously as long as the button is pressed, so it has to be played thru the Prosim Audio Module.
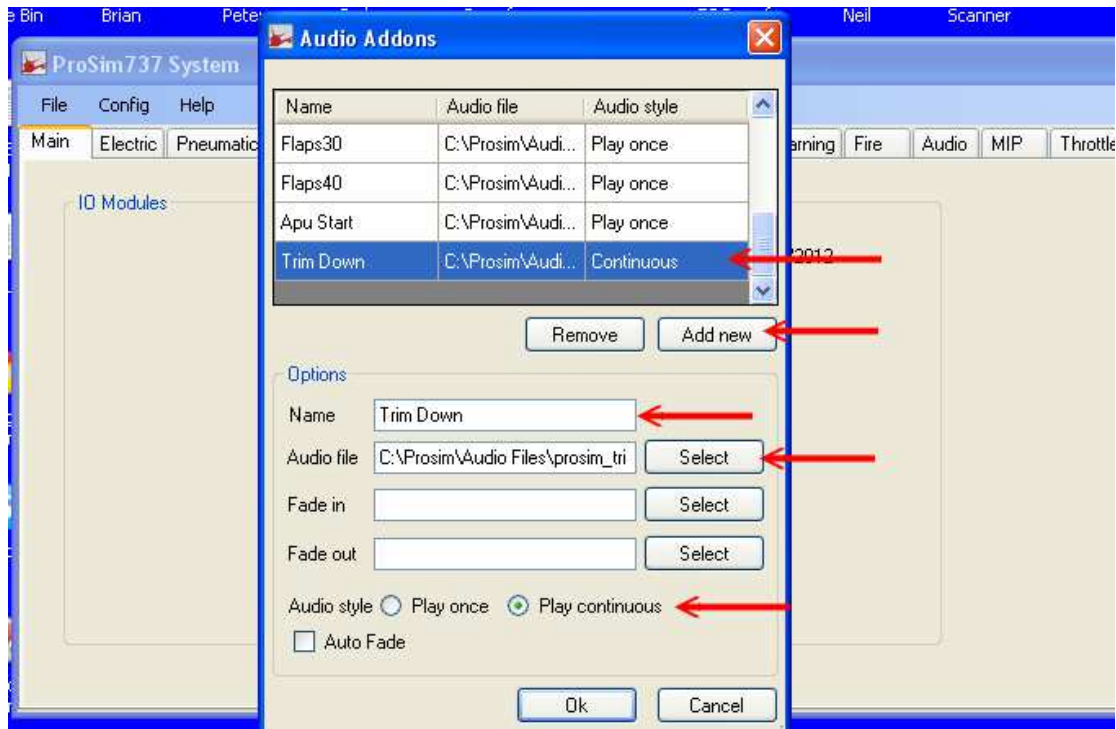
Fig.10

I have the Yoke Trim Switches assigned in FSUIPC with the Control to repeat while button pressed.   You may do it another way, but the result is that Prosim will see the trim being set and action the sound file accordingly.
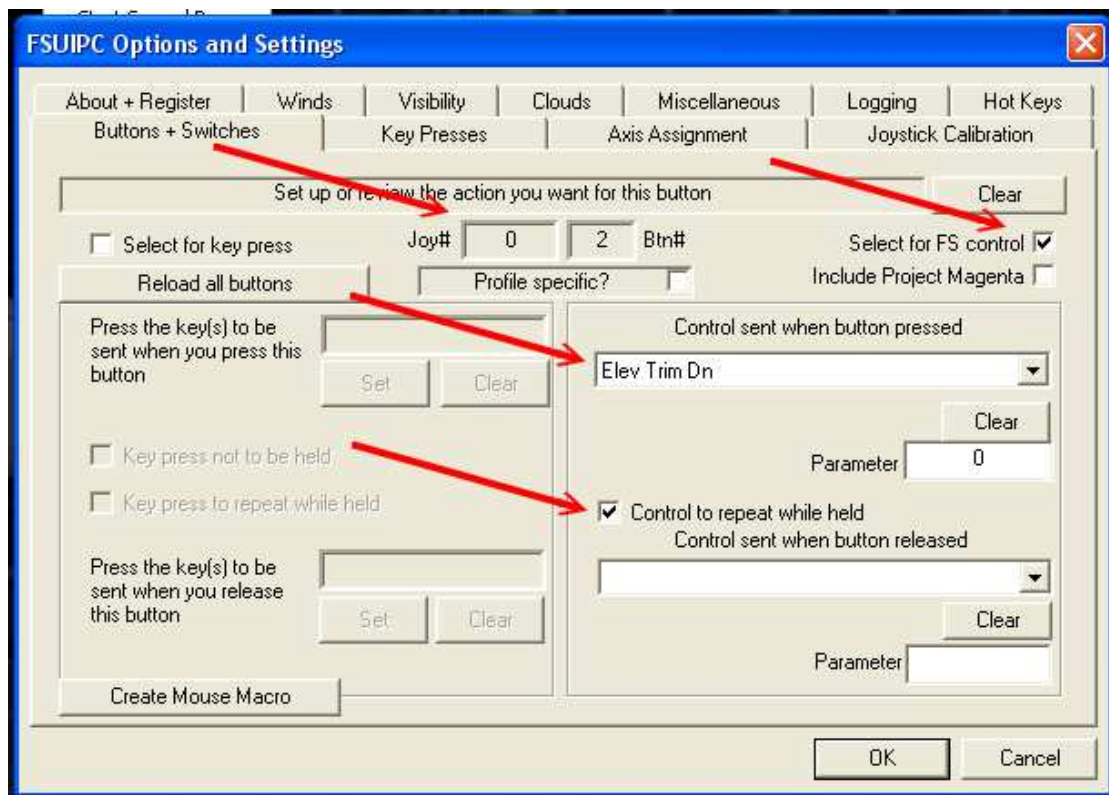

Fig.11

Ok, so the audio addon file has been added to the library, the trim down action has been assigned to the button, so all we have to do is assign the button in the Config/Switches menu to the audio addon – see Fig.12.
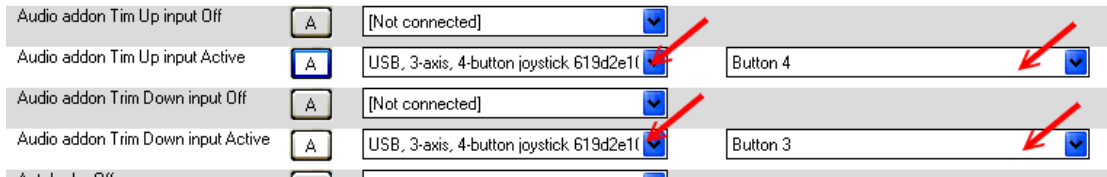

Fig.12

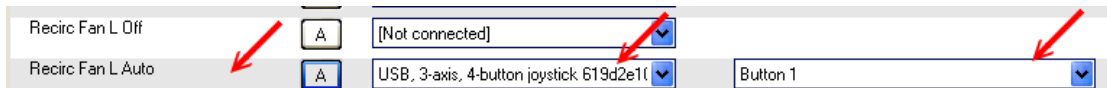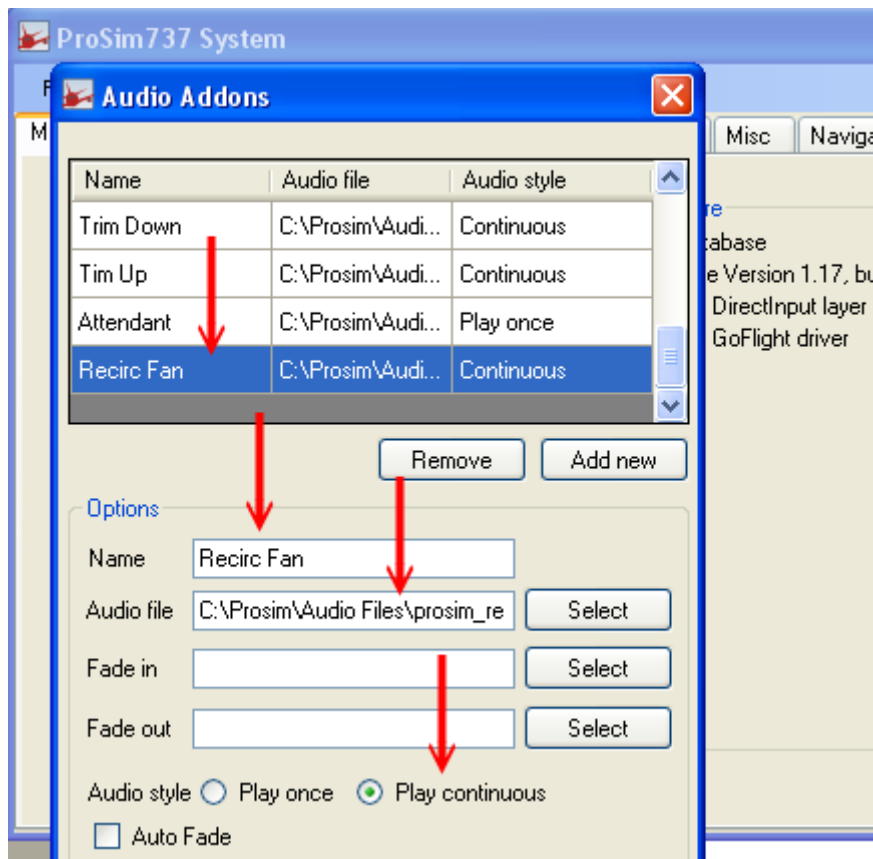Another Example – Re-circ Fan Noise
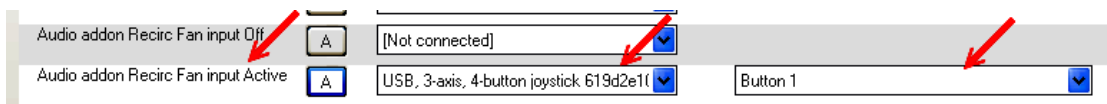

Fig.13

Fig.14

Fig.15

Ok, just to Re-Cap…….. Fig.13 shows I've assigned a switch to the L Re-circ Fan in the Config/Switches menu that is showing as Button No.1.
Fig.14 shows I have added a sound file to the Prosim Library called Recirc Fan which I want to play continuously while the button is pressed.
Fig. 15 shows I have assigned the same Button No.1 to trigger the sound to be played.

Well hopefully that has explained it for you and given you some ideas of your own.   I have had a lot of fun working with sound files and it DOES add to the experience believe me. Please read the notes about sound files below to help you get the levels and quality right.

And just to get you going, here's some links to the sound files I have to hand.   There are more, which will appear from time to time on my website.

APU Zip File   http://www.737ng.co.uk/apusounds.zip
Contains the Apu Start, Apu Running and APU Stopping sound files

Vspeeds Zip File   http://www.737ng.co.uk/VSpeeds.zip
Contains the V1 VR and V2 sound files

Prosim S1 Zip File   http://www.737ng.co.uk/prosim_s1.zip
Contains various Cockpit Sounds. Flaps, Trim Up and Trim Down, Elec Hum (on Battery Switch) & Recirc Fans (both need to play continuously), APDisconnect (from a real 737), 80kts call out and Spoiler Extended In the Air sound files.

Thanks for your time and interest and If I goofed somewhere or you think I could explain something better, tell me so I can improve the document.

Regards

Ian P.Sissons OSWESTRY England - 6th Sept.2012

www.737ng.co.uk

ian@737ng.co.uk

Notes
Wave files will come recorded at a given level. That is they have a set volume.   You may, as I did have to adjust the level of the file by either amplifying or reducing the sound level in the file to suit your installation and get the balance right.
Just use a simple wave editor which you can get for free on the internet and experiment.
You will soon get the hang of it.