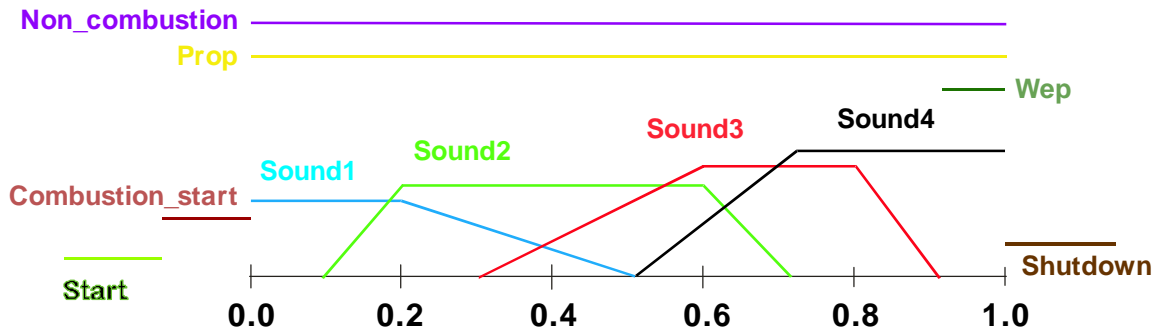


## Soundediting CFS2



Throttle 0.0 - 1.0 > first value in vparams & rparams



Volume 0.0 - 100 > second value in vparams

0 = silence 50 = -3dB 100 = 0dB

Pitch 0 - .... > second value in rparams

0.5=halfspeed + lower pitch 1=original 2=2xspeed + higher pitch

Volume55.2 Volume12

Vparams=0.17,55.20,0.78,12.00

Throttle0.17 Throttle0.78

up to 8 throttle points allowed in vparams and 2 throttlepoints in rparams

Flags combustion  
2=damaged engine  
4=boost (wep)  
prop  
2=maximum prop pitch  
4=minimum prop pitch

Viewpoint  
1=internal sounds  
2=external sounds

### Example

sound1

rparams=0.0,0.9,0.5,1.1

vparams=0.0,30.0,0.2,50.0,0.4,5.0,0.6,0.0,0.8,0.0,1.0,0.0

sound2

rparams=0.1,0.9,0.7,1.1

vparams=0.0,5.0,0.2,10.0,0.4,50.0,0.6,5.0,0.8,0.00,1.0,0.0

sound3

rparams=0.3,0.9,0.9,1.1

vparams=0.0,0.0,0.2,5.0,0.4,10.0,0.6,50.0,0.8,5.0,1.0,0.0

sound4

rparams=0.5,0.9,1.0,1.1

vparams=0.0,0.0,0.2,0.0,0.4,5.0,0.6,40.0,0.8,50.0,1.0,80.0