TFDi Design

737 EXTREME SOUND

for Microsoft Flight Simulator X: Steam Edition • User Manual

Table of Contents

Overview

The 737 Extreme Sound is an accurate audio representation of the Boeing 737 NG series for Microsoft Flight Simulator X: Steam Edition. This sound pack has been carefully crafted to simulate realistic internal and external spool, buzzsaw/engine grind, accurate battery and cockpit ambience, and immersive ground rolling audio. Additionally, a custom sound gauge is included with the 737 Extreme Sound for use on any aircraft (that it is installed to). This gauge adds GPWS altitude callouts and TOWCS, as well as a 2D panel for controlling air conditioning and crew notification sounds.

Installation

After installing the 737 Extreme Sound, the default 737 will automatically use the sounds provided with this DLC.

Adding the Sound Pack to another Airplane

For those that wish to use the 737 Extreme Sound on an aircraft other than the default 737, a detailed walkthrough of the installation process is outlined below.

1. Browse to your root FSX:SE directory. The easiest way to get here if you aren't sure where it's located is to do the following: open Steam, right click on Microsoft Flight Simulator X: Steam Edition in your Games library, click "Properties," select the "Local Files" tab, and click "Browse Local Files."
2. Go to the \SimObjects\Airplanes\ directory within the FSX:SE folder and locate the folder of the aircraft that you wish to add the sound pack to.

Note: If the aircraft you are looking for is not here, be sure to check your DLC folder in the FSX:SE root directory if you have installed the plane via Steam.

3. Take note of both the aircraft's folder name, as well as the aircraft's sound folder name.
4. Browse back to your FSX:SE root directory and browse into the \DLC\379584\SimObjects\Airplanes\ directory.
5. Create a new folder here with the same exact name of the aircraft folder you took note of previously.

6. Inside this new folder, create another folder with the same name as the sound folder you took note of previously.
7. Browse back into the Airplanes folder and browse into the \B737_800\sound\ directory and copy the file called "sound.cfg" from this directory.
8. Browse into the newly created aircraft folder and paste the sound.cfg into the sound folder.

Note: If there are multiple sound folders, you must repeat the above steps for each one.

Adding the Sound Gauge to another Airplane

To install the 737XS Sound Gauge to an aircraft, follow the instructions outlined below.

Note: Below, the use of the word "section" refers to several lines of text with a header defined by the bracket symbols ("[" and "]"), while "entry" refers to a single line of text with an equal sign in it.

1. Browse to your root FSX:SE directory. See the "Adding the Sound Pack to another Airplane" section above for instructions on locating this directory.
2. Go to the \SimObjects\Airplanes\ directory within the FSX:SE folder and locate the folder of the aircraft that you wish to add the sound gauge to.
3. Take note of the name of the aircraft's panel folder.
4. Copy the panel.cfg located in that folder.
5. Browse back to your FSX:SE root directory and browse into the \DLC\379584\SimObjects\Airplanes\ directory.
6. Create a new folder here with the same exact name of the aircraft folder you took note of previously (if not already done).
7. Inside this new folder, create another folder with the same name as the panel folder you took note of previously and paste the panel.cfg in that new folder.
8. Open the new panel.cfg in Notepad or any other text editor of your choice.
9. Locate the [Window Titles] section of the panel.cfg you have open (this is usually near the top).
10. After the last "WindowXX" entry in this section, add the following entry:

> WindowXX=737XS Sound Panel

11. Change the "XX" to the number that is next in sequence after the WindowXX entry above (example: last entry is Window08, so WindowXX becomes Window09).

12. Scroll down through the panel.cfg until you find the end of the last [WindowXX] section and add the following section after it:

```
[WindowXX]
Background_color=0,0,0
size_mm=512,512
window_size_ratio=1.000
position=0
visible=0
ident=110
window_size=0.190,0.350
window_pos=0.000,0.000

gauge00=737xs!ovhd_com,0,0,512,512
```

13. Change the "XX" to match the number of the WindowXX entry you added earlier.
14. Locate the VCockpit01 section (or the WindowXX section of the panel that you normally fly from if you do not use the virtual cockpit).
15. Add the following gauge entries after the last gaugeXX of the section you have chosen:

```
gaugeXX=737xs!tocws_com,0,0,1,0
gaugeXX=737xs!gpws_com,0,0,1,0
```

16. Change the "XX" of both gauges to the numbers that are next in sequence after the gauge above them.

Configuring FSX:SE

For the best experience, it is recommended that you use the following settings (or similar) shown below.
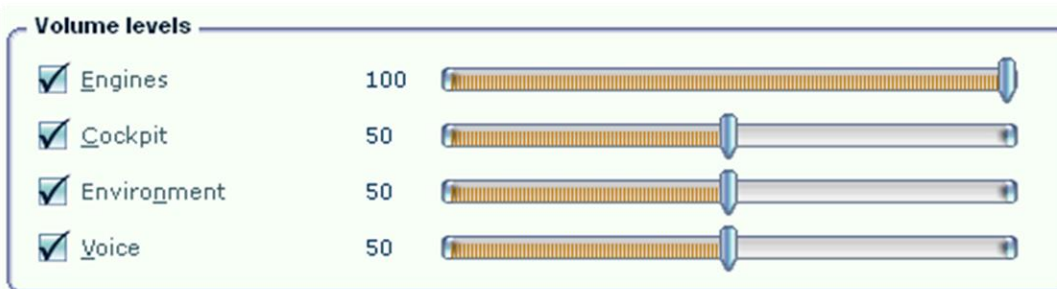
Notes

Frequently Asked Questions

1. Q: How can the default cockpit ambience (gyro) sound be disabled?
   A: Find the [GYRO_SOUND] section in the sound.cfg of the aircraft that you wish to disable this for and delete the entire section.

2. Q: Is it possible to increase the volume of the sounds?
   A: Adjust FSX:SE's volume settings to the values shown in the screenshot under the Configuring FSX:SE section.

3. Q: Why don't the 737XS sound pack/gauge work with the aircraft that I installed it to?
   A: There are a number of reasons that this could be happening and it is impossible to cover all potential issues that cause this. For the sound pack, ensure that the name of the aircraft and its sound folder are correct and match the existing ones. For the gauge, make sure that you have named the panel folder correct and installed the gauge to the correct panel.cfg. Also double check that you have changed the "X" placeholders of each entry to the correct numbers. If you are having trouble getting the sound pack/gauge to work, it is recommended that you contact TFDi Design for assistance.

Known Issues

- The APU sound (ambient exterior sound) will not play until the engines have started and stopped at least once. This is a limitation of FSX:SE.
- A sound plays at a constant pitch in either the exterior or interior view when it shouldn't. This is an issue with FSX:SE. It can be resolved by toggling FSX:SE's sounds off and then on again.

Support

TFDi Design provides support for its products via its ticket system.

Credits

Contributors

The following is a list of people who have helped to create the 737 Extreme Sound.

Collin Biedenkapp	sound CFG, audio mixing, programming
Brandon Filer	panel bitmaps, documentation, testing
Neil Waterman	exterior, interior, and system audio
Kriss Armstrong	external "buzzsaw" and ground roll audio
Bruce Knight "brucek68"	exterior shutdown audio
Axel "ChickenwingAirlines"	exterior spool and takeoff rumble audio
Logan "ISOMEX"	exterior start up, idle, and taxi audio
"mah584jr"	interior "buzzsaw" audio
"claudiodarocha"	exterior reverse thrust audio

Beta Testers

A special thanks goes out to our beta team. Their input was extremely valuable throughout the development process.

Sam Gallacher   Trevor Larsen   Alex Parker   Nathan Smith   Kevin Weerman

About TFDi Design

TFDi Design is a flight simulation-based software development company that strives to create modern and quality products, utilizing the latest technology available to push the limits of what is possible.