

CHALK RIVER GRAPHICS

# CrgSim Sound Module

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## Installation and User's Guide

Chalk River Graphics

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## **Sound Module**

The CrgSim sound module is an optional software package for providing background aviation chatter and flight announcements. It should run on XP systems and above. Since the FSX sound stops on loss of FSX focus this module is best run on another computer so the FSX sound remains undisturbed.

## **Installation**

The Sound Module is great for adding atmosphere and provides a greater sense of immersion to a flight simulation. To install, copy the sound folder to a destination computer.

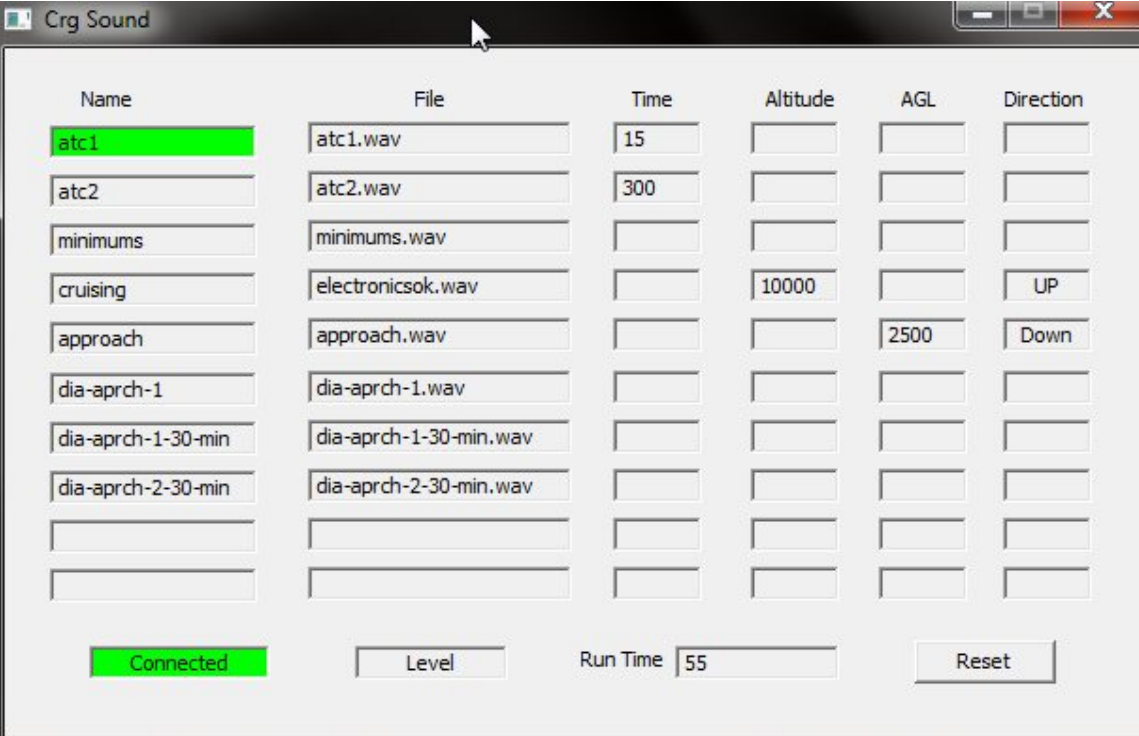
We have not had much luck playing longer wave files with XP, it seems the longer length sounds do not play or get truncated although if you use MP3 files and play them with WinAmp they should work just fine.

The Sound Module used to provide basic altitude callouts on landing as well as “minimums” and “approaching minimums” announcements.

**These functions have been moved to the CrgLocals program.**

## The sound Module Window

When the sound module is started a window similar the one below will be displayed. Actual window size will depend on the number of sound files specified in the configuration file. The window has a number of columns:



The screenshot shows a window titled "Crg Sound" with a table of sound files. The table has six columns: Name, File, Time, Altitude, AGL, and Direction. The first row is highlighted in green. Below the table, there is a "Connected" button, a "Level" input field, a "Run Time" input field with the value 55, and a "Reset" button.

Name	File	Time	Altitude	AGL	Direction
atc1	atc1.wav	15			
atc2	atc2.wav	300			
minimums	minimums.wav				
cruising	electronicsok.wav		10000		UP
approach	approach.wav			2500	Down
dia-aprch-1	dia-aprch-1.wav				
dia-aprch-1-30-min	dia-aprch-1-30-min.wav				
dia-aprch-2-30-min	dia-aprch-2-30-min.wav				

Connected Level Run Time 55 Reset

- Name - this is the name you give to the sound file. If the name in the configuration file is too long this column will display as blanks.
- File - this is the actual name of the wave file on disk. If the file name in the configuration file is too long this column will display as blanks.
- Time - The sound file will start playing when Run Time is greater than or equal to this value.
- Altitude - The sound file will play when this altitude is reached on descent or ascent depending on the value in the direction column.
- AGL - The sound file will play when this altitude AGL is reached on descent or ascent depending on the value in the direction column.
- Direction - Specifies whether the sound will play on ascent or descent.

There are four fields across the bottom. From left to right:

- Connected indicator: shows “Connected” on a green background if there is a connection to FSX. “Not Connected” on a red background will show if there is no connection to FSX.
- Climb/Descend indicator: If the aircraft is climbing “Ascending” will display, if the aircraft is descending “Descending” will display, and “Level” will display if the aircraft is flying reasonably level.
- Run Time displays the number of seconds that the sound module has been running.
- The right most field is the reset button. Clicking this button will reset the run time to 0 and cancel all sounds that are currently playing.

Note: if you use WinAmp the location of your WinAmp file may be different than the location specified in the distribution sound configuration file. If so, you will see an error message on crgsound.exe startup. If you are not using WinAmp just remove the “sndplayer” line from the configuration file. If your WinAmp is located in a different place then make the correction to the “sndplayer” line and restart crgsound.exe.

## **Starting CrgSound**

Start crgsound.exe from within the Sound folder. A display similar to that above will appear except in the "Name" column all of the backgrounds will be gray until 15 seconds have passed. Then you should hear some ATC chatter and the top box background will be green as above. In the lower left corner the green box with the text "Connected" indicates that the program is connected to the CrgSim network. If there is no connection "Not Connected" will be displayed on a red background.

## Playing MP3 Files

(To play the MP3 files we installed WinAmp on our lab and test systems.)

Then to test: if the first ATC sound is still playing click on the green "Name" field for the top sound. The sound should stop and the background change from green to gray. Then click on the box with "MP3 Example". This action should start WinAmp and WinAmp should start playing an ATC file. You can bundle up a number of ATC sounds into a WinAmp playlist, give the playlist a name, and add it to the sound module sound list as described below.

## Crg Sound Notes

- Sound files can be played at any time by clicking on the sound name.
- Once a sound file has played automatically based on altitude (or AGL) and direction it will not play again except for clicking on the sound name. Clicking the Reset Button will reset the run time and will rearm the play on altitude feature.
- There are a number of cabin announcement available on the net. Once you find and download a set that you like copy the sounds files that will be used to the same directory that crgsound.exe is executed from. Try searching for vsswacol.zip, vskaual1.zip, vsajcthy.zip, and English.zip on some of the flight sim forums. If you find some interesting announcements please let us know.
- [www.LiveATC.net](http://www.LiveATC.net) is a good place to get long archived recordings (30 minutes or so) of ATC traffic from many different airports. The download files are MP3s so they will have to be converted to wav files to be used by CrgSound unless you create a playlist in WinAmp and use as described below.

- Mp3 and m3u (playlists) are played by WinAmp. Only one playlist or mp3 file may be playing at a time. Multiple sounds are possible with wave files. For example an ATC playlist can be playing with WinAmp and at the same time altitude callouts can be made on descent with wave files.
- When crgsound is started the playlist can be started by clicking on the playlist name. A second click should terminate WinAmp. If a playlist or mp3 file is being played then other mp3/m3u entries cannot be started until the currently playing mp3/m3u file completes or is terminated by clicking on the entry in the name column.

CrgSound has been tested on Windows 7 and Windows XP. On XP the longer files did not play, it seems there is a length restriction (at least on our test computer) so if you have a large wave file that does not play you can convert the sound to MP3 or try cutting the file into segments with an audio editor. Try including one of the included short sounds (Minimums.wav) in the crgsound.cfg file as a test of XP.

To provide the ability to play long sounds during flight CrgSound can start WinAmp with a playlist (m3u file). To use the WinAmp feature (assuming you have WinAmp installed on your computer):

- Create a playlist in WinAmp with the mp3 files you want to hear.
- Save the playlist with a name of your choice.
- Add the m3u playlist name to the crgsound.cfg file (per the example included with the distribution)



Name	File	Time	Altitude	AGL	Direction
ATC Boston # 1	KBOS1.wav	15			
ATC Boston # 2	KBOS2.wav	1870			
Boston Play List	CrgPlaylist.m3u				
Example	Minimums.wav				
MP3 Example	KBOS-ATC-1.mp3				

Not Connected      Level      Run Time 26      Reset

**The ATC files are provided by permission of [liveatc.net](http://liveatc.net). This is a great place to get hours of ATC background chatter.**

## Sound Module Configuration

The information displayed under the columns is specified in the sound configuration file (crgsound.cfg):

- snddef - begin each sound file definition with this keyword.
- sndname - your display name for the sound.
- sndfile - the name of the sound file on disk.
- sndtime - an optional parameter that specifies the runtime at which to start playing the sound.
- sndalt - an optional parameter specifying the altitude at which to play the sound. (see snddir below).
- sndagl - an optional parameter specifying the altitude above ground level at which to play the sound (see snddir below).
- snddir - this parameter specifies whether to play the sound on ascent or descent. For example one would expect the “prepare for descent” announcement to play on descent instead of onclimb out. To play on descent enter “down”, to play on ascent enter “up”.
- sndend - this indicates that configuration for this sound is complete.

- The following is an example of a valid sound definition in the sound configuration file:
  - snddef
  - sndname cruising
  - sndfile ElectronicsOk.wav
  - sndalt 10000
  - snddir up
  - sndend

This could be the specification for a cabin announcement indicating that it is OK to start using “approved” electronic devices. The sound file would play as the aircraft passed through 10,000 feet on ascent

## Contact

You can contact us at [sim30@crgsim.com](mailto:sim30@crgsim.com). We are especially interested in your comments, any problems you might have with the programs, and things that you like (or don't like) about them.

After spending a large amount of time removing non-flight sim posts (drugs, counterfeit boots, ... for sale) we reluctantly had to convert the web site to read only.