

# BladeSlapSND

( Helicopter Blade-Slap-Sound)

## for FSX

Version 1.0

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[BladeSlapSND on Youtube](#)

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## Important Information

Please read this document carefully before contacting or reporting errors.

## Copyrights & Disclaimer

copyright for dsd\_fsx\_xml\_sound.gau : Douglass Dawson

( [www.douglassdawson.ca](http://www.douglassdawson.ca) )

Thanks to Doug for the dsd\_fsx\_xml\_sound – module , which makes this BladeSlapSND possible.  
Version 4.3.1 is a permitted part of this package, so you don't need to download anything more...

copyright Stephan Siebertz

This gauge-set is freeware and it is available for your personal use. Without my explicit permission, it may NOT be sold, re-distributed and/or uploaded to another website or bulletin board (in ANY shape or form).

If you want to bundle (part of) this gauge-set with your (freeware !!) panel, you may ONLY do so AFTER my explicit permission and inclusion of this README file AS-IS.

**And obviously, installing & using this gauges is at your own risk**

## What is BladeSlapSND ?

In several flight-conditions of a helicopter you can here a loud blade slap sound from outside and inside the cockpit. Most conditions are at high bank angles or while descending. Following video should give you an idea: [BladeSlapSND on Youtube](#)

This addon implements this effect into Flight Simulator.

## ***How this solution works !***

The effect is very difficult to realize with the sound-set and the sound.cfg of Flightsimulator aircraft ( because you can not describe flight conditions in the sound.cfg ). For this reason, I made some gauges ( loaded via the panel.cfg) which can produce this sound effect - independent of the installed sound-set and installable to any helicopter in FS.

Each effect/gauge is described in the chapter [\*\*Designed effects \(XML-Gauges\)\*\*](#) .

The effects are only audible from the inside-views. Why ? As the gauge is not aware about your viewpoint or your position (direction/distance), the sounds would every time be played at the same volume level ( even if the helicopter is far away). For that reason, I deactivated the sounds in any outside-view.

## ***Volume-Control***

The sounds are played through a separate module. Although the volume is coupled to the FSX, it can not regulate the effects modeled here separately. Also, the OS-sound-mixer functionality in Windows 7 provides no way to regulate these effects separately.

The sounds I have created should fit with the most sound sets. The tests by me and those who helped me with addons that I don` t own are most based on „all volume sliders 50%“ in FSX. This is a good start.

If the effect is too loud, you can increase the engine-sound-slider inside FS and then decrease your main sound-volume of your system. The opposite works as well. This helped and even a 5% change sometimes acts as a miracle ...

If sounds still are too loud/quiet, you can modify the volume of the sound-files itself with various sound-editing programs (such as Audacity). The WAV files are located under:

```
... FSX main direcorey ... \Sound\BladeSlapSND
```

I do NOT recommend to change the parameters in the config- or XML-files. To give you alternative WAV files, I added a folder with the same files at a lower volume level. You have to copy them over the original ones. You find these „lower volume“ files in a sub-folder :

```
... FSX main direcorey ... \Sound\BladeSlapSND\LowerVolume
```

## Designed effects (XML-Gauges)

I made the following XML-gauges, which fits to their name-type. You should only use one effect at a time. Feel free to experiment, which one fits best for your addon:

### EC135-SLAP

designed for Eurocopter BK117, EC135, EC145, ...

- effect while descending at a speed-range between 10-105 kts (dependency: sinkrate)
- effect while flying curves above 115 kts (dependency: bank-angle)

### MD500-SLAP

designed for MD500 types ...

- effect while descending at a speed-range between 10-75 kts (dependency: sinkrate)
- effect while flying curves above 85 kts (dependency: bank-angle)

### BELL4xx-SLAP

designed for medium 4-blade-helicopter ( Bell412,... )

- effect while descending at a speed-range between 10-105 kts (dependency: sinkrate)
- effect while flying curves above 115 kts (dependency: bank-angle)

### BELL2xx-SLAP

designed for medium 2-blade-helicopter ( Bell 222, ...)

- effect while descending at a speed-range between 10-95 kts (dependency: sinkrate)
- effect while flying curves above 100 kts (dependency: bank-angle)

### BELL206-SLAP

designed for smaller 2-blade-helicopter and Bell206 JetRanger

- effect while descending at a speed-range between 10-75 kts (dependency: sinkrate)
- effect while flying curves above 80 kts (dependency: bank-angle)

### HUEY-SLAP

Same effect as BELL2xx-SLAP, but with lower speed-ranges. Designed for BELL212, UH1, ...

- effect while descending at a speed-range between 10-70kts (dependency: sinkrate)
- effect while flying curves above 80kts (dependency: bank-angle)

### AS35x-SLAP

designed for 3-blade-helicopter ( AS350, AS355, ...)

- effect while descending at a speed-range between 10-75 kts (dependency: sinkrate)
- effect while flying curves above 80 kts (dependency: bank-angle)

# Installation

## 1. Extract / Copy folders into FS

The 2 folders „GAUGES“ and „SOUND“ contained in this package have to be extracted into the main FS-directory. You can check, that everything went right if you can see a sub-folder BladeSlapSND inside the Gauges and the Sound-Folder of your Flightsimulator installation. Looks like follows:

```
... FSX main direcorey ... \Sound\BladeSlapSND
... FSX main direcorey ... \Gauges\BladeSlapSND
```

## 2. Edit your Panel.CFG

After installing the files, you have to add a configuration in each Panel.cfg (of the helicopters you which to add the effect). Add the following 2 lines as described below. The second line depends on the helicopter-type:

```
gaugexx=dsd_fsx_xml_sound!Sound, 2,2,2,2,./Sound/BladeSlapSND/Sound-Config.ini
gaugexx=BladeSlapSND!EC135-SLAP, 3,3,3,3
```

### **IMPORTANT:**

- Choose a section in the panel.cfg which is active when loading the aircraft. This gauges need to be loaded once and if you add them to the „Radio-Panel“ 2D- Section, you have to call this window first. To avoid such a mishap, it is the best to add the lines to either to the main 2D or to the main-VC section. This is in most cases for 2D-Panels the section [Window00] and for virtual cockpit (recommended) [Vcockpit01] . But please add the lines to ONLY ONE of the mentioned !
- Replace the "xx" in both lines with the numbers for a meaningful continued numbering (see screenshot below).
- You can choose the effect that matches to your helicopter-type by replacing the second line (from the example above) with one of the following:

```
gaugexx=BladeSlapSND!EC135-SLAP, 3,3,3,3
gaugexx=BladeSlapSND!MD500-SLAP, 3,3,3,3
gaugexx=BladeSlapSND!BELL4xx-SLAP, 3,3,3,3
gaugexx=BladeSlapSND!BELL2xx-SLAP, 3,3,3,3
gaugexx=BladeSlapSND!BELL206-SLAP, 3,3,3,3
gaugexx=BladeSlapSND!AS35x-SLAP, 3,3,3,3
gaugexx=BladeSlapSND!HUEY-SLAP, 3,3,3,3
```

Here is a snap of a PANEL.CFG where I've added the EC135-effect. In this case, the lines were added to the section [Vcockpit01] as gauge09 and gauge10 :

```
172 //-----
173 [Vcockpit01]
174 Background_color=0,0,0
175 size_mm=1024,1024
176 visible=0
177 pixel_size=1024,1024
178 texture=$panel
179
180 gauge00=EC135tr!ATC-ID, 742,203,124,50
181 gauge01=EC135tr!AOM Licht, 338,153,331,70
182 gauge02=EC135tr!radio_alt_ec135, 20,360,286,284
183 gauge03=EC135tr!vsi_ec135, 711,551,267,265
184 gauge04=EC135tr!altimeter, 711,275,264,263
185 gauge05=EC135tr!VOR_ec135, 24,662,280,278
186 gauge06=EC135tr!hsi_ec135, 318,583,367,322
187 gauge07=EC135trxeq!GPSNAV, 454,888,123,137
188 gauge08=EC135tr!lmt_warn, 10,10,10,10
189 gauge09=dsd_fsx_xml_sound!Sound, 2,2,2,2,./Sound/BladeSlapSND/Sound-Config.ini
190 gauge10=BladeSlapSND!EC135-SLAP, 3,3,3,3
191
192 //-----
193 [Vcockpit02]
```

## Further Development

Depending on appeal and feedback I can improve and develop the BladeSlapSND. I'm not a pilot and I do not own all helicopter-addons. For example, the development of some helicopters in the video is based only on feedback from others. If you have any suggestion, improvements of the speed ranges or even better : if you have any sound or video I can use to improve this gauge-set, let me know. The following topics can find their way to a next version:

- combination of the actual effects (curves + descend) if this makes sense
- add more helicopters
- new sound-files

Furthermore I've developed a **GearWind-Gauge** and a **Spoilerwind-Gauge** (for airplanes) some years ago, which simulates the wind-sound when the undercarriage is down or the spoilers are activated. These sounds are also with smooth transitions depending on speed, etc. I want to rewrite this gauges with the actual "dsd\_fsx\_xml\_sound.gau" and release them.

You feedback and suggestions for improvements are welcome:  
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## Thanks...

A big THANKS to

Doug Dawson, for "dsd\_fsx\_xml\_sound.gau" and the permission to distribute it with this set. Also thanks to Michael Jordan (H&S Design) for ideas, feedback and testing. Finally thanks to all guys at the GermanAirExpress VA, which helped in developing.

*I wish you have fun with this addon !*  
**Stephan**