



SoundMaxx User's Guide

Version 1.0

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Features

Thank you for your purchase of SoundMaxx! SoundMaxx will enhance the overall aural experience of X-Plane, even when using default aircraft. SoundMaxx adds the following features to your X-Plane environment:

- Replaces default X-Plane sound effects with real 44 kHz stereo recordings, including: Thunder - wind - rain - hail - hail impacts - crashes - explosions - landing gear - gear rolling - gear skids - afterburners - jet, prop, and turboprop starters - reverse thrust - APU - switches - flaps
- Replaces default engine sounds for high and low bypass jets, reciprocating engines, props, turboprops, gyro's, helo's, and liffans. (SoundMaxx will NOT override custom sounds that come with third party aircraft - only default aircraft and third party aircraft that don't include their own sounds.) Again, these are real recordings at 44 Khz stereo.
- Separate jet engine sounds for inside vs. outside the cockpit
- Ambient sound engine for low-altitude external viewpoints. Season, time, and location aware. Includes: Large airport - small airport - beach at day - beach at night - countryside during winter / summer / day / night - lakes - open ocean
- -Rattles from turbulence
- -In-cabin sounds for jetliners
- -Replaces engine sounds with real recordings for the default Cessna 172SP, B747, Bell 206, and Robinson R22 Beta
- Integrates with SkyMaxx Pro 3 for positional 3D thunder sound effects
- Configuration panel to allow toggling of effects and adjustment of volume
- Automatically backs up and restores built-in default X-Plane sounds with the click of a button

What SoundMaxx Is Not

SoundMaxx upgrades X-Plane's default audio samples, and adds an ambient sound engine to X-Plane. However, it does not replace X-Plane's audio engine itself for aircraft sounds. Things like how the pitch of the engines change for different throttle positions won't be affected by SoundMaxx, and it won't make aircraft sound effects 3D that were not 3D before. This is intentional to ensure compatibility with the wide array of aircraft that make use of the standard X-Plane sound engine.

Installation and Removal

Use the installer and un-installer provided by X-Aviation to add or remove SoundMaxx to your X-Plane installation. The installer will properly manage the dependency between SoundMaxx and the Gizmo plug-in required for license authentication.

Upon your first run with SoundMaxx installed, you will be prompted for your X-Aviation account information in order to validate your license. Once this is done successfully, you should see SoundMaxx in your plugins menu.

System Requirements

SoundMaxx's enhanced audio samples will consume around 200MB of additional system memory. We recommend at least 4GB of RAM on your system, but the total amount required will depend largely on the amount of add-on scenery and other add-ons you have installed, as well as the rendering options you have selected.

If you find that SoundMaxx impacts the performance of X-Plane, it is likely because you have exceeded the amount of system memory you have available. Try disabling your custom scenery or enhanced terrain, or turn off HDR and anti-aliasing options in X-Plane. If that restores performance, then you need more memory (or fewer add-ons.)

Obtaining Support

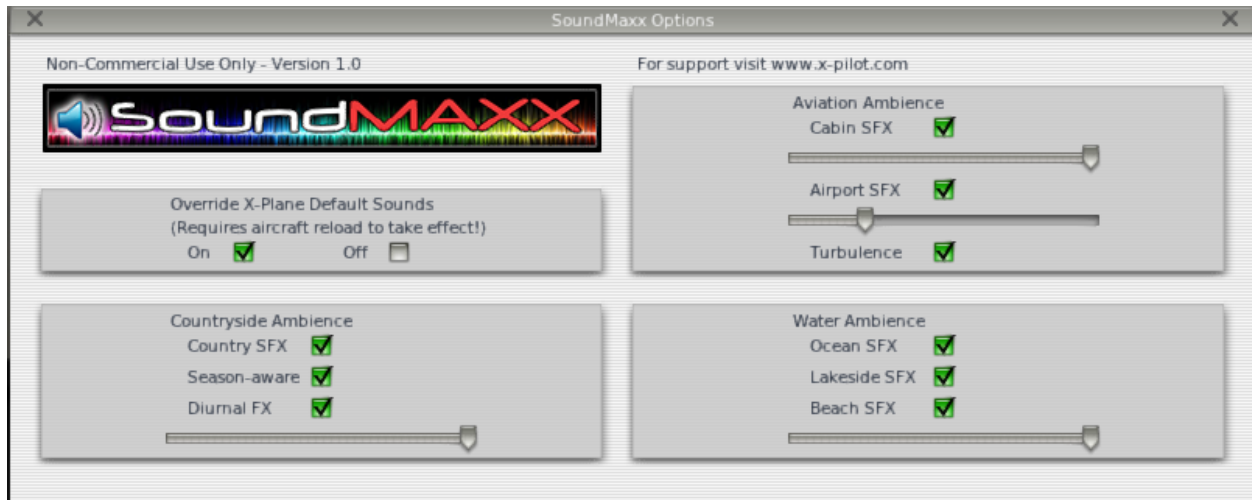
SoundMaxx's support forums may be found at <http://www.x-pilot.com/>, along with great discussions of everything X-Plane! For order-related or license authentication support, contact X-Aviation directly using the "contact us" or live support links on <http://x-aviation.com/>. Don't post personal information on the forums.

Commercial Use

SoundMaxx is licensed for personal use only. For commercial use licenses, please contact orders@x-aviation.com.

Using SoundMaxx's Controls

Once installed, SoundMaxx may be configured under the Plugins / SoundMaxx / Configuration menu. You should see a screen like this:



Here are what the various options do:

Override X-Plane Default Sounds

This controls whether SoundMaxx replaces X-Plane's default audio samples with its own, 44kHz real recordings. When set to "on", SoundMaxx backs up your default sound effects and replaces them with its own. When set to "off", the default sound effects are restored. You must re-load your aircraft, or restart X-Plane, for the changed sounds to take effect.

Countryside Ambience

If you're not near an airport or water, SoundMaxx assumes you're in the countryside. "Countryside Ambience" sound effects will be heard when you are near the ground, and in an external viewpoint. They may also be heard from inside the cockpit, if the door or canopy is open and your engines are all off.

"Country SFX" toggles whether countryside ambient sounds are heard at all, when the above conditions are met.

"Season-Aware" will play different countryside sounds depending on whether it is summer or winter (and yes, it knows the difference between the Northern and Southern hemispheres when determining the season!)

"Diurnal FX" will play different countryside sounds depending on whether it is daytime or nighttime.

The slider controls the overall volume of these ambient sound effects.

Combined together, these options will result in one of four different outdoor sound effects depending on the season and time of day. For example, summertime at night will have lots of crickets, but you won't hear them in the winter during the day.

Aviation Ambience

This section controls ambient sound effects related to aircraft, instead of nature.

“Cabin SFX” will play cabin ambient noise in larger planes, when the viewpoint is near the center of the plane. Because every plane is different, our estimation of where the cabin is relative to the cockpit isn't always exact – but you should hear these sounds once you've moved the viewpoint well into the cabin from an interior view. The slider controls the volume of these sounds.

“Airport SFX” toggles the use of ambient outdoor sounds when you are near an airport. Separate sounds for “large” and “small” airports are used, with “large” airports defined as being near a VOR beacon. These sounds will be heard from exterior viewpoints, or inside the cockpit if the door or canopy is open, and the engines are off. The slider controls the volume of these sounds.

“Turbulence” will play rattling sounds from interior viewpoints when turbulence is encountered. The volume of these sounds will depend on the intensity of the turbulence.

Water Ambience

From outdoor viewpoints, or inside when the door or canopy is open and engines are off, you may hear water sounds if the viewpoint is near a body of water. SoundMaxx will try to determine if you are over open ocean, a lake, or a coastline by issuing terrain probes surrounding the viewpoint.

“Ocean SFX” will play open ocean sounds if the viewpoint is surrounded by water at large distances.

“Lakeside SFX” will play lake sounds, with calmer waves, if the viewpoint is near water at small distances.

“Beach SFX” will play sounds of crashing waves and beachside sounds if the viewpoint is bounded by large amounts of water on one side, but by land on the other.

The slider controls the volume of these effects.

Thank you

Thank you for your purchase of SoundMaxx! Your support helps keep Maxx-XP and Sundog Software developing new products and updates to our X-Plane add-ons. If you like SoundMaxx, check out our popular SkyMaxx Pro add-on for improved clouds, and Maxx-FX for color correction and post-processing effects – both available from X-Aviation.