Ambiente Sound Pack V1

by Wellano920

The samples come from a sound pack for ArmA and i created this for years. The new samples for LS was smaller and cut for endless loops. The names of the samples comes out of my map and not a norm, use and placement is free by your`s.

Inhalt des Packs :

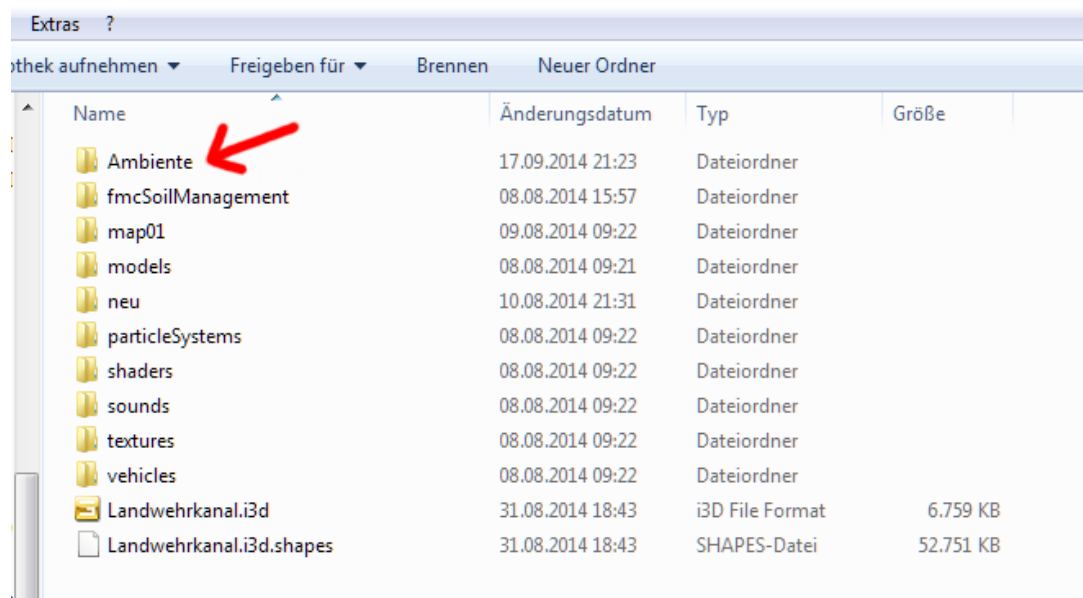17 x Soundsamples for company`s and plant`s

4 x Nature Samples

1 x Airport Sample / Special from my OGF Holloman Air Base to find on the OGF USA Map

ASP_Standard : Import all samples form the pack on your map.

ASP_Timescript : Import all samples on your map but the "Dailytimescrpit" is by any sample available. Not any company works 24 hours per day. The start und endtime of the sample you can set on "User Attributes".

ASP_Demo :

For the demonstration you needs the "Landwehrkanal_Soil_Mod" map. The file "Ambiente" copy in the file "map".

In the demo i placed the audiosources on the map. Sawmill, Mill, Farmshop, Slaughterhouse and more have the new sound samples from the pack. All effects set for testing on editor, not balanced for Ingame. Load the map in the editor and import the ASP_Demo.i3d. At last remove the visbility by follow transformgroups.

- sound
- Leben / Flugzeug
- Szenerie / Verkaufsstellen / Zuckerfabrik / Sounds

Then looks around and hear the new sound on spots.

For the nature & airport Samples used better the SampleModMap.xml. I have set the volume on 0.9 by all samples.

Copyrights :

I hope i cant hear the pack on many maps.The samples can published with maps, buildings or objects. To permit must not be asked, but a mention in the credit`s please.