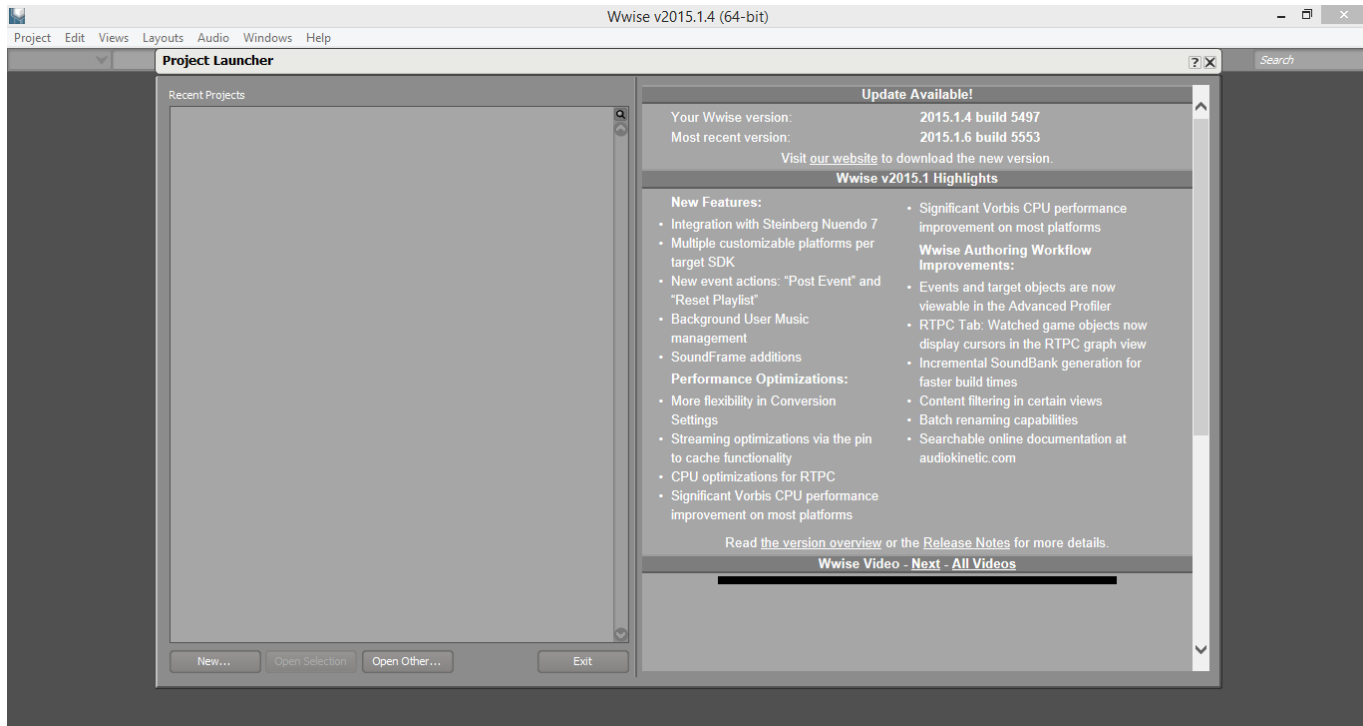


## Creation of sound mods for World of Tanks

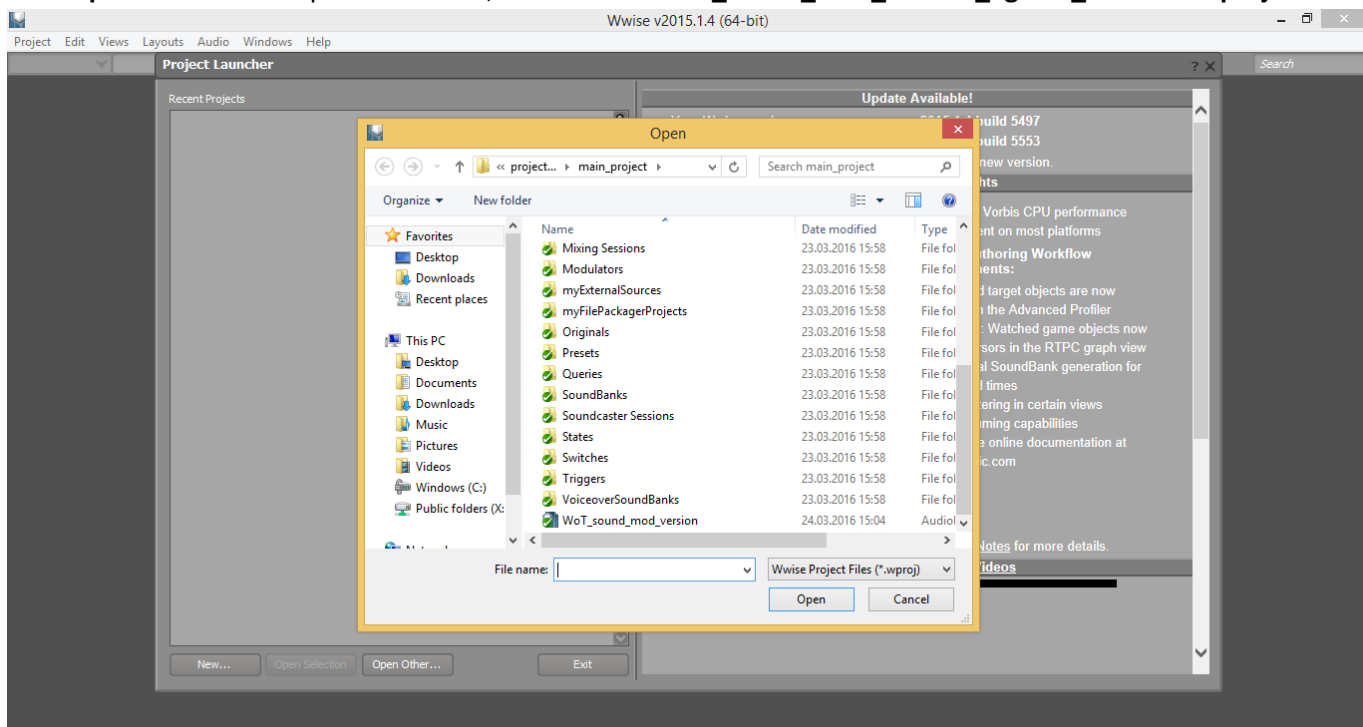
Starting from version 0.9.17.1 we're introducing an option for you to create and enable custom sound mods in the game. We tried our best to keep the process as simple and quick as possible. One of its main advantages is that you'll be allowed to replace any specific sound file without the necessity to replace the whole container from now on.

Due to the fact that all works are handled in Wwise environment, we suggest visiting their official YouTube channel (<https://www.youtube.com/user/AudiokineticWwise>) to pass relevant quick tutorial.

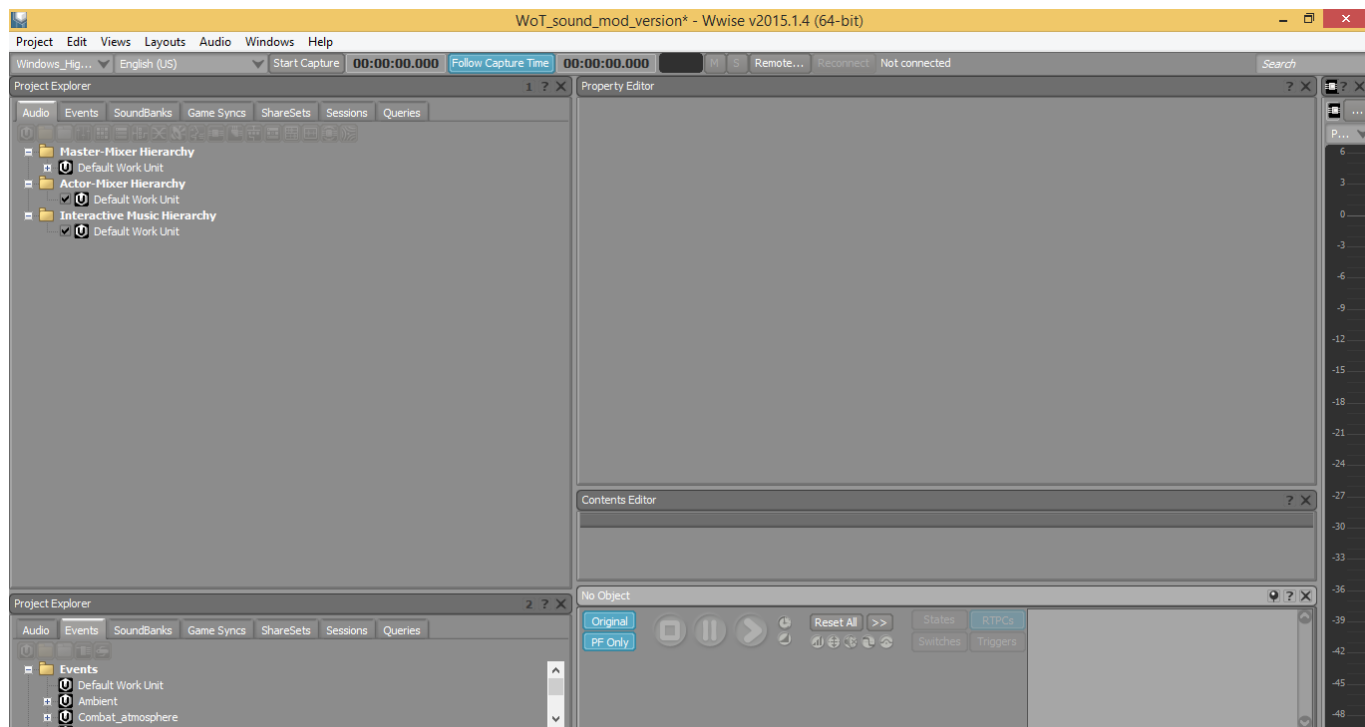
1. Download and install Wwise <https://www.audiokinetic.com/download/> , version 2016.2.0.5972 (**note - this specific version is mandatory!**)
2. Open the project:



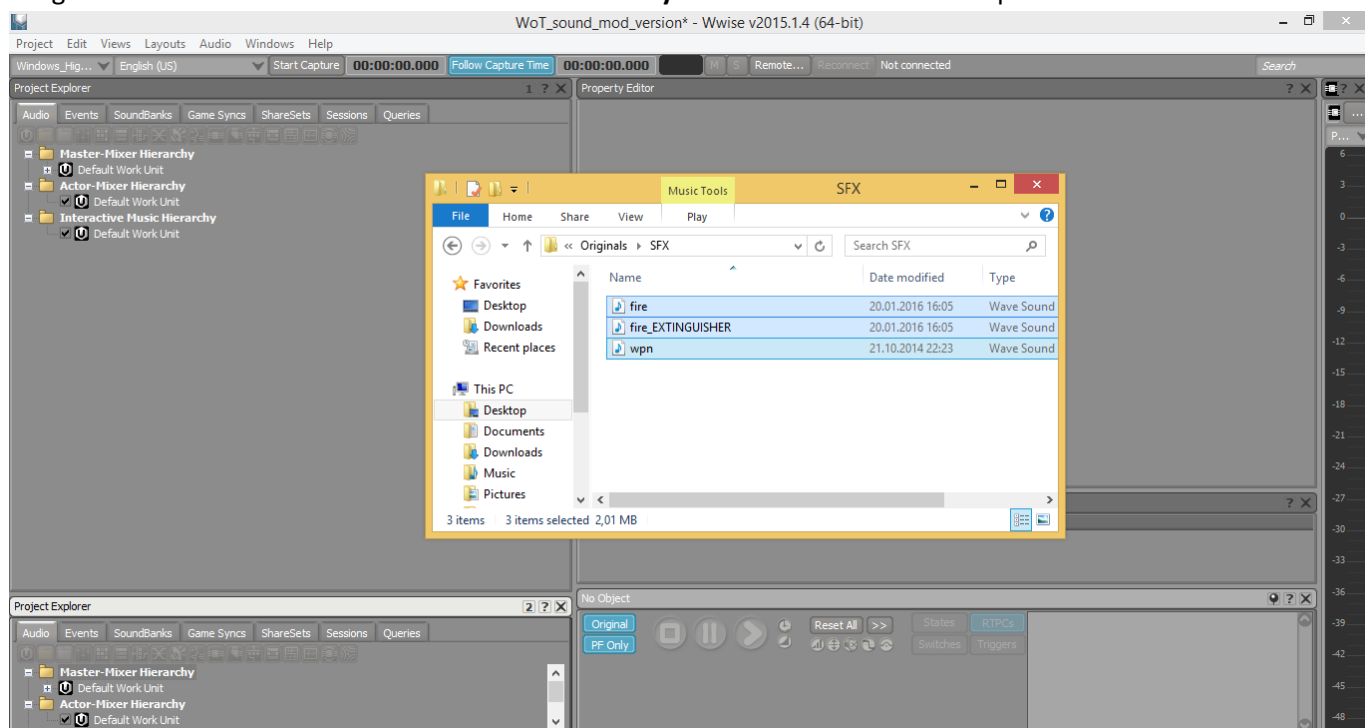
Click **Open Other** in the opened window, then choose **WoT\_sound\_mod\_version\_<game\_version>.wproj**



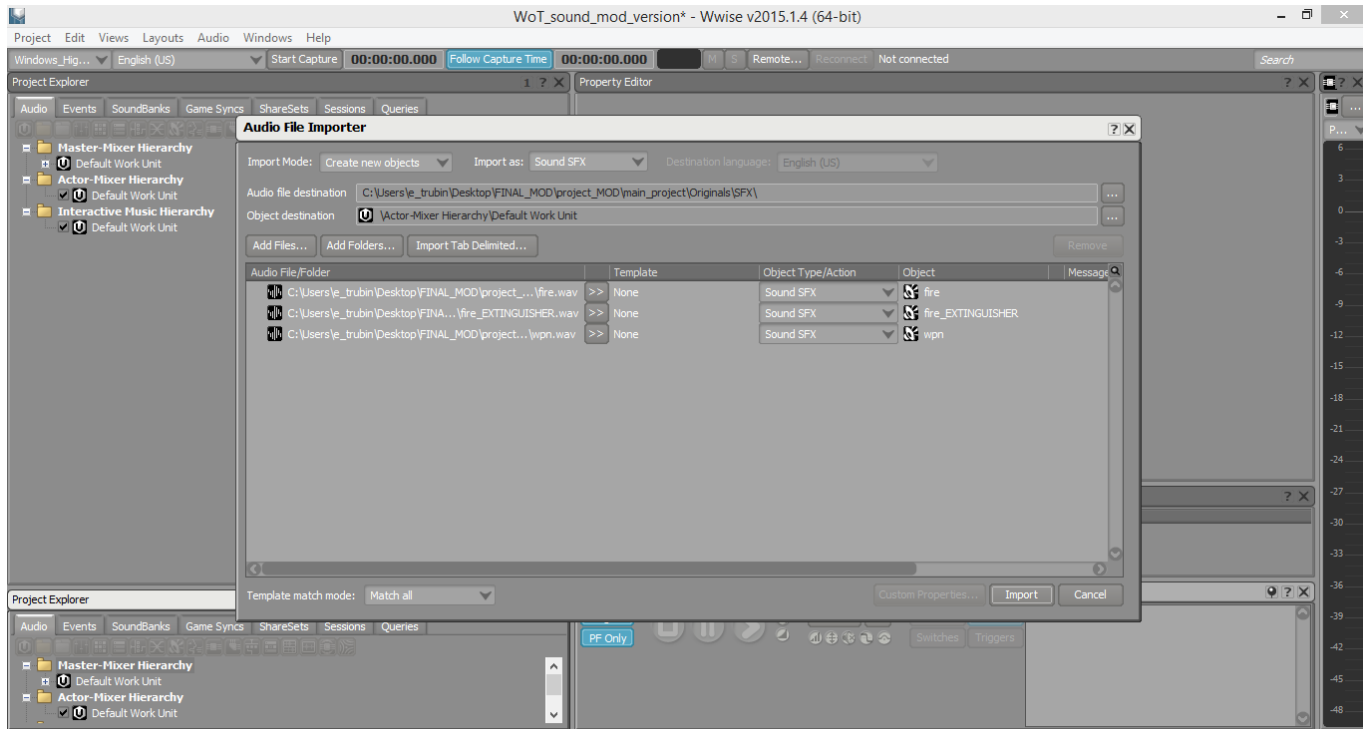
### 3. Proceed to **Audio** tab



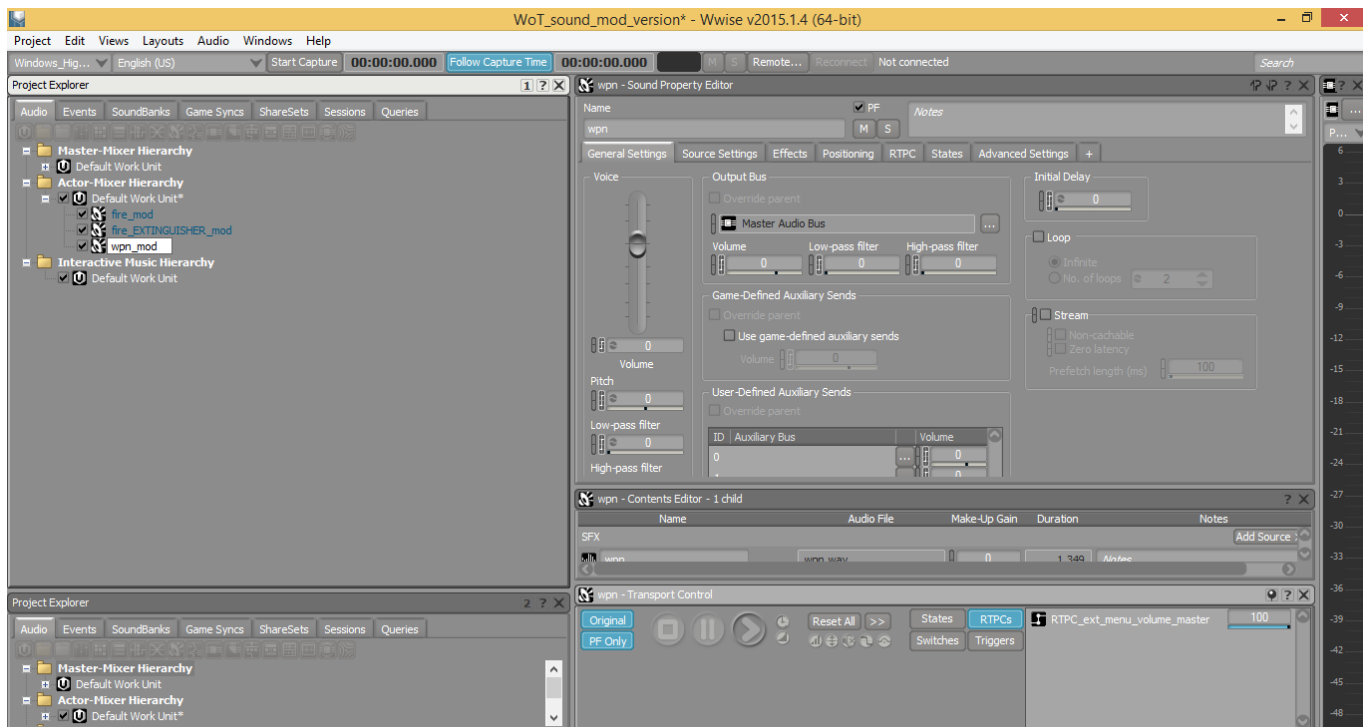
### 4. Drag the desired sound files into **Actor-Mixer Hierarchy** -> **Default Work Unit** to replace the old ones



- In the window opened you'll see the imported files. Please check that **Import as** has **Sound SFX** feature selected (please don't mistakenly select **Sound Voice**).

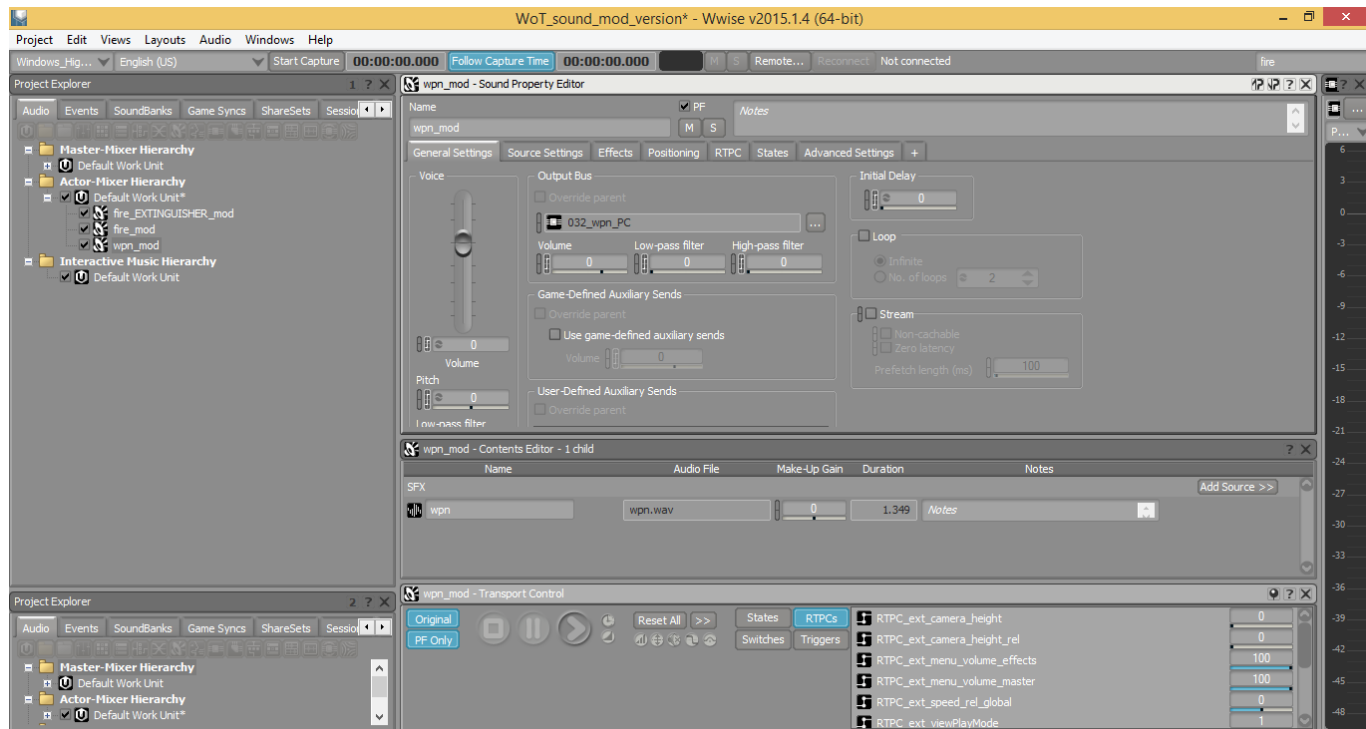


- To make things easy, you may rename the files via pressing F2 key. Add «\_mod» for example, to get *wpn\_mod*

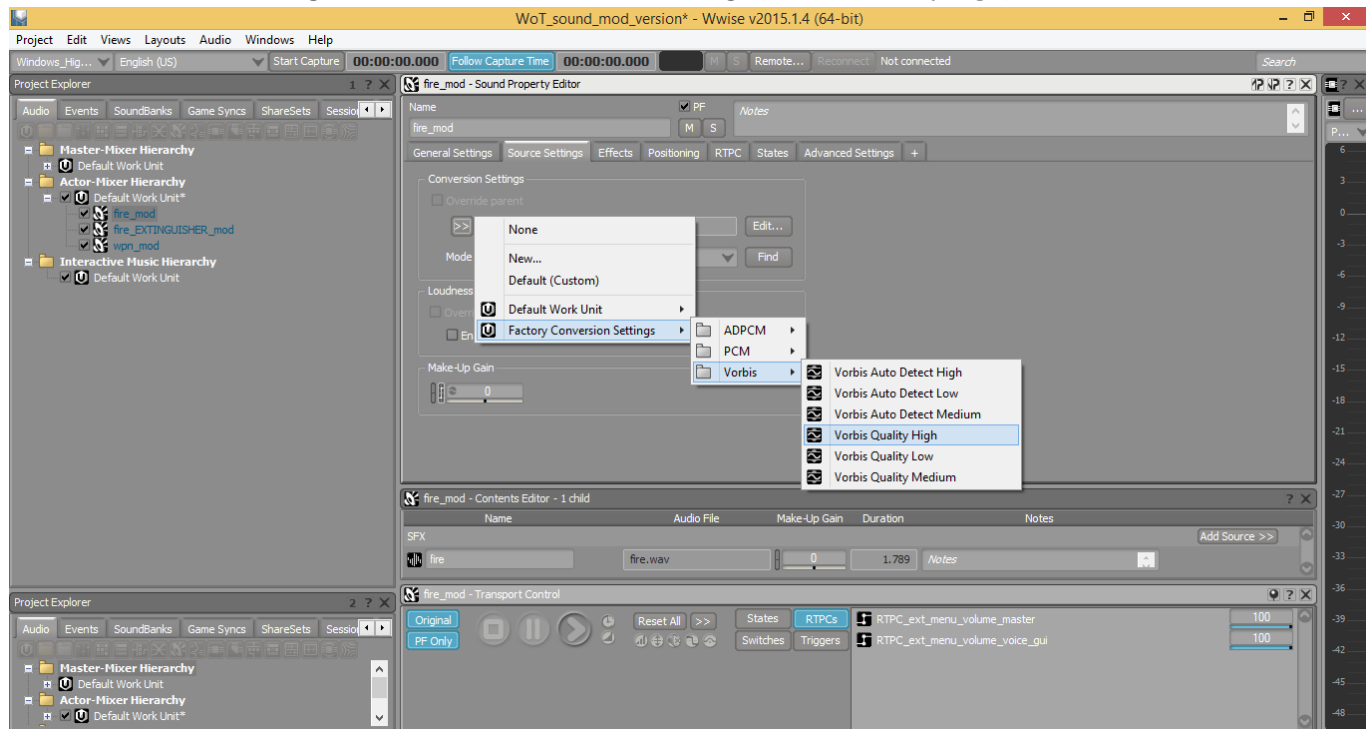


- In **Out Bus** section you have to choose the bus where we'll have our sound directed to (bus structure description is available in bus *Notes*). Correct selection is necessary for the volume tweaking by appropriate sliders (*Interface, Vehicles, Voices* etc) in the game settings. By default, the sound will be

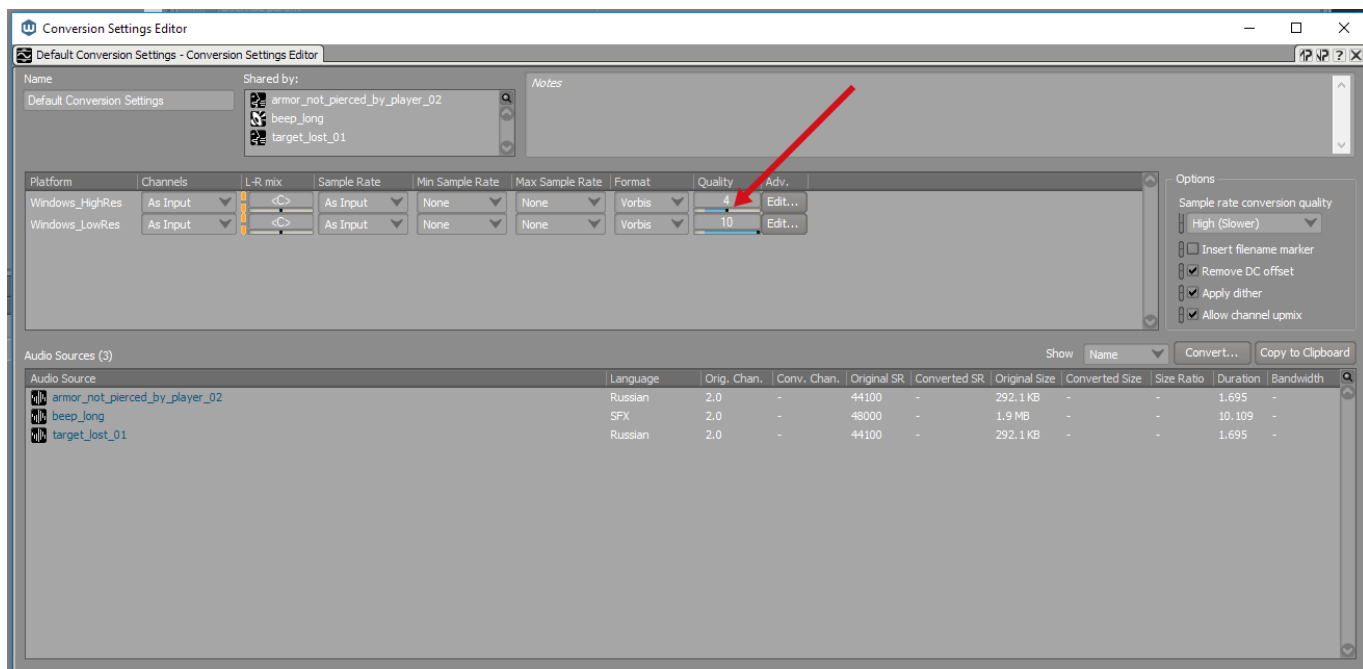
directed into **Master Audio Bus** - i.e. it will be responsive to the master volume slider.



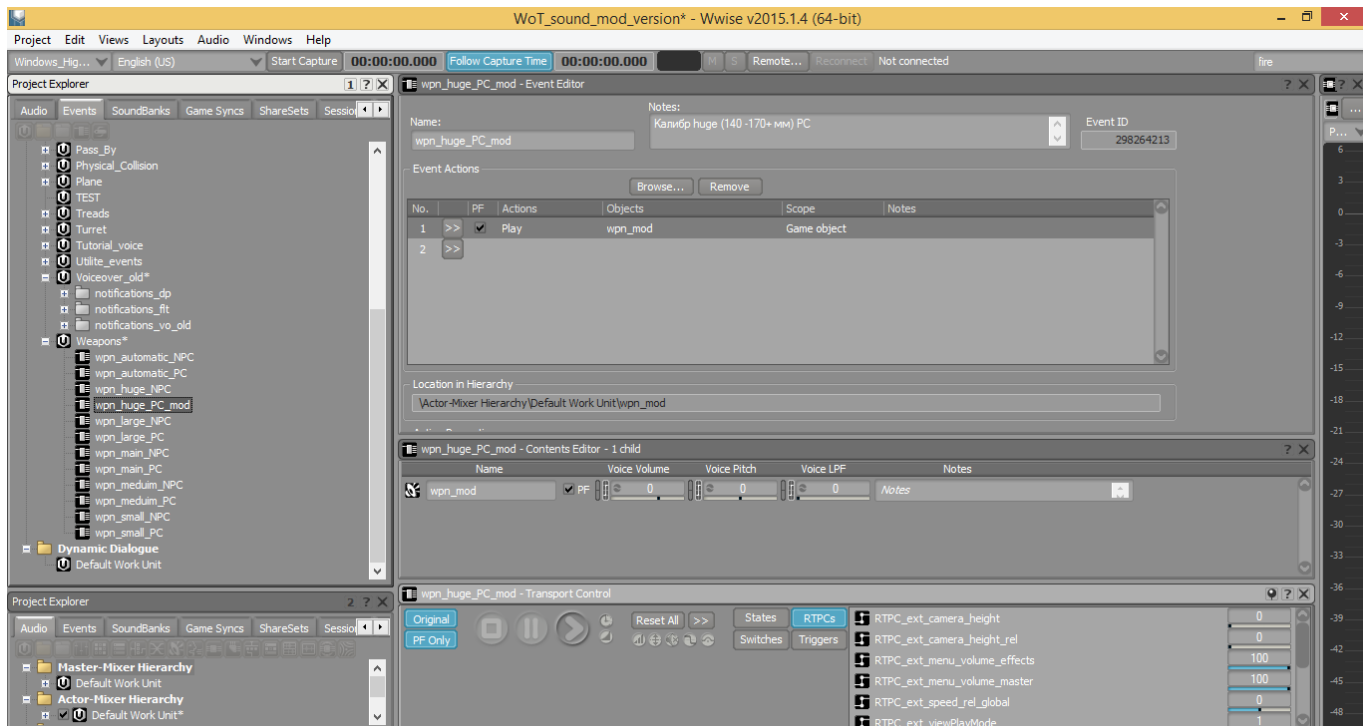
8. Proceed to **Source Settings** tab and define conversion settings (Vorbis, Quality High).



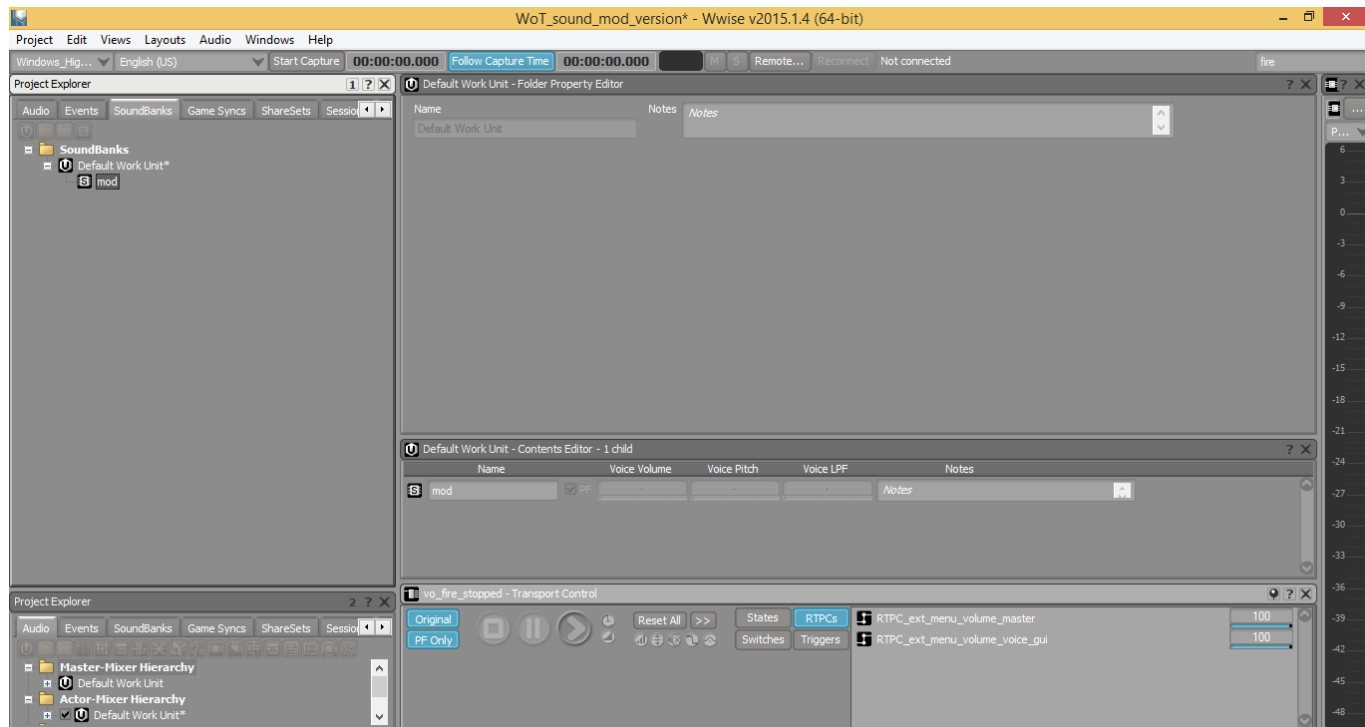
Press **Edit** then to define the desired quality by dragging the slider. The higher the quality set – the bigger will be the size of the resulting soundbank. We suggest using values between 4 and 6.



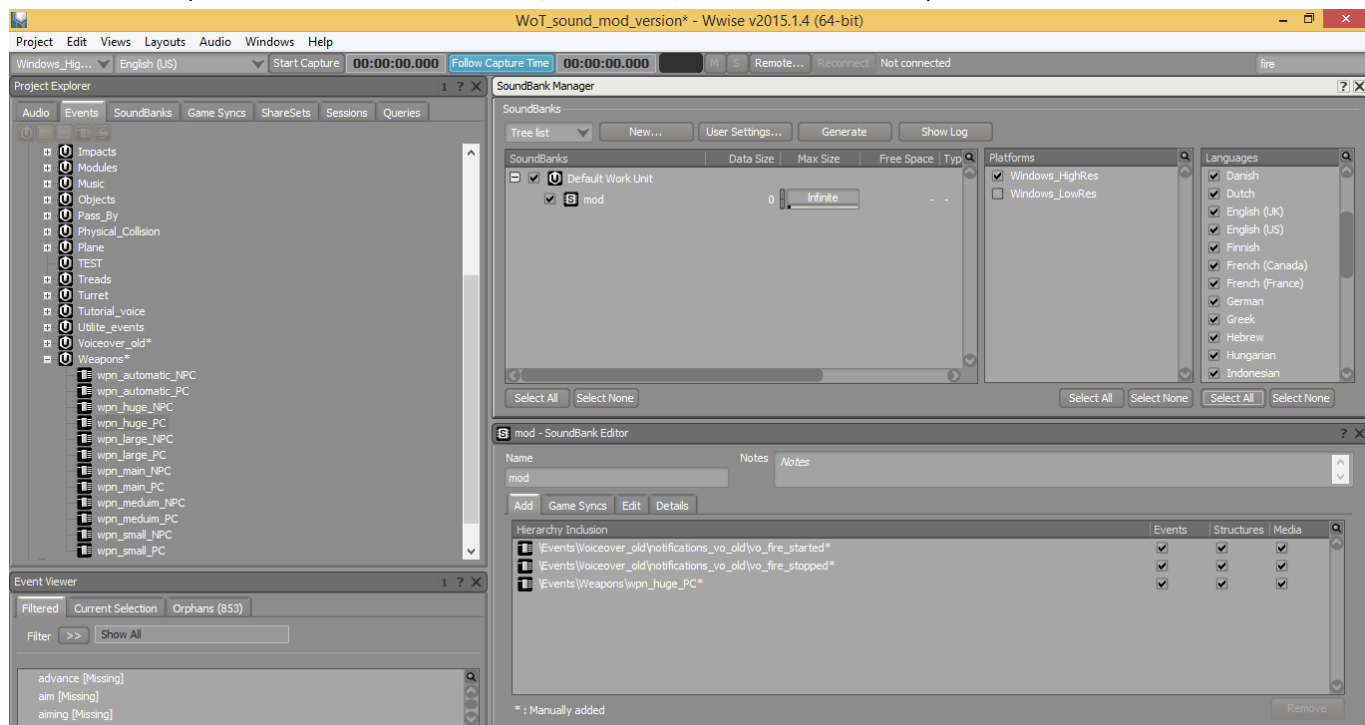
- Proceed to the **Events** tab. Here, you'll have to find the event you want to be replaced; please pay attention to the **Notes** field that contains descriptions of the events. Add a "play" rule to *wpn\_huge\_PC\_mod* event, then right click on the rule and select **Browse**. In the dialog window opened you need to find the required sound file (*wpn\_mod*).



10. Open the **SoundBanks** tab. Create new **.bnk** file in the **Default Work Unit** (for example, call it **mod**).

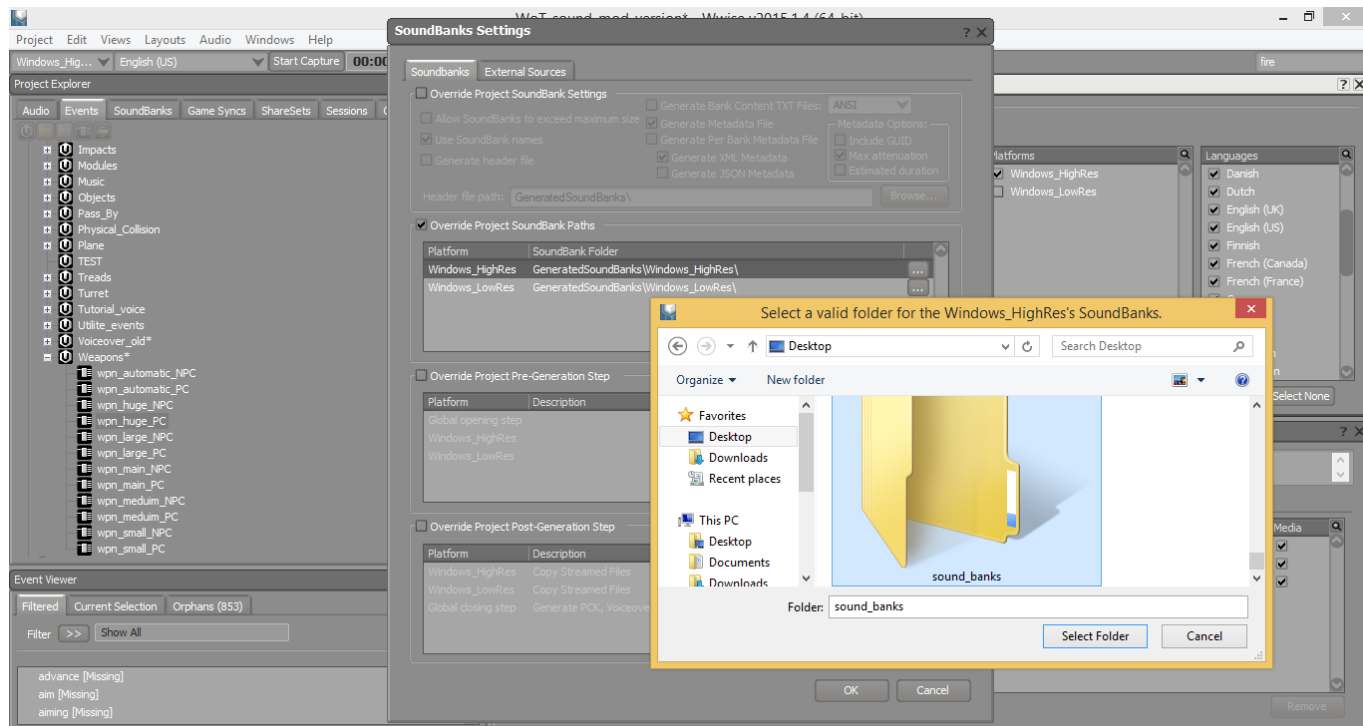


11. Press F7 and proceed to **SoundBank Manager**. Drag the event (**wpn\_huge\_PC\_mod**) into **Hierarchy Inclusion** field (note – checkboxes for **Events**, **Structures**, **Media** should be on)

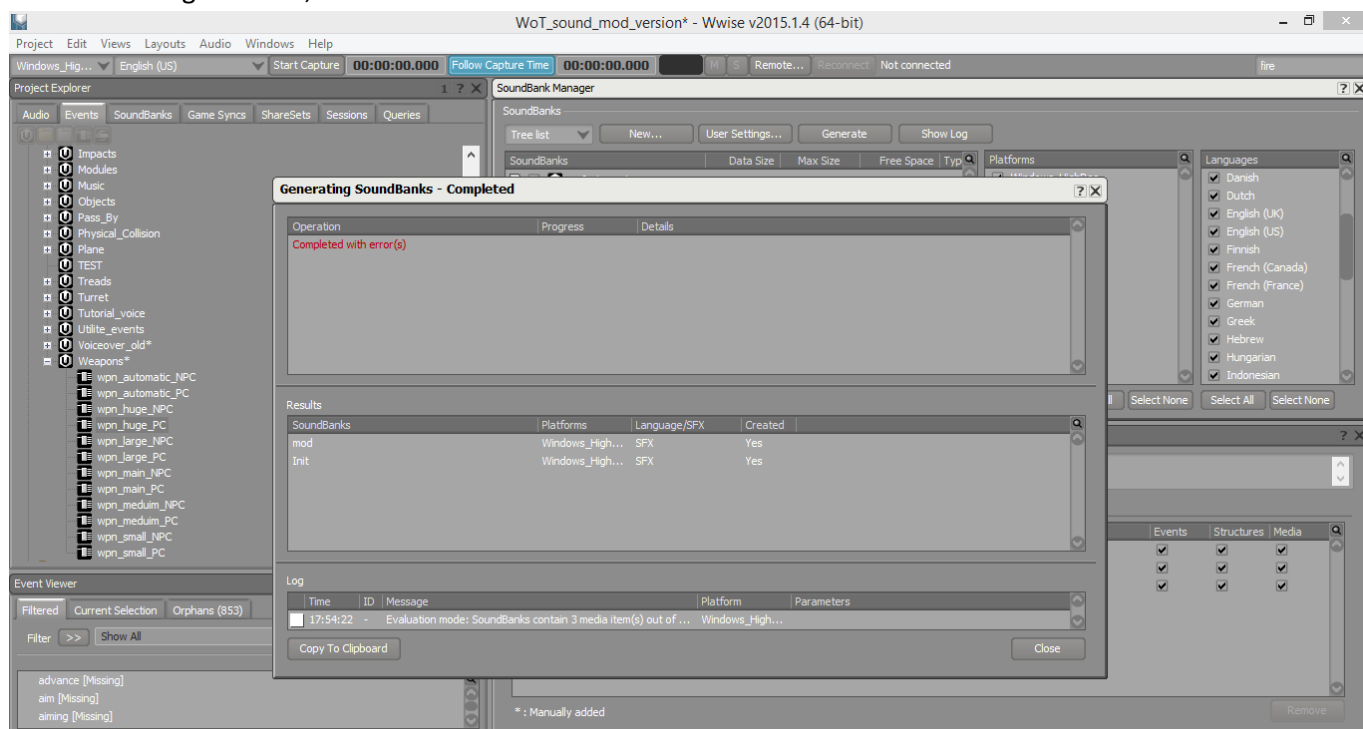


Enable all necessary checkboxes in **Platforms** and **Languages** groups.

12. Proceed to the **User Settings**. Enable the **Override Project SoundBank Paths** checkbox and define the path for the .bnk to generate.



13. Once the .bnk generated, click **Close**.



14. Create folder <game\_folder>/res\_mods/<game\_version>/audioww/, copy the generated **mod.bnk** there both with **audio\_mods.xml** provided in the same archive with the project.
15. Open **audio\_mods.xml** and specify there our **mod.bnk**:

```
<loadBanks>
.....
  <bank> mod.bnk </bank>
</loadBanks>
```

Add default event **obj\_bicycle** and event, that should be replaced by **obj\_bicycle\_mod**

```
<!-- Sound Events -->
<events>
  <event>
    <name>wpn_huge_PC</name>
    <mod>wpn_huge_PC_mod</mod>
  </event>
```

(if using **SWITCHES**, **STATES**, **RTPC** make sure they're added in relevant strings)

```
<!-- RTPC -->
<RTPCs>
  <RTPC>
    <name>RTPC_ext_speed_abs</name>
    <mod>RTPC_ext_speed_abs_mod</mod>
  </RTPC>
  <RTPC>
    <name>RTPC_2</name>
    <mod>RTPC_2_mod</mod>
  </RTPC>
</RTPCs>

<!-- Switches -->
<switches>
  <switch>
    <name>SW1</name>
    <mod>SW1_mod</mod>
    <states>
      <state>
        <name>ST1</name>
        <mod>ST1_mod</mod>
      </state>
      <state>
        <name>ST2</name>
        <mod>ST2_mod</mod>
      </state>
      <state>
        <name>ST3</name>
        <mod>ST3_mod</mod>
      </state>
    </states>
  </switch>
</switches>

<!-- STATES -->
<states>
  <stateGroup>
    <name>STG1</name>
    <mod>STG1_mod</mod>
    <stateNames>
      <state>
        <name>ST1</name>
        <mod>ST1_mod</mod>
      </state>
      <state>
        <name>ST2</name>
        <mod>ST2_mod</mod>
      </state>
      <state>
        <name>ST3</name>
        <mod>ST3_mod</mod>
      </state>
    </stateNames>
  </stateGroup>
</states>
```

It is time to save your **audio\_mods.xml**

16. The mod is good to go 😊.