DRG Mods: A Comprehensive Guide to Audio Modding

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1. Introduction

Tools

Before you can even get started with your mod, you need to install a few tools:

- DRGPacker
- DRGParser
- EmptyContentHierachy (not really a tool but very useful)
- Unreal Engine 4.25.X (or whatever version DRG is built in)

By the time you are reading this guide, you should already have these tools and have at least the minimum required knowledge to use them (more on UE4 later). If not, I refer you to Rauliken's more general guide.

Reading this guide

Make sure that you read through every detail of this guide thoroughly as missing something may result in many problems down the line. Of course you can always refer back to this if you need assistance on anything. Critically important details are highlighted in red, and optional but useful information is highlighted in blue (or not if you are colour-blind lol). Also, if you are stuck on something, it may be useful to refer to the random but possibly useful notes at the end.

Types of audio mods

There are two types of audio mods:

1. Editing the audio cue files to play new sounds of your own. The cue files have to use the same name and location in the game structure, so that they will be loaded by the game. This method is best because it gives you more control of the sounds you are playing, as you can add logic in the blueprinting part (we will get to that later).
2. Adding sounds with the same name and location as the original sounds, so the original ones get replaced and the original (untouched) cue file now plays your sounds. This method is much faster than the first but gives you far less control of your sounds.

You can use either method, depending on your situation. If you want to just replace some say, background music, with some of your own, you could use the second method. If you wanted to add new music alongside vanilla music, you would have to use the first method.

Audio mods filename prefixes

BP – Blueprint

ST (or St) – Soundtrack

MSC – MuSiC

2. Editing cue files method

Pre-requisites

For this method, you will need your audio files to be in the .wav or .ogg file formats. There are plenty of online audio converters to and from various file formats.

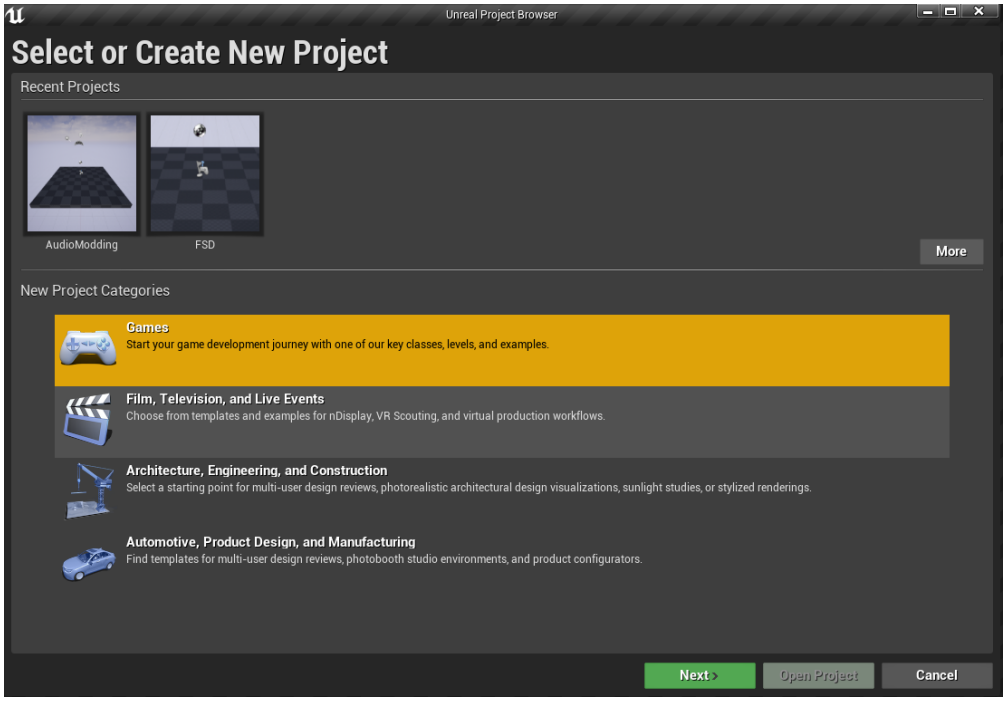
The reason there are two different formats, is that there are pros and cons of using either of them:

1. .wav is around 4x larger in file size; however it requires very little messing about with volume control.
2. .ogg is more compact than .wav but may require gain to be reduced using Audacity (or a similar external program) and output volume to be reduced by ~25% otherwise it may produce horrible audio popping artefacts. Volume control is therefore slightly more difficult (subjective), but that is explained in the Volume control section.

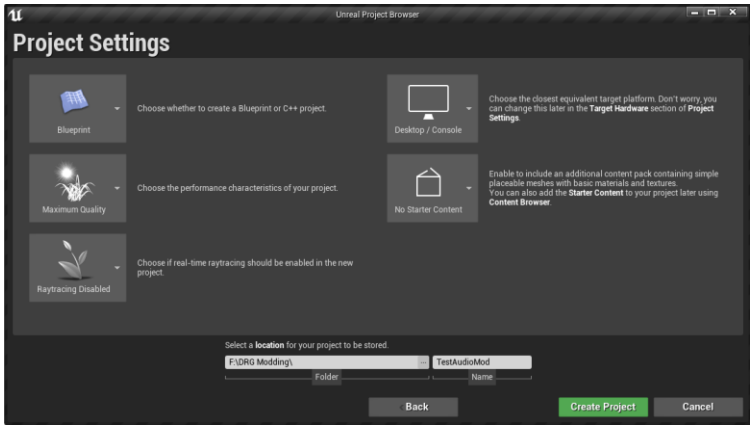
If you're getting audio popping, super low quality, or bass-boosted sort of sounds, then try switching to the other format. It seems like you have to play it by ear for which format you use for every project. Some projects do better with .wavs, some better with .oggs.

Setting up your UEE workspace

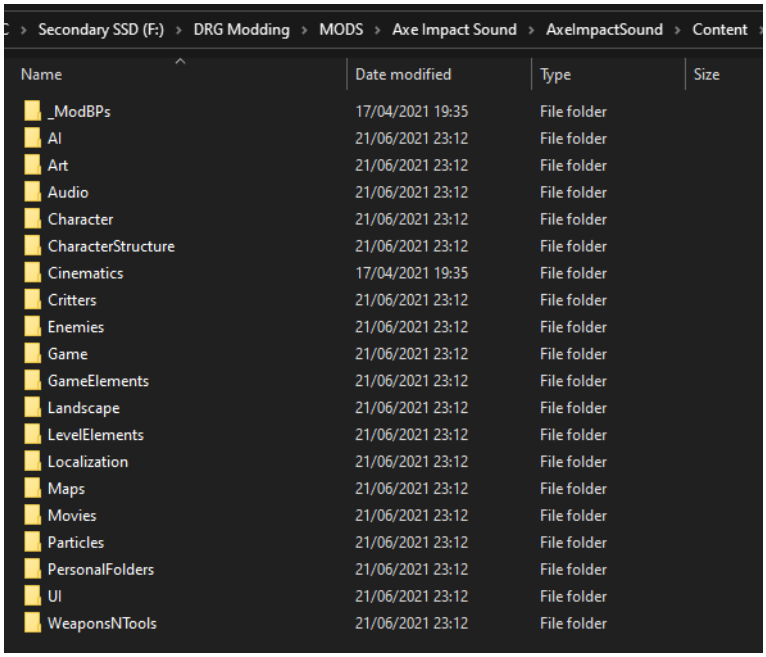
Open up your Unreal Engine Editor. You should be met with a screen like this:



Select games template from new project categories and click next. Then select the blank template and click next. Make sure you select blueprint and NO starter content. Choose project location, and the name can be anything. It should look like this:



Now, navigate to your new project in file explorer. Inside the Content folder, there should be two more called something like Collections and Developers. Delete those. Then, copy the folders from inside EmptyContentHierachy/Content/ (these are the same from the game) and put them inside your project's Content folder. It should look something like this:



You don't actually have to do this – you could just manually create or copy the folder structure for only the folders that you plan to use (e.g. in our case the Audio folder). But this is just easiest for now.

Be aware that there is the possibility (this has happened to a couple of people at the time of writing this) of there being a content folder inside the project's existing content folder. Make sure that there is only ONE content folder within your project.

Also add a new folder within Content called _CustomSounds. The underscored files are ignored by the game, so that is where you can store the sounds that will be used in the audio cue files.

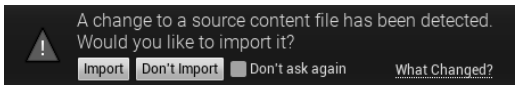
I'm now going to show you 2 different examples within this method (as they require slightly different processes):

- Replacing the axe throw sound with a custom one
- Adding new boss music with custom tracks alongside the vanilla ones

Replacing axe throw sound

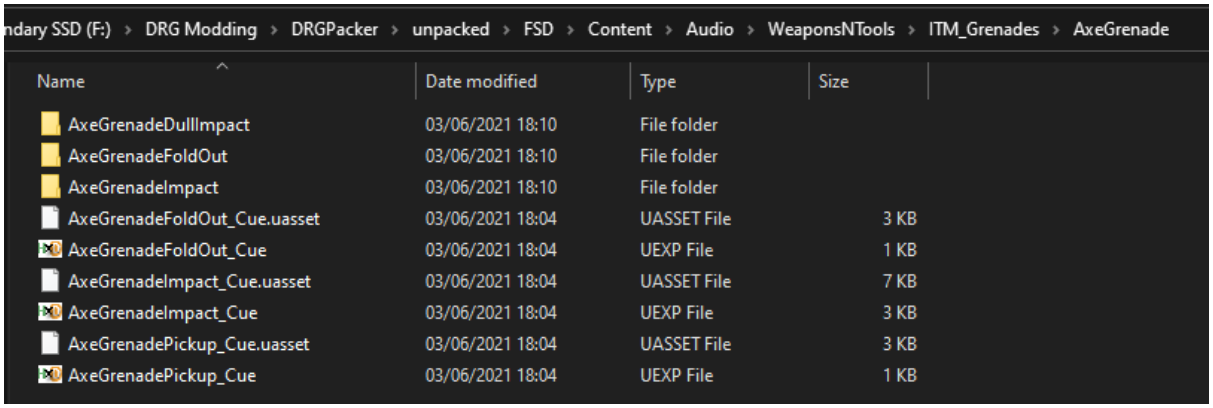
For this example, first select and download any sound effect of your choice that fits what you want, from the internet. Make sure it's in the .wav or .ogg formats. You could use a "yeet!" sound – I went with a cry for pain sound. Place it into the _CustomSounds folder within your project – the filename does not matter.

If you have the project open when you do this, a little window should pop up in the bottom right corner asking if you wish to import the file:



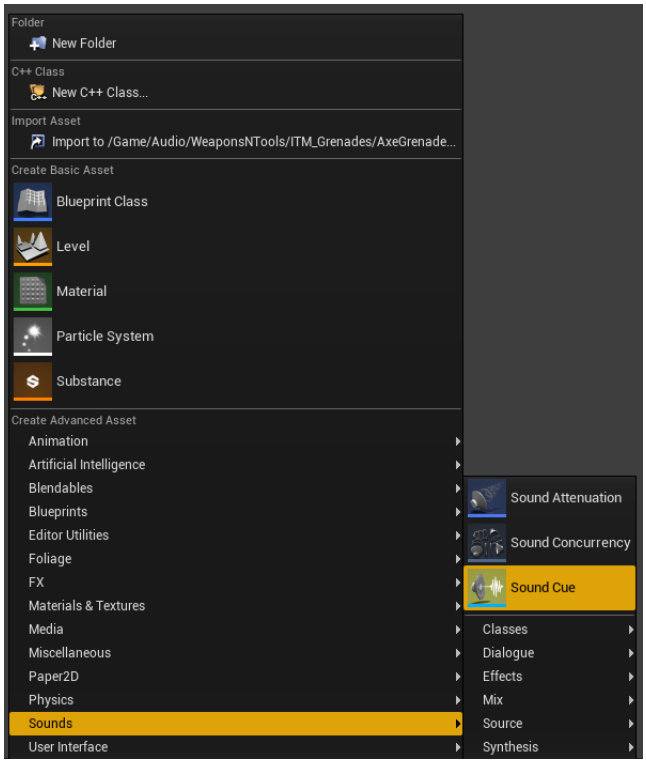
Click Import. This will automatically create a paired .uasset file.

Next, you need to create the cue file with the same name and location as the AxeGrenadeFoldOut_Cue file. If you look through the game's unpacked folder, you should find AxeGrenadeFoldOut_Cue in unpacked\FSD\Content\Audio\WeaponsNTools\ITM_Grenades\AxeGrenade – it should look like this:



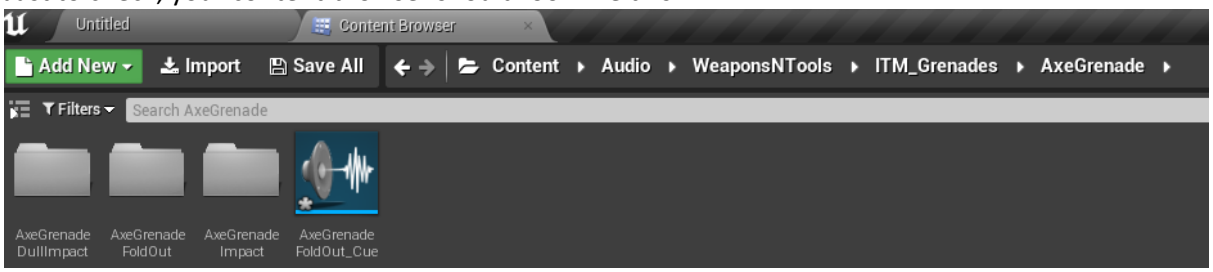
Side note: when looking for other files, generally you have to use a bit of common sense to find them. However, even that is sometimes not enough, as the game's file naming conventions are basically non-existent – some files are named in really, really dumb ways that make them really hard to locate. If you have any experience of other modding types, you will understand what I mean. Feel free to ask other modders if you are stuck trying to find a specific file.

So now back within your UEE project, navigate to the right file location in the file explorer. Then, right click, go down to sounds, and click sound cue:

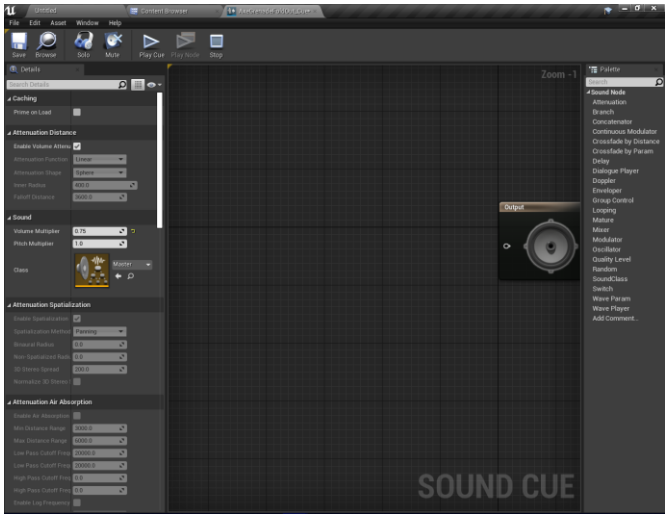


You need to name this file exactly the same as the cue you are changing, e.g. in this example AxeGrenadeFoldOut_Cue.

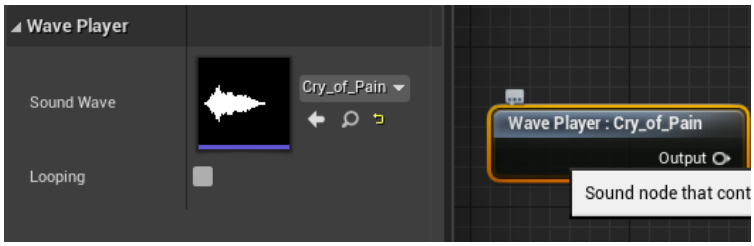
Just to check, your content browser should look like this:



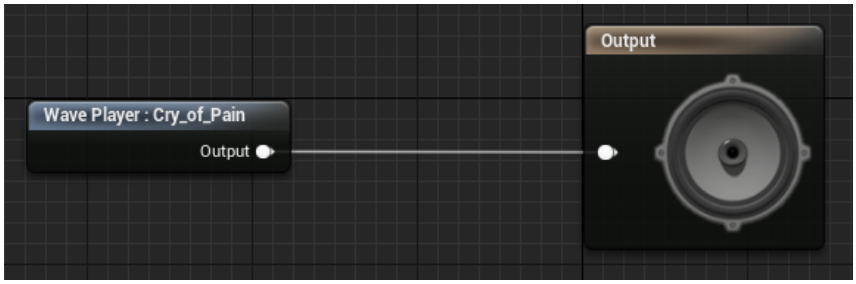
Double click the sound cue you just made. It should open a new window in an audio blueprint editor.



To add the custom sound, you can either navigate to the _CustomSounds folder and drag the sound in, or you can add a Wave Player node and in details (click on it) select your sound.



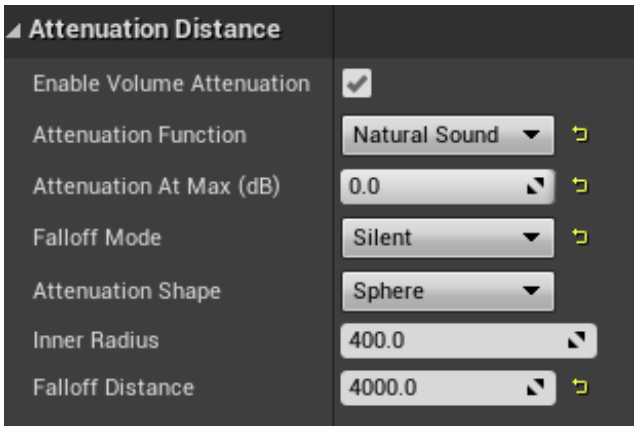
The most basic thing you can do here is directly connect the Wave Player node to the output node.



This works, however, with very little effort you can do a lot better.

Hold the alt key whilst hovering over the connection to delete it. Now, right click and click the attenuation node (or drag it in from the palette pane on the right). This node allows you to add some interesting effects to your sound, like giving it falloff based on distance from the player. I.e., the sound will get quieter as the axe moves away from the player.

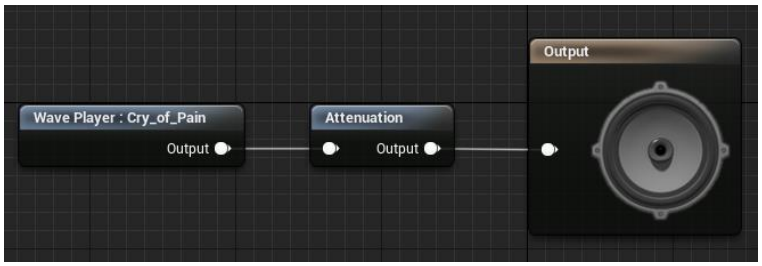
You shouldn't really leave the attenuation values as they are, as they aren't really fitting for the game (to be fair, I haven't really messed with them all that much). To be able to edit the values, click the Override Attenuation checkbox in the Attenuation details pane. These are the settings that I use:



You can test your output by hitting the Play Cue button.

Side note: if your sound effect produces weird audio artefacts (like crackling) even within UEE when you hit the Play Cue button, you will need to manually go into a program like Audacity and reduce the amplification (Google how to do that if unsure; it is very simple to do). This can either happen if you are using the wrong audio format (make sure you are using .wav or .ogg!) or if the audio amplification is too high for UEE.

So now, you should have a programmed cue file! There are some other nodes you can use, like random and modulator, but I will explain those in a later example.



Make sure you hit save or Ctrl+S!

Refer to section 4 for the packing instructions.

Adding new boss music with custom tracks

If you've been following along with the previous example, and you don't want the axe changes to be in this mod, make and setup a new project in the same way that I showed previously. Call it whatever you want.

If you plan on making any type of music mod, please go to section 5 on Kraeus' music breakdown. There, he lays out the associations between the music cues, audio file and song names. If you don't look at this, you will likely struggle. Alternately, you can open it separately here.

After checking this section, you need to download some files from here. Make sure that you re-download these files every major update as they will likely change. These files are sound classes/mixes which control:

1. Sounds being affected by the game's volume slider in audio options
2. Music and sound queues

The queuing part is super important because although the cue files themselves control when a sound starts playing, there is nothing inside them that tells them when to stop playing. The music queuing files basically tell the music to stop when other music plays. For example, when you go from calm music to boss music when you break a dreadnaught egg. If the queue files aren't replaced, the boss music will just play *over* the calm music, which obviously sounds terrible.

So, when you downloaded these files, you need to put them in the respective file locations within your UE project. It should be easy to locate where to put them in the folder hierarchy because they are already in the correct locations upon download. But, just to make sure, here are the correct locations for:

1. SoundMixes\ files – Content\Audio\SoundControl\SoundMixes
2. SoundClasses\ files – Content\Audio\SoundControl\SoundClasses

Now, we are going to add boss music. Download any music of your choice, again in the .wav or .ogg file formats. Place these tracks (as many as you would like) into the _CustomSounds folder like before. It is important to note that because this example is adding custom music *on top* of vanilla music, but we are replacing cue files, we will also need to download the vanilla music. There are a few places you can do that, but the easiest way would be to use a YouTube to .wav converter website, of which there are many out there. Many people have uploaded the entire DRG OST onto YouTube so you shouldn't find it hard to find the tracks. Just to make sure, the 3 vanilla boss music tracks (at the time of writing this guide) are:

- 08 Interstellar Nightmares
- 10 Horrors of Hoxxes
- 14 Fighting the Shadows

Again, place these tracks into your _CustomSounds folder. I like to organise my files so you could even add new folders within that categorising your files.

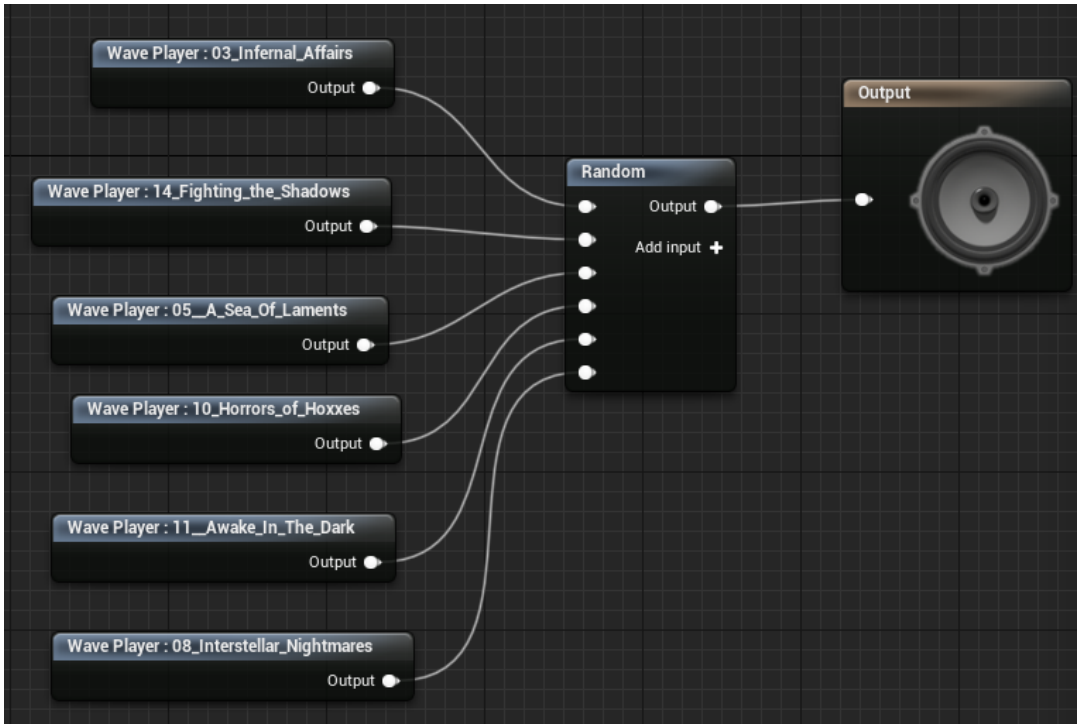
So, in the unpacked game files, you can see that the boss music cues are in Content\Audio\Music\Boss. In your project, navigate to this location and make 3 new sound cue files, like previously, called the same names as the 3 cues in the vanilla location. To reiterate, if they are not the same names, it will not work.

The reason that there are 3 cue files, is that there is one for each track. The reason that GSG uses one song per Cue is so everyone hears the same song. With Random in our Cues, we all hear the same Cue but the song we hear is random per each client. So there is no guaranteed song parity. When you have multiple cue files, there are 2 ways of using them (in this example):

1. Put one vanilla track in each, and then split your custom tracks between the 3 cues. I will explain how to combine them a bit further on.
2. Put everything in one cue, and then just copy and paste everything inside the first cue into the others. That way, you only have to make changes in the first and just copy and paste into the others without having to match in each. This is super timesaving when working in other cue types (e.g. wave music) that may have 10 or more cues. We will use this option.

Open one of the cue files, say St_Boss_Music (the only file in the dang game that is named well). Inside this, first you want to drag in your sounds that you want to play. Since we will be going with the 2nd method, chuck everything in, like this:

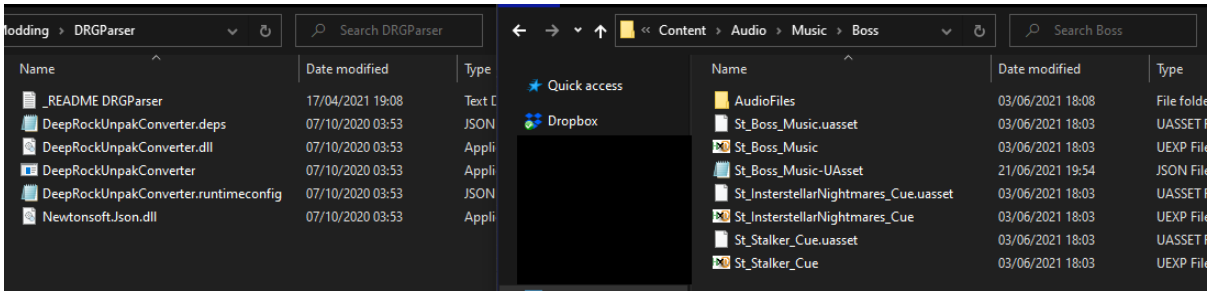
To connect these together, but only have one play at once, you can use the random node. You can add more inputs by clicking the “Add input” plus symbol on the node. Now, just connect the tracks to the input, and the output on the random node to the Output node, like this:



Now we need to make use of the Sound Class files we imported. If you click on the Output node, you will see in the details pane that you need to actually *select* a Sound Class to inherit from. If you click the little drop-down box, you will see all the Sound Classes in the project.

Here, it is kind of obvious that you should use the Music_Boss Sound Class. However, because the game's file naming convention is basically non-existent, it may not be clear which to use in your mod. This is where the DRGParser comes in.

In the vanilla unpacked game files, navigate to the Content\Audio\Music\Boss folder. Hopefully, you know how to use the DRGParser, so this tip should be helpful: if you drag the UEXP and UASSET files directly into the exe, it will create the output JSON file in the original location. Anyway, you want to drag the St_Boss_Music.uasset and the St_Boss_Music.uexp files into the DRGParser exe, and it should generate the St_Boss_Music-UAsset JSON file, like this:



Open the JSON file, and scroll down, not very far from the top, to around line 85 (of course it differs per file). You should see a line that looks like this:

Basically, this line refers to what sound class the cue file requires. So we can see for the boss music, it is Music_Boss. So again, you should select the correct Sound Class in the SoundClass node, whatever it may be.

Now, you can copy and paste this cue file into the others, and you're done (until you need to do volume control).

Refer to section 4 for the packing instructions.

Volume control

When testing either of these methods, it may come apparent that some sounds are too loud whilst some are too quiet. So, there are two methods for volume control which do the same thing:

- My method
- Kraeus' method

Buckminsterfullerene's Method

Of course, you could go into the individual sound files and adjust them manually in Audacity or something. But that could get very time-consuming very quick (if you have many audio files), and there is a much better way of doing it. Modulator nodes!

The modulator node allows you to change the minimum and maximum pitch and volume of the input sound. So, say you want the volume of a specific track to be twice as loud, you can set the min and max volume to 2. For twice as quiet, you'd want 0.5. I haven't messed with changing min and max to different values and seeing if they actually work, so feel free to mess with them yourself.

So, in order to use this modulator nodes, just place them between the Wave Player nodes and the Random node, like this:

If the volume of all of the sounds are too quiet, remember you can always change the master volume in the Output node details.

Kraeus' Method

This is basically another form of Buckminsterfullerene's method. Instead of changing the volumes inside the cues, you can just change output volume from the actual sounds themselves. If you don't know how to do that; you can double-click on an audio file, and it will display volume, pitch, and other settings. It basically has its own built-in modulator. This method is actually really good if you use the same audio file in many different places, *unless* you want it to have different volumes or pitches in the different places, as you would need to use modulators inside the cues anyway.

3. Replacing sounds files method

For this method, you will need your replacement audio files to be in the .ogg or .wav format, with the same pros and cons that came with the previous method. You will still need UEE for this. Set up a new project as you would in the previous method.

I'm going to go through and explain 2 examples as they differ slightly:

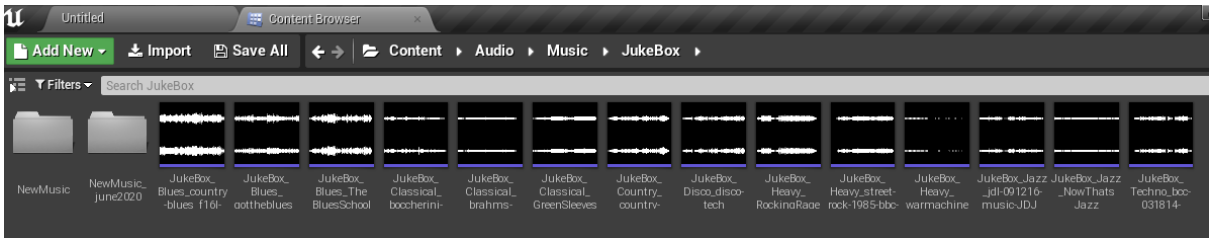
- Replacing a jukebox song with a custom one
- Replacing the axe impact sound

Replacing jukebox songs

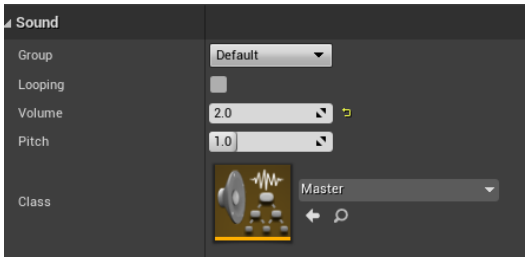
Download the audio you want to replace in the, again, .ogg or .wav format. Locate the location and name of the jukebox song(s) you wish to replace. For example, let's replace the Jukebox_Blues_TheBluesSchool song with our own. This is located in \Content\Audio\Music\JukeBox.

There are some other folders with even more songs in, like "NewMusic" and "NewMusic_june2020" which is blatantly rubbish file naming/organisation. However I think that the "TRJMusic" folder contains all of the non-copyrighted music provided when you check the streamer mode box in-game.

Get your song, and import it into your UEE project, into that location, naming it the same as the file you wish to replace. Earthcomputer wrote a script that renames all your jukebox replacement songs automatically, which can turn 20 mins into 30 seconds. You can find that here.



There is a bit of volume control you can do. You can use the same method as Kraeus' Method, but basically, you can double click an audio file and edit its volume. I've found that I tend to set the volumes to 1.5 or 2 when downloading songs from YouTube to .wav. You'll find that different volumes work for different things anyway.

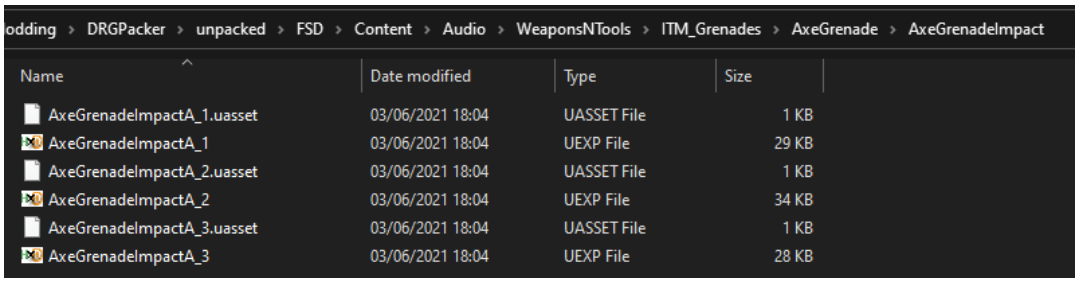


And you're done! Refer to section 4 on packing your mod to finish up.

At the time of writing this guide, there is no way of using method 1 to change jukebox songs, as there are no actual cues for it in the unpacked game files (the files Jukebox_Cue are for the dwarf voice lines when you start the jukebox). You will notice that this is a recurring theme for some other sounds – it's really weird and makes no sense.

Replacing axe impact sound

The reason that this is a separate example as the one above, is that for some game elements like weapons and tools, the developers one updated decided to split the audio files into multiple parts. So, for the files in Content\Audio\WeaponsNTools\ITM_Grenades\AxeGrenade\AxeGrenadeImpact, there are actually 3 – the same but split into 3 parts:

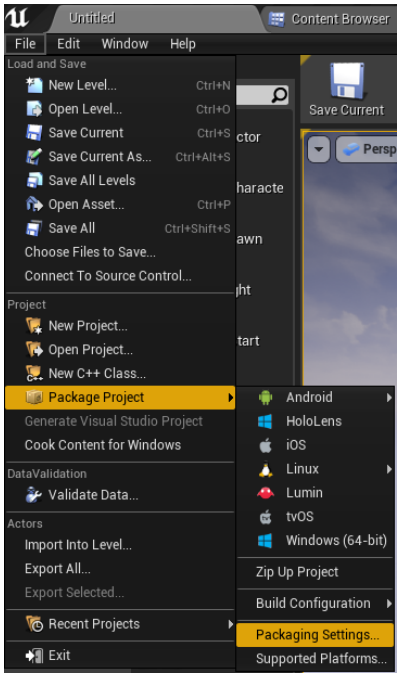


I have no idea why, but some are like this, some are split into 2 parts, some are just alone like you should expect.

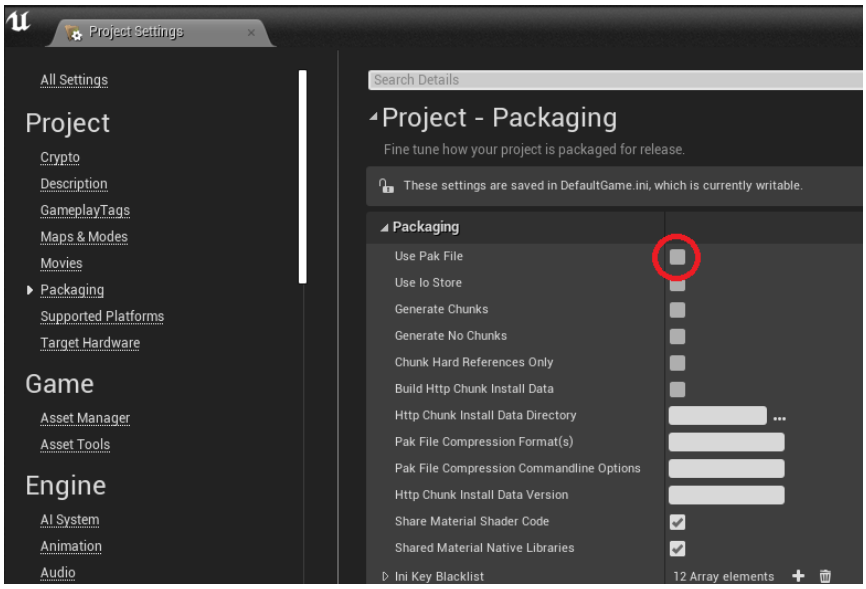
So, when you replace them, you also need to split your replacement file into 3 equally sized parts. I think it's more hassle than it's worth because there's a chance that the audio sounds weird and funky, so I would just go with the replacing cue file method in cases like these.

4. Packing your mod

Now, you need to pack your mod. Before you skip this step thinking that you know how to use the DRGPacker, you need to pack your mod from UEE first, *then* in the DRGPacker. To pack your mod in UEE, first, you need to navigate to the editor tab (called Untitled) and click File > Package Project > Package Settings:



You need to uncheck the "Use Pak File" setting, so make sure that it is unchecked when you create every audio project.



Now go to File > Package Project > Windows > Windows (64-bit). Select the folder you wish to put the packed project into. Give it a couple of minutes, and it should be done!

If you used the sound cue replacement method, go into your cooked files at WindowsNoEditor\Project\Content\Audio\SoundControl and delete any sound classes that you made for a dummy reference into a sound cue.

Paragraph above is probably a bit confusing so I'll just list out when you delete sound classes or not:

- Delete your sound classes if you made them by hand just as a dummy reference
- Do not delete any sound classes that you made by hand that you intend to replace those already in the game
- Do not delete your music sound classes if you downloaded them (music control or whatever)

Basically, the reason that you possibly need to delete your dummied sound classes, is that you don't want them to replace those already in the game. What you are doing by making the sound classes, is using them to just create the reference in your sound cue to them. Imagine your sound cue replacing the game's sound cue – it needs to reference a sound class also loaded in the game, but you don't want to replace it because it has its own special values. If you are making your own dummy sound classes with their own fine tuned values for your mod, then you don't want to delete those ones because you intent them to also replace the ones in the game.

Next, navigate to the packed project in your file explorer. Go to WindowsNoEditor\YourProjectNameHere\ and copy the Content folder. Then, paste it into the input folder in your DRGPacker, and pack it. Now install the mod and it should be good to go!

5. Extra notes and help

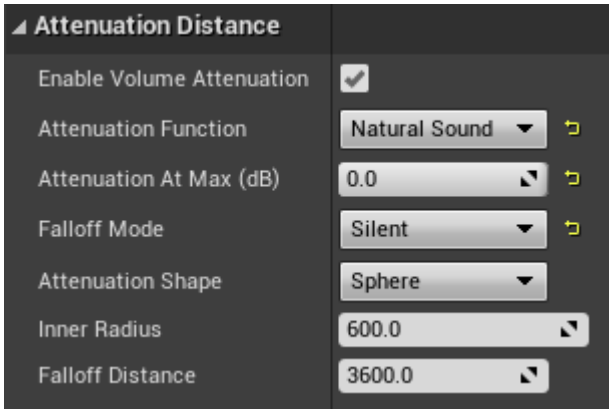
Important clarifications

1. You can use this audio mod tutorial to replace other stuff like textures or 3D models. UModel is recommended to see the file format for the files you want to replace, in this case it was .ogg or .wav for the sounds, and Unreal Cue files for the Cues. Apart from that, the steps should be the same.
2. You can't import vanilla .uasset and .uexp files that you unpacked from FSDWindowsNoEditor.pak into UEE because they were packaged by the developers. It's the same for the files that you can unpack from community mods. The editor won't recognise them; you would need the source files.

Random info that may be useful for you when making audio mods

Memorial Hall Cue (thanks Kraeus)

The cue for the Memorial Hall music isn't in the same place as others in the spacerig. It is actually called St_Googbye_SpaceRig_Cue in Music\Levels. This is how you should setup your attenuation so that it only plays in that room:



What is single vs looping cues in Music_Wave?

Single cues play once and then the queue moves it onto the next song, and looping plays the song until the wave has ended. In your looping cues, just duplicate the single cues but click on the wave player node and check "Looping". The wave player node should change to "looping wave player" or similar.

Getting help

If you need any extra help, feel free to ask in the #mod-chat channel. Please do tag me (Buckminsterfullerene#6666) or one of the other audio mod authors, such as Zega#8310 or Kraeus#9233. Kraeus is especially good to ask for finding music cues, as he figured out where all of them are.

I would love feedack on this guide! Please send any love, hate or constructive feedback towards this form so that I can improve my work :)

Kraeus' Music Breakdown

LEGEND: "Cue name" → "AudioFiles name" → "OST song name"

Boss

Plays during:

1. Elimination Boss Battles

SoundClass for Cues: Music_Boss

Files:

1. St_Boss_Music_Cue → St_Nova_Master_1 → Horrors of Hoxxes
2. St_Insterstellar_Nightmares_Cue → ST_InterstellarNightmares_Master_3 → Interstellar Nightmares
3. St_Stalker_Cue → St_Stalker_Master_1 → Fighting the Shadows

End Wave

Plays during:

1. Mining, Egg Hunt, Escort, and Elimination during escape to DropPod.
2. Refining – once 100% is reached.
3. Salvage – during both point defenses, 2nd point defense song continues until DropPod leaves.
4. Extraction – during wait for DropPod until DropPod leaves.
5. ST_Action_Master_1 – Stat screen song is used by St_EndMission_Completed_Cue in Music_Menu Folder. OST Song is Beneath the Crust.

SoundClass for Cues: Music_Endwave

Files:

1. St_Marching_Edited_A_2_Cue → St_Marching_Master_1 → Leave No Dwarf Behind
2. St_OperasFascination_Cue → ST_OperasFascination_Master_3 → Follow Molly
3. St_RobotGetAway_EditedA_01_Cue → St_RobotGetaway_Master_1 → Robot Getaway
4. St_SabotageOfMolly_Cue → ST_SabotageOfMolly_Master_3 → I Welcome the Darkness
5. St_SW_Edited_A_01_Cue → St_SW_Master_1 → March of the Brave
6. St_WhereTheyReallyDare_Cue → ST_WhereTheyReallyDare_Master_3 → The Last Ascent

Other Files:

1. St_Action_Edited_B_3 – Not sure if in use. Is the same as ST_Action_Master_1

Level

Plays during:

1. Ambient Level music during all missions (not SpaceRig)
2. LoadingScreenMusic_Cue is played during loading of a mission.
3. St_Goodbye_SpaceRig_Cue is played in Memorial Hall only.

SoundClass for Cues: Music_Background except St_Goodbye_SpaceRig_Cue is Music_MemorialHall

Files:

1. LoadingScreenMusic_Cue → St_Deep_Master_1 → The Descent
2. St_Alien_Cue → St_Alien_Master_1 → Fathomless Tomb
3. St_AxeRunner_Cue → ST_AxeRunner_Master_3 → Let's Go Deeper
4. St_Carp_Cue → St_Carp_Master_1 → Into the Abyss
5. St_Clutch_Cue → St_Clutch_Master_1 → Karl's End
6. St_Cold_Cue → ST_Cold_Master_3 → Absolute Zero
7. St_Crawl_Cue → St_Crawl_Master_1 → Coward's Crossing
8. St_Deep_Cue → St_Deep_Master_1 → The Descent
9. St_Goodbye_SpaceRig_Cue → St_Goodbye_Master_1 → Ode to the Fallen
10. St_Horror_Cue → St_Horror_Master_1 → A Matter of Skill and Ammunition
11. St_LOTD_Cue –> ST_LOTD_Master_3 → Echoes from the Past
12. St_Pod_Cue → St_Pod_Master_1 → Principle of Darkness
13. St_Slow_Cue → St_Slow_Master_1 → I am Lost
14. St_ST_Cue → St_ST_Master_1 → The Only Way Out is Through
15. St_ValleyOfDeath_Cue → ST_ValleyOfDeath_Master_3 → Deceived by Light

Menu

Plays during:

1. St_DeepDives_InbetweenScreen_Cue plays between Deep Dive missions.
2. St_EndMission_Completed_Cue plays during the Stat Screen after a mission.

SoundClass for Cues: Music_Menu

Files:

1. St_DeepDives_InbetweenScreen_Cue → ST_Where_They_Really_DareDLoop_1 → The Last Ascent (Excerpt)
2. St_EndMission_Completed_Cue → ST_Action_Master_1 (From AudioFiles in the Level folder) → Beneath the Crust

Other Files:

1. DeepDives_InbetweenScreen_Music - Not sure if in use. Is the same as ST_Where_They_Really_DareDLoop_1

Special Events

Plays during:

1. ST_GameEventA_Cue plays during Machine Events
2. DiscoverMusic_1 is the music played when treasure (Crate or Pack) is found.

SoundClass for Cues: Music_Action and Music_Discovery for the DiscoverMusic_1.

Files:

1. ST_GameEventA_Cue → ST_GameEvent_Master_1 → The Core Infuser

2. DiscoverMusic_1 is the music played when treasure (Crate or Pack) is found.

Other Files:

1. ST_GameEventA_4 - Not sure if in use. Is the same as ST_GameEvent_Master_1.

Wave

Plays during:

1. CueSingle plays during Mission Control announced waves.
2. CueLooping plays in Refinery during the pumping stage and in Escort during Ommoran when the waves music doesn't stop.

SoundClass for Cues: Music_Action

Files:

1. Single:
    a. St_Boss_wave_Cue → St_Boss_Master_1 → They're Here!
    b. St_DOTSA_Cue → ST_DOTSA_Master_3 → Dance of the Dreadnaughts
    c. St_HoldMyBeard_Cue → St_HoldMyBeard_Master_1 → Hold My Beard
    d. St_Hole_Cue → St_Hole_Master_1 → The Shadows are Moving
    e. St_MorkiteIsADancer_Cue → ST_MorkiteIsADancer_Master_3 → Axes Out
    f. St_MountainBlaster_Cue → ST_MountainBlaster_Master_3 → In the Belly of the Beast
    g. St_NotTheBees_Cue → ST_NotTheBees_Master_3 → A Distant Terror
    h. St_SpaceFire_Cue → ST_SpaceFire_Master_3 → RUN!
    i. St_Tick_Cue → St_Tick_Master_1 → Petrified Fury
    j. St_Wave_Cue → St_Wave_Master_1 → Attack of the Glyphids
2. Looping:
    a. A_Distant_Terror_Looping_Cue → A_Distant_Terror_Looping_01 → A Distant Terror
    b. Dance_Of_The_Dreadnaught_Looping_Cue → Dance_Of_The_Dreadnaught_Looping_01 → Dance of the Dreadnaught
    c. MorkiteIsADancer_Looping_1_Cue → MorkiteIsADancer_Looping_1 → Axes Out
    d. MountainBlaster_Looping_1_Cue → MountainBlaster_Looping_1 → In the Belly of the Beast
    e. PetrifiedFury_Looping_Cue → PetrifiedFury_Looping_1 → Petrified Fury
    f. SpaceFire_Looping_1_Cue → SpaceFire_Looping_1 → RUN!
    g. Theyre_Here_Looping_Cue → Theyre_Here_Looping_1 → They're Here!

SpaceRig

Plays during:

1. Ambience_Music_Cue is the Ambient SpaceRig Music
2. Ambience_Music_Chrsitmas_Cue plays Ambient SpaceRig music during the Christmas Event
3. Ambience_Music_DiscoBeer_Cue plays when you drink a Blackreach Blonde
4. Ambience_Music_DiscoBeer_Safe_Cue plays when you drink a Blackreach Blonde with Streamer Mode enabled.

5. Fanfare_promotion_Cue plays during the Promotion Speech after you click Promote
6. YearTwoFanfare_Cue played during the Year Two reward screen so isn't used anymore (I think)

SoundClasses for Cues:

1. Ambience_Music_Cue and Ambience_Music_Chrsitmas_Cue – Music_Background
2. Ambience_Music_DiscoBeer_Cue and Ambience_Music_DiscoBeer_Safe_Cue - Music_BeerEffect.
3. Fanfare_promotion_Cue – Music_PromotionMenu

Files:

1. Ambience_Music_Cue → St_Ambience_Master_1 → The Deep Dive
2. Ambience_Music_Chrsitmas_Cue → Christmas Song 4, 5, 6, 8, and 9
3. Ambience_Music_DiscoBeer_Cue → JukeBox_Disco_Night_Disco, Jukebox_Techno_di-the-chance-032414-81, and Techno_TRJ_02 in Jukebox.
4. Ambience_Music_DiscoBeer_Safe_Cue → Techno_TRJ_02 in Jukebox.
5. Fanfare_promotion_Cue → PromotionFanfare → Might be excerpt from OST song.

Other Files:

1. Fanfare 3 and 4 – probably used for Year Celebration reward screens.