

# Boeing 747-400 Soundpack



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# Installation:

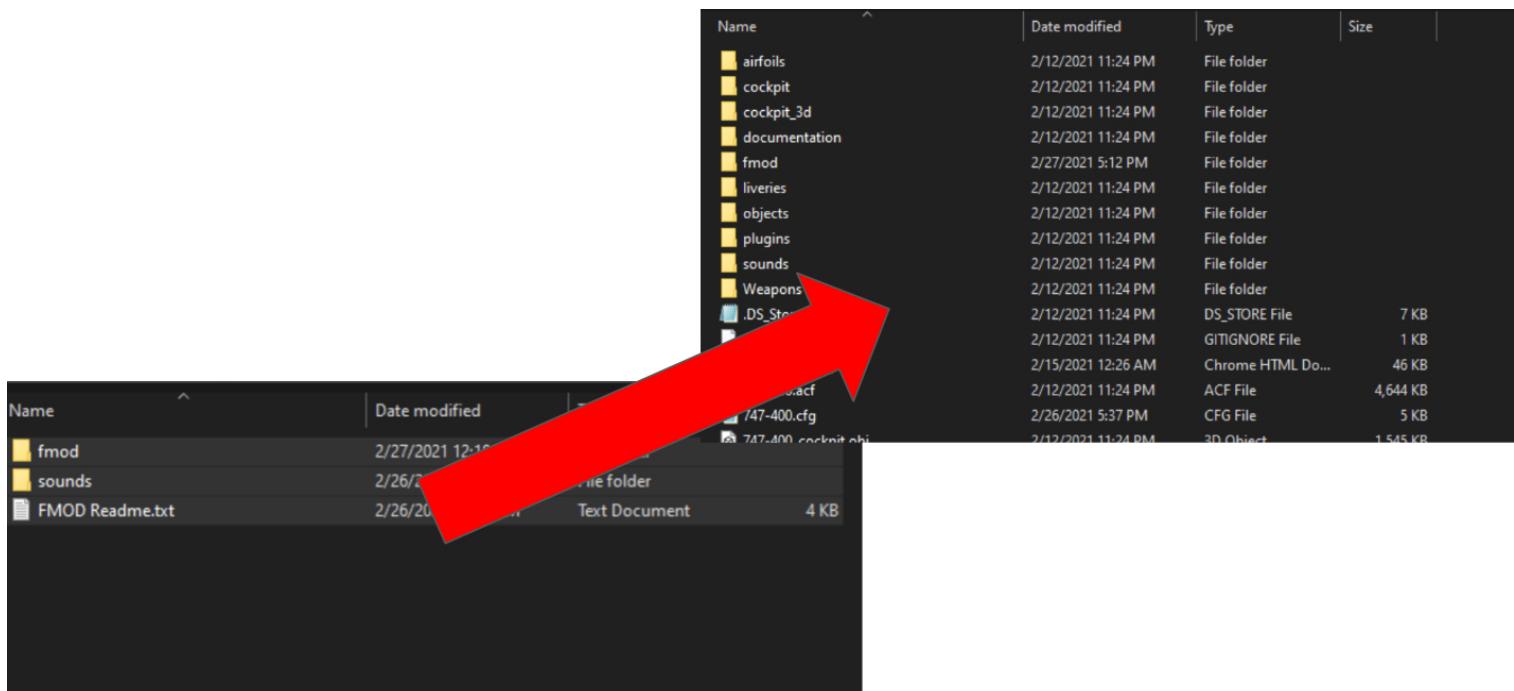
1: Unzip "Boeing 747-400 FMOD"

2: Drag and drop "fmod" and "sound" folders into default (Boeing 747-400) or mSparks (747-400-master/Sparky 744) 747 main folder

3: OPTIONAL: If you want to add GE engines to your aircraft, open the GE folder in fmmod, then drag "747-400.snd" into the fmmod folder. Replace as necessary.

4: OPTIONAL: If you are flying cargo, go to fmmod/Announcement Removal, and drag and drop "cabin.bank" into the main fmmod folder in your aircraft. This will remove cabin announcements and music.

5: enjoy your flight!



# **Introduction:**

## **What is this?**

This is a high quality soundpack, made with FMOD. You can use this with the default 747-400, and is included in the mSparks 747 mod. Buttons, knobs, and switches have different sounds rather than only one. Engine sounds have multiple sound samples to create realistic spool effects. All sounds are played in specific areas and are generated in different locations to create 360 degrees of varying audio.

## **What's Inside:**

- High quality PW engines
- High quality GE engines
- Realistic Button sounds
- Realistic Alarms sounds
- Wind Effects
- Hydraulic and Fuel effects
- Cabin effects
- Cockpit effects
- Pack sounds
- Realistic 3D sound generation

## **Notes:**

### **Packs Sounds**

**Warning:** Packs sounds play whenever you move the packs switch above OFF. Cabin sounds do not mute according to bleed air level. However, they are only louder in the lower cabin, so you don't really need to worry about unrealistic sounds since they are not heard loud in the cockpit.

### **Boarding Music**

In the cabin, you will hear fun classical and elevator tunes. They are triggered when you turn all IRS switches to NAV, and when the beacon light is in the OFF position. To disable the sound, turn any of the IRS switches off or turn the beacon light to on. Don't worry, you won't be able to hear the music in the cockpit.

### **Cabin Announcements**

In the cabin, PA announcements will automatically play. Announcements like seatbelts, safety announcements, doors closing, etc, will play. The safety announcement is triggered when you turn the beacon light on.

### **Engine Options**

As per the installation instructions above, there are options to switch between PW and GE engines. RR engines will be worked on soon.

## Usage:

### Default 747-400:

Download using the installation instructions above. All button and engine sounds will play, however high study level sounds will not play.

### mSparks 747-400:

This soundpack is already included in the mSparks 747. The primary engine option is GE because they are modeled as CF6s.

### Notchmaster 747-400:

This soundpack will work with the Notchmaster 747, however, there will be extra steps in installation:

After installing the soundpack the normal way, go to the plugins folder in the aircraft folder and delete "sound3d". Sound3d is another high quality sound plugin, however the sound-set in the Notchmaster 747 is missing features, so please delete it so that the fmod will take over.

### Other Mods:

This soundpack should work with other modifications of the default 747-400, since it uses the same datarefs to play sounds. For support to add high study level sounds, contact me, email is:

[mfahrenheit135@gmail.com](mailto:mfahrenheit135@gmail.com)

### Sound Requests:

If you need support, or you want to request an FMOD soundpack, email me: [mfahrenheit135@gmail.com](mailto:mfahrenheit135@gmail.com)

Warning: I have very few payware aircraft, so I most likely will not be able to make soundpack with them. Also, I may not have time to make them so expect delays.