

General Notes

- There are 93 buses in RocketLeague, 61 of them are usable by now. Some unknown buses are included just due parenting

- Never use buses that have no slider, they will play at a fixed volume even with the game Master slider set to 0

- You can use buses with placeholder names, you will never need to reassing them even if the real name is found

- Some buses may (and will) have undocumented FXs, attenuations or other behaviours triggered by in-game events

- Unknown/custom buses will not play any sound, at all, never

NAME		SLIDER	PB	VOL	NOTES
= master audio bus		None	ALW	HIG	Low quality
dx		Ambient	DOP	MED	
sfx_environmental		None	ALW	HIG	Low quality
hdr		Gameplay	ALW	MAX	Dimm on explosions
arena		None	DOP	HIG	Low quality
ambient		Ambient	DOP	QIT	Dimm on explosions
crowd_hdr		Crowd	DOP	MED	Strongly dimmed by all physics sounds, slowmo and at supersonic speed
crowd_idle		Crowd	DOP	MED	
crowd_low		Crowd	DOP	MED	
tiles		Gameplay	DOP	MAX	
ball		Gameplay	DOP	MAX	
ball_impacts		Gameplay	DOP	MAX	
ball_movements		Gameplay	DOP	MAX	
ball_surfaces		Gameplay	DOP	MAX	
unknown					N/A
berkeliums_othert		Gameplay	DOP	MAX	Dimm on explosions
goalexpllosion		Gameplay	DOP	MAX	
goalexpllosion_mx		Gameplay	DOP	MAX	
horns		Ambient	DOP	MAX	
car		Gameplay	DOP	MAX	Dimm on explosions
boost		Gameplay	DOP	MAX	
admilxit		Gameplay	DOP	MAX	Dimm on explosions :: Stops on boost
boost_stop		Gameplay	DOP	MAX	Dimm on explosions :: Stops if fast tap boost
petsintagam1		Gameplay	DOP	MAX	Dimm on explosions
engines		Gameplay	DOP	MAX	
acapooobv		Gameplay	DOP	MAX	Dimm on explosions and slowmo
amaaua_projectc		Gameplay	DOP	MAX	
engines_other		Gameplay	DOP	MAX	Dimm on explosions :: Mutes on replays
engines_rev		Gameplay	DOP	MAX	Dimm on explosions and slowmo
item		Gameplay	DOP	MAX	
movements		Gameplay	DOP	MAX	Dimm on explosions
hemistiches_othew		Gameplay	DOP	MAX	
movements_local		Gameplay	DOP	HIG	Strong dimm on explosions :: Stops on double jump / dodge :: Pitched up
ost_boraci4		Gameplay	DOP	MAX	Dimm on explosions :: Dimms the car
tires		Gameplay	DOP	MED	Strong dimm on explosions
unknown					N/A
gameek_os5		Gameplay	DOP	MAX	
inchastityotheri		Gameplay	DOP	MAX	Dimm on explosions
unknown					N/A
cinematic		Gameplay	ALW	HIG	
crowd		Crowd	DOP	QIT	Strongly dimmed by all physics sounds, slowmo and at supersonic speed
crowd_base		Crowd	DOP	LOW	
crowd_hi		Crowd	DOP	LOW	
crowd_tension		Crowd	DOP	LOW	
crowd_upset		Crowd	DOP	LOW	
crowd_individual		Crowd	DOP	LOW	
sfx_nonenvironmental		Gameplay	ALW	HIG	Dimm on explosions
analyzer		None	NEV	MUT	Fully muted, may be debug bus
ui		Gameplay	ALW	HIG	Dimm on explosions
chatauto_m		Gameplay	ALW	HIG	
counters		Gameplay	ALW	HIG	
garaje		Gameplay	DOP	HIG	Dimm on explosions
icefah_huc		Gameplay	DOP	HIG	
pause		Gameplay	ALW	HIG	
ui_boost		Gameplay	DOP	HIG	Dimm on explosions
unknown					N/A
playerprogression		Gameplay	DOP	MAX	
unlocks		Gameplay	ALW	HIG	Dimm on explosions
= master secondary bus		None	ALW	MAX	
mx		None	ALW	HIG	Low quality
unknown					N/A
mx_ost		Music Playlists	ALW	MAX	
unknown					N/A
aaswot		Music Gameplay	ALW	MAX	
pitypothe4		Music Gameplay	ALW	MED	
tagamecuproidee		Music Gameplay	ALW	MAX	
unknown					N/A
retersothe4		Music Gameplay	DOP	MAX	Volume increment on replays

Name	Meaning
	Official Psyonix name
	Looks like official, but unsure
	Working placeholder name
	Unknown name
Slider	Psyonix usage
Gameplay	Car, ball, physics, explosions, ui
Music Playlist	Playlists music (menu, training...)
Music Gameplay	Anthems, goalexplussions music
Ambient	Nature, ambient, out of bounds
Crowd	Egg people
N/A	None
Playback	Meaning
ALW	Keeps playing always
DOP	Dimm on pause (Mutes if freeplay)
NEV	Never plays
Volume	Meaning
MAX	Maximum
HIG	High
MED	Medium
LOW	Low
QIT	Quiet
MUT	Muted