

General Notes

- RocketLeague have 94 buses, all of them are usable, sadly placeholder names don't give us any hint about what psyonix uses them for

- Avoid useing 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, they work as named ones

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

- You cannot neither rename buses nor add yours

NAME	SLIDER	PB	VOL	NOTES
= _ulkzxiunq	None	ALW	HIG	Low quality
= master audio bus	None	ALW	HIG	Low quality
dx	Ambient	DOP	MED	
_uytctrwaw	Ambient	DOP	LOW	
_uzbihnqdp	Ambient	DOP	LOW	
sfx_environmental	None	ALW	HIG	Low quality
ushkbziip	None	ALW	HIG	
arenareverbs	Gameplay	DOP	LOW	
cinematic	Gameplay	ALW	HIG	
crowds	Crowd	DOP	QIT	Strong dimm on physics sounds, slowmo and at supersonic speed
_umkpnmekx	Crowd	DOP	LOW	
crowd_base	Crowd	DOP	LOW	Strong dimm on physics sounds, slowmo and at supersonic speed
crowd_hi	Crowd	DOP	LOW	Strong dimm on physics sounds, slowmo and at supersonic speed
crowd_tension	Crowd	DOP	LOW	Strong dimm on physics sounds, slowmo and at supersonic speed
crowd_upset	Crowd	DOP	LOW	Strong dimm on physics sounds, slowmo and at supersonic speed
crowd_individual	Crowd	DOP	LOW	
_uhijrhzm	Crowd	DOP	LOW	
_unzwrsszo	Crowd	DOP	LOW	
_uvavmvczo	Crowd	DOP	LOW	
_uwpmgqrdw	Crowd	DOP	LOW	
hdr	Gameplay	ALW	MAX	Dimm on explosions
uwlxwxabi	None	DOP	MAX	
_uazntexhv	Gameplay	DOP	MAX	Dimm on explosions
goalexpllosion	Gameplay	DOP	MAX	
goalexpllosion_mx	Gameplay	DOP	MAX	
horns	Ambient	DOP	MAX	Dimm on explosions
arena	None	DOP	HIG	Low quality
_uzsqmetdo	Gameplay	DOP	MAX	Dimm on explosions :: Almost muted during replays
ambient	Ambient	DOP	LOW	Dimm on explosions
crowd_hdr	Crowd	DOP	MED	Strong dimm on physics sounds, slowmo and at supersonic speed
crowd_idle	Crowd	DOP	MED	Strong dimm on physics sounds, slowmo and at supersonic speed
crowd_low	Crowd	DOP	MED	Strong dimm on physics sounds, slowmo and at supersonic speed
tiles	Gameplay	DOP	MAX	
ball	Gameplay	DOP	MAX	
ball_impacts	Gameplay	DOP	MAX	
ball_movements	Gameplay	DOP	MAX	
ball_surfaces	Gameplay	DOP	MAX	
car	Gameplay	DOP	MAX	
_uhmifwnux	Gameplay	DOP	MAX	Dimm on explosions :: Mutes during replays
_uvqgfyoxx	Gameplay	DOP	MAX	Dimm on explosions
_utpkiuodh	Gameplay	DOP	MAX	Dimm on explosions
_umzyqsfon	Gameplay	DOP	MAX	Dimm on explosions
_uwpbugqai	Gameplay	DOP	MAX	Dimm on explosions
boost	Gameplay	DOP	MAX	
_uoimggwwv	Gameplay	DOP	HIG	Dimm on explosions
boost_looping	Gameplay	DOP	MAX	Dimm on explosions
boost_start	Gameplay	DOP	MAX	Dimm on explosions :: Stops on boost
boost_stop	Gameplay	DOP	MAX	Dimm on explosions :: Stops if fast tap boost
engines	Gameplay	DOP	MAX	Dimm on explosions and slowmo
_uonbnnnqa	Gameplay	DOP	MAX	Dimm on explosions :: Mutes during replays
engines_other	Gameplay	DOP	MAX	Dimm on explosions :: Mutes during replays
engines_rev	Gameplay	DOP	MAX	Dimm on explosions and slowmo
engines_std	Gameplay	DOP	MAX	Dimm on explosions and slowmo
item	Gameplay	DOP	MAX	Muted on explosions
_ustxttggy	Gameplay	DOP	HIG	Muted on explosions
item_looping	Gameplay	DOP	HIG	Muted on explosions
movements	Gameplay	DOP	MAX	Dimm on explosions
_udzpxdvor	Gameplay	DOP	MAX	Dimm on explosions :: Dimms most car buses
_ukxtojqqt	Gameplay	DOP	MAX	Dimm on explosions
movements_local	Gameplay	DOP	HIG	Strong dimm on explosions :: Stops on double jump / dodge :: Pitched up
tires	Gameplay	DOP	MED	Strong dimm on explosions
_ubkmzjfqj	Gameplay	DOP	HIG	Strong dimm on explosions
_ucxcluuyt	Gameplay	DOP	LOW	Strong dimm on everything
_uzjkmvlx	Gameplay	DOP	LOW	Strong dimm on explosions
sfx_nonenvironmental	Gameplay	ALW	HIG	Dimm on explosions
analyzer	None	NEV	MUT	Fully muted
_uyeefxzqo	None	NEV	MUT	
ui	Gameplay	ALW	HIG	Dimm on explosions
_ukkdwbuxl	Gameplay	DOP	HIG	
_uogsysrht	Gameplay	ALW	HIG	
_uoqtmokzt	Gameplay	DOP	HIG	
playerprogression	Gameplay	DOP	MAX	
_uxinxziip	Gameplay	DOP	HIG	
chatauto_m	Gameplay	ALW	HIG	
counters	Gameplay	ALW	HIG	Dimm on explosions
garaje	Gameplay	DOP	HIG	
pause	Gameplay	ALW	HIG	Dimm on explosions
ui_boost	Gameplay	DOP	HIG	
unlocks	Gameplay	ALW	HIG	Dimm on explosions
= master secondary bus	None	ALW	MAX	
mx	None	ALW	HIG	Low quality
_ubraobmbt	Music Playlists	ALW	MAX	
mx_ost	Music Playlists	ALW	MAX	
usdejeirw	Music Gameplay	ALW	MAX	
_ucxdbdi	Music Gameplay	ALW	MAX	
_uhgueaxfg	Music Gameplay	ALW	MAX	
ustcwhlib	Music Gameplay	DOP	MAX	
_ukbbtxnwv	Music Gameplay	DOP	HIG	Volume gets MAX during replays
_ufzrjzbus	Music Gameplay	DOP	MED	Volume gets MAX during replays
_umtghuail	Music Gameplay	DOP	MED	Volume gets MAX during replays
_ujkmorhsh	Music Gameplay	DOP	MED	Volume gets MAX during replays :: Dimms most gameplay buses
_uqdgmkcda	Music Gameplay	DOP	LOW	Volume gets HIG during replays
_urvvqcqdmj	Music Gameplay	DOP	QIT	
_uumrjbbir	Music Gameplay	ALW	MED	

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