

# The Unsung Custom Sounds and Music

With the help of a function, we make sounds and music available for playback in helicopters and boats. For this purpose a CfgSounds class has to be defined in an addon or mission. This document serves as tutorial and manual on this feature as well.

## The Mission setup

A mission can have a description.ext file which may contain a class entry CfgSounds. In the CfgSounds class you define nested classes that define the sound and its properties. Each sound file is defined in its own class.

The following properties define what vehicle can play the defined sound. Within this class structure the fields

1. uns\_music\_chopper = 1;
2. uns\_music\_pbr = 1;

can be used to add the sounds/music to the chopper or boats respectively. The following snippet displays a CfgSounds class that can be either put in a description.ext or addon config.cpp. A sample description.ext looks like this:

```
class CfgSounds
{
    sounds[] = {};
    class music_one
    {
        name = "Some random sound";

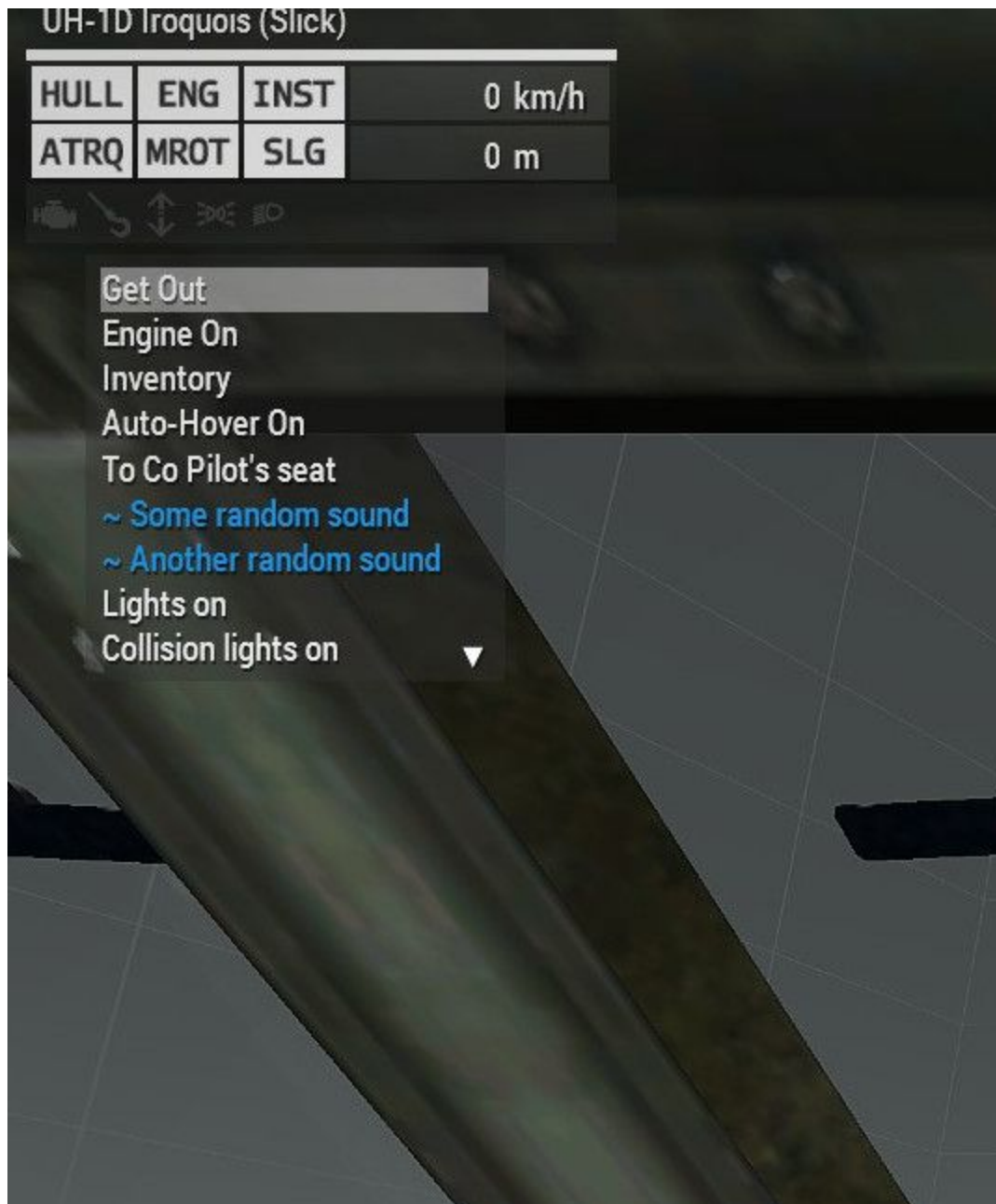
        // filename, volume, pitch, distance (optional)
        sound[] = { "sounds\one.ogg", 1, 1, 1000 };

        // subtitle delay in seconds, subtitle text
        titles[] = { 1, "Some random sound title" };
        uns_music_chopper = 1;
    };
    class music_two
    {
        name = "Another random sound";
        sound[] = { "sounds\two.ogg", 1, 1, 1000 };
        titles[] = { 1, "Another random sound title" };
        uns_music_chopper = 1;
        uns_music_pbr = 1;
    };
};
```

The sounds files one.ogg and two.ogg need to be placed in the top level directory sounds in your mission pbo. A sample mission is available at

<https://tetet.de/arma/arma3/Download/unsung/missions/musicMusic.VR.7z>

Here a sample screenshot of the music from the mission file from a UH-1 pilot seat actions:



## The Addon setup

As in the mission setup, two files one.ogg and two.ogg are placed in a sounds directory. The CfgSounds class in config.cpp points to those sounds and defines uns\_music\_chopper or uns\_music\_pbr. The path to the sounds in the config need to specify the pbo name as well,

in the sample this is ttt\_uns\_sounds. Here you can see a sample config.cpp within ttt\_uns\_sounds:

```
class CfgPatches
{
    class ttt_uns_sounds
    {
        units[] = {};
        weapons[] = {};
        magazines[] = {};
        requiredVersion = 1.96;
        requiredAddons[] = {};
    };
};

class CfgSounds
{
    sounds[] = {};
    class music_one
    {
        name = "Some random sound";

        // filename, volume, pitch, distance (optional)
        sound[] = { "ttt_uns_sounds\sounds\one.ogg", 1, 1, 1000 };

        // subtitle delay in seconds, subtitle text
        titles[] = { 1, "Some random sound title" };
        uns_music_chopper = 1;
    };
    class music_two
    {
        name = "Another random sound";
        sound[] = { "ttt_uns_sounds\sounds\two.ogg", 1, 1, 1000 };
        titles[] = { 1, "Another random sound title" };
        uns_music_chopper = 1;
        uns_music_pbr = 1;
    };
};
```

The sample mod can be downloaded from

[https://tetet.de/arma/arma3/Download/unsung/ttt\\_uns\\_sounds.7z](https://tetet.de/arma/arma3/Download/unsung/ttt_uns_sounds.7z)

Here a screenshot from an OH-6 action menu of the pilot:

