

Name, ID, & Daily Value Parameters

Parameter	Description
Name	Name/Note of the file used in the row
Kind	Type of the music file extension to read
1	.mp3
3	.wav (?)
4	.wav
ID	N/A (Leave at 0)
FileName	Directory to the sound file to use (data\sound\@@.wav for example)
DailyValue	In-game day & night cycles to play audio
0	Noon (VolNoon)
1	Afternoon (VolEvening)
2	Night (VolNight)
3	Morning (VolDawn)
DailyValueFlag	N/A

Note: This cheatsheet is for the MapSound_@@@ tables NOT the regular MapSound table!

Volume Parameters

Parameter	Description
VolNoon	Volume to adjust around noon
VolEvening	Volume to adjust in the afternoon
VolNight	Volume to adjust at night
VolDawn	Volume to adjust in the morning
Type	Additional ambient options
0	N/A
1	If set as 1, set StaticNum to 1
2	Use Cycle1 & Cycle2 to queue sound effects
Cycle1	Audio cue to set (?)
Cycle2	Audio cue to fade (?)
StaticNum	Possibly audio on map entry (?)
0	N/A
1	Set as 1 if Type is also 1

Change VolNoon - VolDawn to adjust volume.

Set a value to reduce the volume.

0.000000 - Default volume

0.500000 - Half volume

