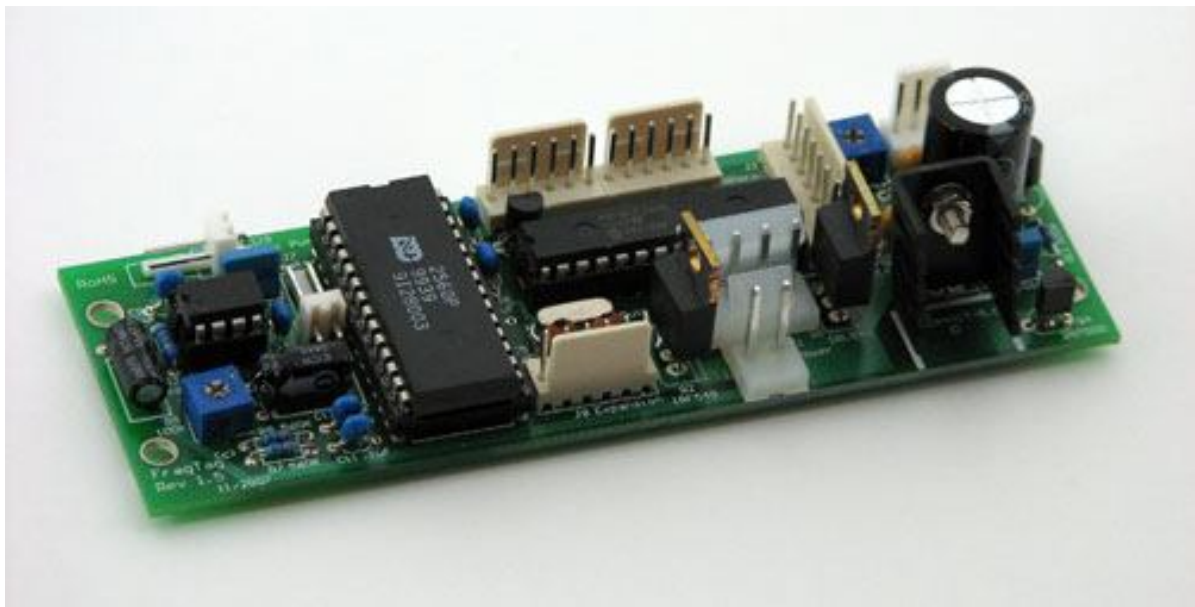




FragTag Mainboard/Proteus Sound Order

Version 3.0 FragTag 17-05-2009



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FragTag Sound Order

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Introduction

This Manual details the order of Sound files used in the FragTag Mainboard and Proteus products.

Code Version

The Sound Order listed below are accurate to code version 3.12. Earlier versions may not contain the full list, and may not be in the listed order.

Sound Order

Sounds in **Green** below are supported on all systems. Sound in **Yellow** are only available on the HQ-SFX sound chip.

List #	Sound Event Label	Notes
1	Primary Fire A / Fire Assault 1 A ¹	Main weapon fire sound effect
2	Primary Fire B / Fire Assault 1 B ¹	Suppressed mode main weapon fire sound effect
3	Secondary Fire A ¹	Secondary weapon fire sound effect
4	Secondary Fire B ¹	Suppressed mode secondary weapon fire sound effect
5	Weapon Special	Special sound that can change depending on the weapon type used. Usually set to a "Target Hit" sound that is played when the system is configured as a Target and takes a hit.
6	Clip Empty	When all rounds in the clip have expired
7	Primary Reload	Reloading a primary clip sound
8	Secondary Reload	Loading a secondary round (e.g. grenade load)
9	Reload Complete	Indication sound to denote reload is complete
10	Hit	You have been 'hit' by another player
11	Explosive	Played when hit by explosive damage
12	Near Miss	Partial data detection, indicates incoming fire but not a hit
13	Alarm	Sensor failure alarm (anti-cheat feature)
14	Dead	Health has reached zero sound
15	Respawn	Indicates that a player has just been bought back to life by a Master Controller device
16	Heal	Player has been healed by a Medic device
17	Ammo Add	Player has been given additional ammunition by an ammo device
18	Low Ammo	Indicates that the ammunition in your current clip is almost empty (this sound is currently not played but may be used in the future)
19	Game Start	Indicates that a new game has just started
20	Game Stop	Indicates that the current game has just ended
21	Welcome	Played to welcome the player after a Membership button has been used.
22	Boot up	Sound played at power up to denote system is ready for play
23	Barrel Overheated	Played when barrel overheat simulation occurs
24	Fire Pistol A	Fire Pistol sound A
25	Fire Pistol B	Fire Pistol sound B
26	Fire Shotgun A	Fire Shotgun A
27	Fire Shotgun B	Fire Shotgun B
28	Fire SMG A	Fire submachine gun A
29	Fire SMG B	Fire submachine gun B

30	Fire Sniper A	Fire Sniper rifle A
31	Fire Sniper B	Fire Sniper rifle B
32	Fire Light Machine Gun A	Fire LMG A
33	Fire Light Machine Gun B	Fire LMG B
34	Fire Heavy Machine Gun A	Fire HMG A
35	Fire Heavy Machine Gun B	Fire HMG B
36	Fire RPG A	Fire rocker propelled grenade A
37	Fire PRG B	Fire rocker propelled grenade B
38	Fire Assault 2 A	Fire Assault Rifle 2 A
39	Fire Assault 2 B	Fire Assault Rifle 2 B
40	Fire Sniper 2 A	Fire Sniper rifle 2 A
41	Fire Sniper 2 B	Fire Sniper rifle 2 B
42	Reload Grenade Launcher End	Played at end of Reloading grenade launcher
43	Reload Pistol Start	Played at start of Reloading pistol
44	Reload Pistol End	Played at end of Reloading pistol
45	Reload Shotgun Start	Played at start of Reloading Shotgun
46	Reload Shotgun End	Played at end of Reloading Shotgun
47	Reload Sniper Start	Played at start of Reloading Sniper
48	Reload Sniper End	Played at end of Reloading Sniper
49	Reload Machine Gun Start	Played at start of Reloading Machine Gun
50	Reload Machine Gun End	Played at end of Reloading Machine Gun
51	Reload RPG Start	Played at start of Reloading Machine Gun
52	Reload RPG End	Played at end of Reloading Machine Gun
53	Bleeding Level 1	Played as player is taking a level 1 Bleed
54	Bleeding Level 2	Played as player is taking a level 2 Bleed
55	Bleeding Level 3	Played as player is taking a level 3 Bleed
56	Apply Bandage	Played during the application of a Bandage
57	Apply Bandage End	Played at the completion of Bandaging
58	Sound Hit 2	Played for a medium level hit
59	Sound Hit 3	Played for a high level hit
60	Sound Low Battery	Reserved for future use
61	Sound Flash Bang	Played when hit by a Flash Bang grenade

Notes: ¹ – Fire modes A or B is selectable at boot-up (See software section, bootup menus).