



FragTag Mainboard/Proteus Sound Order

Version 3.0 FragTag 17-05-2009



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FragTag Sound Order

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Table Of Contents

| | |
|-------------------------|---|
| Copyright Notice | 2 |
| Table Of Contents | 3 |
| Introduction..... | 4 |
| Code Version..... | 5 |
| Sound Order..... | 6 |

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).