

```
// -----  
// SIOC - System for IOCARDS                               Script by RHO Standard Protocol  
// -----  
// Designer      : René Hoep  
// FileName     : RDS_SIOC_SOUND_INDELING.txt  
//  
// UNITS Version : 2023.0901  
//  
//  
// Last Update  : 20230925 0855  
//  
// -----
```

```
// -----  
//  
//                LETOP - DEZE - LIJST - IS - NU - LEIDEND  
//  
// -----
```

```
[SOUND MODULE]  
Sound_disable=No  
Volume=100
```

```
[ RHO STANDARD SOUNDS vanaf RSP 001 NEW ]  
[ LAST UPDATE : 20230925 0855 ]  
  
[ put '*' first filename for loop Sound ]  
[ Sound=wav_file,frequency,volume,pan = ballans ]  
[ frequency=100 to 100000 0=original -1=current ]  
[ volume=0 to 100, -1=current ]  
[ bal=-100 (left) to +100 (right) 0=center -1=current ]  
[ ]  
[ IF BOXES CHANGED bal=+100 (left) to -100 (right) ]  
[ ]  
[ Sound Files MAX. 200 Sounds ]
```

```
IOC_INI_VAR=301
```

```
[001 - Call SIOC Sounds Active after Comm Freq = 135.950]  
Sound=SN_SIOC_SoundsActive.wav,-1,-1,-1  
[002 - Call SIOC Sounds Disconnected after Starting Script]  
Sound=SN_SIOC_SoundsDisconnected.wav,-1,-1,-1  
[003 - GroundCall Signal]  
Sound=SN_GroundCall01.wav,-1,-1,-1  
[004 - Random Ground Call]  
Sound=SN_GroundCall02.wav,-1,-1,-100  
Sound=SN_GroundCall03.wav,-1,-1,-100  
Sound=SN_GroundCall04.wav,-1,-1,-100  
Sound=SN_GroundCall05.wav,-1,-1,-100  
Sound=SN_GroundCall06.wav,-1,-1,-100  
Sound=SN_GroundCall07.wav,-1,-1,-100  
Sound=SN_GroundCall08.wav,-1,-1,-100  
[011 - Random Call ATControl after Comm Freq = 135.900 Each around 10 min]  
Sound=SN_ATC_Audio01.wav,-1,65,-1  
Sound=SN_ATC_Audio02.wav,-1,65,-1  
Sound=SN_ATC_Audio03.wav,-1,65,-1  
Sound=SN_ATC_Audio04.wav,-1,65,-1  
Sound=SN_ATC_Audio05.wav,-1,65,-1  
Sound=SN_ATC_Audio06.wav,-1,65,-1  
Sound=SN_ATC_Audio07.wav,-1,65,-1  
Sound=SN_ATC_Audio08.wav,-1,65,-1  
Sound=SN_ATC_Audio09.wav,-1,65,-1  
Sound=SN_ATC_Audio10.wav,-1,65,-1
```

[021 - Random CabinMusic Each around 20 min]
Sound=SN_CabinMusicSelect01.wav, -1, 50, -1
Sound=SN_CabinMusicSelect02.wav, -1, 50, -1
Sound=SN_CabinMusicSelect03.wav, -1, 50, -1
Sound=SN_CabinMusicSelect04.wav, -1, 50, -1
Sound=SN_CabinMusicSelect05.wav, -1, 50, -1
Sound=SN_CabinMusicSelect06.wav, -1, 50, -1
Sound=SN_CabinMusicSelect07.wav, -1, 50, -1
Sound=SN_CabinMusicSelect08.wav, -1, 50, -1
Sound=SN_CabinMusicSelect09.wav, -1, 50, -1
Sound=SN_CabinMusicSelect10.wav, -1, 50, -1
[031 - Random Attendent Call]
Sound=SN_AttendentCall01.wav, -1, -1, -1
Sound=SN_AttendentCall02.wav, -1, -1, -1
Sound=SN_AttendentCall03.wav, -1, -1, -1
Sound=SN_AttendentCall04.wav, -1, -1, -1
Sound=SN_AttendentCall05.wav, -1, -1, -1
Sound=SN_AttendentCall06.wav, -1, -1, -1
Sound=SN_AttendentCall07.wav, -1, -1, -1
Sound=SN_AttendentCall08.wav, -1, -1, -1
Sound=SN_AttendentCall09.wav, -1, -1, -1
Sound=SN_AttendentCall10.wav, -1, -1, -1
[041 - Parking Brake Sounds]
Sound=SN_Announcement_ParkingBrakeSet.wav, -1, 60, +100
Sound=SN_Announcement_ParkingBrakeReleased.wav, -1, 60, +100
Sound=SN_Warn_ReleaseParkingBrake.wav, -1, -1, -1
[044 - Marker Sounds]
Sound=SN_MarkerInner.wav, -1, -1, -1
Sound=SN_MarkerMiddle.wav, -1, -1, -1
Sound=SN_MarkerOuter.wav, -1, -1, -1
[047 - Warning Seatbelt Sounds]
Sound=SN_Warn_SeatbeltAirFasten.wav, -1, -1, -1
Sound=SN_Warn_SeatbeltAirUnfasten.wav, -1, -1, -1
Sound=SN_Warn_SeatbeltGroundFasten.wav, -1, -1, -1
Sound=SN_Warn_SeatbeltGroundUnfasten.wav, -1, -1, -1
[----- ALL USER DEFINED SOUNDS -----]
[051 - Compagny Realted WelcomeOnboard]
Sound=SN_Welcome_AirRHO.wav, -1, 90, -1
[052 - Random WelcomeOnboard Sounds]
Sound=SN_WelcomeOnboard05.wav, -1, 80, -1
Sound=SN_WelcomeOnboard06.wav, -1, 80, -1
Sound=SN_WelcomeOnboard02.wav, -1, 75, -1
Sound=SN_WelcomeOnboard03.wav, -1, 50, -1
Sound=SN_WelcomeOnboard04.wav, -1, 75, -1
[057 - Door Sounds]
Sound=SN_Announcement_CrewDoorsLock.wav, -1, -1, -1
Sound=SN_Announcement_CrewDoorsunLock.wav, -1, -1, -1
Sound=SN_B738Door1_TransitOpen.wav, -1, -1, -100
Sound=SN_B738Door1_TransitClose.wav, -1, -1, -100
[061]
Sound=SN_B738Door2_TransitOpen.wav, -1, 25, -100
Sound=SN_B738Door2_TransitClose.wav, -1, 25, -100
Sound=SN_B738Door3_TransitOpen.wav, -1, -1, +100
Sound=SN_B738Door3_TransitClose.wav, -1, -1, +100
Sound=SN_B738Door4_TransitOpen.wav, -1, 25, +100
Sound=SN_B738Door4_TransitClose.wav, -1, 25, +100
[067 - Stair Sounds]
Sound=SN_B738Stair_Click_1.wav, -1, 40, -100
Sound=*SN_B738Stair_Transit.wav, -1, 40, -100
Sound=SN_B738Stair_Click_2.wav, -1, 40, -100
[070 - Warning No Smoking Sounds]
Sound=SN_NoSmoking.wav, -1, -1, -1
Sound=SN_Warn_NoSmoking_ON.wav, -1, -1, -1
Sound=SN_Warn_NoSmoking_OFF.wav, -1, -1, -1

[073 - Push Back Sounds]
Sound=SN_Tug_PushBackStart.wav, -1, 60, -90
Sound=*SN_Tug_PushBackRunning.wav, -1, 60, -90
Sound=SN_Tug_PushBackStop.wav, -1, 60, -90
Sound=SN_Tug_PushBackAway.wav, -1, 60, -90
[077 - Taxi Sounds]
Sound=SN_ReadyToTaxi01.wav, -1, 60, -90
Sound=SN_ReadyToTaxi02.wav, -1, 60, +100
Sound=SN_Announcement_Safety.wav, -1, 90, -1
[080 - Take-off Sounds]
Sound=SN_Announcement_CrewSeatTakeoff01.wav, -1, 60, +100
Sound=SN_Announcement_CrewSeatTakeoff02.wav, -1, 60, +100
Sound=SN_Announcement_CrewSeatTakeoff03.wav, -1, 50, +100
[083 - Cruising Sound Welcome aboard AirRH0]
Sound=SN_Announcement_Cruising01.wav, -1, 70, +100
[084 - Cruising Sounds]
Sound=SN_Announcement_Cruising02.wav, -1, -1, -1
Sound=SN_Announcement_Cruising03.wav, -1, -1, -1
[086 - Landing Sounds]
Sound=SN_Announcement_BeforeLanding.wav, -1, -1, -1
Sound=SN_Announcement_CrewSeatLanding01.wav, -1, 60, +100
Sound=SN_Announcement_CrewSeatLanding02.wav, -1, 70, -1
Sound=SN_Announcement_CrewSeatLanding03.wav, -1, 70, -1
Sound=SN_SpeedBrakeDown.wav, -1, 60, +100
[091]
Sound=SN_SpeedBrakeArmed.wav, -1, 60, +100
Sound=SN_SpeedBrakeUp.wav, -1, 60, +100
Sound=SN_AfterLandingApplause.wav, -1, 50, -1
[094 - Taxi To Gate Sounds]
Sound=SN_Announcement_TaxiToGate01.wav, -1, 80, -1
Sound=SN_Announcement_TaxiToGate02.wav, -1, 80, -1
Sound=SN_Announcement_TaxiToGate03.wav, -1, 80, -1
[097 - Arrival Sounds]
Sound=SN_ThanksFlyAirRH0.wav, -1, -1, -1
Sound=SN_Announcement_CrewDoorsCanBeOpened.wav, -1, -1, +100
Sound=SN_DeBoardingPassengers.wav, -1, -1, -1
[100 - Extra Warning Sounds]
Sound=SN_5.wav, -1, -1, -1
Sound=SN_80Knots.wav, -1, -1, -1
Sound=SN_Warn_10000Feet.wav, -1, -1, +100
Sound=SN_Warn_18000Feet.wav, -1, -1, +100
Sound=SN_Warn_LandingLights.wav, -1, -1, +100
Sound=SN_Warn_CabinAlertPing.wav, -1, -1, -1
Sound=SN_OxygenTestStart.wav, -1, -1, +100
Sound=SN_OxygenTestStop.wav, -1, -1, +100
Sound=SN_Warn_GroundCall.wav, -1, -1, -1
Sound=SN_Tug_PushBackComing2Plane.wav, -1, 60, -100
[110]
Sound=SN_Announcement_SetParkingBrake.wav, -1, -1, -100
Sound=*SN_RainGround.wav, -1, 35, -1
Sound=*SN_RainAir.wav, -1, 45, -1
Sound=*SN_SnowGround.wav, -1, 65, -1
Sound=*SN_SnowAir.wav, -1, 95, -1
Sound=SN_PassengersDisembarked.wav, -1, -1, -1
[116 - Cabin Light]
Sound=SN_Announcement_CabinLightsTakeoff.wav, -1, 60, -1
Sound=SN_Announcement_CabinLightsLanding.wav, -1, 60, -1
[118 - Flap Position]
Sound=SN_RH0_Flaps_00.wav, -1, 60, +100
Sound=SN_RH0_Flaps_05.wav, -1, 60, +100
Sound=SN_RH0_Flaps_15.wav, -1, 60, +100
Sound=SN_RH0_Flaps_30.wav, -1, 60, +100
Sound=SN_RH0_Flaps_Full.wav, -1, 60, +100
[123]

Sound=SN_Warn_Retard.wav, -1, -1, -1
Sound=SN_60Knots.wav, -1, -1, -1
Sound=SN_FlapPositionClick.wav, -1, -1, -1
Sound=SN_CabinDoorAlarm.wav, -1, 60, +100
[127]
Sound=SN_AfterLandingCoco.wav, -1, -1, +100
Sound=SN_AfterLandingScreaming.wav, -1, 60, -1
Sound=SN_AfterLandingExcellent.wav, -1, -1, +100
Sound=SN_AfterLandingDamage.wav, -1, -1, +100
[131]
Sound=SN_Checklist_BeforeTaxi.wav, -1, -1, +100
Sound=SN_Checklist_Approach.wav, -1, -1, +100
Sound=SN_Checklist_Cruise.wav, -1, -1, +100
Sound=SN_SiocSoundsThrottleActive.wav, -1, -1, -1
[135]
Sound=SN_SELCAL_HQ-EP.wav, -1, -1, -1
Sound=SN_CabinDoorLock.wav, -1, -1, -1
Sound=SN_FlightDoorKnock.wav, -1, -1, -1
Sound=SN_NOT_Disembarking.wav, -1, -1, -1
[139]
Sound=SN_PrinterTest.wav, -1, -1, -1
Sound=SN_PrinterSlew.wav, -1, -1, -1
[141]
Sound=SN_Checklist_BeforeTakeOff.wav, -1, -1, +100
Sound=SN_VIP.wav, -1, -1, -1
Sound=SN_DingDong.wav, -1, -1, -1
[144]
Sound=SN_SpeedBrakeNoiceTravelUpp.wav, -1, -1, -1
Sound=*SN_SpeedBrakeNoiceDeployed.wav, -1, -1, -1
Sound=SN_SpeedBrakeNoiceTravelDown.wav, -1, -1, -1
[147]
Sound=SN_AfterLandingSoft.wav, -1, -1, +100
Sound=SN_Warn_ElevatorTrim.wav, -1, -1, +100
[149]
Sound=SN_RHO_V1.wav, -1, -1, -1
Sound=SN_RHO_VR.wav, -1, -1, -1
Sound=SN_RHO_V2.wav, -1, -1, -1
[152 - Vaste ATC Call EHAM around 10 min]
Sound=SN_ATC_EHAM.wav, -1, 65, -1
[153 - ATC Call Depends on ATCSlcValMAX each around 10 min]
Sound=SN_ATC_EDDF.wav, -1, 65, -1
Sound=SN_ATC_EGLL.wav, -1, 65, -1
Sound=SN_ATC_EIDW.wav, -1, 65, -1
Sound=SN_ATC_EKCH.wav, -1, 65, -1
Sound=SN_ATC_EPWA.wav, -1, 65, -1
Sound=SN_ATC_ESSA.wav, -1, 65, -1
Sound=SN_ATC_LEBL.wav, -1, 65, -1
Sound=SN_ATC_LEMD.wav, -1, 65, -1
[161]
Sound=SN_ATC_LFBD.wav, -1, 65, -1
Sound=SN_ATC_LFPG.wav, -1, 65, -1
Sound=SN_ATC_LGAV.wav, -1, 65, -1
Sound=SN_ATC_LIPU.wav, -1, 65, -1
Sound=SN_ATC_LOWW.wav, -1, 65, -1
Sound=SN_ATC_LPPT.wav, -1, 65, -1
Sound=SN_ATC_LSGG.wav, -1, 65, -1
Sound=SN_ATC_LSZH.wav, -1, 65, -1
Sound=SN_ATC_LTBA.wav, -1, 65, -1
Sound=SN_ATC_OKBK.wav, -1, 65, -1
[171]
Sound=SN_ATC_OPKC.wav, -1, 65, -1
Sound=SN_ATC_RJTT.wav, -1, 65, -1
Sound=SN_ATC_UUEE.wav, -1, 65, -1
Sound=SN_ATC_VHHX.wav, -1, 65, -1

Sound=SN_ATC_ZBAA.wav, -1, 65, -1
[176]
Sound=SN_CallCoffee.wav, -1, 65, -1
Sound=*SN_OxygenTestFlow.wav, -1, -1, +100
Sound=*SN_TrimWheelSound.wav, -1, -1, -1
[179]
Sound=SN_RemindSmoking.wav, -1, -1, +100
Sound=SN_RemindSeatbelt.wav, -1, -1, +100
Sound=SN_RemindSpoiler.wav, -1, -1, +100
[182]
Sound=SN_Checklist_AfterLanding.wav, -1, -1, +100
Sound=SN_RemindTAT.wav, -1, -1, +100
Sound=SN_TCASSystemTestOke.wav, -1, 65, -1
Sound=SN_FLT_GalleyOrderA.wav, -1, 65, -1
Sound=SN_FLT_GalleyOrderB.wav, -1, 65, -1
[187]
Sound=SN_Checklist_AfterTakeOff.wav, -1, -1, +100
Sound=SN_Checklist_Landing.wav, -1, -1, +100
[189]
Sound=SN_10.wav, -1, -1, -1
Sound=SN_20.wav, -1, -1, -1
Sound=SN_50.wav, -1, -1, -1
Sound=SN_100.wav, -1, -1, -1
[MAX 200]