

Sound Fixes Pack

USER GUIDE

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Getting started: Sourcing

Thank you for choosing the Sound Fixes Pack! Audio is a vital aspect to immersion in video games. With the Sound Fixes Pack enabled, your in-game experience is enhanced with many more real-world sounds!

This exciting mod strives with a focus on quality and improvements!

To get started with enabling this mod, you must source the mod from one of the official download sources. There are three regularly supported sources to choose from, each with their own advantages and differences listed below:

Recommended:

Steam Workshop

- Automatic updates
- Updates arrive the earliest on this platform. It may sometimes be one or more versions ahead of a marketed release.
- Smaller file size to download when retrieving mod updates, because it only downloads what's changed in the mod.
- Mainly supports the current game version.
- Has a safe mode built in to support a future game version as soon as it arrives.
- It's possible to show your appreciation using Steam Points to grant an award.
- The predecessor to the current game version is supported for a limited time.
- No adverts.
- Requires you to be logged in to Steam to subscribe.

ShareMods

- Gives you both the ETS2 and ATS edition in one 7z archive.
- You can easily inspect the mod's files locally using the SCS Game Archive Extractor tool.
- Useful for obtaining a previous version of the mod for a previous game version. The download links reliably work for a long period of time.
- Supported with adverts.
- You can download without having to login or sign up.
- No restrictions on game version compatibility, so you have to check the description on whether the mod is supported on your game version.
- No automatic updates – if you want to update, you have to download an update manually.

TruckyMods

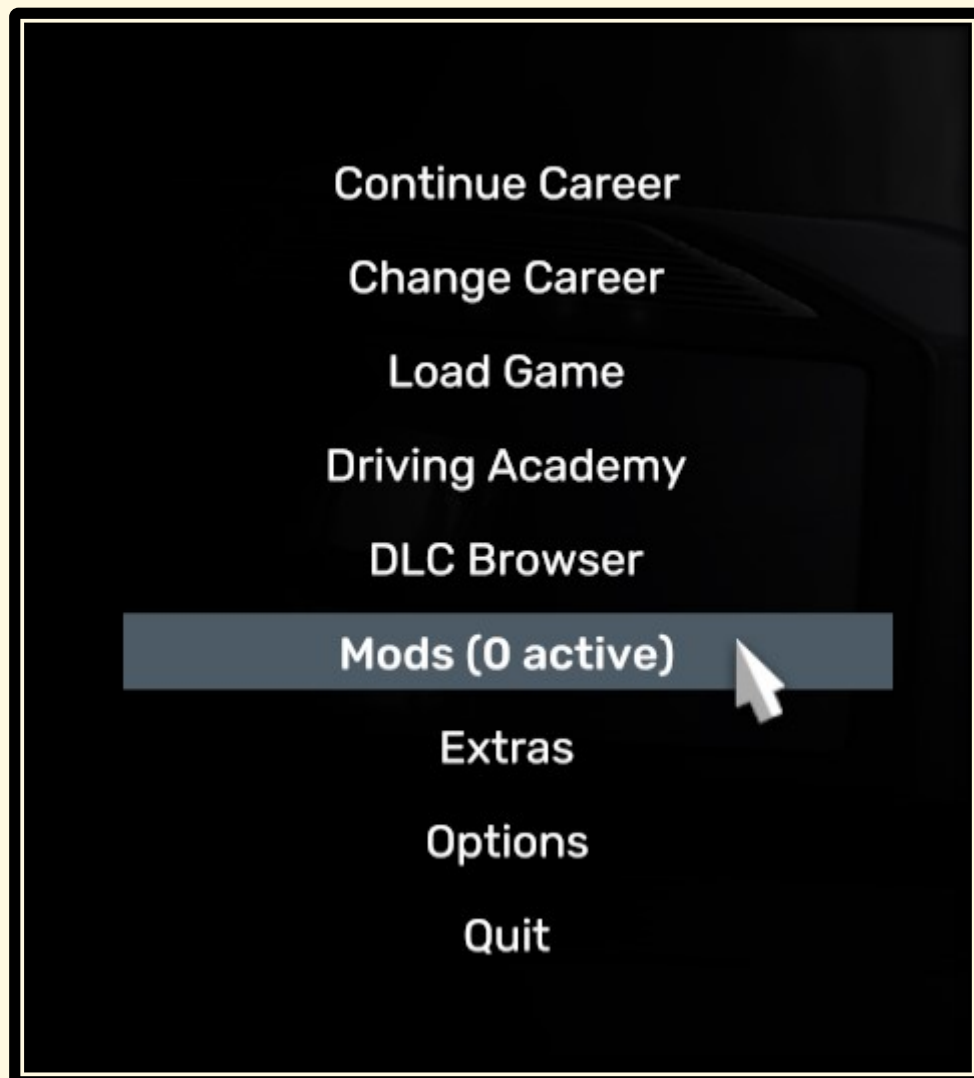
- Works with the Trucky Desktop Mod Manager platform.
- Also supports manual downloads of the mod, where you can easily inspect the mod's files locally using the SCS Game Archive Extractor tool.
- Supports game versions 1.43 and later.
- You can download without having to login or sign up.

Getting started: Installation

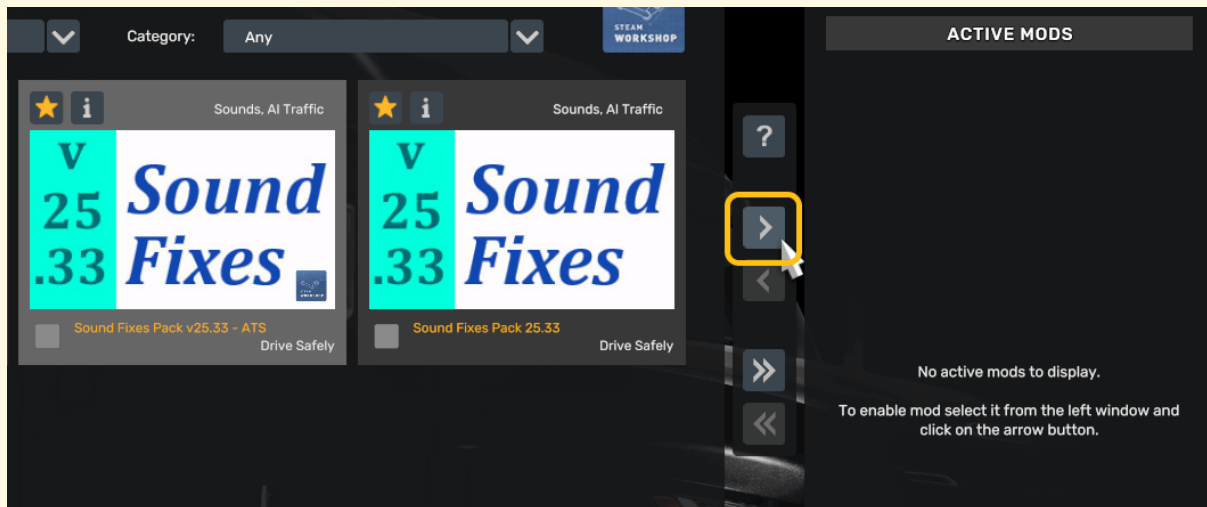
As the Steam Workshop provides automatic updates, you simply have to click the “Subscribe” button to download the mod from the Steam Workshop.

With ShareMods and TruckyMods, you don’t have to click a “Subscribe” button to download, but you must make sure the version you do download is compatible with your game version, and you have to place the .scs file of the mod into the mod folder so it can be seen in the Mod Manager.


Once you have downloaded the mod, it’s time to enable it. At the Title Screen of Euro Truck Simulator 2 or American Truck Simulator, simply click “Mods” to enter the Mod Manager.



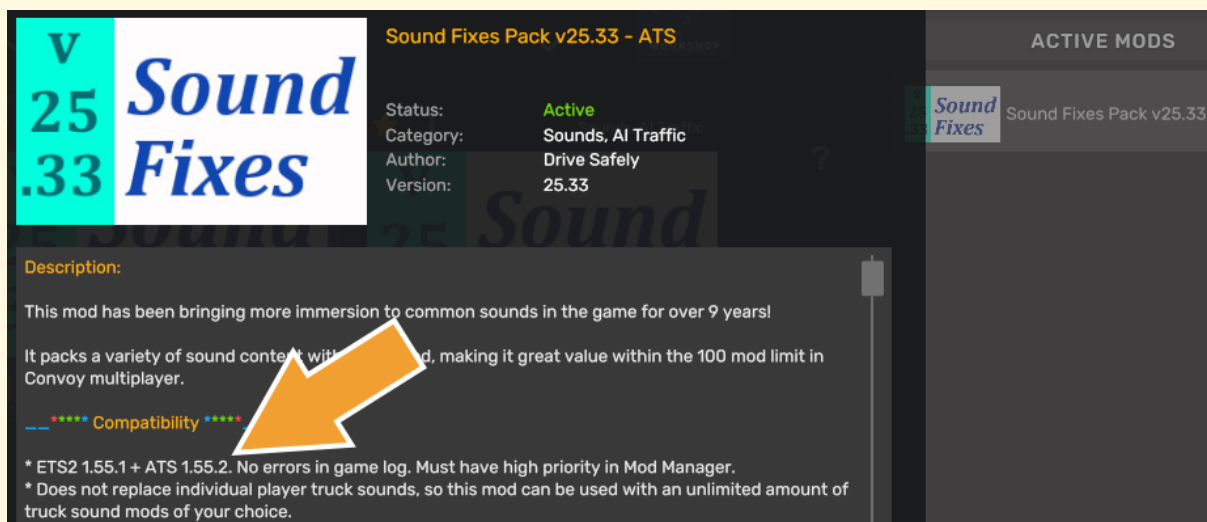
In the Mod Manager, you should find the Sound Fixes Pack. Double click the mod or select it and click on the right arrow button shown below to move it to your active mods.



Note that if the mod is sourced from the Steam Workshop, there is a Steam Workshop icon on the image in the Mod Manager to indicate that it's from the Steam Workshop.

To read the mod description, you can click on the button that looks like this: 

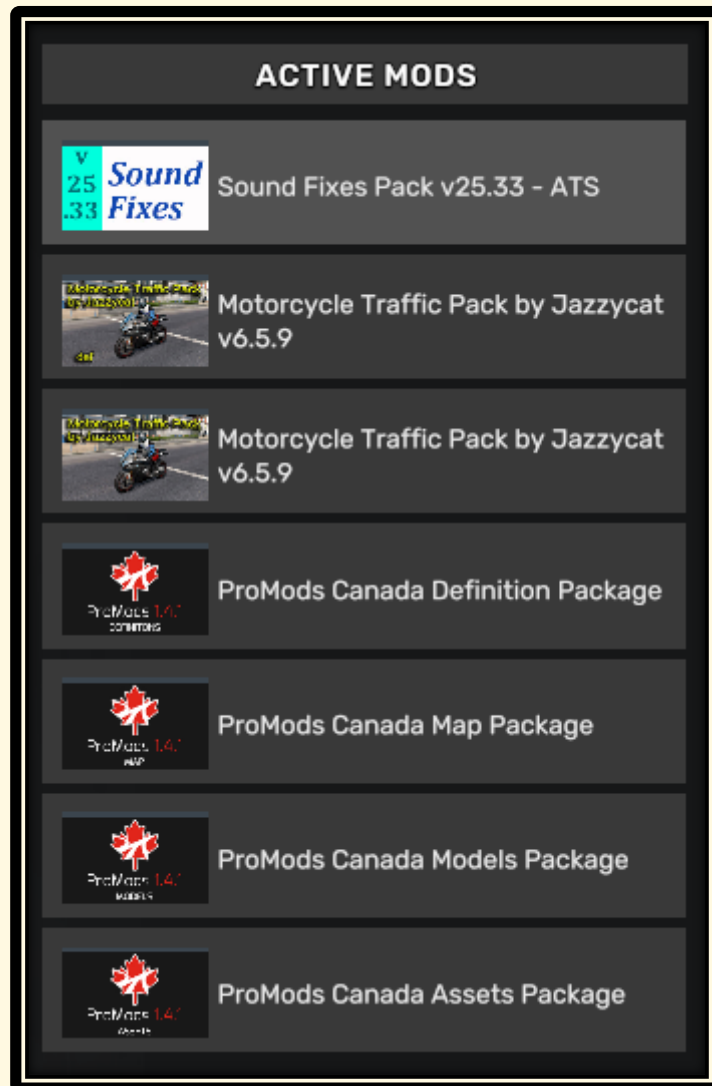
The mod description provides information such as the mod version number, and the game version that it's compatible with. This is essential for checking if the version of the mod is compatible with the game version you are running.



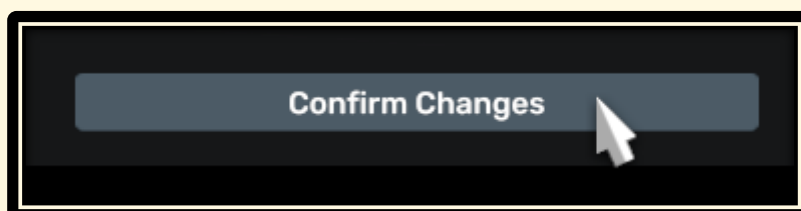
Getting started: Load order

The Sound Fixes Pack is best used with a high priority in the Mod Manager, since it covers a lot of sound aspects in the game.

Most importantly, the mod must sit above map mods, AI traffic mods, and rain sound mods to ensure a compatible experience.



In the Mod Manager, click on the Confirm Changes button to finish enabling the mod.



Getting started: Mod states

This only applies to when the mod is sourced from the Steam Workshop.

The Sound Fixes Pack has used the same image style in the Mod Manager for years. The version number is **always** included in a working version of the mod.



Figure 1 - A working version of the mod

In some cases, the left bar of the mod image will differ. If it is black, it means you have rolled back to a game version no longer supported from the Sound Fixes Pack on the Steam Workshop. In this case, you need to either upgrade your game version or find an earlier version of the mod to use for the applicable game version.



Figure 2 - State when game version is too old

If the left bar is blue, this means the mod is in safe mode and will have limited functionality, but you can still have the mod enabled. This may be seen immediately after entering a beta version of the game on the first hour of the beta, for example. If it seems you are getting this version by mistake, you may need to verify the integrity of the game through Steam.



Figure 3 - Safe mode state

Discovering sounds

The Sound Fixes Pack is not your ordinary mod where you can experience everything it has to offer in one session.

Uncommon but notable sounds throughout the game world are able to be discovered. For example, there is a possibility of hearing a purring cat if your camera view is close enough to an outdoor cat in the game world.

The noise from the standalone air horns added by the Sound Fixes Pack can also make dogs in the game world react to it by barking at it. Those are just two examples of uncommon but notable sounds you can discover.

What we hear in the real world inspires the intricate details that are put into the mod. Great sounds will evoke and amplify emotions, such as a sweet sounding train horn that one would remember hearing in real life.

Activating reefer sounds

Did you know there is a sound functionality for refrigerated trailer units that you can unlock from the Sound Fixes Pack?

There is a workaround that works for any trailer, but you can also mod and configure it to work with a startup sound for specific reefer trailers.

You can find the documentation and forum topic here:

<https://forum.scssoft.com/viewtopic.php?t=299112>



Technical support and settings

- The recommended audio settings, along with information on what sounds are affected by each setting, can be found here:
<https://steamcommunity.com/workshop/filedetails/discussion/648591060/2243301553209761034/>

You can adjust the settings to your liking. Some engine sound mods will be better suited to a different engine sound slider setting for example. Pictured below on page 12 is the settings the mod is tested with.

☐☐
▶ AUDIO

Master volume

100%

🔊

AUDIO DRIVER

- system default driver -

INTERFACE

UI music volume	<input style="width: 90%; height: 15px;" type="range"/>	17%	🔊
Intro logos volume	<input style="width: 90%; height: 15px;" type="range"/>	17%	🔊
Music volume	<input style="width: 90%; height: 15px;" type="range"/>	17%	🔊
UI sounds volume	<input style="width: 90%; height: 15px;" type="range"/>	50%	🔊
Play sound when the game is in background	<input type="checkbox"/>		

TRUCK SOUNDS

Truck engine volume	<input style="width: 90%; height: 15px;" type="range"/>	50%	🔊
Truck exhaust volume	<input style="width: 90%; height: 15px;" type="range"/>	50%	🔊
Truck turbo volume	<input style="width: 90%; height: 15px;" type="range"/>	35%	🔊
Truck effects volume	<input style="width: 90%; height: 15px;" type="range"/>	50%	🔊
Truck noise volume	<input style="width: 90%; height: 15px;" type="range"/>	50%	🔊
Trailer noise volume	<input style="width: 90%; height: 15px;" type="range"/>	50%	🔊
Back-up beeper	<input checked="" type="checkbox"/>		

INTERIOR SOUNDS

Interior sounds volume	<input style="width: 90%; height: 15px;" type="range"/>	50%	🔊
Radio volume	<input style="width: 90%; height: 15px;" type="range"/>	17%	🔊
Opened windows noise	<input checked="" type="checkbox"/>		
Noise of the flowing air	<input type="checkbox"/>		
Reverb effect of the cabin	<input checked="" type="checkbox"/>		

EXTERIOR SOUNDS

Rumble stripes	<input checked="" type="checkbox"/>		
Traffic volume	<input style="width: 90%; height: 15px;" type="range"/>	50%	🔊
Ambient sounds volume	<input style="width: 90%; height: 15px;" type="range"/>	50%	🔊
World sounds volume	<input style="width: 90%; height: 15px;" type="range"/>	50%	🔊
Reverb effect of the environment	<input checked="" type="checkbox"/>		

VOICE NAVIGATION

Voice navigation volume	<input style="width: 90%; height: 15px;" type="range"/>	42%	🔊
Enable voice navigation	<input checked="" type="checkbox"/>		
Language and voice	English - Grace (AU)		
Voice preview	Preview		
Speed warning	Sound		

CB RADIO

CB radio volume	<input style="width: 90%; height: 15px;" type="range"/>	50%	🔊
CB radio audio effects volume	<input style="width: 90%; height: 15px;" type="range"/>	17%	🔊
Voiceover noise	<input checked="" type="checkbox"/>		
Roger beep	<input checked="" type="checkbox"/>		
Override incoming Roger beep	<input type="checkbox"/>		
Roger beep sound	- none -		
Roger beep preview	Preview		

- If you are experiencing issues with the mod or want to provide suggestions, support is available from Drive Safely at the following links:

World Wide Web:

<https://forum.scssoft.com/viewtopic.php?t=200919>

<https://steamcommunity.com/sharedfiles/filedetails/?id=648591060>

<https://steamcommunity.com/sharedfiles/filedetails/?id=830663438>



Sound Fixes Pack

A mod made for Euro Truck Simulator 2 and American Truck Simulator for personal computers

User Guide published by Drive Safely