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//*****
//
// [soundfile name], [FSUIPC offset], [offsetlength], [value when active or -
for non-zero], [repeat every X seconds/CYC/ON/OFF/CHANGE], [volume 1-100]
//
// [offsetlength] .0 - .7 for bits, 1 for byte, 2 for WORD, 4 for DWORD
// [value] integer value 1/0 for bits
// [repeat X sec/CYC/ON/OFF/CHANGE] CYC loops the sound when condition is true,
ON/OFF only when condition is on or off, or when value changes
// [volume] 1 - 100%, 0 will take default sound volume
//
// examples:
// "play nattend.wav when bit 5 of offset 0x5643 changes"
// nattend,5643,.5,1,15,change
// "repeat nattend.wav every 15 seconds when bit 5 of offset 0x5643 is set, use
65% of full volume"
// nattend,5643,.5,1,1,15,65
// "play nattend.wav every 15 seconds when the bit 5 of offset 0x5643 is set to
ON"
// nattend,5643,.5,1,1,on
// "play nattend.wav AND nchime.wav, one after the other, when bit 5 of offset
0x5643 is set to OFF"
// nattend/nchime,5643,.5,1,1,off
//*****

//navionics, 2E80, 4, 1, CYC, 10
//nwiper, 5660, 1, 1, 5 //intermittent wiper
//nwiper, 5661, 1, 1, 5
//nwiper, 5660, 1, 2, CYC
//nwiper, 5661, 1, 2, CYC

//*****
//
// [soundfile name], [0x5564 Command]
//
// Sounds generated by values written to the offset 0x5564 (some default, others
user defined), pmSounds resets that offset to 0 when read.
//
// examples:
// ntraffic,10
// "play ntraffic when 5564 is set to the value 10"
//
//*****

//ntraffic,10
//nclearconflict,11
//ndescendnow,21
//nincdescent,22
//ndescend3x,23

nsteeringsound, 5616, .3, 1, on
nbrakesound, 6DC1, .0, 1, on

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