ZAF

Zeemods Audio Framework
("ZAF")

Product Manual
v2.1

Contents

What is ZAF?

Zeemods Audio Framework is a custom plugin that enhances the ATS/ETS2 audio system by adding an extra layer of sounds that are not provided by default.

When combined with compatible Sound Packs from Zeemods, the following additional sounds will be automatically added to your game where applicable:
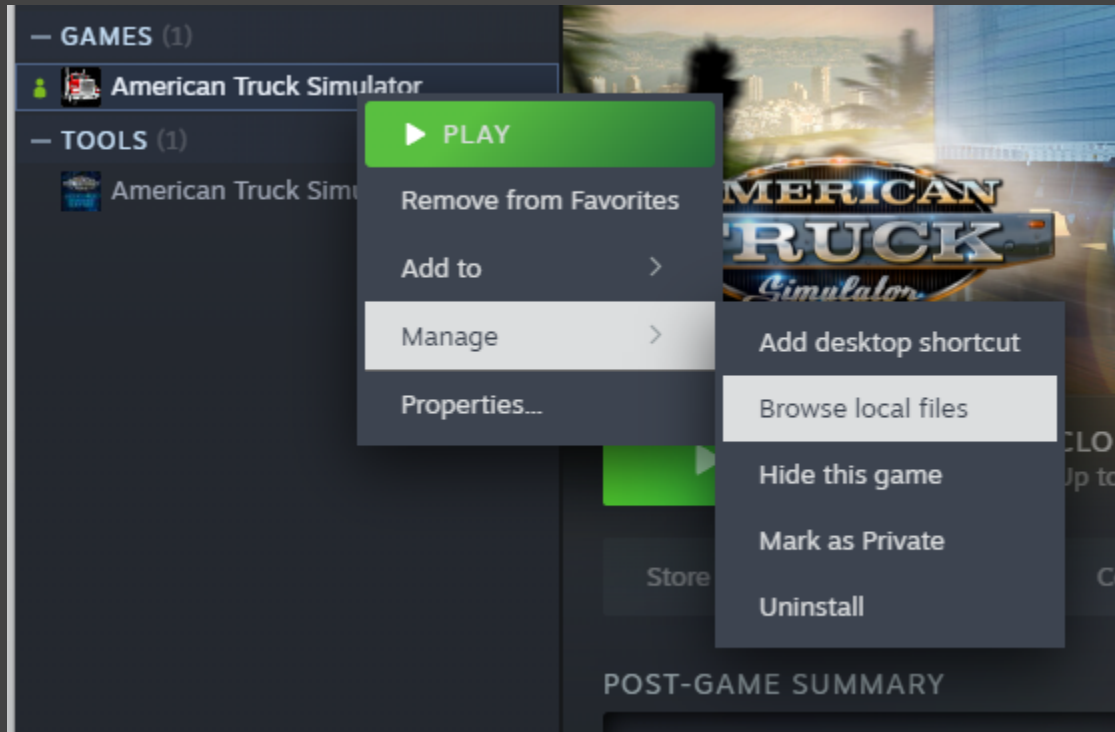
Air brake application.	
Park brake application/release.	From exterior
Key On/Ignition/Off.	
Electrical and/or ABS Self-Test sounds.	
Automatic gear selector + manual mode.	Automatically detects if you are using automatic gears or manual gears. If you are using an automatic mode with a truck that would prototypically be manual (H-shift), there will be no sound.
Manual gear shifting + split/range switches.	Automatically detects if you are using automatic gears or manual gears. If you are using manual mode (H-shift) with a truck that would prototypically be automatic, there will be no sound. Note the split/range switch sounds will only work if you have a H-shifter connected.
Split fail sound.	If you try to split a gear on the low side in a 13 spd transmission, the split will fail and a sound of the air locking mechanism will be heard. In a 15spd, it will fail on the high side.
Wiper drags when glass is dry.	Sound can change depending on wear state.
Custom physics-based interior rattles/seat movement.	Sound can change depending on wear state.
Diff-lock switch.	
Beacon light switch.	
Axle lift switch.	

Cruise control set.	Only while moving
Separate Up and Down window sounds.	
Dashboard warning alarm for lights on, but engine is off.	Modern trucks only.
Dashboard warning alarm for parking brake off and engine is off.	Modern trucks only.
Custom brake squeal sounds.	Sound can change depending on wear state.
Interior wind sounds.	
Pedals such as Clutch, Brake and Throttle sounds.	Sound can change depending on wear state. *Note; Throttle pedal sounds only work with engine running.*
Custom engine fan sounds.	Runs based on water temperature, can toggled on (override) with a keybind.
Seat belt sounds.	Can be toggled on/off with a keybind.
Engine turbo spools with Jake brake.	Depending on demand from the engine during jake braking, the turbo will spool accordingly.
Engine wear sounds.	If applicable, additional engine sounds may appear when the engine wear state is high, for example, a squeaky belt.
Support for air driven wiper sounds.	Air hiss while wipers are operative.
Transmission whine sounds.	
Custom gear grind sounds.	
Compressor running sounds.	The sound of the compressor while it is running will play and will be dependent on engine speed (not always audible).
Reefer sounds.	

More sound events will be added in future releases and this document will be updated accordingly. *Please note that not all sounds are applicable to every truck, it can depend on the truck manufacturer and whether or not such sound has been recorded yet.*

Installation

To install ZAF into your ETS2/ATS installation, simply download the .zip archive from our website, and place the extracted contents in the games install directory. To get there easily, open your Steam Library, right click American or Euro Truck Simulator and go Manage > Browse Local Files. Drag and drop the files into here from the downloaded archive.


```
../Steam/Steamapps/common/Euro Truck Simulator 2/
```

```
../Steam/Steamapps/common/American Truck Simulator/
```

That's all. The plugin will automatically run when you load the game and the additional audio layers will be heard at the appropriate times providing you have a compatible Sound pack installed (compatible packs are denoted with "ZAF Ready"). To update the plugin, follow the same steps and overwrite the files (be cautious that if you made changes in the XML file, those changes will be reverted).

For your information, the ZAF related files (along with any other plugins) including the editable ZeemodsAudioFramework.xml should be in the following location for your reference.
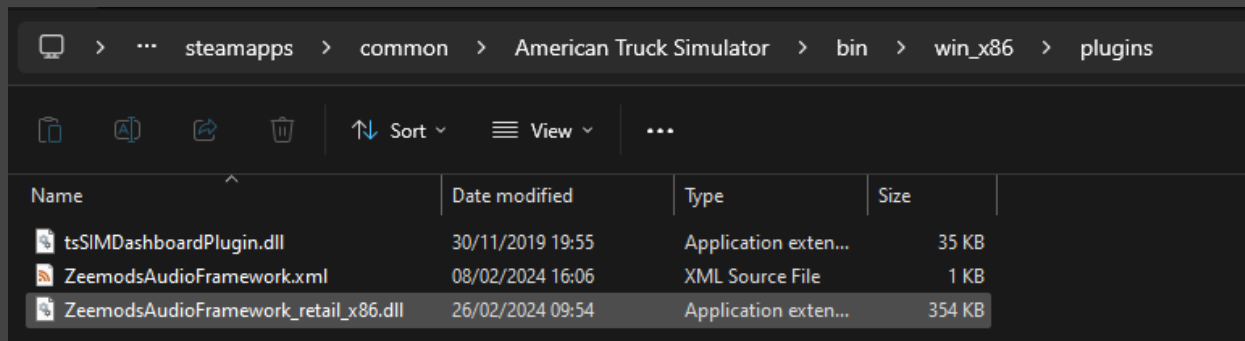
For 64 bit versions of the games:

```
/Euro Truck Simulator 2/bin/win_x64/plugins/
```

```
/American Truck Simulator/bin/win_x64/plugins/
```

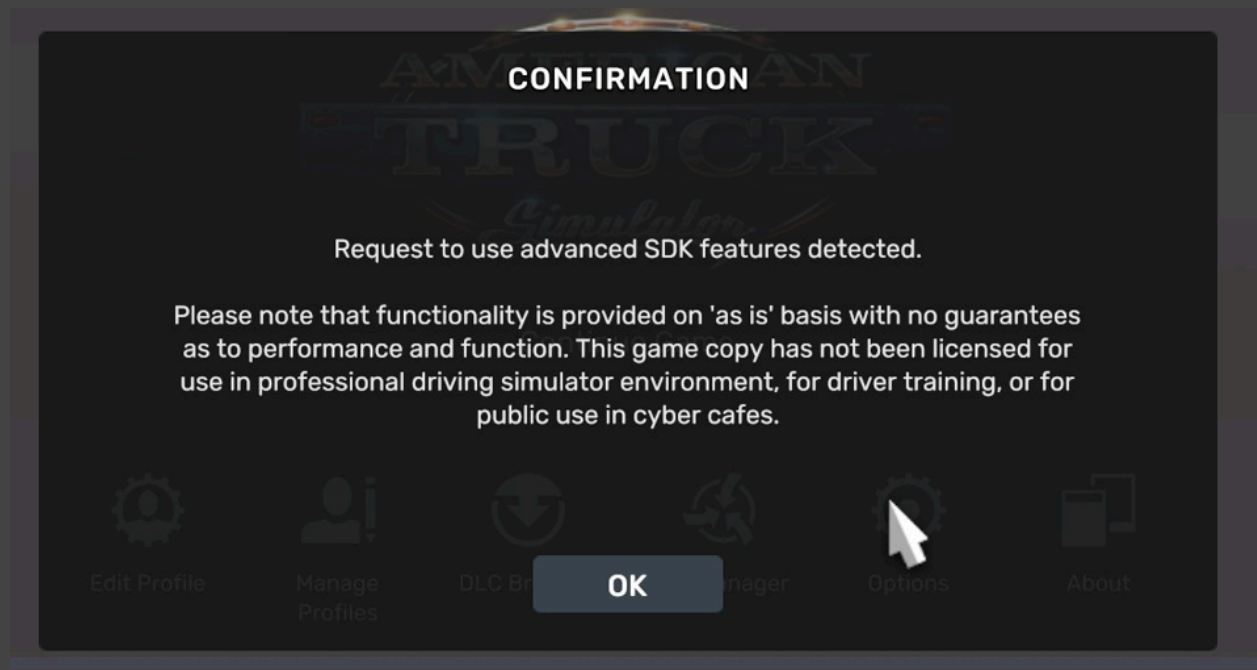For 32 bit versions of the games:

```
/Euro Truck Simulator 2/bin/win_x86/plugins/
```

```
/American Truck Simulator/bin/win_x86/plugins/
```


If you edit the contents within the ZeemodsAudioFrame.xml, you need to make sure you are editing the correct one in accordance with which version of the game you run. For example, if you run the game in 64bit, you will need to edit the .xml file located in the /bin/win_x64/plugins/ folder. If you run the game in 32bit, you need to edit the .xml file found /bin/win_x86/plugins/.

Please note that when running the game with a plugin such as ZAF installed, the game will alert you of the fact by displaying a message when you launch the game as follows, this is perfectly normal:

User Settings

We've provided a file called **ZeemodsAudioFramework.xml which is located inside your Plugins folder.** There you may edit various settings which are clearly marked out for you within the file.

Keyboard Controls

The default keyboard controls are as follows. You may change the Keyboard controls within the ZeemodsAudioFrame.xml.

Keyboard Control	Action
NUM1	Toggles the sound of the seat belt.
NUM2	Toggles the Engine Fan from AUTO/ON
NUM3	Toggles the Reefer unit on a trailer (if hooked up) from AUTO/CONTINOUS/OFF
NUM4 (not yet avail)	Toggles the CB radio ON/OFF.
NUM5 (not yet avail)	Decreases the CB radio VOL.
NUM6 (not yet avail)	Increases the CB radio VOL.
CTRL+SHIFT+F12	Switches the Interior Sound variant (in Jon Ruda trucks for example, the switch between the 389/379). Such a state will be saved.
CTRL+SHIFT+F11	Switches horn type (requires a mod, coming soon).

Reefer Sounds & Modes

ZAF automatically detects if you have a trailer equipped with a reefer (refrigerator). By default, the reefer operates in AUTO mode, maintaining the trailer's temperature and switching off as needed. In CONTINUOUS mode, the reefer runs nonstop until manually turned off.

You can toggle the modes with NUM+3.

Console Messages

While ZAF is operational, you can expect to see the following messages in the game's console window. All messages will start with ZAF:

Message	Meaning
Compatible Engine has been started. Engine related ZAF features ~ Enabled.	This means that ZAF has detected a compatible Sound & Engine Pack installed. ZAF features such as Engine Fan, Turbo spool with Jake, Engine wear sounds etc will be functional.
Compatible Truck and Interior & Effects Pack Detected. Truck related ZAF features ~ Enabled.	This means that ZAF has detected an Interior & Effects Pack that is compatible with ZAF. The majority of ZAF features need an Interior & Effects Pack to work.
No Interior & Effects Pack detected for the truck. Truck related ZAF features ~ Disabled.	This means that ZAF was unable to detect an Interior & Effects Pack for the truck you are driving. ZAF is now disabled.
Incompatible Engine has been started. Engine related ZAF features disabled.	This means that ZAF was unable to detect a Sound & Engine Pack. The ZAF related engine features will be disabled.
Reefer Mode ~ Auto	This means the reefer will run in AUTO mode to maintain temperature inside the trailer. It will turn ON and OFF as required.
Reefer Mode ~ Continuous	This means that reefer will run in CONTINUOUS mode to maintain temperature inside the trailer. This mode is often used for sensitive products such as Medicines.
Reefer Mode ~ Off	This means the reefer will be shut down.
Engine Fan Mode ~ Override	This means that the Engine fan is ON all of the time.

Engine Fan Mode ~ Auto	This means that the Engine fan will run as required depending on engine temperature. Fan clutch will engage around 90c.
CB Radio Pack detected	This means that ZAF has detected the installation of the CB Radio Pack and will function as normal.
CB Radio ~ On	Turns on the CB radio. The CB radio requires ignition power.
CB Radio ~ Off	Turns off the CB radio.
CB Radio ~ Volume X%	Increases/decreases the CB radio volume.
Using Interior Effect variant: NAME	This means that you have switched the Interior Sound variant.
Horn Pack ~ Horn X selected.	This message tells you which horn sound you've selected.

Convoy Mode.

ZAF will function as it does in Single Player with Convoy mode. It will not emit sounds from a local player to a remote player. This includes horns from the Horn Pack.

Supported Trucks.

Sounds will only be available for officially supported trucks on a per Sound Pack basis. Review the materials supplied with the Interior & Effects Packs and the Sound & Engine Packs for more information.

Required Additional Mods.

For ZAF to function properly, we recommend that you install and activate the following mods.

- Wind - Tire & Trailer Effects Mod
- Master Reverb Mod.
- Weather Mod.

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