

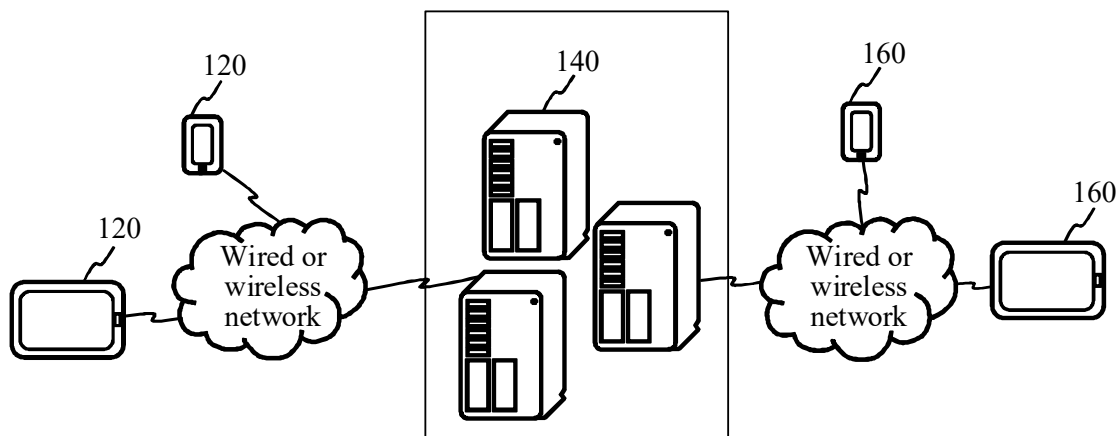


FIG. 1

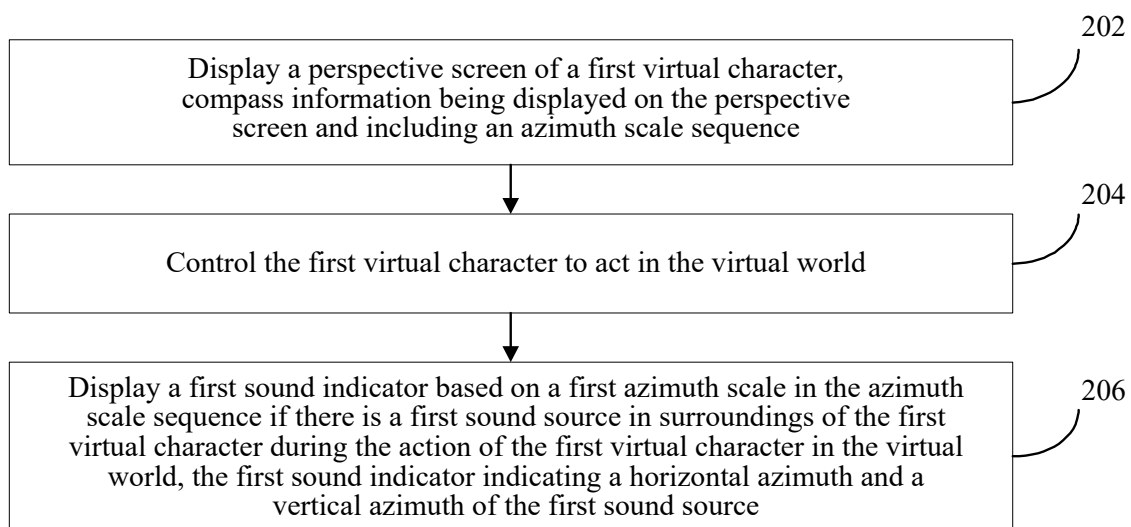


FIG. 2

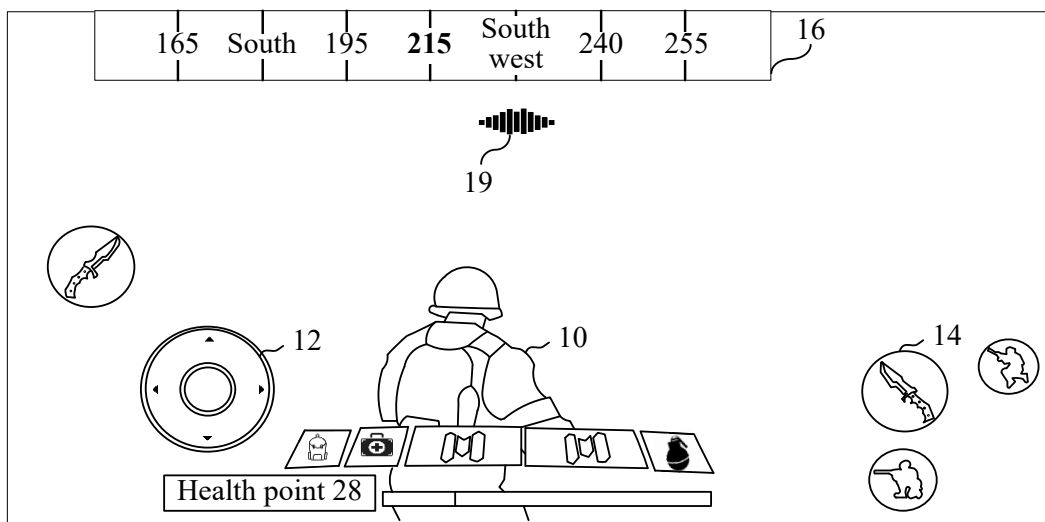


FIG. 3

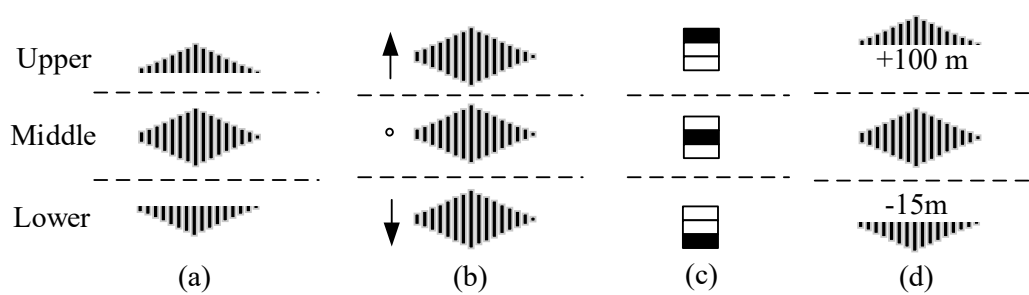


FIG. 4

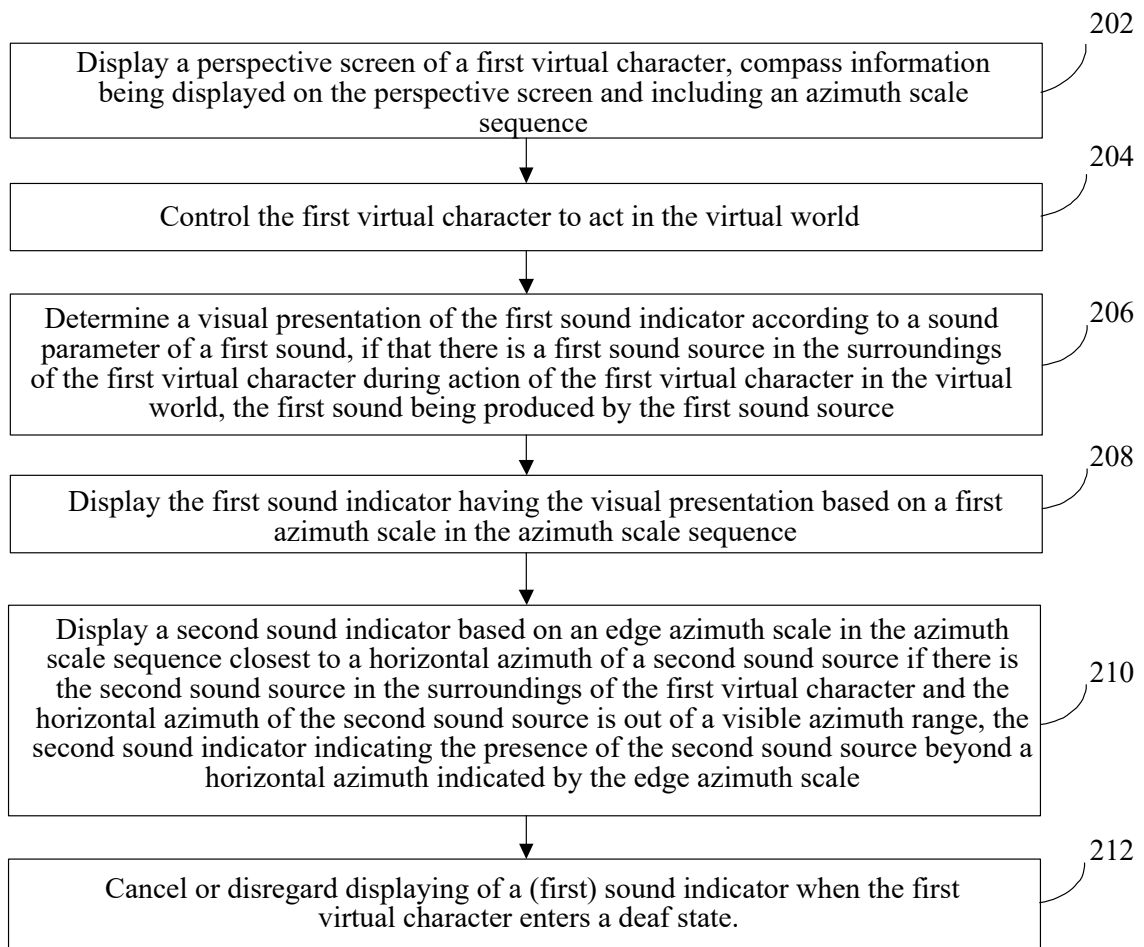


FIG. 5

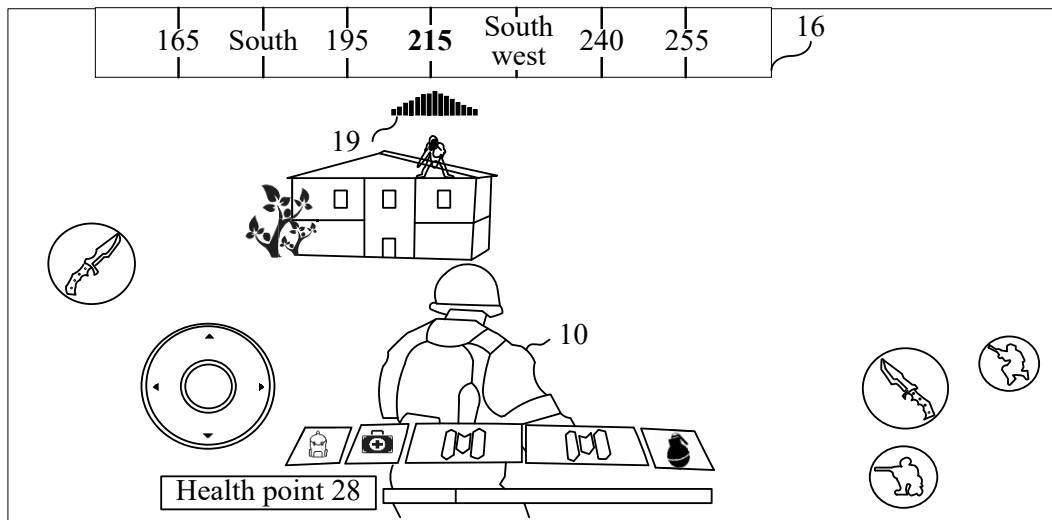


FIG. 6

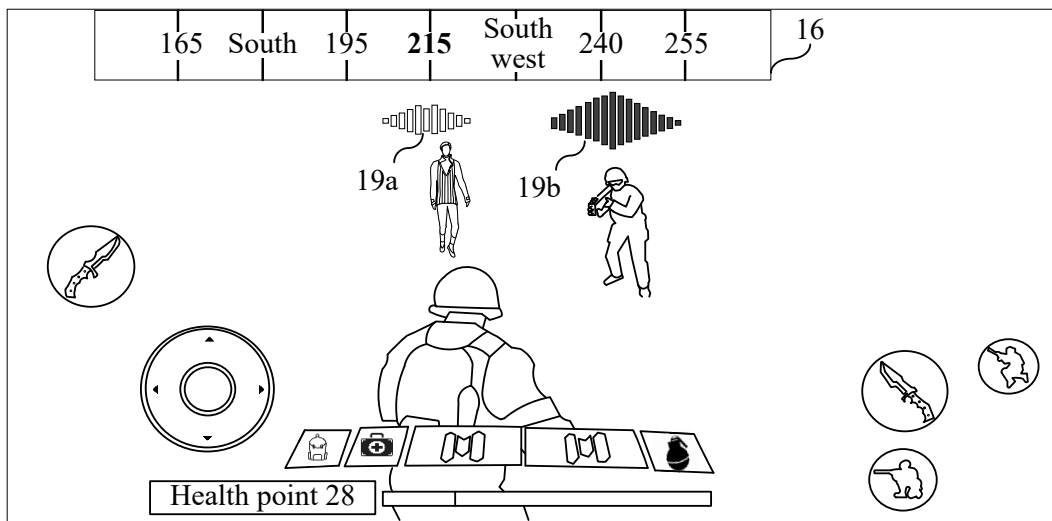


FIG. 7

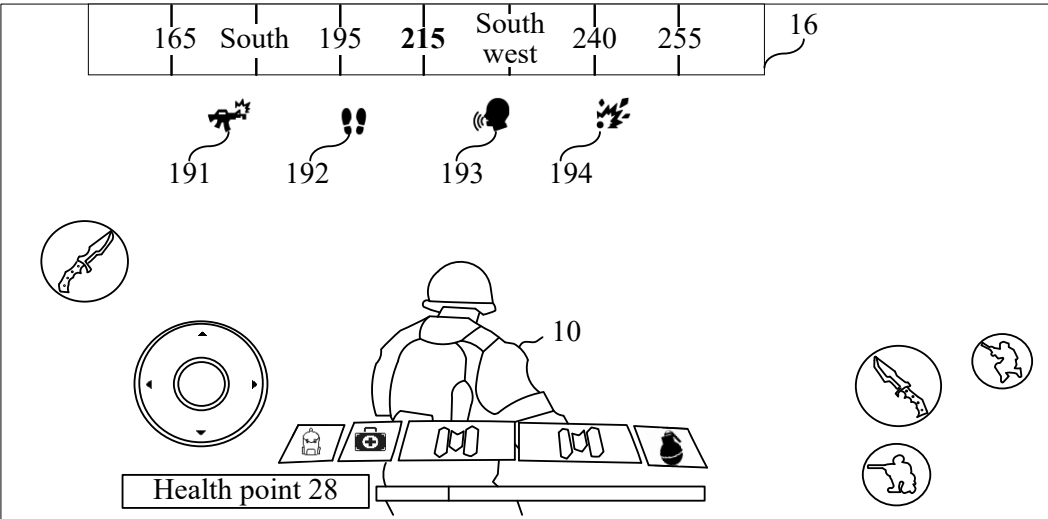


FIG. 8

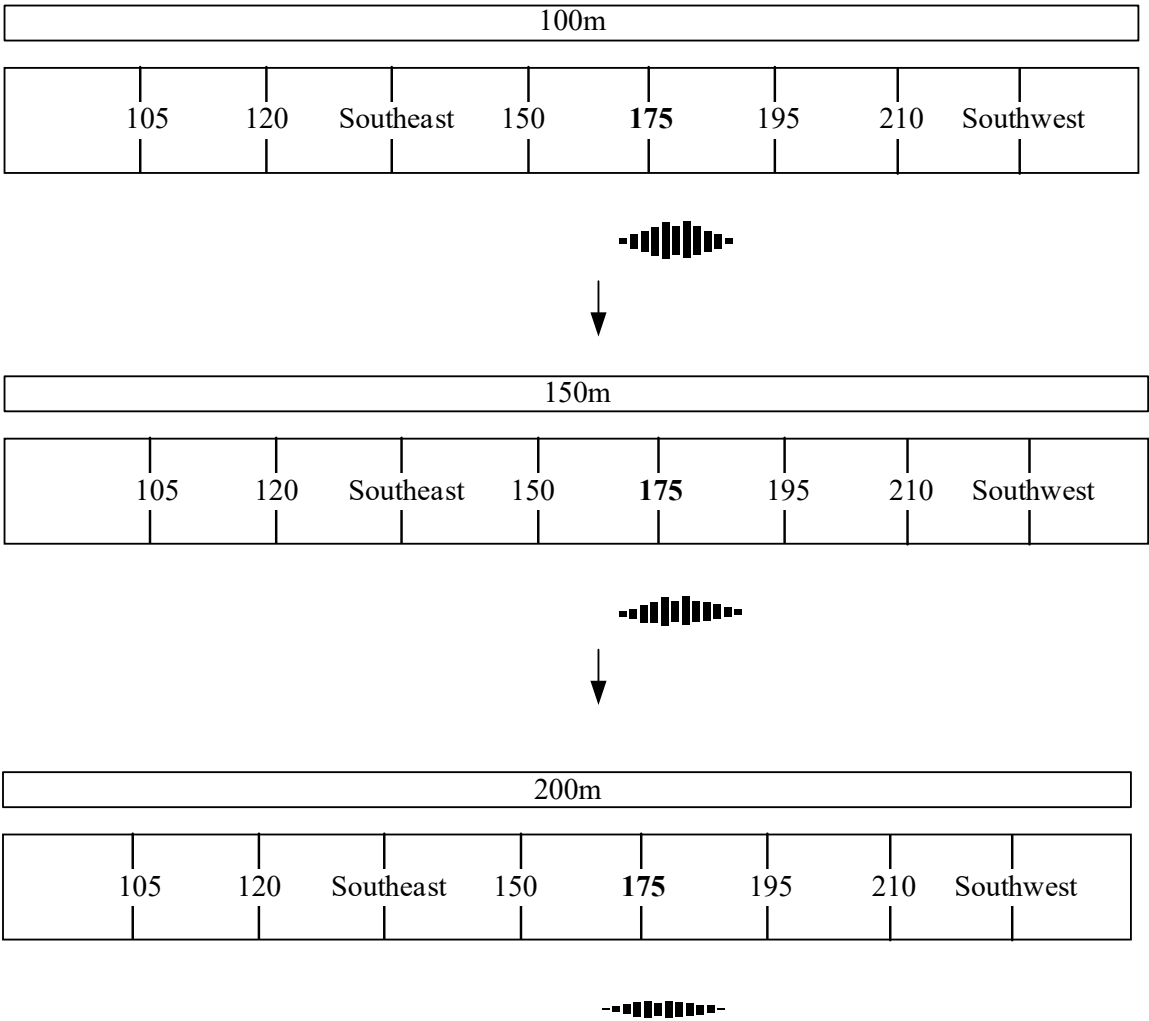


FIG. 9

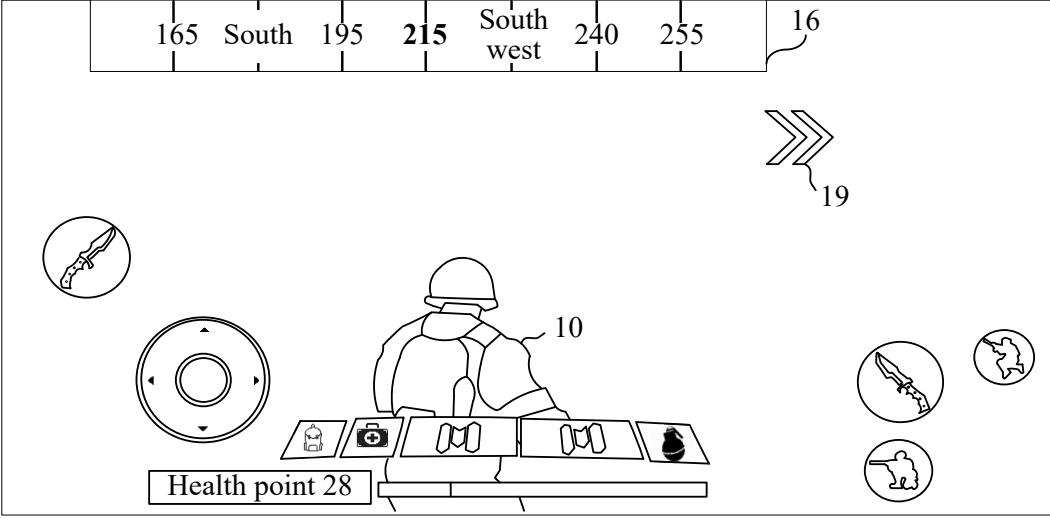


FIG. 10

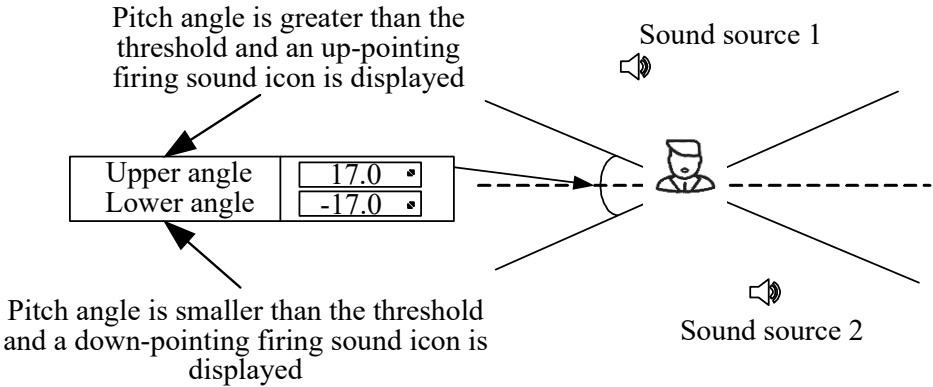


FIG. 11

▲ Sound information		1200
Increased acoustic amplitude coefficient	1201	1.2
Sound volume influence coefficient	1202	1.0
Influence coefficient at the maximum distance of the sound	1203	1.0

FIG. 12

Sound volume influence coefficient of the muffler 1301	1.0	1300
Influence coefficient at the maximum distance of the sound of the muffler 1302	0.5	

FIG. 13

▲ Configuration mapping of influence of treaded-on material 1410	1400	
▲ Marble metal ▼	2 configurable parameters	
Sound volume influence coefficient 1401	1.0	
Influence coefficient at the maximum distance of the sound 1402	1.0	

FIG. 14

▲ Sound information configuration map

▷ Sprint

1501

8 configurable parameters

▷ Climb

1502

8 configurable parameters

▷ Squat walk

1503

8 configurable parameters

▷ Silent walk

1504

8 configurable parameters

▷ Silent climb

1505

8 configurable parameters

▷ Silent squat walk

1506

8 configurable parameters

▷ Single shot

1507

8 configurable parameters

▷ Continuous shots

1508

8 configurable parameters

▷ NPC cry

1509

8 configurable parameters

▷ Grass smear

1510

8 configurable parameters

▷ Cry due to wound

1511

8 configurable parameters

▷ Dying cry

1512

8 configurable parameters

▷ Explosion

1513

8 configurable parameters

▲ Walk

1514

8 configurable parameters

Basic sound volume

1520

60.0

Sound icon displaying time

1530

0.8

Sound icon fading-out time

1540

1.3

Icon index

1550

1

Sound icon refresh interval

1560

2.0

Maximum valid sound range

1570

2500.0

Jitter frequency of acoustic aveform

1580

1.8

Opacity curve

1590

Acoustic height curve ▼

←

🔍

FIG. 15

Single shot
1600

Basic sound volume
1620
100.0

Sound icon displaying time
1630
0.6

Sound icon fading-out time
1640
1.3

Icon index
1650
2

Sound icon refresh interval
1660
0.2

Maximum valid sound range
1670
20000.0

Jitter frequency of acoustic waveform
1680
3.0

Pistol
1601

Basic sound volume
1620
0.0

Sound icon displaying time
1630
0.0

Sound icon fading-out time
1640
0.0

Sound icon refresh interval
1660
0.0

Maximum valid sound range
1670
-10000.0

Jitter frequency of acoustic waveform
1680
0.0

Bolt-action rifle
1602

Basic sound volume
1620
20.0

Sound icon displaying time
1630
0.0

Sound icon fading-out time
1640
0.3

Sound icon refresh interval
1660
0.0

Maximum valid sound range
1670
0.0

Jitter frequency of acoustic waveform
1680
0.0

FIG. 16

Generic configuration parameter
1700

Maximum number of displayed sound ripples
1710
10.0

Icon display angle threshold
1720
90.0

Upper angle threshold
1730
17.0

Lower angle threshold
1740
-17.0

Firearm sound icon color
1750

Character sound icon color
1760

Mapping curve of sound ripple height and sound volume
1770

Mapping curve of sound ripple height and sound volume

FIG. 17

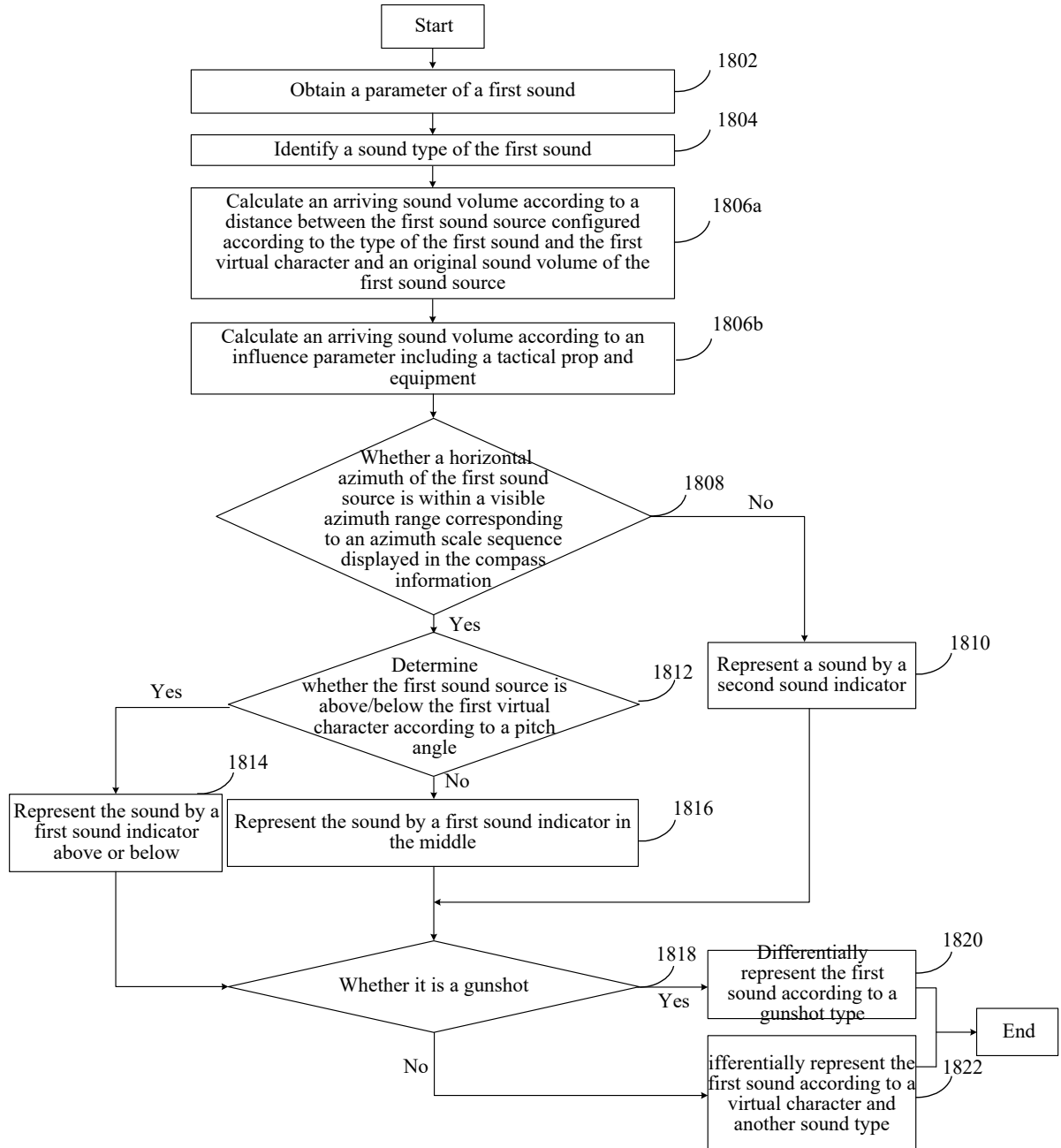


FIG. 18

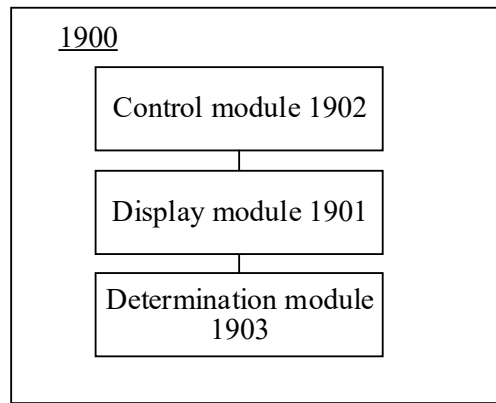


FIG. 19

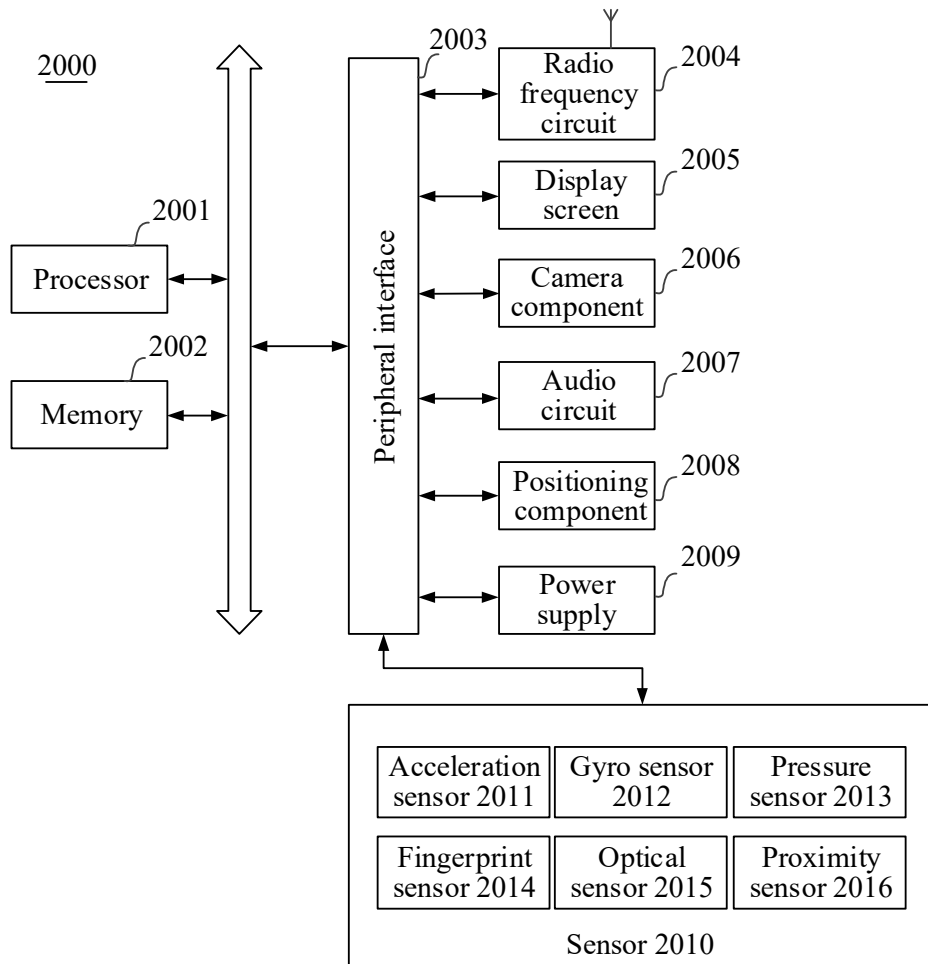


FIG. 20