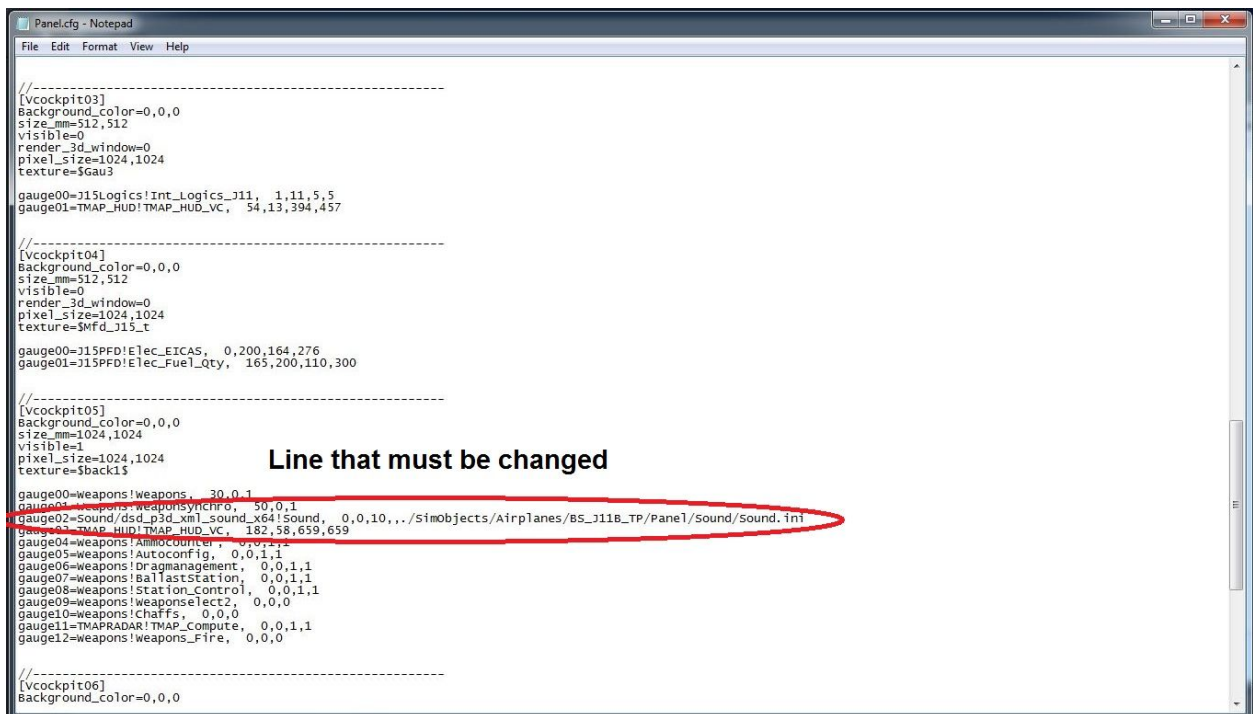


Step 1. Copy dsd_p3d_xml_sound_x64.dll into the Panel/Sound folder of each aircraft that you want to use in P3Dv4.

Step 2. Change the Panel.cfg entry for the sound gauge to read:
Sound/dsd_p3d_xml_sound_x64!Sound.....etc

Sound is the name of the folder and dsd_p3d_xml_sound_x64!Sound is the name of the gauge.

(See Picture)



```
Panel.cfg - Notepad
File Edit Format View Help

//-----
[Vcockpit03]
Background_color=0,0,0
size_mm=512,512
visible=0
render_3d_window=0
pixel_size=1024,1024
texture=SGau3
gauge00=31Logics!Int_Logics_311, 1,11,5,5
gauge01=TMAP_HUD!TMAP_HUD_VC, 54,13,394,457

//-----
[Vcockpit04]
Background_color=0,0,0
size_mm=512,512
visible=0
render_3d_window=0
pixel_size=1024,1024
texture=SMFD_315_t
gauge00=315PFD!Elec_EICAS, 0,200,164,276
gauge01=315PFD!Elec_Fuel_Qty, 165,200,110,300

//-----
[Vcockpit05]
Background_color=0,0,0
size_mm=1024,1024
visible=1
pixel_size=1024,1024
texture=3back15
gauge00=weapons!weapons, 30,0,1
gauge01=weapons!weaponsyncfro, 30,0,1
gauge02=Sound/dsd_p3d_xml_sound_x64!Sound, 0,0,10,..,/simobjects/Airplanes/BS_111B_TP/Panel/Sound.Im
gauge03=TMAP_HUD!TMAP_HUD_VC, 182,58,659,659
gauge04=weapons!AmmoCounter, 0,0,1,1
gauge05=weapons!Autoconfig, 0,0,1,1
gauge06=weapons!Dragmanagement, 0,0,1,1
gauge07=weapons!BallastStation, 0,0,1,1
gauge08=weapons!Station_control, 0,0,1,1
gauge09=weapons!weaponslect2, 0,0,0
gauge10=weapons!chaffs, 0,0,0
gauge11=TMAPRADAR!TMAP_Compute, 0,0,1,1
gauge12=weapons!weapons_Fire, 0,0,0

//-----
[Vcockpit06]
Background_color=0,0,0
```

That's it.