<kLoud-cSampleID>

<Filename d:type="cDeltaString">DTG\BR442Pack01\Audio\RailVehicles\BR442\Traction Motors\coasting.wav</Filename>

</kLoud-cSampleID>

</Sample>

</kLoud-cSingleSampleSound>

<kLoud-cSingleSampleSound d:id="13">

<Name d:type="cDeltaString">Idle</Name>

<IsLooped d:type="bool">1</IsLooped>

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<VolumeVariation d:type="sFloat32">0</VolumeVariation>

<BasePitchShift d:type="sFloat32">1</BasePitchShift>

<PitchShiftVariation d:type="sFloat32">0</PitchShiftVariation>

<AttenuationStartDist d:type="sFloat32">50</AttenuationStartDist>

<NoFutherAttenuationDist d:type="sFloat32">300</NoFutherAttenuationDist>

<InstanceGroup d:type="ref">0</InstanceGroup>

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