Derek,

This is the table that contains the number of samples per surface

The format is :-

{no. of in car skid sounds, no. of in car constant sounds, no. of out car skid sounds, no. of out car constant sounds}

However, if you look in the surface list (surflist.doc), I have just noticed that in some cases he has just copied the samples across and assigned those copied samples as unique sounds for that surface, and in other cases he has done what I asked and used an existing sample.

**Case 1**

For example, in the surface list it says for surface 1 (which is wet tarmac) to use surface 0's samples and just use the wet sound on top of it. However, he has copied surface 0's samples (0_ski0 etc.) to new samples (1_ski0 etc.) - this is not correct and is a waste of disk space. I suppose it would be ok to do this if we are to load the surfaces off CD, but if they are to be loaded from hard drive (which I expect is the case) then it is a waste of hard drive space.

**Case 2**

However, he has done some surfaces correctly such as surface 11 which is wet gravel. You see that this does not have any numbers in the table below. This is because this table only refers to the samples that are loaded, not the surfaces which say 'use surface $x$'s samples'.

Therefore, below there are some numbers (and therefore samples) that could be deleted and use an existing sample :-

| | | |
|---|---|---|
| 1 | - | Treat as 0 with wet sound on top |
| 21 | - | Treat as 20 |
| 22 | - | Treat as 20 with wet sound on top |

(following no. 23 will not be in code as I don't think it is used but you may as well give it the following attributes as it is supposed to be wet grass)

| | | |
|---|---|---|
| 23 | - | Treat as 20 with wet sound on top |
| 24 | - | Treat as 20 |
| 25 | - | Treat as 20 with wet sound on top |

I think the above numbers were the surfaces he copied across before I asked him not to do them that way as it wasted space - it just looks like he didn't bother to change these to use the new system.

```
/* 0-4 */      {6,0,6,0},{6,0,6,0},{6,1,6,1},{0,0,0,0},{0,0,0,0},
/* 5-9 */      {0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
/* 10-14 */    {1,1,1,3},{0,0,0,0},{0,0,0,0},{1,1,1,3},{0,1,0,1},
/* 15-19 */    {0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
/* 20-24 */    {0,3,0,1},{0,3,0,3},{0,3,0,3},{0,3,0,3},{0,3,0,3},
/* 25-29 */    {0,3,0,3},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
/* 30-34 */    {1,3,1,1},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
/* 35-39 */    {0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
/* 40-44 */    {0,0,0,0},{0,0,0,0},{0,1,0,1},{0,0,0,0},{1,3,1,1},
/* 45-49 */    {0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
/* 50-54 */    {6,1,6,1},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,3,0,1},
/* 55-59 */    {0,0,0,0},{1,3,1,1},{0,0,0,0},{1,1,1,1},{0,1,0,1},
/* 60-64 */    {1,1,1,1},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
```

```
/* 65-69 */          {0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
/* 70-74 */          {0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
/* 75-79 */          {0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
/* 80-84 */          {0,1,0,1},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
/* 85-89 */          {0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
/* 90-94 */          {0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
/* 95-99 */          {0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,1,0,1},
/* 100-104 */  {0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},
/* 105-109 */  {0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0},{0,0,0,0}
```