

- 0 (1) - No constant sound
Use skid sound per wheel. Same skid sounds for in and out of car
(0_sko0, 0_sko1, 0_sko2, 0_sko3)
 - 1 (1) - As 0 above except wet sound should be played on top of all.
 - 2 (?) - 1 out constant
(2_o0)
6 out skid
(2_sko0, 2_sko1, 2_sko2, 2_sko3, 2_sko4, 2_sko5)
1 in constant
(2_i0)
6 in skid
(2_ski0, 2_ski1, 2_ski2, 2_ski3, 2_ski4, 2_ski5)
 - 10 (2) - 3 out constant sounds - loop in random sequence
(10_o0, 10_o1, 10_o2)
1 out skid sound
(10_sko0)
1 in constant
(10_i0)
1 in skid
(10_ski0)
 - 11 (2) - Treat as 10 with wet sound on top
- (Therefore 11's can be deleted from the Q drive - can you do this when you've implemented this please ?)*
- 12 (2) - Treat as 10
 - 13 (2) - 3 out constant sounds - loop in random sequence
(13_o0, 13_o1, 13_o2)
1 out skid sound
(13_sko0)
1 in constant
(13_i0)
1 in skid
(13_ski0)
 - 14 (3) - 1 out constant/skid
(10_sko0)
1 in constant/skid
(10_ski0)
 - 15 (2) - Treat as 10
 - 16 (2) - Treat as 30
 - 20 (3) - 1 out constant/skid
(20_o0)
3 in constant/skid - loop in random sequence
(20_i0, 20_i1, 20_i2)
 - 21 (3) - Treat as 20

- 22 (3) - Treat as 20 with wet on top
- 23 (3) - Treat as 20 with wet on top
- 24 (3) - Treat as 20
- 25 (3) - Treat as 20 with wet on top
- 26 (3) - Treat as 20
- 27 (3) - Treat as 20 with wet on top
- 30 (2) - 1 out constant
(30_o0)
1 out skid
(30_sko0)
3 in constant - loop in random ...
(30_i0, 30_i1, 30_i2)
1 in skid
(30_ski0)
- 32 (2) - Treat as 30 with wet on top
- 34 (2) - Treat as 30 with wet on top
- 35 (2) - Treat as 30
- 36 (3) - Treat as 20
- 37 (3) - Treat as 20
- 38 (2) - Treat as 30 with wet on top
- 39 (2) - Treat as 30 with wet on top
- 40 (2) - Treat as 30
- 41 (2) - Treat as 30 with wet on top
- 42 (3) - 1 out constant/skid
(30_sko0)
1 in constant/skid
(30_ski0)
- 44 (2) - 1 out constant
(44_o0)
1 out skid
(44_sko0)
3 in constant - loop in random ...
(44_i0, 44_i1, 44_i2)
1 in skid
(44_ski0)
- 45 (3) - Treat as 20
- 46 (2) - Treat as 30 with wet on top

- 47 (2) - Treat as 30 with wet on top
- 48 (2) - Treat as 30 with wet on top
- 49 (2) - Treat as 30 with wet on top
- 50 (?) - 1 out constant
(50_o0)
6 out skid
(50_sko0, 50_sko1, 50_sko2, 50_sko3, 50_sko4, 50_sko5)
1 in constant
(50_i0)
6 in skid
(50_ski0, 50_ski1, 50_ski2, 50_ski3, 50_ski4, 50_ski5)
- 51 (2) - Treat as 58
- 52 (2) - Treat as 58
- 53 (2) - Treat as 58
- 54 (3) - 1 out constant/skid
(54_o0)
3 in constant/skid - loop in random sequence
(54_i0, 54_i1, 54_i2)
- 55 (3) - Treat as 54
- 56 (2) - 1 out constant
(56_o0)
1 out skid
(56_sko0)
3 in constant - loop in random ...
(56_i0, 56_i1, 56_i2)
1 in skid
(56_ski0)
- 57 (2) - Treat as 56
- 58 (2) - 1 out constant
(58_o0)
1 out skid
(58_sko0)
1 in constant
(58_i0)
1 in skid
(58_ski0)
- 59 (3) - 1 out constant/skid
(59_o0)
1 in constant/skid
(59_i0)
- 60 (2) - 1 out constant
(60_o0)

1 out skid
(60_sko0)
1 in constant
(60_i0)
1 in skid
(60_ski0)

63 (2) - Treat as 59

64 (2) - Treat as 59

70 (2) - Treat as 60

71 (2) - Treat as 58

80 (3) - 1 out constant/skid
(80_o0)
1 in constant/skid
(80_i0)

81 (3) - Treat as 80

82 (3) - Treat as 80

83 (3) - Treat as 80

91 - Nothing

92 - Nothing

93 - Nothing

96 - Nothing

97 - Nothing

99 (3) - 1 out constant/skid
(99_o0)
1 in constant/skid
(99_i0)