

# Create the sound map

1. Save your work
2. In Resource Browser, do a search for AmbientSounds\_Everon.et or AmbientSounds\_Arland.et
3. Drag one of them into the main preview window
4. In Resource Browser, do a search for SoundWorld\_Base
5. Drag it into the main preview window
6. Select the Export Map data tool
7. Click the .. button next to Destination Path
8. Select your Terrain folder
9. Next to Type, select Soundmap
10. Press Export
11. Select the SoundWorld\_Base entity
12. In Object Properties, go to where it says Soundmap and press the .. button next to it
13. Locate and select your soundmap (terrainName.smap)
14. You might need to restart the entire workbench to start hearing it

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