Boris Audio Works PMDG B737 Sound Set Manual for MSFS 2024

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Product Overview

Immerse yourself in the ultimate audio upgrade for the PMDG 737 series. Designed specifically for Microsoft Flight Simulator 2024, this meticulously engineered sound set captures the essence of the Boeing 737NG like never before. Crafted using state-of-the-art recording equipment and real 737NG aircraft, every sound has been faithfully reproduced from the cockpit, cabin, and exterior perspectives.

From the iconic spool-up of the engines to the subtle hum of avionics, no detail has been overlooked. This sound set includes a complete rework of every single sound.

Take your PMDG 737 to new heights with the Boris Audio Works PMDG 737 Sound Set, where audio excellence meets true aviation fidelity.

Users who purchase the 2020 version automatically get the 2024 version for free upon checkout on Orbxdirect and vice versa. To get the update for existing users of the other simulator, add the sound pack for the other sim to your cart and it will be free upon checkout.

What's New for MSFS 2024:
- Cockpit door and window opening/closing sounds added
- Improved engine buzz, whine, and N1 bearing overall balance and samples.
- Introduced multiple samples for nose wheel rotation
- Added the sound for the overboard exhaust valve to follow the PMDG logic
- Added exterior grooved runway whine (high speed)
- Changed the buzz fadeout curve, made it so it's audible for longer on climbout
- Reworked cockpit and cabin ground rolls completely, adding randomized samples to it
- Made cabin touchdown sounds more varied
- Added APU and engine sounds leaking into the cockpit with the window open
- Made it so the PMDG clickspots/options are used for headset simulation, and Vickers vs ABEX. Passenger chatter is still the same
- Redone cabin APU sound
- Added cabin brake squeal. In hot weather, brake application at high speed will cause the brakes to squeal due to condensation boiling off
- Added brake bass. At lower speeds, brake application will cause the brakes to hum/rumble. This will be louder with rain.

Clickspots

COM3
Upper Overhead

Passenger Chatter

On

Off

Only effective when passenger station weight > 0 and emergency lights armed

Headphone Simulation:

This clickspot for the 2024 version has moved to the PMDG default clickspot, that being on the headset on the left side of the captain's seat.

Cabin Chatter:

This clickspot is also located on the upper overhead on the COM3 radio panel. It toggles the cabin chatter, which adds realistic sounds of passengers talking around the cabin. It must have passengers loaded and emergency exit lights armed. You must be in the cabin to hear them as they are **not audible in the cockpit.**

Hydraulic Pumps:

This clickspot for the 2024 version has moved to the PMDG setting in the FMC inside the aircraft equipment options. The default is now ABEX, but Vickers can be selected.

Recommended Settings

To ensure the highest quality experience and avoid issues with any Boris Audio Works product, we recommend the following settings.

2024:

Windows Spatial Sound: Off
Windows Audio Enhancements: Off
(windows settings -> system -> sound -> select speaker)

Ensure your audio settings in MSFS general options match the settings in the red boxes below. Adjusting any settings outside the box should not affect the balance of the sound pack.

Note: The environment sound slider commonly resets to 0 if you use FSLabs products. If sounds ever seem quiet or are missing sounds, please check that slider.

Main Device Output Selection	System's default device
Communication Device Output Selection	System's default device
Headphone Simulation	☐
3D Audio	☐
Listening Mode	‹ Headphones ›
Loudness Limiter	☐
Warning Sounds in External View	☐
VHF Signal Degradation	☑
Mute Audio in Background	☐

Volume Levels

Master Volume	100
Character Voices	100
Aircraft Engines	100
Aircraft Miscellaneous	100
Cockpit	100
Warnings	100
Other Aircraft	100
Environment	100
User Interface	100
Music	100
Multiplayer voice chat	100

Support

Missing or No Sounds

If you have disappearing sounds in the MSFS 2024 version of the 737 sound pack:
If you have previously used the workaround for the 2020 version of the sound pack to be used with the 2024 aircraft please remove it and verify files using PMDG OC3, then install the correct version of the sounds, also verifying files inside ORBX.

If you use Chaseplane:
Solution: It can sometimes mess up sounds temporarily, especially after using fly-by view. If this happens, go to the external (spot) view and then back to the interior view. This will fix the missing/unbalanced sounds.

Contact Us

For further support, please join our Discord server: https://discord.gg/WertqbtQrB