
Subject: Re: Renegade sounds

Posted by [CarrierII](#) on Tue, 06 Feb 2007 17:48:07 GMT

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Bleh, can't edit.

I cracked the naming protocol so you can fetch the sounds yourself(ves): (I'll make a .zip of them if wanted)

m00 - multiplayer

b - buildings

Either n or g for Nod or GDI respectively (taking no chances here...)

pp - Powerplanet.

ts - Tib Silo etc

naf - Airstrip

tr - Tib Ref

ib - Inf Rax

at - AGT

ol - Obelisk

hn - HON

In Xcc mixer open always.dat and go to File >> Find and type

m00bgat_hlth*.wav

For the AGT and so on and so forth.

Happy building sounds usage! (what else am I supposed to put?!)

Added note: *_evan_snd.wav means that Only Nod hear it while *_evag_snd.wav means that Only GDI will hear it.

Not sure if that is affected by the sndap and snda console commands though.