Subject: [Sound Pack]Alternative message sounds from always.dat Posted by iRANian on Mon, 08 Aug 2011 22:56:28 GMT

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This really small pack contains slightly amplified versions of the 'private_message.wav, 'team_message.wav' and 'public_message.wav' files contained in always.dat but unused. Because Renegade uses the same audio file for team chat and public chat I'm packaging the file as follows:

yo1.wav = private message.wav (this is the paging sound) message.wav = public_message.wav (this is the sound for public & team chat) message alternative = team message.wav (this is unused, rename to message.wav if you want to use this sound for public & team chat) message_amplified = amplified message.wav (this is the default sound that the game plays when new messages appear, this version is amplified)

With this pack the non-private messages sound is actually audible.

File Attachments

1) Alternative Always.dat Message Sounds.zip, downloaded 238 times