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Subject: OT?: DJLaptop, i have a question for you.  
Posted by [MonkeyPhonic](#) on Wed, 10 Sep 2003 11:05:04 GMT  
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Blazer! I've seen some of the stuff he uses, and sadly it costs more than mere mortals can afford

However, a fairly decent audio set up shouldn't cost you the earth. In the past I've been lucky enough to work with some seriously expensive gear, including a 2 million pound Neve SSL studio, \*drools at the memory\*. However game audio is not quite in need of such expensive rigs to create good output. Here's a couple of suggestions for some stuff to own.

Sadly CoolEdit have been devoured by Adobe, who only provide one product now and don't provide a cheap option. However, all your editing needs are pretty much sewn up with this prog, with the option of direct X plugins it's nicely expandable. A good solid audio editor that has served me well over the last few years. At 300 bucks it is a little bit on the pricey side for the home user, but it really does do all your audio needs. Unless your working on GameCube, tho they may have fixed that minor issue in the newer release.

<http://www.adobe.com/products/audition/main.html>

Then, there's also Sonic Foundry's Sound Forge

Available in a full on all singing dancing version

<http://www.sonicfoundry.com/products/showproduct.asp?PID=668>

or a slimmed down less complex version

<http://www.sonicfoundry.com/products/showproduct.asp?PID=718>

Sound forge is the dogs whatsits. It's one of the most widely used progs out there in the game industry, probably more so than cooledit/audition. The full version is a bit heavy on the wallet at 400 bucks, however there is a much slimmed down version for 70 bucks, and thats a good price for a seriously good sound editor.

For an even more budget option there's Goldwave

<http://www.goldwave.com/>

Not a bad prog, I've heard some people say some good things about it, but by no means an industry standard, tho for 40 bucks, it's pretty affordable for a home user and can be downloaded to try before you buy. I haven't used it so I can't really comment, download it, give it a go, if it does what you want get a license.

As for mic's soundcards and so on, ask 10 people and you'll get 10 different opinions.

My old setup used to be a shure SM58, a good solid dynamic mic, good for all sorts of applications from vocal to car engine recording

<http://www.shure.com/microphones/models/sm58.asp>

An AKG C-1000, nice condenser mic

A Tascam DAP-1 DAT tape recorder, very pricey but solid as a rock for digital recording

[http://www.tascam.com/products/dat\\_recorders/dap1/index.php](http://www.tascam.com/products/dat_recorders/dap1/index.php)

and an Audigy Platinum.

But there's all kinds of mini disk, DAT, MP3 recorder options and combinations to suit your budget, my advice would be to stick with digital where possible.

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