It's a program that Blazer wrote. (90% sure of that anyways)

It randomizes/rotates different sounds in game such as the kill sound, purchase sound, and the beacon deploy messages.

It basically allows you to have many different sounds for the same event.

EDIT: here's the readme, I can post a link to the program if anyone is curious.

Toggle Spoiler
BlazeRotate 3.0

Q & A
Q: What is BlazeRotate 3.0?
A: BlazeRotate 3.0 is an upgraded version (and compilation) of BlazeRotate 1.0, 2,0, Blazers CountDownMOD1, & BlazersC4CountdownTimer. BlazeRotate 3.0 was converted from my collection of batchfiles and external apps to a stable Win32 executable by Dante.
Q: What does BR3 do?
A: BR3's main function is to rotate/randomize 3 of the repetitive sounds in C&C Renegade; The "boink" (death) sound, the "Keep Em Comin!" (Purchase) sound, and the RoundOver sound.
Q: What else does it do?
A: Glad you asked!
   1. Besides the basic rotations, BR3 also adds "Taunts & Dismay" rotation. When an enemies building is destroyed, a team-specific taunt is played. When your own teams building is destroyed, a team-specific anguish sound is played.
   2. BR3 also enables and rotates special taunts for nuke beacons. For example, if you are using "Blazers Custom 2" soundpack, when Nod places a nuke strike beacon you will hear something like "Kane guide my hand!", and when it detonates you might hear "By Kane that was glorious".
   3. BR3 also has an option to enable my C4 Countdown. When you place timed C4, you will hear an escalating countdown of beeps that will let you know exactly when it is going to explode. Great for doing the "2 remote 1 timed" trick which will destroy a building.
   4. BR3 also has an option to enable my Beacon Countdown Mod. When a nuke beacon is placed, EVA will speak a numeric countdown to the detonation...useful for knowing if you have time to buy a hotwire and try to diffuse it.
   5. BR3 also has many more features...see the features list!
Q: How do I uninstall BR3?
A: To uninstall just use the Add/Remove Programs feature in your control panel. Note that the BR3/Data and R3/Profiles Directories will NOT be deleted, in case the user wants to save the soundfiles. If you want to totally remove BR3, delete the directory after you uninstall.
Q: BR3 Rules! Can I make a donation?
A: Sure...just go to http://www.poosay.com/ren and click on the donate link.
Q: Can I distribute this?
A: Yes as long as you dont claim credit for making it feel free to spread it around.

Feature List

1. Works on all Operating Systems (that can play Renegade).
2. Rotation of Boink, Purchase, & Gameover sounds
3. Taunts and Dismay Rotation - When enemy buildings blow up, a random team-specific taunt is added. You're your teams buildings blow, a random anguish sound is added.
4. C4 Countdown option. Adds the same functionality as my C4 countdown mod (When timed C4 is placed there is a countdown so you know exactly when it will detonate).
5. Nuke/Ion Beacon Countdon option. Adds the same functionality as my CountDown Mod. When beacons are placed, EVA does a numeric countdown of last 30 seconds before detonation.
6. Soundpack import/export. You can create your own soundtheme say simpsons sounds, and export it as a .brm (BlazeRotate Mix) file that another person can import.
7. Ability to rotate non-game sounds. Want to randomize/rotate your incoming mail sound? Your AIM sounds? Heck even your desktop wallpaper! BR3 can do this with a simple mod to the rotate.ini file (only recommended for expert users who have consulted Dante or I).
8. Hotlink to my website which will host soundpacks. Clicking the Renegade banner at the top will take you to the BlazeRotate section of my website, where I will release different theme BRM files, or host the best user-submitted ones.
9. Option to minimize BR3 and launch renegade for you.
10. Option to rotate/randomize all files one time only, or every X seconds
11. Option to enable "-console cheatcc" (when used with launch option) for single player users who wish to use allguns cheat etc.
12. Ability to BROWSE ALWAYS.DAT for sounds! You can listen to them and extract for use!

HowTo:

To create a new profile: Click File, Profile Manager, New. You are now have a new profile to customize.
To export a soundpack: Click File, Profile Manager, highlight the profile and click Export. Your profile will be converted to a soundpack and placed in the packages directory. Look for YourProfileName.brm. You can send this file to someone else using BR3 and they can import your soundpack.
To Import a soundpack: Click File, Profile Manager, Import. An explorer window will come up which will allow you to browse BlazeRotate Mix files. Once found just open it and it will be imported and you will have a new profile you can select.
To customize a profile: Select a sound from the dropdown list, then right-click in the custom sounds area, and choose add. You can then browse for a wav file. Do this for each sound you want to customize. BR3 saves as you go, so there is no option or need to save a profile.
Other info: You can right-click custom sounds and play them.
            You can right-click custom sounds to delete them.
Browsing Always.dat: You can click File, Browse Always.dat and you can search/view/play all of the soundfiles in always.dat. If you find one you wish to extract and use there is an extract option.
Activating Countdown Mods: On the toolbar, click Mods and you have options to turn on C4 Countdown and Beacon Countdown.

Using BlazeRotate 3.0

When you load BR3 it will use the last profile and options you used. Assuming you have already created custom sounds or installed a soundpack, just make sure that "Continuous Rotation" is selected, and "Minimize and Launch Renegade" is selected. Now you can just click "Activate

Rotation" and BR3 will minimize and launch Renegade for you, and rotate your selected sounds every X seconds.

Credits
Blazer   Concept and Debug
Dante   Design and Main Programming
Scorpio9a   Extract from .mix and always Functions
Ubertek   Wave Merge coding
Lance Norskog   Sox.exe (<http://www.spies.com/Sox/>)
Tboard   Beta Testing/Debugging

Misc Info

Files Installed
BlazeRotate.exe   Executable
Rotate.ini   Main Ini File
Default.brp   Default Profile
Template.brp   Template for new Profiles
SoX.exe   Sound forge wav converting exe
mk.dir   Space holder for creating new directories.

Merge Modules Used
COMCAT.MSM   Common Controls
MSVBVM60.MSM   VB6.0 Run time files
OLEAUT32.MSM   Ole Automation

Mod Files
Countdown.bmd   Beacon Countdown Mod
C4.bmd   C4 Countdown Mod

DLL Files
RenCore.dll   Used to extract files from .mix files

Greetings
Dante, TBoard, Vidness, Megs, Abjab, Princess Cocoa

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