
Subject: Obelisk of Light Sound

Posted by [Stumpy_Joe](#) on Sun, 11 Jun 2006 23:29:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

I want to take this and a few other sounds from Renegade and use them/edit them. Does anybody know a way I can do this?

Subject: Re: Obelisk of Light Sound

Posted by [IronWarrior](#) on Sun, 11 Jun 2006 23:37:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes.

Visit this link <http://www.game-maps.net> and click on Renegade then Mapping and Modding and download XCC Mixer.

This will allow you to into your always.dat file and remove every sound you want.

Oh, when you click to start xcc mixer, it will slowly lag at the start as it builds up the file list... its big.

Subject: Re: Obelisk of Light Sound

Posted by [Stumpy_Joe](#) on Mon, 12 Jun 2006 13:20:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sweet thanks man.

Subject: Re: Obelisk of Light Sound

Posted by [Stumpy_Joe](#) on Mon, 12 Jun 2006 23:40:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

I cant seem to find any of the sounds. All I find are the config files and saves. Are they in a specific are or is there a search I can use.

Subject: Re: Obelisk of Light Sound

Posted by [havoc9826](#) on Tue, 13 Jun 2006 03:10:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

I found them for you.

File Attachments

1) [obelray1.wav](#), downloaded 161 times

2) [obelpowr.wav](#), downloaded 164 times

Subject: Re: Obelisk of Light Sound

Posted by [IronWarrior](#) on Tue, 13 Jun 2006 03:50:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Stumpy_Joe wrote on Mon, 12 June 2006 18:40I cant seem to find any of the sounds. All I find are the config files and saves. Are they in a specific are or is there a search I can use.

Yeah, mixer is hard to use when its your first time.

Not suspised, you didnt find it, the always.dat file contains every single sound file for the game.

Just go though them one by one, mixer can play the sounds for you...

Subject: Re: Obelisk of Light Sound

Posted by [Stumpy_Joe](#) on Tue, 13 Jun 2006 22:34:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wow thanks to both of you! You guys helped a lot and I appreciate that. Thanks again, Tim Holycross

Subject: Re: Obelisk of Light Sound

Posted by [Stumpy_Joe](#) on Wed, 14 Jun 2006 13:18:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

LoL I'm stuck again. I found a lot of config files n' stuff, but I don't know what to do with them. I need to know how to get the sounds.

Subject: Re: Obelisk of Light Sound

Posted by [IronWarrior](#) on Wed, 14 Jun 2006 14:03:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Stumpy_Joe wrote on Wed, 14 June 2006 08:18LoL I'm stuck again. I found a lot of config files n' stuff, but I don't know what to do with them. I need to know how to get the sounds.

Ok, do this.

- 1) open mixer
- 2) go to westwood

- 3) renegade
- 4) data
- 5) always.dat

You see alot of files, all your maps, skins, and almost every file renegade uses to play.

Go down the list and find the wav files, these are the sounds.

Or you could download this.

Make a file, call it sounds or something.

Go to always.dat in your folder and right click and choose "open with" choose unmix, this will extract all files into a folder of your making, saving you the need to use mixer.

The file is like 500mbs big, when its completed... in the file, right click and choose arrange icons by "type" then delete every file expect WAV OR mp3.

Hope this works for you.

File Attachments

1) [unmix.rar](#), downloaded 133 times

Subject: Re: Obelisk of Light Sound
Posted by [OWA](#) on Thu, 15 Jun 2006 18:36:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Look for the .wav file extensions to find the sounds. If you double click the sound it will play. The file types are usually grouped in extension sections i.e .tga .dds .wav .mp3 .w3d etc

Subject: Re: Obelisk of Light Sound
Posted by [ghost](#) on Thu, 15 Jun 2006 18:47:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Speaking of the oblisk sound. What pisses me off the most is how well, this happens the most of field when im GDI trying to ION the NOD refinery. It doesnt charge up. It just fires...

Perhaps something wrong with ssaow1.5?

Subject: Re: Obelisk of Light Sound
Posted by [Stumpy_Joe](#) on Fri, 16 Jun 2006 03:44:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah thanks....but lol I found out I was looking in an old folder that was named Westwood but it only contained some leftover cfg files. So thats why I couldn't find what I needed. I do appreciate your patience with me though. Thanks again.

Subject: Re: Obelisk of Light Sound
Posted by [OWA](#) on Fri, 16 Jun 2006 09:24:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

No problem.

Subject: Re: Obelisk of Light Sound
Posted by [Stumpy_Joe](#) on Sat, 17 Jun 2006 01:06:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

IWarriors I tried to use your download unmix.rar , but it just came up as a unknown file. What do I open it with?
