
Subject: Renegade sounds

Posted by [Chrifiste](#) on Sat, 03 Feb 2007 19:35:35 GMT

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Hmm, think this is the right forum.

Bet you guys remember when eva used to announce so and so building destruction imminent? Well, how do I put that back in? Simple question. Guessing I'd have to know what to name the wav file, which I don't.

Subject: Re: Renegade sounds

Posted by [Scrin](#) on Sat, 03 Feb 2007 20:28:47 GMT

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Chrifiste wrote on Sat, 03 February 2007 13:35Hmm, think this is the right forum.

Bet you guys remember when eva used to announce so and so building destruction imminent? Well, how do I put that back in? Simple question. Guessing I'd have to know what to name the wav file, which I don't.

hmm i got this prob too... maybe its core patch 2 remove this...

Subject: Re: Renegade sounds

Posted by [nopol10](#) on Sun, 04 Feb 2007 01:50:46 GMT

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The core patches add it not remove it.

Subject: Re: Renegade sounds

Posted by [slavik262](#) on Sun, 04 Feb 2007 21:37:54 GMT

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Yeah but they replace and update a good deal of files, and it's possible they dropped a sound or two from always.dat

Subject: Re: Renegade sounds

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 04 Feb 2007 21:40:47 GMT

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Core Patch 1 had the sounds, but with CP2 they don't work anymore.

I miss those extra sounds

Subject: Re: Renegade sounds
Posted by [zunnie](#) on Sun, 04 Feb 2007 21:51:08 GMT
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What sounds? If i can find them/have them ill upload them..

Subject: Re: Renegade sounds
Posted by [Tunaman](#) on Mon, 05 Feb 2007 19:17:54 GMT
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I don't run either Core patch and the sounds work fine for me...

Subject: Re: Renegade sounds
Posted by [PlastoJoe](#) on Tue, 06 Feb 2007 15:52:15 GMT
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I wonder if there's also a way to fix Locke's dialogue in the 3rd mission where he starts to say "Havoc, EVA shows you're approaching the base..." and is cut off.

Subject: Re: Renegade sounds
Posted by [Ryu](#) on Tue, 06 Feb 2007 15:57:30 GMT
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It's definitely in your always.dat, I have heard it, Tho it will be a pain in the ass trying to find it. :V

Subject: Re: Renegade sounds
Posted by [Carrierll](#) on Tue, 06 Feb 2007 16:20:01 GMT
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Trick is to search for *(insert file format) then filter through the results... :s
Let me pick up the tools and get going - this is what my always.dat database is for. -PLEASE- PM me a list of files you can name, with their purpose and anything you want to add, and I'll compile a list.

Subject: Re: Renegade sounds
Posted by [Carrierll](#) 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.

Subject: Re: Renegade sounds

Posted by [IronWarrior](#) on Tue, 06 Feb 2007 19:25:37 GMT

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You can download all them sounds here.

<http://www.game-maps.net/index.php?action=category&id=77>

I believe you want to download Sounds v1.6

Subject: Re: Renegade sounds

Posted by [Chrifiste](#) on Wed, 07 Feb 2007 09:45:34 GMT

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Yeah the sounds are still in always.dat, but how do you re-enable them for the game? Every building has a destruction imminent sound file. They have hlth in the file name. For example the nod air strip is m00bnaf_hlth0001i1evan_snd.wav So they are still there.

Usually any sounds you put in your data directory overrides whatever sound is normally played, but it didn't work with the destruction imminent sound. So there's no instruction in the game to play this sound. I'm guessing one of the core patches did this. But does anybody know how to re-enable it?

Subject: Re: Renegade sounds
Posted by [jnz](#) on Wed, 07 Feb 2007 13:39:29 GMT
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it needs to be done serverside.

Subject: Re: Renegade sounds
Posted by [Carrierll](#) on Wed, 07 Feb 2007 21:26:30 GMT
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It worked on my Lan hosting at some point... Let me try to recreate it. I am tempted to "blame"* scripts.dll although I don't have any solid proof.

* As in: some line of code in scripts.dll stopped it from working, not that Jonwil does a bad job.
