Subject: Sound Preset Limit Reached
Posted by Jerad2142 on Mon, 23 Jul 2007 23:15:58 GMT
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well as you can see the title says that I have reached Renegade sound preset limit, (this is Renhalo btw). But what I need is someone to tell me a list (or category (which is preferable)) of sounds that Renegade can run safely without (Renhalo still has all of Renegade's original Presets, the idea was that you could play my mod, the just jump over and play normal Renegade, obviously that is about to change).

Subject: Re: Sound Preset Limit Reached
Posted by Slave on Mon, 23 Jul 2007 23:22:03 GMT
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Wow, that must be a lot. More than the 3000 I tried once.

While looking at the sound presets back than, I could recall most from ingame, so I don't believe a lot are unused. I assume westwood at least attempted to keep the presets clean from unused junk. Sort of...

Subject: Re: Sound Preset Limit Reached
Posted by Jerad2142 on Mon, 23 Jul 2007 23:26:44 GMT
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Any normal soldier voices (as far as when you shoot them) can not be removed as I do still use them, but other conversations can be removed, so if there are any suggestion, go for it. Because the sooner the better. Otherwise you will be stuck with text only briefings after level 11a (and reused weapon sounds for any new weapons).

Subject: Re: Sound Preset Limit Reached
Posted by Slave on Mon, 23 Jul 2007 23:31:05 GMT
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Lemme take a look.
Out of curiousity, how many presets did you add (counting soundfiles maybe)? As temps? What does leveledit say when you reach the max? I remember leveledit started to cry about "recursive presets errors" when i was temping sounds like crazy.

I believe it happened when the ID of a new preset collided with an existing one. They seem unorganized as hell. New presets fill up random gaps in the numbering. Wich just asks for bugs to show up. If only it was possible to reset and resort the IDs in one straight line, counting up. I bet that would help.

So far:

- Sounds>Multiplayer (a few unused sounds there)
- Sounds>Weapons>Ejected Casings (is unused)
- Sounds>Vehicles>SFX.Surface_Effects (some are unused, puzzle through surface_effects.ini to find out wich ones, i forgot)
- That's really quite it... Sounds>Dialog contains a lot, but is in use by SP.

Offtopic: Meh, just found some Ren2 remains under Tile>Artist Test...
cityruin
scavbridge (shitbrdge.w3d lol)
recycinter

I noticed it might be easier to do this over msn instead of updating posts every 10 seconds lol...

Subject: Re: Sound Preset Limit Reached
Posted by Jerad2142 on Mon, 23 Jul 2007 23:34:16 GMT
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Slave wrote on Mon, 23 July 2007 17:31Lemme take a look.
Out of curiousity, how many presets did you add? As temps? What does leveledit say when you reach the max?
I don't touch temps, the amount of lining errors that can randomly occur is just to great for me to have even looked at it.
Also it would take way to long to count them all, as I would have to expand tab after tab (because any sounds that were related to each other I would just attach to the previous one).
It does not "say" anything, it will just start mislinking the presets to other sounds, and if you try to delete the newly created preset it will delete the incorrectly linked sound.
(if I delete one preset and create a new one it will link correctly, but if I make another, it will mislink).

Subject: Re: Sound Preset Limit Reached
Posted by danpaul88 on Tue, 24 Jul 2007 11:17:11 GMT
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I didn't think there WAS a sound preset limit...

Try deleting Sounds->Mission Specific, as those are the sounds for the original Renegade missions. Also you can delete any entries under Sounds->Vehicles and Sounds->Weapons for any vehicles and weapons not used in your mod.

EDIT: And Sound->Dialog contains the mission briefing messages for the original Renegade missions, which you can do without probably.

Subject: Re: Sound Preset Limit Reached

Posted by Jerad2142 on Tue, 24 Jul 2007 20:03:24 GMT
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I stand corrected, It would seem there must be a damaged preset somewhere, because if I create a new one below a certain point it will incorrectly like its name to another object, and if I make one above it it seems to work, any suggestions on how to fix this?

Subject: Re: Sound Preset Limit Reached
Posted by Jerad2142 on Tue, 24 Jul 2007 20:53:47 GMT
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Well I found out what is causing it, but I can not fix it, it would seem that every time I try to make a new sound preset it is given the id of "163840001" which is an id which is already in use.
Guess I will just start renaming all the old M01's in the dialog presets, they don't appear to be used in multiplayer.

Now this all started last night when I was deleting a preset, just to be safe I strongly suggest you make sure you presets list has saved before deleting. Because if you create a preset and then delete said preset and then save the list, I think it must save that you created a preset and leaves the entry with no data (or at least thats what I think I did before this all happened, not sure, I suppose I could have actually reached the preset ID limit).