
Subject: Boink sound replacement...

Posted by [Starbuzz](#) on Wed, 19 Sep 2007 02:32:48 GMT

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I want the "Boink" kill sound replaced with my own custom sound I downloaded off the internet.

So, these are my questions:

Should I have to rename my custom sound?

Where should I put it in the Renegade folder?

Will RenGuard allow it?

Thanks in advance.

Subject: Re: Boink sound replacement...

Posted by [Yourlastmemory](#) on Wed, 19 Sep 2007 02:37:38 GMT

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1. Yes, Correction_3 (But, it MUST be a .wav file)
2. No, Your renegade\data.
3. Probably, or probably not. If your gonna use mods (or in this case, skins.)

GET RID OF RENGUARD! It's horrible! It's like having an anti-skin/mod/model prison on your data! or use game.exe instead, trust me, renguard sucks, anyway it should work.

Subject: Re: Boink sound replacement...

Posted by [Starbuzz](#) on Wed, 19 Sep 2007 03:34:38 GMT

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Thank you for that quick reply, Yourlastmemory!

I am not using any mods or skins...just wanted a funny laughing sound replace the boink sound.

RG is important these days...if you are accused of cheating (and even if you were not cheating), the stakes still double against you if you are not running it. I know it's retarded but that's how life is these days.

Thanks again!

Subject: Re: Boink sound replacement...

Posted by [Zion](#) on Wed, 19 Sep 2007 07:57:41 GMT

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Yeah, correction_3.wav all lowercase and placed into the data folder.

Subject: Re: Boink sound replacement...

Posted by [AoBfrost](#) on Wed, 19 Sep 2007 13:50:26 GMT

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There are tons of the old havoc sounds in always.dat if you take the time to sit there and listen to every sound in there, you will find tons of low voiced fat guy sounding voices

"ya cheif"

"sure thing"

" hahaha"

"yeessssir?"

stuff like that, anything can be renamed to replace the boink or ANY sound ingame, as long as it's the same filetype and same name.

Subject: Re: Boink sound replacement...

Posted by [mrÅ£Äz](#) on Wed, 19 Sep 2007 13:53:14 GMT

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i made a "Monster Kill... kill... kill... Sound"

Subject: Re: Boink sound replacement...

Posted by [Zion](#) on Wed, 19 Sep 2007 15:48:06 GMT

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I made Mendosa say: "YOU'RE DEAD!" when i killed people. Made me lol.

I'll try and upload it sometime.

Subject: Re: Boink sound replacement...

Posted by [AoBfrost](#) on Wed, 19 Sep 2007 15:52:11 GMT

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I still havent found the the one mod where it changes your radio commands to custom sounds and other people can hear it, in our server, some nub one kept using it and it would say what we heard, I would like to map my f3-f12 keys to have custom sounds.

Anyone know how to do this but make it work so others without the mod can hear it? I've seen this

2-3 times now where 1 person has it, others dont, we all hear it and see the text.

Subject: Re: Boink sound replacement...

Posted by [Dreganius](#) on Wed, 19 Sep 2007 16:02:58 GMT

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wouldn't it just be a script to "when you press this button, run a little script to make some noise"?

Subject: Re: Boink sound replacement...

Posted by [AoBfrost](#) on Wed, 19 Sep 2007 16:44:09 GMT

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Ya, but I'm not sure how to make it, I saw a tutorial on renhelp, hopefully that works, I'd prefer to map the sounds to the F keys so they dont replace the current radio commands, those I need.

Subject: Re: Boink sound replacement...

Posted by [Starbuzz](#) on Wed, 19 Sep 2007 17:11:05 GMT

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Thanks a lot everyone! Renegade is EVEN more fun down haha!

I searched for some good sound bits on the internet and found one I liked from here:
<http://members.tripod.com/~buggerluggs/ie/wav-dir184.htm>

I am using the dumbass.wav one...HILARIOUS!

Subject: Re: Boink sound replacement...

Posted by [IronWarrior](#) on Wed, 19 Sep 2007 23:15:21 GMT

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I'll use this right now: Hooah

Subject: Re: Boink sound replacement...

Posted by [havoc9826](#) on Wed, 19 Sep 2007 23:26:45 GMT

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Mine's Havoc saying "You're so dead" from the dam mission.

File Attachments

1) [102b_02_hav02.wav](#), downloaded 217 times

Subject: Re: Boink sound replacement...
Posted by [BlueThen](#) on Thu, 20 Sep 2007 00:13:54 GMT
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I'm using the "HAHA" from the simpsons from nelson or whatever he's called.

Subject: Re: Boink sound replacement...
Posted by [Zion](#) on Thu, 20 Sep 2007 11:56:22 GMT
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AoBfrost wrote on Wed, 19 September 2007 16:52I still havent found the the one mod where it changes your radio commands to custom sounds and other people can hear it, in our server, some nub one kept using it and it would say what we heard, I would like to map my f3-f12 keys to have custom sounds.

Anyone know how to do this but make it work so others without the mod can hear it? I've seen this 2-3 times now where 1 person has it, others dont, we all hear it and see the text.

ClientSide Radio Mods. I make them now and again. The only way i know how to get them to work (and for others to be able to hear them) is to replace the current radio commands with ones that you make.

Only users who have the sound in their always.dat or data folder will be able to hear these sounds.

The mod is an objects.ddb file (or 0bj3ct5.dd0 for HORQUER) and IS NOT compatible with RenGuard.

These will replace all the radio commands (ctrl + 1, alt + 6, ctrl + alt + 4 etc) with ones that you set manually. You can have upto 30 custom radio commands (10 x 3).

I think the tutorials on renhelp.net aren't all that in depth. I might make one myself with images or a video or something.

Subject: Re: Boink sound replacement...
Posted by [AoBfrost](#) on Thu, 20 Sep 2007 13:26:51 GMT
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Is it possible to replace the sounds and map them to the F keys, because in renegade you can map in options, map the radio keys to the F keys, but what I mean is to have them seperate, still use control and alt for radio, but use F3-f12 for customs.

Subject: Re: Boink sound replacement...
Posted by [Zion](#) on Thu, 20 Sep 2007 15:09:29 GMT

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Not though objects.ddb, since you're not editing keys you're editing sounds.

Maybe though scripts but i don't know if others will be able to hear it.

Subject: Re: Boink sound replacement...
Posted by [IronWarrior](#) on Fri, 21 Sep 2007 00:05:30 GMT
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AoBfrost wrote on Thu, 20 September 2007 08:26: Is it possible to replace the sounds and map them to the F keys, because in renegade you can map in options, map the radio keys to the F keys, but what I mean is to have them separate, still use control and alt for radio, but use F3-f12 for customs.

Hmm, maybe though the strings?

Subject: Re: Boink sound replacement...
Posted by [Chuck Norris](#) on Fri, 21 Sep 2007 05:35:15 GMT
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Yep, the boink feature of Renegade is just too good. Here's mine. It's Peter Griffin from Family Guy in case anyone doesn't recognize it.

File Attachments

1) [correction_3.wav](#), downloaded 226 times

Subject: Re: Boink sound replacement...
Posted by [GrayWolf](#) on Sat, 22 Sep 2007 19:25:34 GMT
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I use to have beavis saying peek-a-boo! one time I threw a c4 and killed 3 guys at once and it sounded crazy.

Subject: Re: Boink sound replacement...
Posted by [Yourlastmemory](#) on Sun, 23 Sep 2007 21:49:54 GMT
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Starbuzz wrote on Tue, 18 September 2007 22:34: Thank you for that quick reply, Yourlastmemory!

I am not using any mods or skins...just wanted a funny laughing sound replace the boink sound.

RG is important these days...if you are accused of cheating (and even if you were not cheating), the stakes still double against you if you are not running it. I know it's retarded but that's how life is these days.

Thanks again!

Ah, no prob. RG Still sucks. Just get 2.9, much better. Some stupid servers get fooled with 2.4 of RG. By the way, If your doing it for the "Extra" features, RG just has a 2.4 update, go to 2.9 or 3.4.1

Subject: Re: Boink sound replacement...
Posted by [Zion](#) on Mon, 24 Sep 2007 01:07:12 GMT
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Please go elsewhere with your "RG sucks". We don't want it.

Even though i don't use it myself i don't tell others it sucks...

Subject: Re: Boink sound replacement...
Posted by [The Elite Officer](#) on Fri, 28 Sep 2007 15:57:38 GMT
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Starbuzz wrote on Tue, 18 September 2007 23:34 Thank you for that quick reply, Yourlastmemory!

I am not using any mods or skins...just wanted a funny laughing sound replace the boink sound.

RG is important these days...if you are accused of cheating (and even if you were not cheating), the stakes still double against you if you are not running it. I know it's retarded but that's how life is these days.

Thanks again!

Not true, a lotta people say that RG sucks and that it is pointless. Even if you have RG on, other players still accuse each other of hacking. Even though you have RG on and they have the proof. They just sit there and say that you are a fag, and they get you banned from the server. Just because you play better than them.

Subject: Re: Boink sound replacement...
Posted by [candy](#) on Thu, 04 Oct 2007 17:07:44 GMT

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using the 'noob' from some server in css

File Attachments

1) [n00b.wav](#), downloaded 202 times

Subject: Re: Boink sound replacement...

Posted by [F1r3st0rm](#) on Thu, 04 Oct 2007 19:44:24 GMT

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"Boom Headshot" by FPS Doug is the best boink

Subject: Re: Boink sound replacement...

Posted by [crazfulla](#) on Sat, 06 Oct 2007 22:59:46 GMT

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Umagon, "Right between the eyes"

I had a better 'Hooah' also, the American GI from RA2.
Need to find it however, new comp so dont have it yet!

File Attachments

1) [10-i024_0002.WAV](#), downloaded 122 times
