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Subject: Renx and Sounds

Posted by [Gen\\_Blacky](#) on Mon, 18 Aug 2008 04:49:10 GMT

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Does anyone one know how to attach sounds to a object in gmax

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Subject: Re: Renx and Sounds

Posted by [Slave](#) on Mon, 18 Aug 2008 23:59:45 GMT

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1. With w3dviewer, create a sound w3d file and save it
2. Open your gmax scene
3. Create a box and name it as your sound.w3d file, without .w3d
4. At w3d settings of this box, only select "export geometry"
5. At the geometry settings below, select Aggregate
6. Link this box to the object you want the sound to come from ingame.
7. ???
8. Profit!

Xample below

#### File Attachments

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- 1) [mariocube.rar](#), downloaded 96 times
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Subject: Re: Renx and Sounds

Posted by [Gen\\_Blacky](#) on Tue, 19 Aug 2008 00:03:02 GMT

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lol thanks slave

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Subject: Re: Renx and Sounds

Posted by [Di3HardNL](#) on Tue, 19 Aug 2008 15:42:29 GMT

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Wow this is cool was always screwing around with existing .wav files to edit them, but this is much easier and more fun thanks

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