
Subject: [Sound Pack]Alternative message sounds from always.dat

Posted by [iRANian](#) on Mon, 08 Aug 2011 22:56:28 GMT

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

This really small pack contains slightly amplified versions of the 'private_message.wav', 'team_message.wav' and 'public_message.wav' files contained in always.dat but unused. Because Renegade uses the same audio file for team chat and public chat I'm packaging the file as follows:

yo1.wav = private_message.wav (this is the paging sound)

message.wav = public_message.wav (this is the sound for public & team chat)

message_alternative = team_message.wav (this is unused, rename to message.wav if you want to use this sound for public & team chat)

message_amplified = amplified message.wav (this is the default sound that the game plays when new messages appear, this version is amplified)

With this pack the non-private messages sound is actually audible.

File Attachments

1) [Alternative Always.dat Message Sounds.zip](#), downloaded 265 times
