Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Triforce on Sun, 20 Apr 2003 23:31:38 GMT

A while back I rember it being said that it was possible to fix the broken EVA annocements, and I now I would like to know how to do so myself. I thought I had an idea on how to replace a working sound with one of the broken ones and still have the map be in a mix, but apperently new sounds aren't called up in mixs like they are in PKG's. My idea was to give the con yard the text strings of a "unessacary building" (Power or AGT/Obelisk) so that when it was fired upon it would call up those texts which have working EVAs and then rename the wav report of the broken CY to the working buildings conterpart. I hoped inculeding the files in the mix would allow only that map to use them, but not ture. This method does however work in PKGs, they seem to look call upon files inside them before looking to Ren/Data or always.dat like mixs.

Triforce

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Aircraftkiller on Mon, 21 Apr 2003 00:00:21 GMT

Can't be done without a package modification.

It requires editing the sound preset to uncheck the Is 3D Sound marker. That will allow it to broadcast globally, instead of in a centralized location.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Blazer on Mon, 21 Apr 2003 00:19:28 GMT

I think that is the only way that will work:

Use "some other string" (but make sure the sound is in the preset tree as NOT a 3D-Sound. Then you could drop a replacement m00*.wav into the mixfile or data directory. Make sure the string is not used in normal MP...like some random SP diaglog or something.

The only other possibility is to edit the strings database and set the CY and CC to not use 3d sounds, but if you do that then you cannot host a game on WOL (Renegade detects changes made to always.dat).

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by [REHT]Spirit on Mon, 21 Apr 2003 00:46:37 GMT

You can edit the strings file without keeping yourself from playing Ren.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Blazer on Mon, 21 Apr 2003 02:20:12 GMT
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[REHTSpirit]You can edit the strings file without keeping yourself from playing Ren.

Oh you can play, but as I said, if you log onto WOL, because of your altered file you will not be able to join any servers, and if you host a server, the only people that will be able to join it are people that have the same strings file as you.

Renegade/WOL checksums your always.* file(s).

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Aircraftkiller on Mon, 21 Apr 2003 02:40:33 GMT
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No, the strings.tdb file isn't affected by WOL checking your data folder.

What is affected is Always.dbs and such. The core gameplay changing things. Strings matter not.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by bigwig992 on Mon, 21 Apr 2003 03:04:14 GMT
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Can't you just take the EVA wave "The construction yard is under attack" or whatever, and attach it to an edited string, then just use the string to announce warning of it being attacked to both teams? The same exact thing with every other building in renegade. That's what I did with my chicken mod, just edited some strings. For some of the infantry, I attached a rooster sound to my string, and once the infantry was killed, the sound played. Doesnt seem that hard...?

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Aircraftkiller on Mon, 21 Apr 2003 04:24:07 GMT
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Except you have to do it for every map you want it on. That means multiple strings.tdb files, and you can only have one.

So only one map will have that at any given time.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Triforce on Mon, 21 Apr 2003 05:41:23 GMT
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I just got two maps to share the same the same string file! I just copied the folders which you take out when saving as mix and replaced the new maps auto generated ones. They are seperate maps, I edited the terrian to make sure. So now the proplem would be every mapper who wanted the sounds to work would have their own string file, but what if someone were to make a master string, with all the broken strings replaced, and put up to download on ModX? It would have the master string and a temp preset of the fixed sounds. Then all who wanted fixed annocements could have so. Only thing would be is that you couldn't modify the string once its part of the map, or your map would be the only working one. I'm not sure if you could have new temp presets along with the fixed sound ones, I'll go try it out.

Triforce

UPDATE I have good news! You CAN add new temp presets to the fixed sound ones and still have both maps work! This will work out great for those who want repairing Con-Yards and thos who just want silos or Com Centers. So a master string would have fixed sound presets for all the buildings, Silos, Coms, ConYs, Repair,Shrine,Sicence,Heli, and whatever else isn't working, and the temp preset file. From there you could add as many new temps as you want and still have the strings work. Only thing you couldn't do of course is edit the Strings, but if your making a normal C&C map no one would have a reason too. I have to test a few other options before I would say it works all around, so I'll come back and update again.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Aircraftkiller on Mon, 21 Apr 2003 06:09:31 GMT
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Um, of course it would work.

As long as the temporary presets match the strings database file properly, any map that has the presets named the same way will have announcing buildings.

It isn't that difficult... I found that out a long time ago when doing the first version of Tropics which had Communications Centers, later to be cut and have the entire map redesigned.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Triforce on Mon, 21 Apr 2003 08:16:37 GMT
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I have all the sounds remaped now, heres the list:

Construction Yards

Heli-Pads

Nod Comm Center

GDI Advanced Comm Center

Tiberium Silos

Shrine of Nod

Repair Pads

and the Science Lab

I think thats all of them, tell me if I over looked something. I've made building icons for them all, and just need to make a new test map to test them. I'd be glad to put all this up on ModX once everything is made sure it works and nothing has been forgotten.

Triforce

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Aircraftkiller on Mon, 21 Apr 2003 09:05:56 GMT
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Be aware I wouldn't credit you for doing this, as Blazer and I have stayed up more than once each night trying to figure out different ways of doing this without altering the strings database.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by StoneRook on Mon, 21 Apr 2003 12:35:01 GMT
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AircraftkillerBe aware I wouldn't credit you for doing this, as Blazer and I have stayed up more than once each night trying to figure out different ways of doing this without altering the strings database.

and why wouldn't you? If this method is working - and he is posting his results for all to share - you should be obliged to give credit... if you use it...

no matter how much time you spent on your own trying to do it...

I haven't seen something come from you that does this...

If i'm understanding what your trying to say that is.

You say you "tried" -- he say's he's done it...

why wouldn't you credit him?

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by SomeRhino on Mon, 21 Apr 2003 12:55:18 GMT
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Why not just offer the strings database as a "fix" for the old one, and include it with your map's zip to extract into the data folder?

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by [REHT]Spirit on Mon, 21 Apr 2003 16:14:34 GMT
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AircraftkillerBe aware I wouldn't credit you for doing this, as Blazer and I have stayed up more than once each night trying to figure out different ways of doing this without altering the strings database.

Eh, so...?

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Dante on Mon, 21 Apr 2003 17:53:24 GMT
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please post it up, and i will make up a patch for it, so that anyone who wants to fix it can use it...

it will be part of the "RenEvo fixlist" if that is ok with you if we include it...

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Aircraftkiller on Mon, 21 Apr 2003 19:17:09 GMT
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StoneRook, the point is that I had already done this. I could redo it quickly by making temp presets and pointing the modified string database at the temped presets.

I could do this right now if he doesn't comply with what Dante wants. I had to do it before, and I can do it again.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by StoneRook on Mon, 21 Apr 2003 19:34:30 GMT

ok....

needed more info ---....

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Aircraftkiller on Mon, 21 Apr 2003 19:44:00 GMT

You know I usually give people credit for what they do.

This is different, though. I've worked on finding other ways of doing this for a long time. I even tried to get Greg Hjelstrom to update the preset list with the 3D sounds checked off so that they worked properly.

He couldn't do it, and neither can I, without doing the strings database way.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Triforce on Mon, 21 Apr 2003 20:51:38 GMT

I have no problem with it being part of the RenEvo Fixlist. I'm also aware that others have spent much more time than myself trying to fix this in a more premanent way and I respect that. I'm just trying to offer an alterentive fix to those who want it. I would have never figured all this out in one day if weren't for those who posted here. So heres my thanks to you all who helped. Credit for this would this would be welcomed but it won't be necessary. I'll go post it up on ModX now but its still untested, I just got back on.

Edit: Its up for download now at ModX. Download and Review here:
http://modx.renevo.com/showthread.php?s=&threadid=246

Triforce

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by General Havoc on Mon, 21 Apr 2003 21:55:53 GMT

Good work guys, i'm sure this will come in handy to people making maps and want these sounds to work. Is there anything else currently on this Renegade Evolution fix list? I take it the list includes things like the Faulty MCT in certain building(s) and other things like that.

_General Havoc

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Blazer on Mon, 21 Apr 2003 22:11:18 GMT
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Aircraftkiller and I tackled this problem from several angles, and came up with several workarounds, including using temp presets for the sounds. The one that eluded us was a fix that would not only be a workaround for future maps, but also fix existing maps that use the default presets for those buildings that are erroneously flagged as 3Dsounds.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Dante on Mon, 21 Apr 2003 22:39:44 GMT
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a fix need not be done to the strings database, but a global agreed upon patch (which is what RenEvo always wishes to do) that would fix the presets them self to be correct, rather than editing nasty strings, and hoping that people use the temp preset.

Blazer, could you start a poll on a subject like this please?

and if you have any questions on it, just let me know what other info you would need, as far as what it would do, etc....

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Blazer on Tue, 22 Apr 2003 20:13:52 GMT
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Dante, how would this be accomplished? If we modify the default presets tree, doesnt that keep you from playing on WOL? Unless we can find a way to bypass the checksum check.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Dante on Tue, 22 Apr 2003 20:21:53 GMT
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blazer, do you remember our RenAlert expansion test, how we where isolated from the rest of WOL, but since we had cooresponding versions, we could play together?

it is the same concept, and would have to be a good WELL advertised decision to do this.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by [REHT]Spirit on Tue, 22 Apr 2003 20:23:05 GMT
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BlazerDante, how would this be accomplished? If we modify the default presets tree, doesnt that keep you from playing on WOL? Unless we can find a way to bypass the checksum check.

Not if everyone is using the same version in their data folder. There is even a way to bypass it and use new presets on the server or even host a server with it however it will give you the zero bug (or everyone else if you're hosting) if you/they dont have the version you're running.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Triforce on Tue, 22 Apr 2003 22:58:24 GMT
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I'm not quite sure I follow, are you talking about an updated preset list for renevo or the string fix I put up? I can play on WOL without any problems with the new strings in my Data folder... or am I just totaly off topic now?

Triforce

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by [REHT]Spirit on Tue, 22 Apr 2003 23:28:26 GMT
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I was talking about preset lists, as that's what they were talking about (I think).

Kinda like: I think I think that I think I think that I think that all this thinking makes my head hurt.

BTW, if you're going to do updated preset trees, you might as well put them in a pkg or something and use a special program to put custom maps into it. My reason being that if you just put the mod presets in there, while it will work on every map, it will most likely overwrite mod presets when running a mod (not to mention confusing who knows how many people when they're trying to switch back and forth).

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Blazer on Wed, 23 Apr 2003 01:01:11 GMT
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TriforceI'm not quite sure I follow, are you talking about an updated preset list for renevo or the string fix I put up? I can play on WOL without any problems with the new strings in my Data folder... or am I just totaly off topic now?

Triforce

Talking about modifying the default preset tree, so that allready existing maps that use the CY, CC, & Repair Pads will work.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Aircraftkiller on Wed, 23 Apr 2003 01:18:13 GMT
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It's more than the Communications Centers, Construction Yards, and Repair Facilities.

There's also sounds for the Shrine of Nod, the Tiberium Silo, Helicopter Pad, and Science Facility also known as the Mutant Lab.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Aircraftkiller on Sun, 18 May 2003 10:50:57 GMT
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Alright, I've started on this... Since no one else has any mainstream maps that have any aforementioned structures, I'll be using a modified strings.tdb file that corresponds with a temped version of each sound preset that needed fixing... So if you're ever playing one of my new maps, you'll be on The Pits and hearing it properly for once.

Each map I do from Metropolis onward will utilize that strings.tdb file and the temped presets. Anyone can ask me for the temps to use, which will also let you use the Recon Bike, upgraded MRLS and Mammoth Tank, plus some other stuff.

Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Titan1x77 on Sun, 01 Jun 2003 13:50:09 GMT
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may i please use the temps....I figured out the mrl's and recons

do i need the strings.ddb from the new bunkers in level edit or can i just temp a preset and uncheck 3d sound?