Subject: Sounds

Posted by Anonymous on Fri, 31 Jan 2003 08:27:00 GMT

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Involves converting AUD to WAV (not sure if it can be done with XCC?) then getting the name of the sound you wish to change from the always.dat and then renaming the sound from RA to the name of the one you wish to replace from the always.dat Then you place the RA sound with the renegade sound name in the data directory.E.G. Tanya's Lock And Loaded Sound (called ***********.AUD)(don't know its name) you convert it to **********.WAV then you go into the always.dat . Next you find the sound that you wish to replace in the always.dat (e.g. boink is correction3.wav) with this sound you take down the name but do not do anything with the file in the always.dat . Then you reneame ********.WAV to correction3.wav or whatever you found in the always.dat . Finally copy the new file to your renegade data directory.Hope that helps a little [January 31, 2003, 08:29: Message edited by: General Havoc]