
Subject: Re: Hacking Sound Effects In Renegade?
Posted by [Omar007](#) on Thu, 28 Apr 2011 10:34:05 GMT
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You don't 'hack' the sound.

You just place a sound file into your data folder with the name of the obelisk sound and/or cannon sound.

Renegade takes files in the data folder over files in it's own always.dat file thus loading that custom sound.
