Subject: Footsteps
Posted by MilkyLep on Mon, 05 Jul 2004 22:40:13 GMT
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Does anyone know how to change the sound of the footsteps...or where i can find it in always.dat?

Subject: Re: Footsteps
Posted by npsmith82 on Tue, 06 Jul 2004 01:57:54 GMT
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MilkyLepDoes anyone know how to change the sound of the footsteps...or where i can find it in always.dat?

All wav's between:
stpccw1.wav -> stpwdw7.wav

There are 107 footstep samples in total for the different surfaces. As far as i can remember, all of them are used.

However, only a selection are actually used in the material presets that exist on the current Westwood maps.

Subject: Footsteps
Posted by z310 on Tue, 06 Jul 2004 03:55:08 GMT
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Isnt there a program to look into the .dat files.... ive been looking for it

Subject: Footsteps
Posted by Deathgod on Tue, 06 Jul 2004 06:14:49 GMT
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XCC Mixer is what you're looking for. http://xccu.sourceforge.net/utilities/XCC_Mixer.zip

That will allow you to extract stuff from .dat files in Renegade, among other things.

Subject: Footsteps
Posted by MilkyLep on Tue, 06 Jul 2004 22:49:34 GMT
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ugh thats alot....107.....thanks though

about looking through the dat files i use RenegadeEx...but only because XCC Mixer doesnt work for me
http://www.phirejz.com/milky/Renegade%20Programs/ENTER%20HERE/rex_101_release_build74.zip

^^^ thats it

Subject: Footsteps
Posted by z310 on Wed, 07 Jul 2004 00:21:14 GMT
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thnx both ya... XCC mixer dont work on my com either

Subject: Footsteps
Posted by SS217 on Wed, 07 Jul 2004 01:03:35 GMT
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HOI

Subject: Footsteps
Posted by U927 on Wed, 07 Jul 2004 01:40:08 GMT
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KONGE