
Subject: Some sool sounds

Posted by [csskiller](#) on Mon, 11 Oct 2004 17:42:39 GMT

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Just todfay I was browsing my always.dat with xcc mixer and I found these sound filles:

I'm wondering what ever happened to these sounds, I've never heard these in sp or mp. And maybe implement them into Renegade sometime?

They really give a feel of being in a war zone.

Subject: Some sool sounds

Posted by [Naamloos](#) on Tue, 12 Oct 2004 11:35:45 GMT

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They are used in SP, and a few fan made maps.

And they suck, it's annoying to hear the same gun shots, heli fly overs and explosions over and over and over again.

Subject: Some sool sounds

Posted by [zunnie](#) on Tue, 12 Oct 2004 16:33:13 GMT

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There alot of nice sounds in always.dat ya, shame they arent used.

[zunnie]

Subject: Some sool sounds

Posted by [EA-DamageEverything](#) on Mon, 17 Jan 2005 01:56:26 GMT

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bringtopicupontop

You can use the sounds randomly ingame if it's Dedicated (or FDS) so all players can her them. Use the SNDA string=

IE: (F8 at -host a game) snda outro1.wav makes: "Ey you -I got a present for ya!"

Subject: Some sool sounds

Posted by [Deactivated](#) on Mon, 17 Jan 2005 20:10:29 GMT

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EA-DamageEverythingIE: (F8 at -host a game) snda outro1.wav makes: "Ey you -I got a present for ya!"

That sound was made for the main character when Renegade was still actually about Tiberian Dawn. It's Commando's voice, by Frank Klepacki.

Subject: Sounds

Posted by [bbtgamer](#) on Thu, 27 Jan 2005 16:10:35 GMT

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You also ccan make you're own sounds on Renegade. I made my own replacement for the "boink" sounds if you kill somebody.

Subject: Some sool sounds

Posted by [danpaul88](#) on Thu, 27 Jan 2005 20:29:07 GMT

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most of the files in there were never actually used in renegade at all, they were either for sp levels they never made or modified, or mp sounds they never implemented :rolleyes:

Subject: Some sool sounds

Posted by [Pendullum](#) on Fri, 28 Jan 2005 20:46:48 GMT

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theres even some old sounds in there from an early alpha version. the Westwood team acted out the scenes themselves and use these sounds as placefillers untill they recorded the real things. They werent removed
