Subject: Finding and disabling a sound
Posted by **sirjosh** on Sun, 11 Feb 2007 20:26:03 GMT
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hi everyone.

i'm not really a modder, i just want to disable the siren sound when a beacon is placed, since my mental sanity is in serious danger when the sirens go off due to beacon spamming

so this would only be a client side thing, and i hope renguard doesn't prevent me to disable a sound. the option "play renguard sounds" in the renguard options tab did not disable it.

so, my question would be:
how do i find and disable that siren sound for my client, and which tools should i use for that?

i downloaded XCC Mixer and searched through the always.dat file already, but the names of the files are cryptic to me... is there any list of sound contents where i can just search for keywords like "siren" or "alarm"? or does anyone know which sound file is that siren?

thanks

Subject: Re: Finding and disabling a sound
Posted by **Slave** on Sun, 11 Feb 2007 20:49:47 GMT
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nuke_strike_buildup.wav

Subject: Re: Finding and disabling a sound
Posted by **jamiejrg** on Sun, 11 Feb 2007 22:30:02 GMT
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pretty sure you can make a blank .wav file and name it the exact same, and put it in your data fold in your ren directory. If it doesnt like that then just lower the db of the original wav file with a program like audacity.

Jamie

Subject: Re: Finding and disabling a sound
Posted by **sirjosh** on Mon, 12 Feb 2007 05:15:16 GMT
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thanks, but nuke_strike_buildup.wav isn't the file i'm looking for. although it is some kind of siren too, it's not the one that gives me headache.

i'm looking for the siren sound that was added with renguard (before renguard installation i did not hear it)... it's the siren sound that plays through the whole 30 seconds of countdown.

thanks for trying to help though, and for the fast replies.
any ideas about the file i'm looking for? i think i've tried all the nuke_* files...

Subject: Re: Finding and disabling a sound
Posted by sirjosh on Mon, 12 Feb 2007 06:16:11 GMT
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i just found what i was looking for.

i was assuming that all the files were located only in the .dat files... but the always.dbs file contains exactly those horrible new siren sounds.

thought i'd post that just in case someone was having the same problem.

Subject: Re: Finding and disabling a sound
Posted by sirjosh on Mon, 12 Feb 2007 07:39:59 GMT
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to those interested:

to get rid of the siren sound i did the following:

- replaced M00EVAG_DSGN0071I1EVAG_SND.WAV with a copy of M00EVAN_DSGN0076I1EVAN_SND.WAV
- replaced M00EVAN_DSGN0075I1EVAN_SND.WAV with a copy of M00EVAG_DSGN0072I1EVAG_SND.WAV
- replaced Nuke_Strike_Buildup.wav with a 10.x second mix of files m00evag_dsgn0077i1evag_snd.wav through m00evag_dsgn0087i1evag_snd.wav

i'll try to attach the sound files... placing them in your renegade\data folder should stop the headache.

File Attachments
1) NoHeadache.zip, downloaded 93 times

Subject: Re: Finding and disabling a sound
Posted by jnz on Mon, 12 Feb 2007 09:32:28 GMT
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:/ when i had rengaurd i couldn't hear it.