
Subject: Finding and disabling a sound
Posted by [sirjosh](#) on Sun, 11 Feb 2007 20:26:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

nuke_strike_buildup.wav

Subject: Re: Finding and disabling a sound
Posted by [jamiejrg](#) on Sun, 11 Feb 2007 22:30:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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 rengaard (before rengaard 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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

to those interested:

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

- replaced M00EVAG_DSGN007111EVAG_SND.WAV with a copy of M00EVAN_DSGN007611EVAN_SND.WAV
- replaced M00EVAN_DSGN007511EVAN_SND.WAV with a copy of M00EVAG_DSGN007211EVAG_SND.WAV
- replaced Nuke_Strike_Buildup.wav with a 10.x second mix of files m00evag_dsgn007711evag_snd.wav through m00evag_dsgn008711evag_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 131 times

Subject: Re: Finding and disabling a sound
Posted by [jnz](#) on Mon, 12 Feb 2007 09:32:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

:/ when i had rengaard i couldn't hear it.
