
Subject: Sounds

Posted by [Anonymous](#) on Thu, 30 Jan 2003 20:57:00 GMT

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I was wondering if the sounds from Red Alert 2 could be used in Renegade? I was thinking of Clint Eastwood , Aronld Schr well thats spelled wrong but you know whom I'm refering to. Also Tanya her sounds Cha-ching! locked and loaded! and Yeah baby!! so if any one thinks this can be done or wants to do it please e-mail me at johnraymondevans@hotmail.com P.S. I'm only asking cause I dont have a clue how to do this Thanks inadvance.

Subject: Sounds

Posted by [Anonymous](#) on Fri, 31 Jan 2003 04:24:00 GMT

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Yes, it possible, but I can't explain how.

Subject: Sounds

Posted by [Anonymous](#) on Fri, 31 Jan 2003 07:46:00 GMT

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Can or will you do it please?

Subject: Sounds

Posted by [Anonymous](#) on Fri, 31 Jan 2003 08:27:00 GMT

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Involves converting AUD to WAV (not sure if it can be done with XCC?) then getting the name of the sound you wish to change from the always.dat and then renaming the sound from RA to the name of the one you wish to replace from the always.dat Then you place the RA sound with the renegade sound name in the data directory.E.G. Tanya's Lock And Loaded Sound (called *****.AUD)(don't know its name) you convert it to *****.WAV then you go into the always.dat . Next you find the sound that you wish to replace in the always.dat (e.g. boink is correction3.wav) with this sound you take down the name but do not do anything with the file in the always.dat . Then you rename *****.WAV to correction3.wav or whatever you found in the always.dat . Finally copy the new file to your renegade data directory.Hope that helps a little [January 31, 2003, 08:29: Message edited by: General Havoc]

Subject: Sounds

Posted by [Anonymous](#) on Fri, 31 Jan 2003 08:54:00 GMT

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if someone can convert sme aud to wav files for me, give me a ring, ok? thx.

Subject: Sounds

Posted by [Anonymous](#) on Fri, 31 Jan 2003 17:55:00 GMT

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wow well im not able to do that its to much 4 me im more into downloading and playing i was just seeing if anyone wanted to do that and if they do great so thanks 4 the info and deaf wasp can u send me a non fileplanet link to cambodia?

Subject: Sounds

Posted by [Anonymous](#) on Fri, 31 Jan 2003 18:39:00 GMT

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I did some searching on the net and I found a program called Winripper. It will rip the sound from in a file or a CD and will convert it to wav. I just tried it with my Red Alert game I have for PC and I have all the sounds!!!! There aer some good ones here to. Oh here is the link
<http://www.webattack.com/get/winripper.shtml>.

Subject: Sounds

Posted by [Anonymous](#) on Fri, 31 Jan 2003 18:43:00 GMT

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I well . I was just listening to the sounds and all they are is the computerized male voice going "Mission Accomplished" and so on. I remeber another program that I can get the sound like gun firing and Tanya takings.

Subject: Sounds

Posted by [Anonymous](#) on Fri, 31 Jan 2003 18:48:00 GMT

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thanks if you get it working link it 4 me ok?? thanks in advance

Subject: Sounds

Posted by [Anonymous](#) on Fri, 31 Jan 2003 18:58:00 GMT

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OK might have have found a way but I'm going to play MOHAA for a while. I'll try after. [January 31, 2003, 19:04: Message edited by: Renegade10]

Subject: Sounds

Posted by [Anonymous](#) on Fri, 31 Jan 2003 19:46:00 GMT

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I've done it. Ok useing Winripper I went on the CD and ripped all the sounds from the main.mix and when it was done I have them all. The men taking and well I have to listen to them all. Now I ripped the sounds from Red Alert 1 but I think you rip the sounds from RA2 too. Just start ripping from the files. The sound have to be stored in on file. Once you fiind the files rip and enjoy.
