
Subject: Help with Intro movie (.bak)

Posted by [drunkill](#) on Tue, 29 May 2007 04:28:46 GMT

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Hey,

I need a bit of help with the renegade intro movies, I've tried replacing them with other .bak files with the same name and all, but when i go ingame they lack sound. I remember about a year ago someone posted a solution on the APB forums, but I can't find it. Does anyone know how to fix this so the movie I place in the folder plays it's music?

I'm converting a short AVI to the bak with the RAD video tools.

Help would be appreciated.

Subject: Re: Help with Intro movie (.bak)

Posted by [drunkill](#) on Tue, 29 May 2007 14:52:34 GMT

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Anyone?

Subject: Re: Help with Intro movie (.bak)

Posted by [havoc9826](#) on Tue, 29 May 2007 19:01:10 GMT

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Uh, isn't the Bink file extension .bik ?

Subject: Re: Help with Intro movie (.bak)

Posted by [icedog90](#) on Tue, 29 May 2007 19:02:50 GMT

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Yeah... it should be .bik. Maybe you're putting the wrong file in there? I think when you convert something to .bik it makes a .bak too.

Subject: Re: Help with Intro movie (.bak)

Posted by [drunkill](#) on Wed, 30 May 2007 15:41:29 GMT

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err, yeah i mean .bik I was tired.

Anyway, it's been a problem for ages, trying to replace the APB intro, but the file never has sound. Not sure if it's the encoding, or if somethings just weird. I remember about a year or two

ago someone posted a solution for it, but I've forgotten it, and that was on the old APB boards which have been lost.

Trying to make a new intro video for APB, but if there is no sound, it's kinda pointless.

Subject: Re: Help with Intro movie (.bak)

Posted by [Genesis2001](#) on Wed, 30 May 2007 16:26:45 GMT

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Ask the *old* Reborn team? I know they replaced the EA intro movie in the *old* beta they have released a year or so ago.

-MathK1LL

Subject: Re: Help with Intro movie (.bak)

Posted by [drunkill](#) on Thu, 31 May 2007 08:04:04 GMT

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more like 3 years ago.

I guess i'll just have to search some more.

Subject: Re: Help with Intro movie (.bak)

Posted by [Ryu](#) on Thu, 31 May 2007 11:30:54 GMT

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Tryed setting the Audios BitRate to a higher level on the .AVI?

Could work.

Subject: Re: Help with Intro movie (.bak)

Posted by [drunkill](#) on Thu, 31 May 2007 16:39:57 GMT

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Nope =\ Didn't work. Still no sound ingame.

Bugger.

Subject: Re: Help with Intro movie (.bak)

Posted by [rm5248](#) on Fri, 01 Jun 2007 01:39:33 GMT

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Dunno if this would help, but it's on the FAQ.

Quote:When I compressing or converting some movies, I don't get any sound or I get an "error opening audio file" message - what's up?

The RAD Video Tools uses QuickTime to import compressed sound formats. Make sure you have the latest version of QuickTime from www.apple.com installed with all of the optional components. Since almost all computers have QuickTime installed, this usually means that the optional components are missing. To fix this, redownload QuickTime and choose "custom" installation - then mark all of the optional components and wait for everything to be downloaded and installed.

If that doesn't help, then you may be trying to convert a protected movie. QuickTime allows the movie creators to mark a movie as playback only - no saving or exporting allowed. When this happens, Bink can still read the video, but the audio is locked into the QT file. This is just a QuickTime copy protection feature - there is no way around it.

Subject: Re: Help with Intro movie (.bak)

Posted by [drunkill](#) on Fri, 01 Jun 2007 07:56:20 GMT

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cheers, i'll update quicktime and try it out in a bit.
