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Subject: Sound Help

Posted by [medmech12](#) on Tue, 11 Nov 2008 15:02:01 GMT

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Hey guys, I tried to import starcraft sounds into renegade using leveledit. When I fired up my objects.ddb, you can't hear any firing sounds nor death sounds. Can someone help me out?

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Subject: Re: Sound Help

Posted by [LR01](#) on Tue, 11 Nov 2008 15:39:17 GMT

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ueh, what did you exactly do?

(if you just want to hear sounds used by renegade use XCC mixer)

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Subject: Re: Sound Help

Posted by [samous](#) on Tue, 11 Nov 2008 16:36:33 GMT

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the sounds also have to be in the right format 2....

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Subject: Re: Sound Help

Posted by [medmech12](#) on Tue, 11 Nov 2008 21:10:37 GMT

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its in the same format as any other renegade sound

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Subject: Re: Sound Help

Posted by [Gen\\_Blacky](#) on Tue, 11 Nov 2008 23:23:14 GMT

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reny can use .mp3 and .wav and proly others

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Subject: Re: Sound Help

Posted by [samous](#) on Tue, 11 Nov 2008 23:30:34 GMT

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i ment the stats, not the extention. Like for example, it has to have 300 amps or something.

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Subject: Re: Sound Help

Posted by [Jerad2142](#) on Wed, 12 Nov 2008 15:01:40 GMT

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medmech12 wrote on Tue, 11 November 2008 08:02Hey guys, I tried to import starcraft sounds into renegade using leveledit. When I fired up my objects.ddb, you can't hear any firing sounds nor death sounds. Can someone help me out?

Make sure you didn't host it as a dedicated server first and then normal, because that seems to kill Renegade's sounds.

Gen\_Blackx wrote on Tue, 11 November 2008 16:23reny can use .mp3 and .wav and proly others Just .mp3 and wav.

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Subject: Re: Sound Help

Posted by [medmech12](#) on Thu, 13 Nov 2008 01:12:35 GMT

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ok nvm i found an alternate solution. i renamed the new rile firing sound i wanted to rifle\_fire. it works fine now, but the sound is very low

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