
Subject: Some RUINED Sound files....
Posted by [Zhakami](#) on Sat, 29 Aug 2009 13:07:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

What will happen to them?
Are they useless?

In always.dat i see a lot of building and vehicle soundfiles which were not being used =/

As in the Mammoth Rotating turret sound
As in the Tank moving tracks sound [well i dont clearly remember if there were...]

The Harvester engine sound =/
The Refinery door open sound =\

The Power plant Power up and power down sound =/

The Tank bounce sound

And the rest?

Is it possible?

=|

Subject: Re: Some RUINED Sound files....
Posted by [ErroR](#) on Sat, 29 Aug 2009 17:44:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

The harvester engine start and stop sound is used when he docks at the refinery and goes away from it, also the Nod Truck uses the same start stop sounds AFAIK

Subject: Re: Some RUINED Sound files....
Posted by [Gen_Blacky](#) on Sun, 30 Aug 2009 01:49:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

they are almost all used in single player

Subject: Re: Some RUINED Sound files....
Posted by [GEORGE ZIMMER](#) on Mon, 31 Aug 2009 22:13:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Sat, 29 August 2009 20:49they are almost all used in single player

Wrong, there's plenty of unused sound files. Some were outright meant for multiplayer (Classes saying stuff based on events... IE, spotting an enemy, being hit, etc). They weren't used in single player.

Some of these sounds could very well be used in Renegade in its current state without changing up gameplay alot. I'd like to see this done.

Subject: Re: Some RUINED Sound files....
Posted by [Zhakami](#) on Tue, 01 Sep 2009 10:14:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wrong. There's a REAL Harvester engine sound. Truck engine and Harvester engine sounds are different =/

And there's a refinery and harvester dock sound.

In Single player there's a lot of Dialog sounds which are useless.
Not the Cinematic sounds. =/

Mission 6 AKA M05.mix Should have MRLS. In the sounds told me =/

Supposed to be CTF mode has some Conversation sounds.....

And hell more.

Dear me, there are still more than sounds.

INTRO?

Hmmmmmm I think there is an Intro other than the intro movies =/

Subject: Re: Some RUINED Sound files....
Posted by [Reaver11](#) on Tue, 01 Sep 2009 10:29:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes there is a harvester engine sound it is used by the ssm launcher but well I doesnt sound like a heavy truck engine. As with all of the skipped stuff there is a reason for it.

If you really want to hear about old stuff you should listen all the tutorial sounds. It states the agt was playercontrolled and there was info about a constructionyard. They even explain that the current buildings in the tutorial maps are dummy buildings and the real ones in the field are bigger. (The dummy buildings are the current mp buildings without elevators)

I believe these are the tutorial sounds (Use Xcc mixer) ->
mtudsgn_dsgn etc.

Subject: Re: Some RUINED Sound files....
Posted by [Zhakami](#) on Tue, 01 Sep 2009 10:42:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not only Conyard but Com center too. And Sydney was supposed to be in the Com center not in the AGT.

In Mobius Escape mission [Forgot what M0X.mix is that]

Mobius didn't explained that blue tiberium first. There were more before the Tiberium is going to.
=/

Subject: Re: Some RUINED Sound files....
Posted by [GEORGE ZIMMER](#) on Wed, 02 Sep 2009 05:41:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, TT can't much bring in a conyard and com center in Renegade as it is now, but they can certainly use the unused dialogue sounds (as in, the ones used for getting hit, getting a kill, etc).
