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Subject: The Renegade Crysis Soundpack Version 0.2

Posted by [PGPG](#) on Sat, 02 Jul 2011 15:57:28 GMT

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Hey Renegade-players.

Current Version: 0.2

Here I've taken some sounds from CRYTEKS brilliant Ego-Shooter "CRYSIS". Crysis is one of the best source getting high quality soundfiles, so I decided to just move some sounds from Crysis to Renegade. In the first version, there are already very many soundfiles:

Toggle Spoiler

- Medium Tank
- Mammoth Tank
- Autorifle
- Sniper rifle
- Ramjet
- Pistol (SOCOM sounds)
- Humvee
- GDI Apc
- MRLS
- Shotgun
- Volt rifle
- Grenade Launcher
- Rocket Launcher
- Chaingun
- Railgun

In version 0.2 there are only some small changes: the railgun and the mammoth tank.

More sounds will be in the next version.

The first file which I uploaded is an installer (or better an extractor). You need Microsoft's .NET Framework 2.0 or higher.

The .zip archive has been uploaded.

Download:

[Download version 0.2 \(.zip Archive\)](#)

[Download version 0.2 \(Installer\)](#)

Toggle SpoilerChangelog:

```
_____  
//_____  
//Renegade Crysis Soundpack\  
\\_____  
\\_____  
_____  
//_____  
//_____  
_____
```

Copyright © 2011 PGP

Changelog

~~~~~

Legend:

<><><>

- + new sound added
- \* sound modified
- sound removed

V 0.2

~~~~~

- + Railgun
- \* Mammoth fire added

V 0.1

~~~~~

- + Medium Tank
- + Mammoth Tank (not complete, i don't know the shooting-soundfile)
- + Autorifle
- + Sniper rifle
- + Ramjet
- + Pistol
- + Humvee
- + GDI Apc
- + MRLS
- + Shotgun
- + Volt rifle
- + Grenade Launcher
- + Rocket Launcher
- + Chaingun

If I can't post it here in the forum 'cause of it's from Crytek, please say it. I'm really sorry.

Enjoy!

Subject: Re: The Renegade Crysis Soundpack Version 0.2

Posted by [HaTe](#) on Sat, 02 Jul 2011 16:06:38 GMT

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I would love to try this out, but have never been able to play Crysis, so I'm not sure about the sounds. Perhaps a preview?

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Subject: Re: The Renegade Crysis Soundpack Version 0.2

Posted by [PGPG](#) on Sat, 02 Jul 2011 16:19:42 GMT

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Yes I will try to manage a video tomorrow, but the sounds are not so developed yet, but Im sure you'll like it

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Subject: Re: The Renegade Crysis Soundpack Version 0.2

Posted by [Sir Kane](#) on Sat, 02 Jul 2011 21:53:39 GMT

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You're slapping a copyright on stolen work?

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Subject: Re: The Renegade Crysis Soundpack Version 0.2

Posted by [iRANian](#) on Sat, 02 Jul 2011 22:11:00 GMT

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haha

@sk: the images in your signature aren't displaying here anymore

---

Subject: Re: The Renegade Crysis Soundpack Version 0.2

Posted by [Sir Kane](#) on Mon, 04 Jul 2011 20:43:24 GMT

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The images display just fine for me.

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Subject: Re: The Renegade Crysis Soundpack Version 0.2

Posted by [Spyder](#) on Mon, 04 Jul 2011 20:51:58 GMT

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Sir Kane wrote on Sat, 02 July 2011 23:53 You're slapping a copyright on stolen work?

I think he's copyrighting the changelog

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Subject: Re: The Renegade Crysis Soundpack Version 0.2

Posted by [iRANian](#) on Mon, 04 Jul 2011 21:36:11 GMT

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show up like <http://i.imgur.com/C9EVr.png> for me

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Subject: Re: The Renegade Crysis Soundpack Version 0.2

Posted by [kamuixmod](#) on Mon, 04 Jul 2011 21:36:53 GMT

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which Browser do you use?

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Subject: Re: The Renegade Crysis Soundpack Version 0.2

Posted by [PGPG](#) on Wed, 06 Jul 2011 15:57:43 GMT

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Spyder wrote on Mon, 04 July 2011 13:51 Sir Kane wrote on Sat, 02 July 2011 23:53 You're slapping a copyright on stolen work?

I think he's copyrighting the changelog

Yes i copyright the changelog and the readme, not the sounds ^^ . I didn't get a video managed in the past days. Sorry for that :S

I tried to built up (more or less) a DX11 Engine . That's why I'm so busy (also other things)

PS: I've really problems with DXSDK

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