
Subject: Audio Drivers

Posted by [papaelbo](#) on Wed, 14 Sep 2011 05:39:17 GMT

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Hi

Does anyone know if there is a reason why i would be restricted to Miles 2D Positional audio only with TT? Or is this a known Windows 7 issue?

Under XP i was able to use all the audio options A3D, EAX etc... Now i can only select basic Miles 2D stereo and its not very good at all (especially with the repair guns).

I have updated all my audio drivers several times and tried to read up on people with similar problems but no luck. Im using onboard nForce 780i Realtek ALC888S which is more than capable.

<http://www.realtek.com.tw/products/productsView.aspx?Langid=1&PNid=24&PFid=28&Level=5&Conn=4&ProdID=135>

Subject: Re: Audio Drivers

Posted by [sla.ro\(master\)](#) on Wed, 14 Sep 2011 06:33:08 GMT

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Vista/7 removed the old 3D driver and replaced with a newer one, but most games have problems and some doesn't, ren is one with problems on it. for realtek try get Realtek 3D Sound back, but won't work only if u use a trick, put your ren folder on 3D Sound Back and make a copy of game.exe and rename it to wwconfig.exe (first rename wwconfig.exe to wwconfig2.exe), open game (do not forget to set on 3D sound back enabled on your game/folder) and u should have 3D Sound (goto options ingame and set a 3D driver)

ps: at me works

Subject: Re: Audio Drivers

Posted by [papaelbo](#) on Wed, 14 Sep 2011 12:56:52 GMT

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Ha ha, thanks!

I already downloaded the 3D Soundback thinking that should be it, but it didnt do anything. Even when i try to load it, nothing happens.

Anyway, i followed your instruction:

1. Copy 3D Soundback files to Renegade folder
2. Rename game.exe to wwconfig.exe

3. Load renegade

Got this...

Toggle Spoiler

I actually LOL'ed at how simple that was and I have no idea what the point of renaming game.exe to wwconfig.exe is but it worked. I changed them back so the TT Launcher can work still.

Only problem is I dont have the one i wanted, the A3D driver. The files are in the renegade folder, it obvioulsy doesnt want to load them still.

Do you get this on your setup?

File Attachments

1) [Untitled.jpg](#), downloaded 340 times

The image shows a Windows 7 desktop environment. The main window is 'Computer', displaying a list of drives and folders. On the right, a 'Renegade Config' window is open, showing audio settings for 'Command & Conquer: Renegade'. The 'Performance' tab is selected, showing the audio driver as 'Creative Labs EAX (TM) Creative Labs EAX 2 (TM) DirectSound3D Hardware Miles Fast 2D Positional A...'. Under the 'Volume' section, 'Sound Effects', 'Music', 'Dialog', and 'Cinematic' are all checked. The 'Quality' is set to '16 Bit' and 'Playback' is '44 kHz'. 'Stereo' is also checked.

Computer Window Content:

- Organize | System properties | Uninstall or change a program | Map network drive
- Search Computer
- Favorites: Desktop, Downloads, Recent Places
- Libraries
- Homegroup
- Computer
 - Windows 7 + Program Files (C:)
 - Steam + Other Games (D:)
 - FRAPS (E:)
 - Local Disk (F:)
 - Local Disk (G:)
 - Local Disk (H:)
 - Local Disk (I:)
 - Backups (J:)
 - Windows XP (K:)
 - Program Files (L:)
 - Downloads (M:)
 - Games (N:)
 - TV (O:)
 - Music (P:)
 - Films (Q:)
 - Emulators (R:)
- Network

Renegade Config Window Content:

- Renegade Config
- Video | Audio | Performance
- Driver: Creative Labs EAX (TM), Creative Labs EAX 2 (TM), DirectSound3D Hardware, Miles Fast 2D Positional A...
- Volume
 - Sound Effects
 - Music
 - Dialog
 - Cinematic
- Quality: 16 Bit | Playback: 44 kHz
- Stereo

System Information:

- HOME Workgroup: WORKGROUP
- Memory: 8.00 GB
- Processor: Intel(R) Core(TM)2 Qua...

Subject: Re: Audio Drivers

Posted by [sla.ro\(master\)](#) on Wed, 14 Sep 2011 16:32:39 GMT

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yes, i get it too and if u rename game.exe to wwconfig.exe u will can have it ingame. good luck

Subject: Re: Audio Drivers

Posted by [Prulez](#) on Wed, 14 Sep 2011 20:48:52 GMT

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On an unrelated note; holy shit; those are quite some partitions you have there. Howmany gig's of storage space do you have?!

Subject: Re: Audio Drivers

Posted by [papaelbo](#) on Wed, 14 Sep 2011 21:36:34 GMT

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Ha ha, i now have 4 x 1TB drives split equally into 4 partitions of approx 232GB. So yeah, a lot!

Had 2 drives for XP and bought 2 more for Win7. Was originally going to have a dual boot system but havent set it up yet. May do that for Ren since this audio thing isnt working out. I have the D3D and EAX back but the A3D is the one i need. D3D is too loud on SFX and too quiet on Voices/Cinematics. Volume controls dont have much effect. The EAX I+II reverb just sounds bad with headphones.

Another option is to plug in my X-fi card again and use Creative Alchemy. Didnt really want to do that though as i thought the onboard Realtek sounded better than the X-fi!!! Also its a tight fit with the only PCIe slot free being the one in between my 2 560ti SLI cards.

Subject: Re: Audio Drivers

Posted by [papaelbo](#) on Sat, 17 Sep 2011 17:16:57 GMT

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Hi

Just a quick update so anyone interested knows:-

Realtek Soundback Beta must be run in Vista SP2 compatibility mode in Win7. The program is identical to Creative ALchemy.

You can add Renegade to the game list quite easily and there is no need to do all the copy/paste stuff above - although that does still work.

Unfortunately, i couldnt fix the sound issues with Soundback Beta. Ie. in-game volume levels of

SFX/Voices/Cinematics etc... Maybe others will have better luck with that.

I installed my X-Fi Xtreme Audio card and using ALchemy it still only activated D3D and EAX I+II. However, sound quality was much improved and D3D is now almost identical to A3D. So im sticking with that!

Subject: Re: Audio Drivers

Posted by [iRANian](#) on Sat, 17 Sep 2011 17:27:10 GMT

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I used Soundback in Vista compatibility mode but even after running the program, adding Renegade and enabling it, I still only get the Miles 2D driver.

Subject: Re: Audio Drivers

Posted by [papaelbo](#) on Sat, 17 Sep 2011 18:33:15 GMT

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I had the same issue when trying to add the game using the "add registry path" function. When i used "add game path" instead, I set the path to the "Renegade" game folder, then enabled and it worked.

To be fair, all it does is copy some of the files from the Soundback folder into the Renegade folder (as sla.ro(master) described initially).
