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Subject: OT?: DJLaptop, i have a question for you.  
Posted by [Griever92](#) on Tue, 09 Sep 2003 15:05:50 GMT  
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I didnt know whether to post this as off topic, as it has to do with modding, but not the game, Sound modding.

I just would like to know what program you use to mod/mix sound files, What is the cost of the program, where is their site located, etc.?

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Subject: OT?: DJLaptop, i have a question for you.  
Posted by [Dante](#) on Tue, 09 Sep 2003 18:46:48 GMT  
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heh, he probably uses one of the several radio stations he works at's equipment for the voice recording, then some uber expensive mixing hardware to put it together on some uber expensive software.

its all professional tools (not ProTools i don't think), most normal people never get a chance to play with these, or have a voice like that.

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Subject: OT?: DJLaptop, i have a question for you.  
Posted by [Griever92](#) on Wed, 10 Sep 2003 00:10:47 GMT  
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Danteheh, he probably uses one of the several radio stations he works at's equipment for the voice recording, then some uber expensive mixing hardware to put it together on some uber expensive software.

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yeah,

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Subject: OT?: DJLaptop, i have a question for you.  
Posted by [Blazer](#) on Wed, 10 Sep 2003 05:56:56 GMT  
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I've seen some of the stuff he uses, and sadly it costs more than mere mortals can afford

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Subject: OT?: DJLaptop, i have a question for you.

Posted by [MonkeyPhonic](#) on Wed, 10 Sep 2003 11:05:04 GMT

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Blazer!ve seen some of the stuff he uses, and sadly it costs more than mere mortals can afford

However, a fairly decent audio set up shouldn't cost you the earth. In the past I've been lucky enough to work with some seriously expensive gear, including a 2 million pound Neve SSL studio, \*drools at the memory\*. However game audio is not quite in need of such expensive rigs to create good output. Here's a couple of suggestions for some stuff to own.

Sadly CoolEdit have been devoured by Adobe, who only provide one product now and don't provide a cheap option. However, all your editing needs are pretty much sewn up with this prog, with the option of direct X plugins it's nicely expandable. A good solid audio editor that has served me well over the last few years. At 300 bucks it is a little bit on the pricey side for the home user, but it really does do all your audio needs. Unless your working on GameCube, tho they may have fixed that minor issue in the newer release.

<http://www.adobe.com/products/audition/main.html>

Then, there's also Sonic Foundry's Sound Forge

Available in a full on all singing dancing version

<http://www.sonicfoundry.com/products/showproduct.asp?PID=668>

or a slimmed down less complex version

<http://www.sonicfoundry.com/products/showproduct.asp?PID=718>

Sound forge is the dogs whatsits. It's one of the most widely used progs out there in the game industry, probably more so than cooledit/audition. The full version is a bit heavy on the wallet at 400 bucks, however there is a much slimmed down version for 70 bucks, and thats a good price for a seriously good sound editor.

For an even more budget option there's Goldwave

<http://www.goldwave.com/>

Not a bad prog, I've heard some people say some good things about it, but by no means an industry standard, tho for 40 bucks, it's pretty affordable for a home user and can be downloaded to try before you buy. I haven't used it so I can't really comment, download it, give it a go, if it does what you want get a license.

As for mic's soundcards and so on, ask 10 people and you'll get 10 different opinions.

My old setup used to be a shure SM58, a good solid dynamic mic, good for all sorts of applications from vocal to car engine recording

<http://www.shure.com/microphones/models/sm58.asp>

An AKG C-1000, nice condenser mic  
A Tascam DAP-1 DAT tape recorder, very pricey but solid as a rock for digital recording  
[http://www.tascam.com/products/dat\\_recorders/dap1/index.php](http://www.tascam.com/products/dat_recorders/dap1/index.php)  
and an Audigy Platinum.

But there's all kinds of mini disk, DAT, MP3 recorder options and combinations to suit your budget, my advice would be to stick with digital where possible.

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Subject: OT?: DJLaptop, i have a question for you.  
Posted by [pulverizer](#) on Thu, 11 Sep 2003 14:23:49 GMT  
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Quote:But there's all kinds of mini disk, DAT, MP3 recorder options and combinations to suit your budget, my advice would be to stick with digital where possible.

yeah, digital is what you need, then you don't lose any sound quality.  
the problem is , good sound material is so damn expensive. .

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Subject: OT?: DJLaptop, i have a question for you.  
Posted by [Dante](#) on Mon, 15 Sep 2003 20:39:35 GMT  
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im pretty sure monkey that he meant what type of stuff is he recording his voice for the "commercial-like" mp3's that he is making, since he works at a couple of radio stations, this allows him usage of all the fun toys, then he probably uses some uber high tech sound editing software run through the mixing boards etc... etc.... etc...

hey, anyone who can take years of Rick D's sound bytes, and put together a 4 hour show, gets my vote for sound genius

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Subject: OT?: DJLaptop, i have a question for you.  
Posted by [MonkeyPhonic](#) on Mon, 15 Sep 2003 21:03:02 GMT  
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Possibly, I'm just pointin out the cheep option, and too be honest, software options are a lot cheaper and almost as good as the hardware option these days. Most of the stuff I mentioned is in use proffessionaly.

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Subject: OT?: DJLaptop, i have a question for you.  
Posted by [MonkeyPhonic](#) on Mon, 15 Sep 2003 21:13:25 GMT  
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Getting someone with a good voice is the tricky part. Good source material is invaluable. Like the old adage goes. 'Garbage in, Garbage out'

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Subject: OT?: DJLaptop, i have a question for you.  
Posted by [Griever92](#) on Thu, 18 Sep 2003 19:32:20 GMT  
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thanks for the suggestions and now that i've looked around, i'm probably going to look at getting Soundforge.

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