
Subject: newb question about sounds

Posted by [givejoy7](#) on Sat, 27 Dec 2003 22:32:57 GMT

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Ok, I know that WW made it easy to change sounds such as the boink, etc....is there an easy way to replace all sounds? Or is there a list of file names of what sounds are, i.e. the boink being correction_3.wav, are there any others?

thanks

...ryan...

Subject: newb question about sounds

Posted by [Dante](#) on Sat, 27 Dec 2003 23:12:50 GMT

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there are 10,000 in total, could you be a bit more specific?

Subject: newb question about sounds

Posted by [IRON FART](#) on Sun, 28 Dec 2003 04:03:05 GMT

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Yup, there are LOADS of sounds.

There are alot more sounds for Single PLayer rather than Multiplayer because of the dialogue between characters, all the cinematics, and things like that.

For multiplayer there are less because everything tends to be repetitive. But dont get fooled.

There are still a sh1t load for MP too!

The Ion Cannon strike and the Nuclear Strike both have two sounds each, yet it flows so you don't really notice.

But for the most part you don't want to replace the sounds. (what are you gonna replace them all with? boinks?!)

So if you could be a LOT more specific, you could find out the filenames of certain sound then you could edit those. But you DO NOT want to replace them all.

Subject: newb question about sounds

Posted by [givejoy7](#) on Mon, 29 Dec 2003 11:12:16 GMT

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I'm not doing anything serious, so it's no big deal, but I'm looking for the radio commands and the warnings about buildings getting attacked/destroyed.

Subject: newb question about sounds

Posted by [npsmith82](#) on Tue, 30 Dec 2003 01:58:03 GMT

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A while ago i started a description of all the sounds in renegade, i did the first 2200 or so, then gave it a rest.

<http://www.thecodesmith.com/images/renegade/descriptions.ini>

It already includes most of the important sounds you're interested in. All of the building attacks/destroyed messages are under the m00 prefix, just search for "under attack" inside this file and you'll find it.

The radio commands are not in this INI file, but are easy to find. They are prefixed with m00rado_dsgn, numbers 50 through 79.

Subject: newb question about sounds

Posted by [YSLMuffins](#) on Tue, 30 Dec 2003 03:31:15 GMT

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IRON-FART

But for the most part you don't want to replace the sounds. (what are you gonna replace them all with? boinks?!)

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Hahaha!

Subject: newb question about sounds

Posted by [spreegem](#) on Tue, 30 Dec 2003 04:24:50 GMT

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That would be funny to do, replace every single sound with the boink noise LOL. walking would be boink boink boink boink, shooting boink boink boink boink, commands boink boink boink boink, vehicles boink boink boink boink music boink boink boink boink, back ground boink boink boink boink. LOL! I would love to here what Renegade is like if every single sound was a boink.

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Posted by [givejoy7](#) on Sun, 04 Jan 2004 10:47:35 GMT

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npsmith82A while ago i started a description of all the sounds in renegade, i did the first 2200 or so, then gave it a rest.

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Thanks!

Subject: newb question about sounds
Posted by [Bombario](#) on Tue, 13 Jan 2004 18:56:10 GMT
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So do you put the SFX in the Renegade/Data/ dir?
