Subject: Re: Boink sound replacement?
Posted by sadukar09 on Wed, 09 Jan 2008 20:24:02 GMT

Zion Fox wrote on Wed, 09 January 2008 12:26Something as small as a boink sound should be .wav anyway.

Decoding mp3 files for something as small as 1-3 seconds long, over and over again uses too much processing power, which slows down the game...

And actually, Sadukar, you're wrong. Window's doesn't convert files just by adding an extention, you just make it think that's the file extention.
That's what I meant >_> Its like changing a text file into a .avi