

---

Subject: always.dat multi file extraction

Posted by [dommafia](#) on Wed, 28 Apr 2004 00:29:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

using xcc mixer i can only extract 1 file a time. What i want to do is extract every wav file in the always.dat file but 1 at a time will take ages. Is there a program that can extract a whole bunch of files out of always.mix ? a la winzip.

ps in reality i'd like to extract every single file out of the always.dat file and make a folder for each type sound/w3d/text etc. Only way to test what belongs to what to know what sounds and stuff to edit to customize it.

for example (im sure a lot of u know this) after extracting the mp3 files i noticed that menu.mp3 was the background music for the game when u are in the menu. So i just renamed my "eminem - renegade.mp3" to "menu.mp3" and stuck it in the DATA folder and now i have background music that truly fits the game

---