Subject: always.dat multi file extraction
Posted by **dommafia** on Wed, 28 Apr 2004 00:29:35 GMT
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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

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Subject: always.dat multi file extraction
Posted by **IRON FART** on Wed, 28 Apr 2004 00:34:55 GMT
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RenExtractor. AKA RenEx

Google

Subject: always.dat multi file extraction
Posted by **dommafia** on Wed, 28 Apr 2004 00:49:40 GMT
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[quote="IRON-FART"]RenExtractor. AKA RenEx

i have that, didnt know it can extract :s

ps are you the IRON-fart i know from demo?

Subject: always.dat multi file extraction
Posted by **Whitedragon** on Wed, 28 Apr 2004 01:43:51 GMT
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http://cncden.com/ren_downloads/unmix-1.0.zip

Subject: always.dat multi file extraction
Posted by dommafia on Wed, 28 Apr 2004 01:45:53 GMT

Whitedragonhttp://cncden.com/ren_downloads/unmix-1.0.zip

DUDE!

translated to english: THX!

Subject: always.dat multi file extraction
Posted by IRON FART on Wed, 28 Apr 2004 04:16:05 GMT

dommafiaIRON-FARTRenExtractor. AKA RenEx

i have that, didnt know it can extract :s

ps are you the IRON-fart i know from demo?
   How many IRON FART's do you know?

Subject: always.dat multi file extraction
Posted by dommafia on Wed, 28 Apr 2004 04:51:04 GMT

IRON-FARTdommafiaIRON-FARTRenExtractor. AKA RenEx

i have that, didnt know it can extract :s

ps are you the IRON-fart i know from demo?
   How many IRON FART's do you know?

Well do you remember me ?

Subject: always.dat multi file extraction
Posted by IRON FART on Wed, 28 Apr 2004 05:36:46 GMT

)(~~*(&#)(%(#(^%#(*&[CD]dommaf[CD])(~~*(&#)(%(#(^%#(*&?

Not a clue

Subject: always.dat multi file extraction
Posted by dommafia on Wed, 28 Apr 2004 05:40:17 GMT
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IRON-FART)(~~*(&#)(%(#(^%#(*&[CD]dommaf[CD])(~~*(&#)(%(#(^%#(*&?

Not a clue

Ah! i've been reading a lot of your posts and that had me confused! I remembered you as a immature annoying kid bak in demo but in your post you seem to "have it together" so i didnt think it could be you   Nice to see you are still around even if i have never seen you play anymore . If you have msn messenger add me: argelis99@hotmail.com.

ps i quit ren for 4 months (got hooked on wolf:et) but came back home to the one game that got me hooked to online play

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Subject: always.dat multi file extraction
Posted by dommafia on Wed, 28 Apr 2004 17:41:02 GMT
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there are exactly 10,100 wav files in the always.dat   so that will answer my question about wether or not they will index them lol, thats a lot of freaking audio.

I'm thinking only 20% of those are used in multiplayer.

Subject: always.dat multi file extraction
Posted by Sir Kane on Thu, 29 Apr 2004 18:48:47 GMT
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Open always.dat in the left side of XCC mixer and choose the target directory in the right side. Then select all filles, right click them and click copy. This will extract all selected files to the directory selected on the right.