
Subject: How to enable tracked vehicle sounds
Posted by [Deactivated](#) on Sat, 31 Jul 2004 19:49:55 GMT
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Often overlooked (so I did also until now), the tracked vehicle sound effects are functional. Basically what it does is make your tracked vehicle make track noises as it rolls over terrain. The symptom: Sound0= is not defined for tracked vehicles in surfaceeffects.ini
Standard renegade tracked vehicles do not have E (engine force) applied to their wheel/track bones

1. Do your tracked vehicle model as usual.
 2. Add E to end of each WheelP bone (Eg. WheelP1LE and WheelP4RE). The sound effect will play when those wheel bones with E cross over specific terrain.
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 3. For a final touchup, edit the preset settings for the tracked vehicle sounds in Level Editor.
-

Subject: How to enable tracked vehicle sounds
Posted by [Aircraftkiller](#) on Sat, 31 Jul 2004 21:05:54 GMT
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We had a running bet on how long it would take you to steal our ideas and techniques. Looks like I won, didn't even take you a week.

Subject: How to enable tracked vehicle sounds
Posted by [Majiin Vegeta](#) on Sat, 31 Jul 2004 21:13:12 GMT
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howd he steal your ideas.. and show proof O_o

Subject: How to enable tracked vehicle sounds
Posted by [Aircraftkiller](#) on Sat, 31 Jul 2004 21:43:09 GMT
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It's all in Renegade Alert. He made several posts on our forum, before I suspended his account, saying "we'll see how long this stays private."

He's a thief who uses the guise of "i want every1 2 shar3 omg" as a way to hide his thievery. Instead of asking, or trying to do something to earn what he wants, he simply steals it or whines about it.

Subject: How to enable tracked vehicle sounds

Posted by [Renx](#) on Sat, 31 Jul 2004 21:46:46 GMT

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Rofl, maybe you should of waited just a little longer, so it would seem less obvious you took this directly from RenAlert :rolleyes:

At least give us credit, since you are completely taking NeoSaber's work and claiming it as your own.

Subject: How to enable tracked vehicle sounds

Posted by [Everyone](#) on Sat, 31 Jul 2004 21:49:27 GMT

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Doesn't seem to be stealing, since it was built into to the renegade engine and not scripted by customs means. By the way you're putting it, you're the one stealing from the renegade engine. Anyway, he didn't even claim it as his own, I don't see any "my"s or "mine" in that paragraph so technically, he's not stealing.

Subject: How to enable tracked vehicle sounds

Posted by [Renx](#) on Sat, 31 Jul 2004 21:52:56 GMT

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He doesn't say where he found out how to do it either, and since we figured it out and put it in RenAlert, common sense will tell you where he got it. Considering it was released only days before Seaman posted this...

Subject: How to enable tracked vehicle sounds

Posted by [Deactivated](#) on Sat, 31 Jul 2004 22:12:44 GMT

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This was first implemented in RenAlert, discovered by NeoSaber. Since there was no public info on this, I had to rely on my own and narrow down possibilities until the correct one was found. I've tried to implement them ages ago, but with no much of success. The sounds worked but they would cause the game eventually to crash.

Subject: How to enable tracked vehicle sounds

Posted by [Darkblade](#) on Sat, 31 Jul 2004 22:14:33 GMT

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Well, of course, its not exactly theft, but its not exactly original either. I see it as taking other peoples original ideas and milking them to death in his gimmick mod.

This is one of the reasons why i respect reborn. They stick to their own ideas, instead of throwing all the best ideas from other mods into a big pile of gimmicks, just to make people play.

So as well as making a mod based on gimmicks that people will soon tire of, you are also taking away the credit of the real genius' who come up with these ideas.

Subject: How to enable tracked vehicle sounds
Posted by [CnCsoldier08](#) on Sat, 31 Jul 2004 22:14:39 GMT
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This isn't even right, man..

Neosaber spent a lot of time on this...trying to figure out something nobody else has, and you go tell the entire community how to do it in one fucking paragraph.

Subject: How to enable tracked vehicle sounds
Posted by [Darkblade](#) on Sat, 31 Jul 2004 22:23:19 GMT
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And now it just gets thrown around anywhere and everywhere without so much as a thank you to NeoSaber.

Subject: How to enable tracked vehicle sounds
Posted by [Deactivated](#) on Sat, 31 Jul 2004 22:24:13 GMT
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CnCsoldier08Neosaber spent a lot fo time on this...tryiogn tofigure out something nobody else has
So I did.

Subject: How to enable tracked vehicle sounds
Posted by [Aircraftkiller](#) on Sat, 31 Jul 2004 22:25:22 GMT
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Except you're a thief because you can't figure it out for yourself. We did.

Subject: How to enable tracked vehicle sounds
Posted by [Deactivated](#) on Sat, 31 Jul 2004 22:31:17 GMT
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If I had not figured it out, this topic would not exist.

Subject: How to enable tracked vehicle sounds
Posted by [Aircraftkiller](#) on Sat, 31 Jul 2004 22:37:01 GMT
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You didn't do anything of importance you fucking lamer. You disassembled the vehicles and saw it had a new wheel bone, that's all.

Then you take our hard work and pass it off as your own, just like you do with everything else you get your dirty little paws on.

Subject: How to enable tracked vehicle sounds
Posted by [NeoSaber](#) on Sat, 31 Jul 2004 22:39:28 GMT
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Sigh Jonwil picked apart my Demo Truck scripts and now SeaMan's picking apart my model rigging. I expected it, but it's still a little disheartening. I guess I just have to go back to work and figure out something else amazing so it can be ripped off too.

Hmm... what should I rewrite the book on today?

Subject: How to enable tracked vehicle sounds
Posted by [Havoc 89](#) on Sat, 31 Jul 2004 22:51:00 GMT
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DarkbladeWell, of course, its not exactly theft, but its not exactly original either. I see it as taking other peoples original ideas and milking them to death in his gimmick mod.

This is one of the reasons why i respect reborn. They stick to their own ideas, instead of throwing all the best ideas from other mods into a big pile of gimmicks, just to make people play.

So as well as making a mod based on gimmicks that people will soon tire of, you are also taking away the credit of the real genius' who come up with these ideas.

I trused em once but than they just proved me wrong... They took one of my ideas without consulting me, nor did they give any credit to me or the mod i made it for. I only trust a few of their members.

As for the topic.

I dunno if seaman found out that info through ren alert or not, but shouldn't this info be told to the public to help modding teams anyways?

Why not share your research with the world rather than keep it a secret between a few people? It doesnt make sence to keep something you've worked so hard for isolated from the public.

Subject: How to enable tracked vehicle sounds
Posted by [NeoSaber](#) on Sat, 31 Jul 2004 22:57:00 GMT
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I never intend to hide what I know forever, but when I figure something out I like to make use of it a few times before I tell the world. Keeps it special for a little bit.

Subject: How to enable tracked vehicle sounds
Posted by [Majiin Vegeta](#) on Sat, 31 Jul 2004 23:05:59 GMT
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wow.. lol

grats neo on your great..umm.. modifications O_o

well nothing can stay a secret forever.. just be glad you guys found it first =)

Subject: How to enable tracked vehicle sounds
Posted by [Renx](#) on Sun, 01 Aug 2004 01:10:26 GMT
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heh. I'm sure as soon as we get SK's custom dialogs ingame, many other people will "figure out" how to do it too

And keep up the good work NeoSaber

Subject: How to enable tracked vehicle sounds
Posted by [Slash0x](#) on Sun, 01 Aug 2004 01:15:21 GMT
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Eventually everyone will figure many things out. Look at Area51.

Subject: How to enable tracked vehicle sounds
Posted by [Majiin Vegeta](#) on Sun, 01 Aug 2004 12:55:15 GMT
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Renxheh. I'm sure as soon as we get SK's custom dialogs ingame, many other people will "figure

out" how to do it too

And keep up the good work NeoSaber

but we all know SK did it first

Subject: How to enable tracked vehicle sounds
Posted by [Fabian](#) on Sun, 01 Aug 2004 22:01:33 GMT
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I know I'm going to be flamed for this, but...

Boo. Fucking. Hoo.

Quit all this bitching. What did you expect to happen?

Subject: How to enable tracked vehicle sounds
Posted by [Aircraftkiller](#) on Sun, 01 Aug 2004 22:14:16 GMT
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That's like saying "you released models to the public, and now Seaman is using them for his 'mod' and calls them his work... Boo fucking hoo, what did you expect to happen?"

:rolleyes:

Subject: Re: How to enable tracked vehicle sounds
Posted by [Fabian](#) on Sun, 01 Aug 2004 22:53:37 GMT
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SeaManOften overlooked (so I did also until now), the tracked vehicle sound effects are functional.

Basically what it does is make your tracked vehicle make track noises as it rolls over terrain.

The symptom: Sound0= is not defined for tracked vehicles in surfaceeffects.ini

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3. For a final touchup, edit the preset settings for the tracked vehicle sounds in Level Editor.

Please directly quote where Seaman claims credit for this process.

Subject: How to enable tracked vehicle sounds
Posted by [Aircraftkiller](#) on Sun, 01 Aug 2004 23:08:40 GMT
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The very fact that he posts it without giving credit to anyone else allows the thought that he is claiming it as his own.

Subject: How to enable tracked vehicle sounds
Posted by [Slash0x](#) on Mon, 02 Aug 2004 00:52:18 GMT
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Dus the clarification in the next post by SeaMan...
SeaManThis was first implemented in RenAlert, discovered by NeoSaber.
Since there was no public info on this, I had to rely on my own and narrow down possibilities until the correct one was found.
I've tried to implement them ages ago, but with no much of success. The sounds worked but they would cause the game eventually to crash.

Neosaber's head should be swealing after this topic is over.

Subject: How to enable tracked vehicle sounds
Posted by [PermaGrin](#) on Mon, 02 Aug 2004 01:36:39 GMT
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How long ago did Noe finish this? Because I know of someone else that has shown me working tracked vehicles sounds and that was nearing two months ago.

Subject: How to enable tracked vehicle sounds
Posted by [Blazea58](#) on Mon, 02 Aug 2004 12:59:26 GMT
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Well atleast this topic shows how selfish some people can be in this community.

First off, Neo did a great job doing what it took to make it possible, but for you guys to get mad when someone else finds out how to do it to kinda bothers me as well.

I dont know what kind of prick you gotta be to seriously think that nobody will ever try to take things apart and reverse engineer them...

Thats just how life works, if you cant deal with it, stop trying to impliment new things into games, because its obviously not worth it to the renalert team if someone else finds out how..

Stop your bitching, Renalert used the same thing as reborns underground, and dont pull that crap that its not at all the same thing..

Obviously if reborn never had the underground part, im sure as hell Renalert would be stumped of how to do it.

If it wasent for people that just want to be stingy and claim everything theirs, we would probably have a much more trust worthy Community here.

Bla bla bla,i could care less if i made something and someone used it, because i would know for a fact it was mine, which would probably make me feel even better.

Stop being bitches and share the knowledge :rolleyes:

Subject: How to enable tracked vehicle sounds

Posted by [Sir Phoenixx](#) on Mon, 02 Aug 2004 13:12:24 GMT

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Quote:Stop your bitching, Renalert used the same thing as reborns underground, and dont pull that crap that its not at all the same thing..

Obviously if reborn never had the underground part, im sure as hell Renalert would be stumped of how to do it.

What the fuck are you talking about? Nothing in Renegade Alert uses anything similar to Reborn's underground.

Subject: How to enable tracked vehicle sounds

Posted by [cheesesoda](#) on Mon, 02 Aug 2004 13:14:01 GMT

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What you don't really get is the fact that for the majority of people DON'T like their work passed out to everyone. It's Neo's hard work that's being tossed out the window onto the street. Sure, it'll give him some satisfaction that what he discovered is being used, but he will be without recognition.

Also, having a feature that nobody else has a positive effect for the mod. It's something new and exciting, it tends to draw people towards the mod.

Even if RenAlert did take a feature from Reborn, it still doesn't make what SeaMan did right. It'd be like saying that if I stole answers from you on a test, and then some nasty chick (if it was a hot chick, do you think i'd be complaining?) stole my answers on another test. You're saying that it should be excused because RenAlert did it to them. Two wrong's don't make a right.

Stop being a bitch, and reevaluate the situation. :rolleyes:

Edit: 1000th post.

Subject: How to enable tracked vehicle sounds
Posted by [Aircraftkiller](#) on Mon, 02 Aug 2004 16:24:56 GMT
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Quote:Stop your bitching, Renalert used the same thing as reborns underground, and dont pull that crap that its not at all the same thing..
Obviously if reborn never had the underground part, im sure as hell Renalert would be stumped of how to do it.

lol, you do realize that Submarines do not work on the same flawed principle that their shitty "underground" crap does? Submarines are confined to being underwater, they are purchased there and maneuvered there, they cannot leave that area.

And they don't work on a set of scripts, with a cloned terrain.

Subject: How to enable tracked vehicle sounds
Posted by [cheesesoda](#) on Mon, 02 Aug 2004 16:38:23 GMT
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AircraftkillerQuote:Stop your bitching, Renalert used the same thing as reborns underground, and dont pull that crap that its not at all the same thing..
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And they don't work on a set of scripts, with a cloned terrain.
So I guess you can say that Blazea58's argument...heh...holds no water.

Subject: How to enable tracked vehicle sounds
Posted by [YSLMuffins](#) on Tue, 03 Aug 2004 01:56:16 GMT
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LOL, submarines work SOOO much better than the underground junk in Reborn.

Subject: How to enable tracked vehicle sounds
Posted by [Fabian](#) on Wed, 04 Aug 2004 18:44:55 GMT
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It's really not fair to compare them...

It's not like vehicles that were made in the war factoryies can go over the water. In Reborn, all

vehicles are made from the same place, yet only specific ones are supposed to be able to dive below the surface of the ground.

If it were up to me, I would have just made a preset tunnel network for maps. It takes out the element of surprise, but it's better than the insta-dig they have now.
