Subject: Voice Overs
Posted by trunkskgb on Wed, 01 Jun 2005 03:51:07 GMT
View Forum Message <> Reply to Message

Anyway we can have added voices in the game for when you purchase a character/tank?

They did it in Ren Alert and I think it would be neat here.

For example, if you buy a Hotwire, have the voice that plays her in the campaign say something.
Same with Patch, Raveshaw and other characters.

Could that be possible?

Subject: Re: Voice Overs
Posted by Majiin Vegeta on Fri, 03 Jun 2005 02:06:33 GMT
View Forum Message <> Reply to Message

would be nice

Subject: Re: Voice Overs
Posted by warranto on Fri, 03 Jun 2005 04:29:30 GMT
View Forum Message <> Reply to Message

heh, as long as the "Medium Tank bug" fom the beta that I've heard so much about does not
occure.

Subject: Re: Voice Overs
Posted by Griever92 on Fri, 03 Jun 2005 05:01:12 GMT
View Forum Message <> Reply to Message

not sure if i'm right here, but while browsing through the Commando editor, i found some internal
files with text that resembles that found in cutscenes and random parts within the game.

would editing the text in those parts alter what the speech is? i doubt that it would, but wondering
if anyone else has come across this/tested it out.

got a couple screens here that show what i'm talking about.

http://www.dragonselite.com/n00bstories/screen 1.jpg
http://www.dragonselite.com/n00bstories/screen 2.jpg
http://www.dragonselite.com/n00bstories/screen 3.jpg

Subject: Re: Voice Overs
Posted by flyingfox on Sun, 12 Jun 2005 21:44:25 GMT
View Forum Message <> Reply to Message

No of course not. The voices don't follow what is on the text. Those are just strings which the programmers have set to be displayed at the same time the sound files that go with them are played.

Subject: Re: Voice Overs
Posted by dead6re on Sat, 18 Jun 2005 09:27:50 GMT
View Forum Message <> Reply to Message

Make a new copy of the sound file and it should play it instead of the one already made.