
Subject: sound_preset

Posted by [sycar](#) on Wed, 14 Jun 2006 00:23:22 GMT

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when using the custom scripts for renegade, if i want to use a sound one, it asks for sound_preset, i.e. what sound to play. I was wondering if someone could tell me where i can find a list of 'sound presets' or where i can find out what sounds u can use.

Thanks buffymaniack

Subject: Re: sound_preset

Posted by [IronWarrior](#) on Wed, 14 Jun 2006 02:47:19 GMT

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Easy..

Do you have xcc mixer`?

If not go to <http://www.game-maps.net> and download it, this allows you to look inside all the data for all the cnc games, but I use it for renegade to get the sounds...

It allows you to open always.dat and in there you will find every sound renegade has.. you just need to find the ones you want to use and save as a .wav

Make a list of what the name of the sound is called and add a short intro to it like "die nod" whatever...

Then to add to the script type snda "sound" .wav in the name or whatever it has to be typed in.

I think thats right o.O

Subject: Re: sound_preset

Posted by [AmunRa](#) on Wed, 14 Jun 2006 03:04:13 GMT

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<http://xccu.sourceforge.net/utilities/>

Subject: Re: sound_preset

Posted by [Whitedragon](#) on Wed, 14 Jun 2006 05:11:05 GMT

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You cant use a sound file when it asks for a sound preset, theres a list of sound presets in leveledit somewhere.
