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Subject: Indexing Always.dat  
Posted by [iscrpter](#) on Mon, 03 Mar 2003 12:39:00 GMT  
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As a reply on <http://www.n00bstories.com/renforums/viewtopic.php?t=166> i want to index all the sound files from always.dat, anyone wants to help?

i know it's gonna take long, and some sounds can't be described (sound effects) but i'll give it a try..

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Subject: Indexing Always.dat  
Posted by [General Havoc](#) on Mon, 03 Mar 2003 16:48:16 GMT  
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Before we do start we need a global layout. I recommend we do it excel because if we ever want to make a copy of it to html format than i don't fancy the job of copy and pasting around a million words to a html document. The spreadsheet currently has colums including filename, Size, Description, Format, Keyword we may want to add more colums as we start. The keyword colum could be useful if we import it into a database because we can do a lookup say on "refinery" and it will search all the entries with refinery. Also the size is in bytes and is a number so 1 Megabyte is 1000000 . If there is a sound file and there is talking in it then i would use speechmarks around the text.

I know this is mammoth task to do but over time we can make a good database of files.

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Subject: Indexing Always.dat  
Posted by [Blazer](#) on Mon, 03 Mar 2003 18:16:29 GMT  
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Heh when I made BlazeRotate 1.0 and 2.0, I painstakingly renamed like a hundred of the wav files to Origname-Transcribed.wav. In other words m00asdfjkladfdf\_snd.wav to m00asdfjkladfdf\_snd-NodCommunicationsCenterUnderAttack.wav

It wasn't fun but I had to do it to keep track of what was what

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Subject: Indexing Always.dat  
Posted by [iscrpter](#) on Mon, 03 Mar 2003 18:36:27 GMT  
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hehe, so you can imagine how many work we have to do :twisted:

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Subject: Indexing Always.dat

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Posted by [Olaf van der Spek](#) on Tue, 04 Mar 2003 09:49:48 GMT

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Filename, size and format could be auto-generated.

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Subject: Indexing Always.dat

Posted by [iscripter](#) on Tue, 04 Mar 2003 10:27:08 GMT

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i know.. i made it with PHP and MySQL now..

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Subject: Indexing Always.dat

Posted by [iscripter](#) on Tue, 04 Mar 2003 10:54:25 GMT

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btw mag ik ff je msn?

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Subject: Indexing Always.dat

Posted by [Olaf van der Spek](#) on Tue, 04 Mar 2003 11:22:51 GMT

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MSN: OvdSpek@LIACS.NL

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Subject: Indexing Always.dat

Posted by [snipefrag](#) on Tue, 04 Mar 2003 12:13:09 GMT

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omg, not to big a task.....

I might be able to help if you are being serious but this is one hell of a job and i stess ONE HELL OF A JOB there are thousands and thousands of files in always.dat as i am sure you know if you are doing it then you should get people to do little sections like A-f .tga's, or G-K .wav, i will help on a few sections.

And also i think about making a template to send out to everyone doing it so that we all put together the same data in the same way.

E-mail me a chett2001@hotmail.com

But i am busy at the moment so my help will be limited.

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Subject: Indexing Always.dat  
Posted by [iscripter](#) on Tue, 04 Mar 2003 12:48:13 GMT  
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You can see it at <http://www.nodnl.net/always/> you add stuff at the site and it will be added to the Database, so with the tamplate: won't work

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Subject: Indexing Always.dat  
Posted by [snipefrag](#) on Tue, 04 Mar 2003 13:20:33 GMT  
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Well we got 5 only a few thousand to go lol

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Subject: Indexing Always.dat  
Posted by [iscripter](#) on Tue, 04 Mar 2003 14:40:52 GMT  
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LOL

Contact me please, msn: [iscripters@hotmail.com](mailto:iscripters@hotmail.com) or email: [webmaster@nodnl.net](mailto:webmaster@nodnl.net)

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Subject: Indexing Always.dat  
Posted by [dommafia](#) on Tue, 27 Apr 2004 23:16:49 GMT  
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w/e happened to this? was the index ever made?

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Subject: Indexing Always.dat  
Posted by [TnTANDY](#) on Tue, 27 Apr 2004 23:38:42 GMT  
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Yeah would be a good tool for many Renegade Mod Makers

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Subject: Indexing Always.dat  
Posted by [dommafia](#) on Tue, 27 Apr 2004 23:40:03 GMT  
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sad but im actually waiting impatiently for someone to post the dam index lol.

/me hopes blazer comes 2 da rescue

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Subject: Indexing Always.dat  
Posted by [Oblivion165](#) on Wed, 28 Apr 2004 00:20:04 GMT  
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Easy as hell,

RenEX ~ Find ~ \*.wav

Extract to folder

Add all files to winamp

Generate Html Playlist

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and thats the ass lazy way

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Subject: Indexing Always.dat  
Posted by [dommafia](#) on Wed, 28 Apr 2004 00:23:10 GMT  
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oblivion165Easy as hell,

RenEX ~ Find ~ \*.wav

Extract to folder

Add all files to winamp

Generate Html Playlist

\*\*\*\*\*

and thats the ass lazy way

um u dont get us we want a index of what the files belong to. for example there are a lot of files with weird names like m00\_en9879789dkjf\_blablabla.wav and theres no idea what they mean. So its kinda hard to edit stuff when u have to test each file until u find the right one. Who would have thought sam\_site.wave (something like that ) would have been the sound for the mamoth rocket unless u accidently played it and heard the sound

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Subject: Indexing Always.dat

Posted by [Oblivion165](#) on Wed, 28 Apr 2004 01:56:12 GMT

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i gotcha, its sounds like a good idea

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Subject: Indexing Always.dat

Posted by [ericlaw02](#) on Wed, 28 Apr 2004 07:43:29 GMT

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Once again, why retriive this buried post?

Leave it dead...

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Subject: Indexing Always.dat

Posted by [Oblivion165](#) on Wed, 28 Apr 2004 08:03:17 GMT

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i always wanted to \*Bump\* the first post, too bad it was about nothing.

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