
Subject: Need sounds for my L.O.R. mod
Posted by [Jerad2142](#) on Sun, 26 Nov 2006 19:19:35 GMT
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Does anyone know of a sight where I could download some of Legend of Zelda: Majora's Mask , or Ocarina of Time's weapon sound effects (or if you have them on your computer you could email them to me). I need them for my Legend of Zelda Renegade mod.

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Zion](#) on Sun, 26 Nov 2006 21:45:30 GMT
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I get all my VGM from ffshrine.org, but i'm sure their affiliates (zeldashrine) might have some. Best to go there.

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Jerad2142](#) on Sun, 26 Nov 2006 23:05:42 GMT
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Thank you!

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Stallion](#) on Tue, 28 Nov 2006 15:09:54 GMT
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sounds like fun. My map is actually going to have a few things from zelda in there as well. (i.e. hidden holes and such.)

Good luck and I hope to check it out soon.

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Veyrdite](#) on Sun, 03 Dec 2006 06:32:30 GMT
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can you roll...and bump into trees and make gold skeletas drop...and play ocarinas...(i am obviously another ocarina of time fanatic)....i...i..it would be even cooler if you could do the 3 fairies for the triforce.

back to the subject, you only need a cable you plug into the headphone socket and then plug the other end in the mic socket on your computer, play nin 64 and start recording.

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Jerad2142](#) on Sun, 03 Dec 2006 08:57:09 GMT
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You can't roll yet, but I heard somewhere that there was a patch that would allow you to roll.
I do have the ocarina implemented and working.
I also have a hook shot system set up.
And before I'm done, the boomerang will bring back power ups.

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Zion](#) on Sun, 03 Dec 2006 13:37:20 GMT
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What about temples? I loved those, especially the fire temple

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Jerad2142](#) on Sun, 03 Dec 2006 18:10:08 GMT
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Well as for the temples, I might put a few in but unless some one sends me 3D models of them its no guarantee.
The best part about this mod is that I'm putting all the places from LOZ into one map, and I'm doing it in such a way to keep the game from ever falling below 60 FPS, or ever having to load more the a regular Renegade map.

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Zion](#) on Sun, 03 Dec 2006 20:21:59 GMT
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Cool!

I'd love to hep out with the temples, I'm great doing internal areas and have exquisite attention to detail.

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Jerad2142](#) on Sun, 03 Dec 2006 20:58:08 GMT
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If you want to go right ahead, then send the RenX model to me and I will put it in the game (I will give you credit, of course).

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Jerad2142](#) on Sun, 03 Dec 2006 21:59:35 GMT
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Oh ya, you can also swim.

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Zion](#) on Mon, 04 Dec 2006 08:37:54 GMT
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Jerad Gray wrote on Sun, 03 December 2006 20:58If you want to go right ahead, then send the RenX model to me and I will put it in the game (I will give you credit, of course).

Damn, does it have to be .gmax? I'm not too keen on using that program anymore because it's old and needs a new lease of life. I use max 8 (max 9 doesn't support the w3d tools) so..... .max format is ok, or i can export as .3ds (which gmax can import, but not export).

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Jerad2142](#) on Mon, 04 Dec 2006 08:43:32 GMT
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.3ds would be fine.

Subject: Re: Need sounds for my L.O.R. mod
Posted by [JasonKnight](#) on Fri, 08 Dec 2006 15:56:15 GMT
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Jerad Gray wrote on Sun, 26 November 2006 13:19Does anyone know of a sight where I could download some of Legend of Zelda: Majora's Mask , or Ocarina of Time's weapon sound effects (or if you have them on your computer you could email them to me). I need them for my Legend of Zelda Renegade mod.

<http://forums.emulator-zone.com/archive/index.php/t-3436.html>

if you go here it explains how you need to go about extracting file from N64 ROMS, now I am guessing you know what ROM are so i wont go and explain them. But this should help you greatly.

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Jerad2142](#) on Fri, 08 Dec 2006 16:27:36 GMT
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JasonKnight wrote on Fri, 08 December 2006 08:56Jerad Gray wrote on Sun, 26 November 2006 13:19Does anyone know of a sight where I could download some of Legend of Zelda: Majora's Mask , or Ocarina of Time's weapon sound effects (or if you have them on your computer you could email them to me). I need them for my Legend of Zelda Renegade mod.

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if you go here it explains how you need to go about extracting file from N64 ROMS, now I am guessing you know what ROM are so i wont go and explain them. But this should help you greatly.

I already have acquired the sounds.

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Veyrdite](#) on Sun, 10 Dec 2006 08:38:15 GMT
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wait.....please dont say you have included the bloody owl?????
man, i hate that thing. still, using the owl is the easiest way to get from the top of the volcano down to that roof that you can walk off onto a pagola, and go throught a tunnel to the cow and quarter heart.
i am guessing you would have to make a smaller bone set for the skeletas and stuff

Subject: Re: Need sounds for my L.O.R. mod
Posted by [Jerad2142](#) on Sun, 10 Dec 2006 16:53:56 GMT
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No owl yet, of course there is no volcano yet either (well there is the inside of the volcano but nothing else).
