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Subject: [Sounds] German Sound Pack  
Posted by [raven](#) on Mon, 28 Sep 2009 16:35:19 GMT  
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Well I put this together for pawkyfox.. might as well release it here in case anyone else wants this. It's just all the sounds from the german always.dat.

Extract to a temp location and copy everything from the file folder to your data directory. Uninstallation is the reverse. It includes all the multiplayer sounds as well as the single player sounds.

Thanks to Altzan and Saberhawk for telling me how to mass-extract things from always.dat

Download: [http://www.filefactory.com/file/a0c4799/n/German\\_Sound\\_Pack\\_rar](http://www.filefactory.com/file/a0c4799/n/German_Sound_Pack_rar) (240mb)

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Starbuzz](#) on Mon, 28 Sep 2009 16:43:33 GMT  
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wowow awesome raven!!!!

I am download this...thx sooo much for your time to do this. Fully appreciated!

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Subject: Re: [Sounds] German Sound Pack  
Posted by [LeeumDee](#) on Mon, 28 Sep 2009 16:46:59 GMT  
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Just a quick note here. I'm assuming there are a hell of a lot of sound files. So if you are sure you want these permanently in your Renegade (or you just make a backup of always.dat) You can delete the originals from your always.dat with XCC mixer and replace them with the ones here.

Just to save your data folder from getting very messy.

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Altzan](#) on Mon, 28 Sep 2009 17:34:11 GMT  
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That's a huge file O\_O

I might get it just to have fun having practically no idea what EVA's saying, since I don't know German

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Spyder](#) on Mon, 28 Sep 2009 18:07:17 GMT  
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"Einheit bereit."

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Subject: Re: [Sounds] German Sound Pack  
Posted by [raven](#) on Mon, 28 Sep 2009 18:32:04 GMT  
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DimitryK wrote on Mon, 28 September 2009 13:07"Einheit bereit."

Nod Sammler wird angegriffen

No problem pawky ;>

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Starbuzz](#) on Mon, 28 Sep 2009 18:54:51 GMT  
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raven wrote on Mon, 28 September 2009 21:32DimitryK wrote on Mon, 28 September 2009 13:07"Einheit bereit."

Nod Sammler wird angegriffen

No problem pawky ;>

Nod Harvester under attack!

This is a great way to learn German lol

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Altzan](#) on Tue, 29 Sep 2009 02:10:06 GMT  
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Dang this file is half the always.dat. Maybe you should have uploaded that instead

Do they use the same filenames? I might patch an always.dat to keep my data folder clean.

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Subject: Re: [Sounds] German Sound Pack  
Posted by [raven](#) on Tue, 29 Sep 2009 03:02:13 GMT  
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yeah the file names are completely the same. I was gonna just post the .dat file but this is about half the size of it so it's more convenient.

The always.dat file is available at <http://jelly-server.com/staff/raven/always.dat.DE> if you want it.

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Xena](#) on Tue, 29 Sep 2009 08:06:17 GMT  
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in my opinion there should be a dutch soundpack

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Spyder](#) on Tue, 29 Sep 2009 09:58:53 GMT  
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Xena wrote on Tue, 29 September 2009 10:06in my opinion there should be a dutch soundpack

Let's make one then

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Xena](#) on Tue, 29 Sep 2009 14:44:21 GMT  
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DimitryK wrote on Tue, 29 September 2009 04:58Xena wrote on Tue, 29 September 2009 10:06in my opinion there should be a dutch soundpack

Let's make one then  
i would if i had a better mic and voice  
my voice sounds a tad too young lol

1. we need a female vocalist for EVA
2. we need a male vocalist for the commands
3. we need a programme so we can put some distortion in our voices so we can make it sound like it went through the radio.

more idk atm o.o

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Spyder](#) on Tue, 29 Sep 2009 15:23:36 GMT  
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Xena wrote on Tue, 29 September 2009 16:44DimitryK wrote on Tue, 29 September 2009

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more idk atm o.o

Almost every command translated to Dutch XD

I need repairs! > \*Nog geen passende vertaling...\*  
Take the point! > Neem de leiding!  
Move out! > Uitrusten!  
Follow me! > Volg mij!  
Hold position! > Halt!  
Cover me! > Geef dekking!  
Take cover! > Zoek dekking!  
Fall back! > Terugtrekken!  
Return to base! > Keer terug naar de basis!  
Destroy it now! > Vernietig het nu!

Building needs repairs! > Dat gebouw moet gerepareerd worden!  
Get in the vehicle! > Stap in!  
Get out of the vehicle! > Uitstappen!  
Destroy that vehicle! > Vernietig dat voertuig!  
Watch where you're pointing that! > Kijk uit waar je richt!  
Don't get in my way! > Loop me niet voor de voeten!  
Affermative! > Begrepen!  
Negative! > \*Zoek nog goede vertaling :P\*  
I'm in position! > Ik ben in positie!  
Enemy spotted! > Vijand gesignaleerd!

Attack the base defences! > Val de verdedigingen aan!  
Attack the harvester! > Val de harvester aan!  
Attack that structure! > Val dat gebouw aan!  
Attack the Refinery! > Val de raffinaderij aan!  
Attack the Power Plant! > Val de elektriciteitscentrale aan!  
Defend the base! > Verdedig de basis!  
Defend the harvester! > Verdedig de harvester!  
Defend that structure! > Verdedig dat gebouw!  
Defend the Refinery! > Verdedig de raffinaderij!  
Defend the Power Plant! > Verdedig de elektriciteitscentrale!

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Xena](#) on Tue, 29 Sep 2009 16:49:08 GMT  
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DimitryK wrote on Tue, 29 September 2009 16:23Xena wrote on Tue, 29 September 2009 16:44DimitryK wrote on Tue, 29 September 2009 04:58Xena wrote on Tue, 29 September 2009 10:06in my opinion there should be a dutch soundpack

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Fall back! > Terugtrekken!  
Return to base! > Keer terug naar de basis!  
Destroy it now! > Vernietig het nu!

Building needs repairs! > gebouw heeft reparaties nodig!  
Get in the vehicle! > Stap in!  
Get out of the vehicle! > Stap uit!  
Destroy that vehicle! > Vernietig dat voertuig!  
Watch where you're pointing that! > Kijk uit waar je richt!  
Don't get in my way! > Loop me niet voor de voeten!  
Affermative! > Begrepen!  
Negative! > Negatief  
I'm in position! > Ik ben in positie!  
Enemy spotted! > Vijand gesignaleerd!

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Defend the Refinery! > Verdedig de raffinaderij!  
Defend the Power Plant! > Verdedig de elektriciteitscentrale!

fixed some

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Nightma12](#) on Tue, 29 Sep 2009 19:28:54 GMT  
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Xena wrote on Tue, 29 September 2009 03:06in my opinion there should be a dutch soundpack  
What language of the game is sold in NL?

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Omar007](#) on Tue, 29 Sep 2009 19:44:47 GMT  
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Nightma12 wrote on Tue, 29 September 2009 21:28Xena wrote on Tue, 29 September 2009  
03:06in my opinion there should be a dutch soundpack  
What language of the game is sold in NL?  
If the games has dutch ofcourse the dutch version  
If it doesn't, English or multi-language in most (if not all) recent games

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Starbuzz](#) on Tue, 29 Sep 2009 19:55:38 GMT  
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For Belgium and the Netherlands, this was the official box:  
<http://www.mobygames.com/game/windows/command-conquer-renegade/cover-art/gameCoverId,79679/>

I dunno what language it is but this was the back of the box for these 2 countries.

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Spyder](#) on Tue, 29 Sep 2009 20:59:08 GMT  
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pawkyfox wrote on Tue, 29 September 2009 21:55 For Belgium and the Netherlands, this was the official box:  
<http://www.mobygames.com/game/windows/command-conquer-renegade/cover-art/gameCoverId,79679/>

I dunno what language it is but this was the back of the box for these 2 countries.

On the back of the box you see:  
"Software in het Engels en documentatie in het Nederlands."

Which means, translated to English:  
"Software in English and documentaries in Dutch."

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Xena](#) on Wed, 30 Sep 2009 06:17:16 GMT  
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DimitryK wrote on Tue, 29 September 2009 15:59 pawkyfox wrote on Tue, 29 September 2009 21:55 For Belgium and the Netherlands, this was the official box:  
<http://www.mobygames.com/game/windows/command-conquer-renegade/cover-art/gameCoverId,79679/>

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On the back of the box you see:  
"Software in het Engels en documentatie in het Nederlands."

Which means, translated to English:  
"Software in English and documentaries in Dutch."

what he ^ said

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Goztow](#) on Wed, 30 Sep 2009 06:35:55 GMT  
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AFAIK there IS a Dutch version of the game (with Dutch in-game names and so on), which would surely feature a Dutch soundpack then, no?

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Spyder](#) on Wed, 30 Sep 2009 08:14:37 GMT  
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Goztow wrote on Wed, 30 September 2009 08:35: AFAIK there IS a Dutch version of the game (with Dutch in-game names and so on), which would surely feature a Dutch soundpack then, no?

Nope, there isn't. Not a single Command & Conquer game is released in Dutch.

---

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Goztow](#) on Wed, 30 Sep 2009 08:24:21 GMT  
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DimitryK wrote on Wed, 30 September 2009 10:14  
Nope, there isn't. Not a single Command & Conquer game is released in Dutch.  
At least C&C3 is, as a friend of mine had it in Dutch.

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Omar007](#) on Wed, 30 Sep 2009 09:08:36 GMT  
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Goztow wrote on Wed, 30 September 2009 10:24: DimitryK wrote on Wed, 30 September 2009 10:14

Nope, there isn't. Not a single Command & Conquer game is released in Dutch.  
At least C&C3 is, as a friend of mine had it in Dutch.

C&C3 is the only C&C game that features Dutch language. But somehow it just doesn't feel right to play in Dutch xD

I always play English unless the game doesn't support that (thus only older Dutch made games)

Some things are translated so wrong in my opinion (translation is OK but that just doesn't sound good in-game. (I.E. Heavy Harvester = Zware Delfmachine. One with less difference is Mothership = Moederschip))

I wonder if C&C4 will still have Dutch in it?

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Spyder](#) on Wed, 30 Sep 2009 10:42:06 GMT  
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It might sound a little strange, but I actually hate my own language. I prefer English over Dutch. I think Dutch sounds too dull, especially when playing games. Also, most dubbed games/movies/series are dubbed sooooo bad, you don't even want to watch/play them.

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Altzan](#) on Wed, 30 Sep 2009 13:12:05 GMT  
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Omar007 wrote on Wed, 30 September 2009 04:08I wonder if C&C4 will still have Dutch in it?

Petition time eh?

---

Subject: Re: [Sounds] German Sound Pack  
Posted by [Spyder](#) on Wed, 30 Sep 2009 13:29:29 GMT  
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Altzan wrote on Wed, 30 September 2009 15:12Omar007 wrote on Wed, 30 September 2009 04:08I wonder if C&C4 will still have Dutch in it?

Petition time eh?

!vote no

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Altzan](#) on Wed, 30 Sep 2009 13:38:10 GMT  
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About what? Dutch, or petitions in general?

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Spyder](#) on Wed, 30 Sep 2009 15:09:12 GMT  
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Altzan wrote on Wed, 30 September 2009 15:38About what? Dutch, or petitions in general?

Dutch

---

Subject: Re: [Sounds] German Sound Pack  
Posted by [DutchNeon](#) on Thu, 01 Oct 2009 12:44:23 GMT  
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The people who translate English games with localization files just fail bad with the Dutch language. Translations are often incorrect, or just sound so weird.

---

Ever tried playing Battlefield 2 with the Dutch localization files?

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Xena](#) on Thu, 01 Oct 2009 19:44:13 GMT  
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DutchNeon wrote on Thu, 01 October 2009 07:44The people who translate English games with localization files just fail bad with the Dutch language. Translations are often incorrect, or just sound so weird.

Ever tried playing Battlefield 2 with the Dutch localization files?  
thats cuz most of the time they use a translator or they translate it literally without looking in which context the sentence is used =]

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Subject: Re: [Sounds] German Sound Pack  
Posted by [IAmFenix](#) on Fri, 02 Oct 2009 20:32:59 GMT  
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this should be stickied and crapcleaned

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Subject: Re: [Sounds] German Sound Pack  
Posted by [raven](#) on Sun, 04 Oct 2009 02:11:27 GMT  
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NB: If you want a full German conversion from your English ren, download and install this file to your data directory. Your text will then also be in German.

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Subject: Re: [Sounds] German Sound Pack  
Posted by [Omar007](#) on Sun, 04 Oct 2009 10:25:02 GMT  
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DimitryK wrote on Wed, 30 September 2009 17:09Altzan wrote on Wed, 30 September 2009 15:38About what? Dutch, or petitions in general?

Dutch  
Same here but i was wondering it since C&C3 had it xD

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Subject: Re: [Sounds] German Sound Pack  
Posted by [GoldDrag](#) on Sun, 04 Oct 2009 21:01:21 GMT  
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lol nice

but Dutch soundpack wud be cool indeed:p

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