Sounds Page

Anyone can edit the sounds you hear in the sim. If you have your own WAV file that you *KNOW* would sound better than the sound RB2 has, you can rename it and copy it into the \RedBaronII\Data\Simpatch folder for sim sounds, and the \RedBaronII\ShellSnd folder for shell sounds.

For instance, you want to replace the Vickers machine gun sound with something that sounds a little more manly - say a 20mm cannon WAV file that you just happen to have lying around. Take the 20mm cannon file and rename it 80240000.wav - then copy it to the \RedBaronII\Data\Simpatch folder.

Simple, huh?

Things to keep in mind are timing and size. A 5 second wav is not going to sound good for machine guns - as the sounds would play over itself over and over. Also, a large wav file may take time to load and play - sure, that 2meg wav sounds great, but will cost you!

For wav creation and manipulation, I prefer Goldwave - it's the best shareware wav editor I've seen yet!

New wavs that you record should be at - 22khz, 16-bit, Stereo - or they may not play correctly.

In any event, play around with it. To return to the default sounds - just remove the new wav's from the folder you've put them in.

Sound	Wav file	Sound	Wav file
ENGINE LOOPS		**WEAPON SOUNDS**	.
EARLY ROTARY	80060000.wav	VICKERS	80270000.wav
LATE ROTARY	80070000.wav	LEWIS	80280000.wav
EARLY INLINE	80080000.wav	SPANDAU	80290000.wav
LATE INLINE	80090000.wav	HOTCHKISS	802a0000.wav
		PARABELLUM	802b0000.wav
ENGINE MISC		SMALL ARMS	802c0000.wav
EARLY ROTARY START UP	800a0000.wav	ARTILLERY	802d0000.wav
EARLY ROTARY COUGH	800b0000.wav	BOMB FALL	802e0000.wav
EARLY ROTARY STOP	800c0000.wav	UNUSED	802f0000.wav
EARLY ROTARY ROUGH	800d0000.wav	**MISC**	

LATE ROTARY START UP	800e0000.wav	TANK TRACKS	80300000.wav
LATE ROTARY COUGH	800f0000.wav	TRUCK ENGINE	80310000.wav
LATE ROTARY STOP	80100000.wav	INFANTRY YELL	80320000.wav
LATE ROTARY ROUGH	80110000.wav	UNUSED	80330000.wav
EARLY INLINE START UP	80120000.wav	UNUSED	80340000.wav
EARLY INLINE COUGH	80130000.wav	UNUSED	80350000.wav
EARLY INLINE STOP	80140000.wav	FLAMES	80360000.wav
EARLY INLINE ROUGH	80150000.wav	RAID SIREN	80370000.wav
LATE INLINE START UP	80160000.wav	CHURCH BELL	80380000.wav
LATE INLINE COUGH	80170000.wav	AMBULANCE BELL	80390000.wav
LATE INLINE STOP	80180000.wav	**GUN JAM SOUNDS**	
LATE INLINE ROUGH	80190000.wav	BOTH JAM	803a0000.wav
		OUT JAM	803b0000.wav
AMBIENT AIRCRAFT SOUNDS		SPANDAU ONE JAM	803c0000.wav
WIND	801a0000.wav	SPANDAU ONE OUT	803d0000.wav
WING CREAK	801b0000.wav	**Miscellaneous sounds**	
PLYWOOD CRACK	801c0000.wav	SOLDIER SHRIEK	803e0000.wav
PROP BREAK	801d0000.wav	FLAK BURST	803f0000.wav
FABRIC TEAR	801e0000.wav	LANDING GEAR	80400000.wav
LINE BREAK	801f0000.wav	ROLLING	80410000.wav
WOOD FLAP	80200000.wav	PILOT BAIL SCREAM	80440000.wav
PILOT GRUNT	80210000.wav	**EXPLOSION SOUNDS**	
MACHINE GUN HIT	80220000.wav	EXPLOSION 1	80010000.wav
SHRAPNEL HIT	80230000.wav	EXPLOSION 2	80020000.wav
ROCKET LAUNCH	80240000.wav	EXPLOSION 3	80030000.wav
GEAR FAILURE	80250000.wav	EXPLOSION 4	80040000.wav

UNUSED	80260000.wav	EXPLOSION 5	80050000.wav

NEW!

The shell music can also be replaced. Personally, I prefer The Crystal Method to scoot around the interface to, rather than the historical music. <G>

If you'd like to replace them, just rename wav's of your own and copy them into the \RedBaronII\ShellSnd folder.

Shell Area	Wav File Used
Main Shell Areas	Menu1.wav
	Menu2.wav
	Menu3.wav
Mission Briefing	Brief1.wav
	Brief2.wav
Mission Debriefing	Debrief.wav

Also, you may download my personal RB2 sounds. Most of the sounds I've found on special effects tapes and CD's that you can find at your public library, or in the bargain bin of a music store. Others I've found online (like the startup sound <G>). Some sounds are pretty lame, others are cool - deal with it.

Download this file and unzip it in your data\simpatch folder: ickysounds.zip

Think you can do better? Send them to me! I'll archive em here for ya for others to mock, too.