Subject: Cabal's voice
Posted by Dr.Boo on Thu, 09 Aug 2007 21:55:50 GMT
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Hello everyone!
I've been googling about this for a while but I just can't find anything that helps. This may sound a crazy question, but asking costs nothing.
Everyone remembers the creepy but awesome voice of our favorite AI, the Computer Assisted Biologically Augmented Lifeform right? For a project I'm planning I'd like to create some clips of Cabal saying certain things but... how the hell can you mimick his voice? It sounds mechanical... anyone knows if there is some kind of tool that allow me to create clips sounding like Cabal?
Thanks in advance for any help

Subject: Re: Cabal's voice
Posted by havoc9826 on Fri, 10 Aug 2007 02:51:02 GMT
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Well, you can try to use XCC Mixer to extract the sound effects from Tiberian Sun and Firestorm .dat files (I forget if they're on the hard drive/CDs or DVD/both, so check them all), and use an audio editing program (Windows Sound Recorder? or something better) to splice them together. I'm not sure if you can extract any audio from the VQA videos, though, so ask someone with more experience. I do know that someone already made a Tib Sun sound pack for Renegade with the TS EVA and CABAL, and Reborn might also be doing the same. I'd look for the pack, but I'm not gonna be home until late Saturday, and the internet sucks here.

Anyway, you can find the XCC Utilities at http://xhp.xwis.net/utilities/XCC_Utilities.exe and the required XCC DLL pack at http://xhp.xwis.net/utilities/XCC_DLL_Pack.zip
The DLLs are supposed to go into the same directory where you install the XCC Utilities.

Good luck!

Subject: Re: Cabal's voice
Posted by Veyrdite on Fri, 10 Aug 2007 06:53:19 GMT
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Audacity would be better than windows sound recorder. Dont have the site address, just Google it.

Subject: Re: Cabal's voice
Posted by Scrin on Fri, 10 Aug 2007 07:18:00 GMT
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Dr.Boo wrote on Thu, 09 August 2007 16:55Hello everyone!
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Everyone remembers the creepy but awesome voice of our favorite AI, the Computer Assisted Biologically Augmented Lifeform right? For a project I'm planning I'd like to create some clips of Cabal saying certain things but... how the hell can you mimick his voice? It sounds mechanical... anyone knows if there is some kind of tool that allow me to create clips sounding like Cabal? Thanks in advance for any help

i remember teslazap already do it somewhere.

Subject: Re: Cabal's voice
Posted by bisen11 on Fri, 10 Aug 2007 07:35:29 GMT
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There's 2 Cabal voices. The one from Renegade in the Temple of nod that's malfuncioning from the ion canon, and the TS one.

Subject: Re: Cabal's voice
Posted by Pendullum on Fri, 10 Aug 2007 12:57:29 GMT
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http://commandandconquer.filefront.com/file/TS_Sound_Conversion;34139 ^^

Subject: Re: Cabal's voice
Posted by Scrin on Fri, 10 Aug 2007 14:54:44 GMT
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bisen11 wrote on Fri, 10 August 2007 03:35There's 2 Cabal voices. The one from Renegade in the Temple of nod that's malfuncioning from the ion canon
mmmm newer know about it ..

Subject: Re: Cabal's voice
Posted by AoBfrost on Fri, 10 Aug 2007 15:55:55 GMT
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Theres about 10000 million sounds unused in the game renegade but they are in the file always.dat, I sat there for a whole day looking through them and found cabal's voice inside, there are some things he says that are unique, while there are some where theres 10 different voices for nod soldiers, then at the end a evil robotic voice saying the same thing, so I would think it's cabal. Anyways, look in tiberium sun's files or renegade's.

Subject: Re: Cabal's voice

Posted by havoc9826 on Fri, 10 Aug 2007 17:00:20 GMT
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Pendullum wrote on Fri, 10 August 2007
05:57http://commandandconquer.filefront.com/file/TS_Sound_Conversion;34139 ^^
Ah, so you're the one who made it. Nice job   Was I correct in guessing that you used XCC Mixer
and an audio editing program for this?

Also, to disambiguate something I said in my previous post, I didn't mean that Reborn from MP is
making another TS-based sound pack (at least, I don't think he is); rather, I meant that the MOD
C&C Reborn is using some TS sound effects (not sure if they were made by Reborn team
members or borrowed from Pendullum's pack, or some of both).

Subject: Re: Cabal's voice
Posted by Dr.Boo on Sat, 11 Aug 2007 17:11:30 GMT
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Thanks for the replies all. I'll check out a few of the tips posted here.
And I need the TS/Firestorm voice, not the Renegade one... the renegade one in the temple of
nod doesn't sound evil enough

Subject: Re: Cabal's voice
Posted by cmatt42 on Sat, 11 Aug 2007 21:12:12 GMT
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AoBfrost wrote on Fri, 10 August 2007 10:55tiberium sun's
Tiberian Sun*

Subject: Re: Cabal's voice
Posted by havoc9826 on Sun, 12 Aug 2007 01:46:15 GMT
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Ok, after having both TS and FS installed, look through e01vox01.mix and e01vox02.mix (located
within C:\Westwood\SUN\expand01.mix), speech01.mix and speech02.mix (located within
C:\Westwood\SUN\TIBSUN.mix), and finally wdtvox.mix (located in C:\Westwood\SUN\), and
you'll find all the CABAL sound effects, with the exception of those embedded within the video
files. XCC Mixer doesn't seem to like to extract .wav files by itself, so you'll have to extract/copy
the above .mix files to another folder, and open them through XCC AV Player. You'll be going in
blind, though, since the AV Player doesn't list what each sound effect is. You can compare the
time lengths against what XCC Mixer says to make a better guess, but if that fails, you'll have to
check every one, and that might take a long time. Anyway, when you find one you want, hit the
"Extract..." button, and save it as a .wav file.