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Subject: Hacking Sound Effects In Renegade?  
Posted by [Steven C.](#) on Wed, 27 Apr 2011 14:00:04 GMT  
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The Thing Is.

Yesterday. I download a gun sound mod for Renegade. And i am wondering... How ya do it.

And I would like to hack the obelisk sound and cannon sounds to the old Tiberian Dawn sounds.

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Subject: Re: Hacking Sound Effects In Renegade?  
Posted by [Omar007](#) on Thu, 28 Apr 2011 10:34:05 GMT  
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You don't 'hack' the sound.

You just place a sound file into your data folder with the name of the obelisk sound and/or cannon sound.

Renegade takes files in the data folder over files in it's own always.dat file thus loading that custom sound.

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Subject: Re: Hacking Sound Effects In Renegade?  
Posted by [Distrbd21](#) on Thu, 28 Apr 2011 18:58:28 GMT  
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There is a Tib Sun sound mod for renegade on Renegadezone.com

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