Might as well make a full sounds tutorial for the tut resource, alot of of people who ask me how to do sounds have trouble with sunny's, and that one doens't deal with the more advanced stuff.
*You need the xbox adpcm codec, and p0lar's dll fix!*

>>Making normal sounds<<

A) Save your sound as a microsoft PCM, 16 bit, 44.100 KHZ, stereo. (in goldwave this would be Microsoft PCM 16-bit signed stereo. I think.)

B) Put it in a directory like data\weapons\ak101\sounds\reload_empty or whatever the sound is for

C) In the CMD promp type "tool.exe sounds weapons\ak101\sounds xbox 1" for xbox compression (better for effects\animation sounds) or "tool.exe sounds weapons\ak101\sounds ogg 1" for OGG compression (Better for music. You need p0lar bear's DLL fix for this.) For permutations, in guerilla click the "split long sounds into permutations" and run tool again.)

D) set up the sounds in guerilla. This is setting the sound type, distance ranges, and all the values below. As a general rule, effects\animation sounds should have all values under "randomization" and the scales at 0, except for "gain modifier" in randomization which should be at 0.5 or 1. Skip fraction should always be at 0, no matter if the sound is for music or effects, this says how often (out of 1, so 0.5 = 1\2) the game skips the sound. For music, set the sound type to "music" and min\max distance to 0. . All values below for music should follow this:
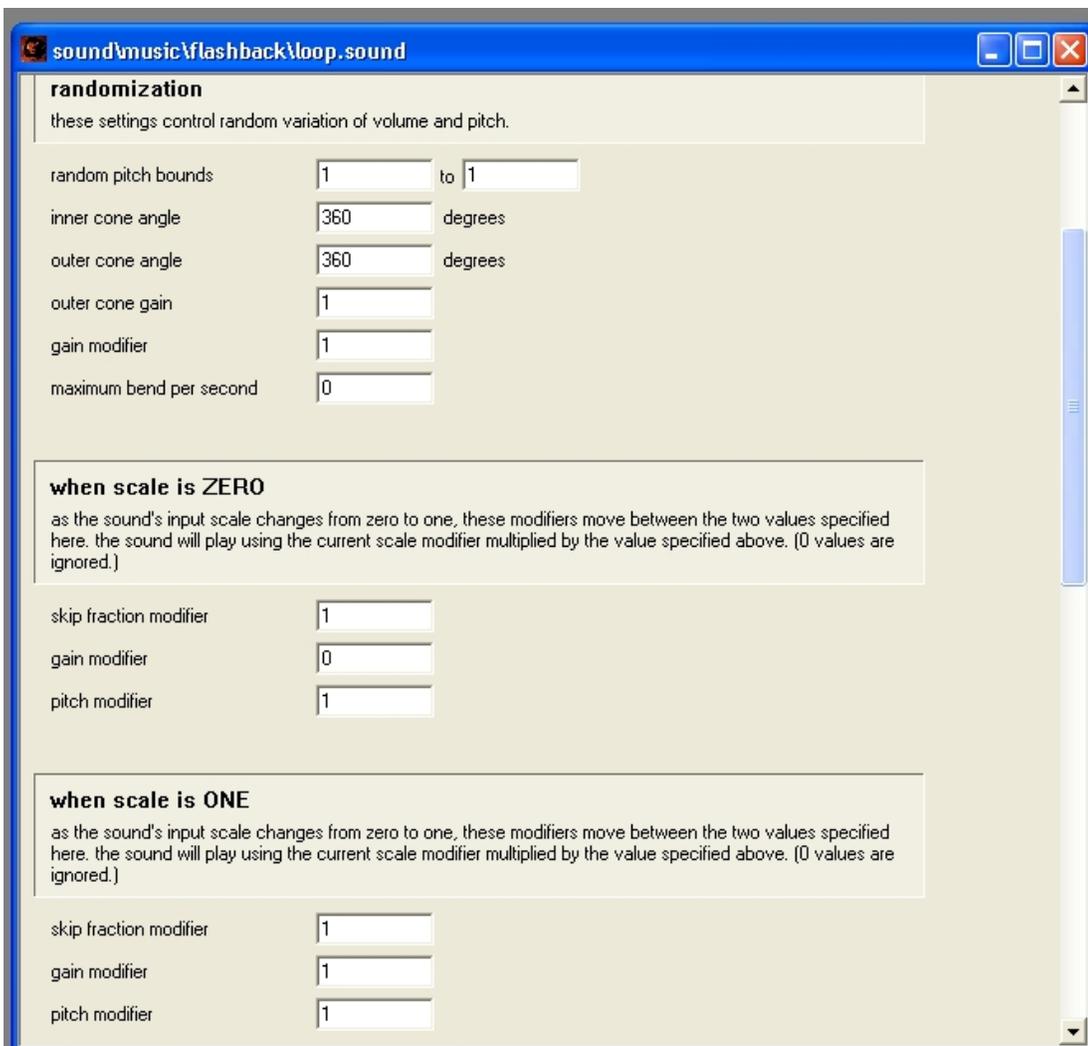
>>Making sounds with pitch ranges (I.E. the warthog's engine)<<

A) Make a base folder, like data\vehicles\m1a1\sounds\engine

B) In that folder make 4 others - "idle," "med," "high," and "superhigh." Names don't matter, but it helps to be organized.

C) In each folder, put the corresponding sound. The "idle" should have a slow, low pitched version of your sound, while "superhigh' would have the sound playing at maximum speed.

D) Run tool, compress it as xbox.

E) In guerilla, set up the tags as normal. At the part where it says "when scale is zero," set the pitch modifier to 1. At "when scale is 1," set it to 2. At the part with pitch ranges, you need to get creative. The idle should have a natural pitch of 1.0, bend bounds from 1 to 1.25. med has natural pitch of 1.25, bend from 1 to 1.5. High has natural pitch of 1.75, beng from 1.25 to 1.75, and superhigh has natural pitch 2, bends from 1.55 to 2. Note that these values are not set in stone, you can experiment with which ones work best for your sound.

I hope this is useful to everyone.

p0lar's dll fix is here - http://gbxforums.gearboxsoftware.com...ad.php?t=50931
The XBOX adpcm codec is here - http://wiki.fpsgamers.se/uploads/Hal...dpcm_codec.rar

Tutorial by T3h_lag
Originally posted in http://gbxforums.gearboxsoftware.com/showpost.php?p=987533