

Creating sound tags in Halo

Setup:

I'm pretty sure you will need the Xbox codec to do this, get it here:

http://dwl.xbox-scene.com/~xbox/xbox-scene/tools/drivers/xb_adpcm_codec.rar

Download and extract xb_adpcm_codec. Open up the folder.

As quoted by Salvage's tutorial:

- 1) Right click "XBADPCMinst.inf", then click install.
- 2) When installation is complete:

- Go to your Device Manager
- Double click "Audio Codecs"
- Go to the Properties tab
- Double click "Xbox ADPCM Audio CODEC"
- Be sure "Use this audio codec" is enabled
- Change codec priority to 1
- Click "OK"

Steps:

1. Open your sound in a nifty little free program called Goldwave, given you don't own and fancy-shmancy audio editing software.
2. Create a sub directory of your Halo directory 'data\sound\test\test'.
3. Create a folder within this new directory that bears the name of your sound (ie. battlerifle_fire) and save your sound into that folder with the following EXTREMELY important specifications:

Windows PCM
16 bit mono
22050 hz

4. Open a command prompt to use Tool.exe. Use the following command to import your new sound:

```
tool sounds sound\test\test\battlerifle_fire xbox 0
```

If Tool says `Importing sound battlerifle_fire` and then says nothing, it worked

5. Open your newly created sound tag in Guerilla and test it out to just be sure it worked. It will be in your tags/sound/test/test directory.

- NiTrOuSoXiDe