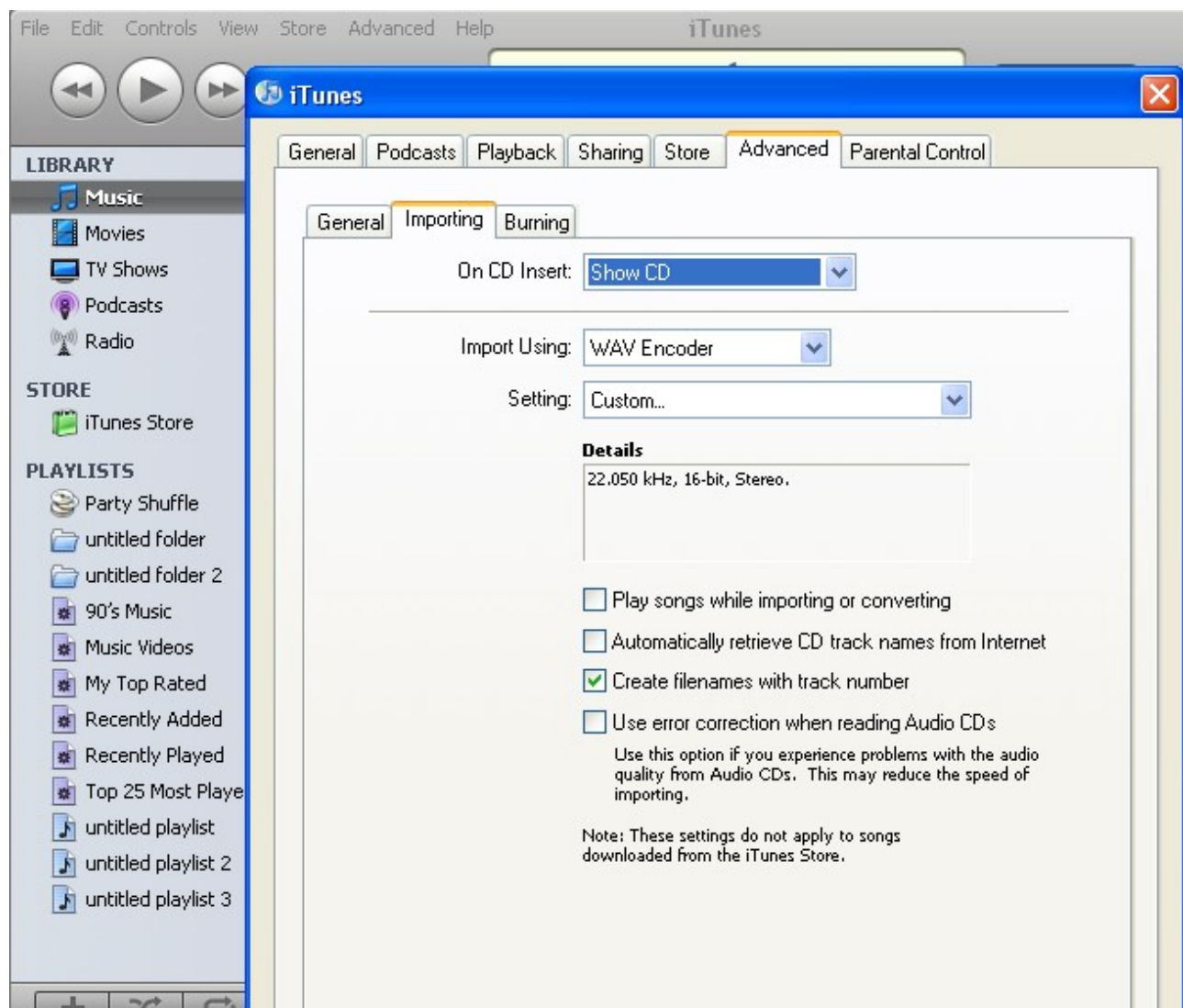


ILLEGALcheatsMAN's Sounds, looping sounds, and background music Tutorial

First, let's say you want to make a very annoying mp3 in one of your maps, first, you should have the HEK, Itunes, Tool++ and an mp3.

1. Load Itunes.

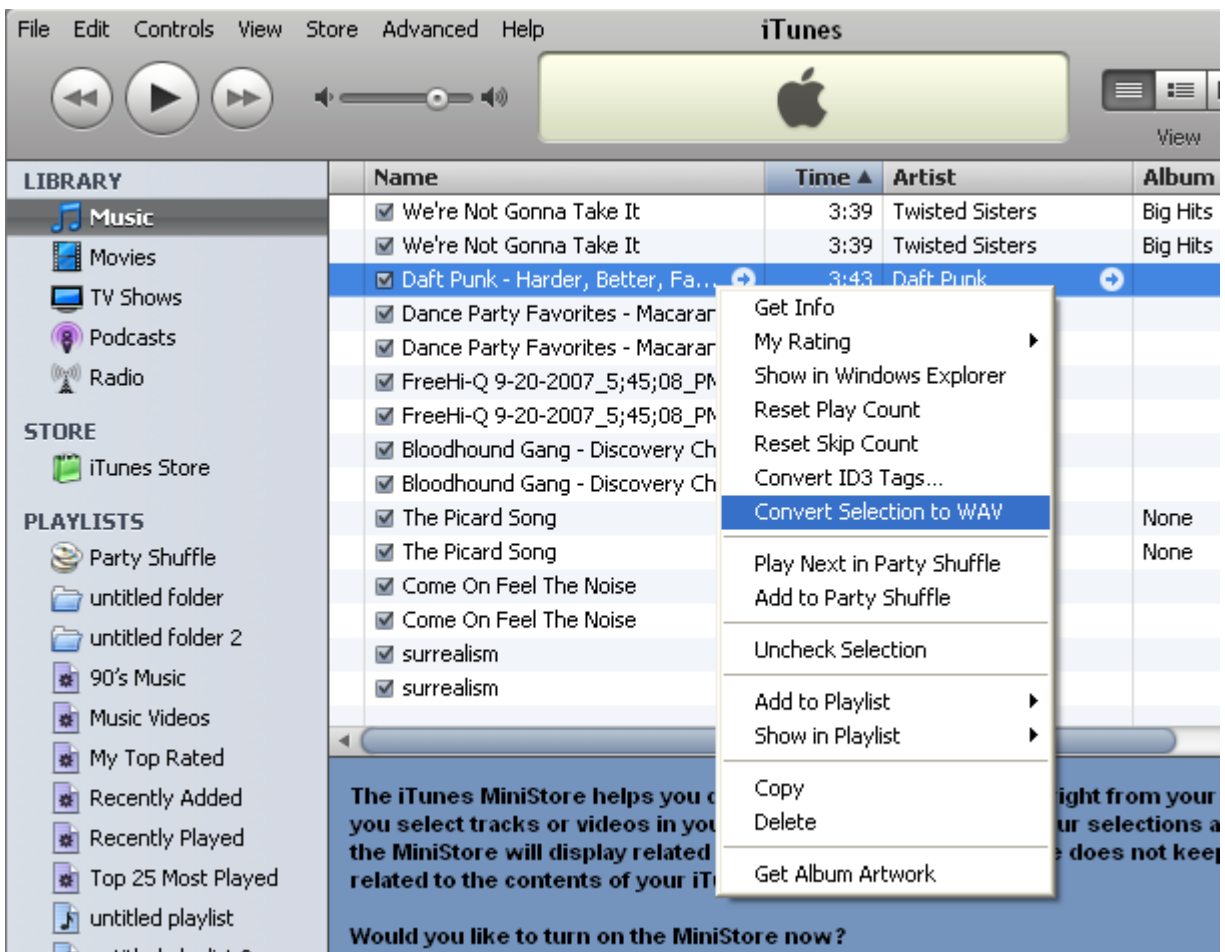
2. Go to EDIT/Preferences and then in the Advanced Section go into import and select a custom setting and a popup will appear, make it have these options:
22.050 kHz 16 bit and stereo



Once that is done, do to FILE/add file to library and browse for the .mp3

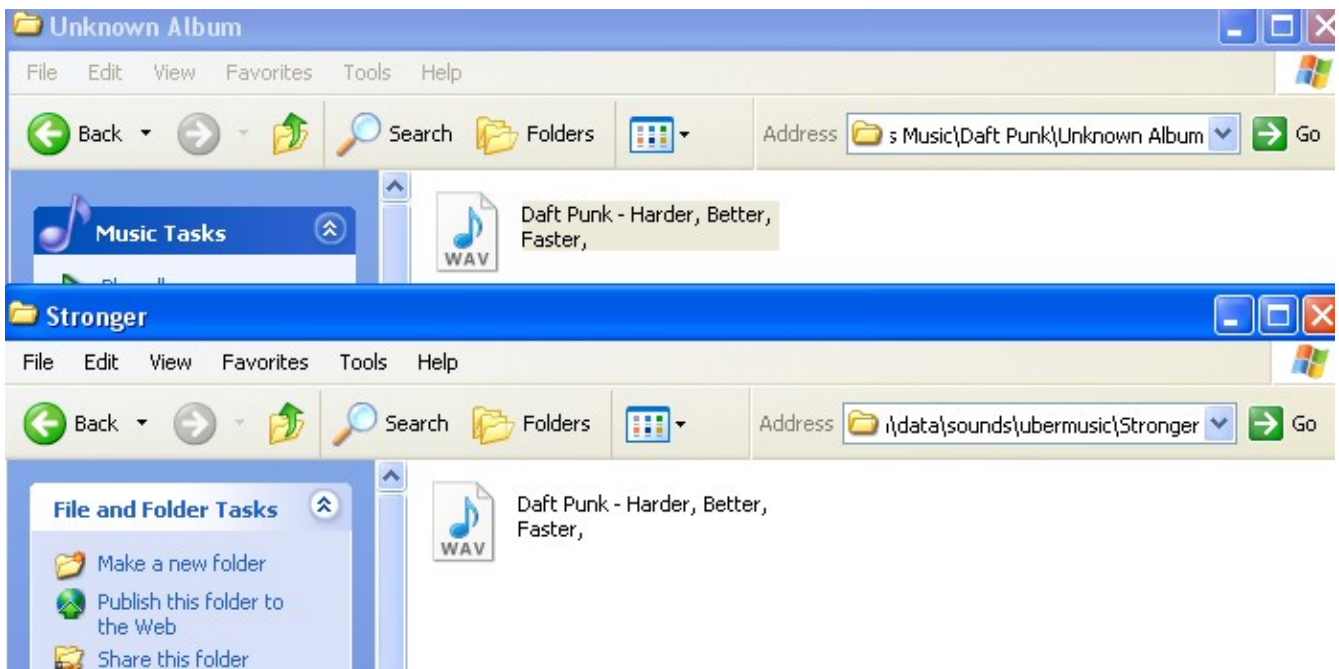
Then find it in the library, right click it and hit Convert Selection to Wav

This is necessary because Tool can only run on .Wav found types



Now check C:\Documents and Settings\Name\My Documents\My Music\iTunes\iTunes Music\artistname or unknown\Album For your .WAV

copy and paste the .WAV into any file in data, but I suggest C:\Program Files\Microsoft games\Halo Custom edition\data\sound\ubermusic\(name) And each folder you plan on having a .WAV in should contain nothing, because tool makes the .sound based upon the folder it is in.



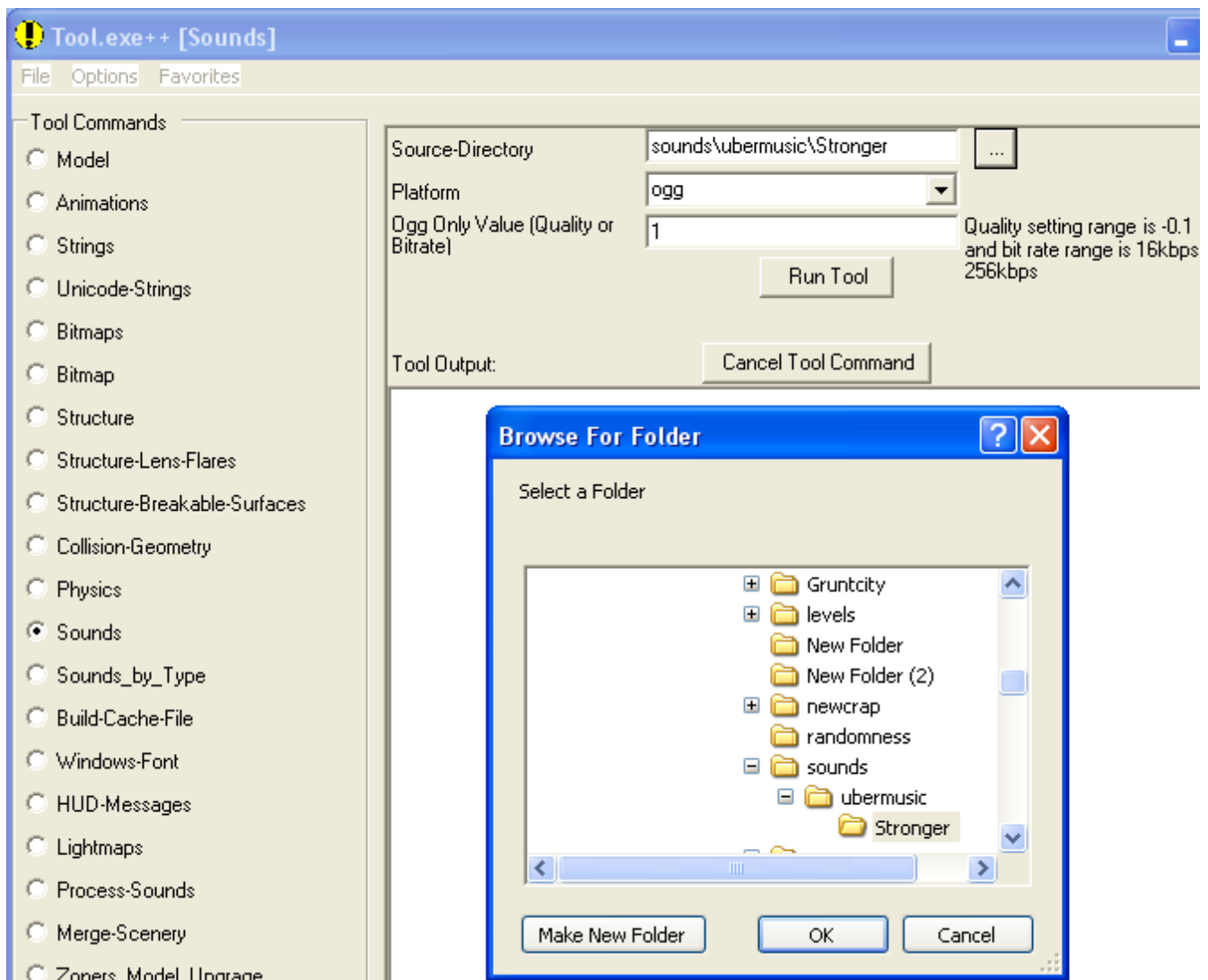
Now you are ready to make the .sound

Open Tool++

Select sounds and for the 2 options below the
browse, make the options ogg and a quality of 1

Browse through data to where you placed the .WAV
and select it, now run tool

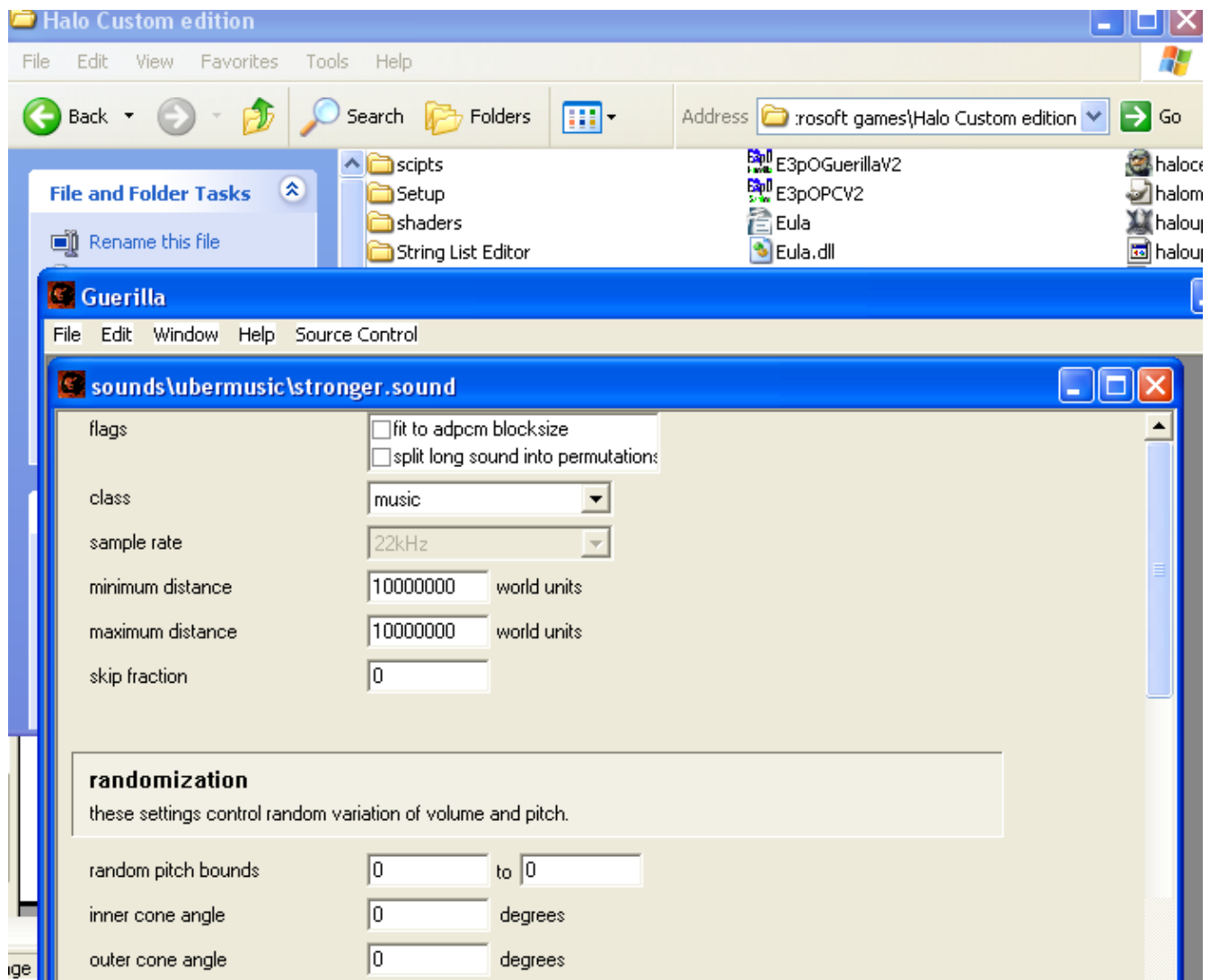
Make sure the .Wav is not larger than 10 megabytes
or tool will not run



If it gives you an error that tells you that all it knows is that it is an exception, run it on a quality of 0

Now for the part that people always screw up on!

Open Guerrilla and open the .sound which is In tags, Set min. and max. distance to 10000 or w/e



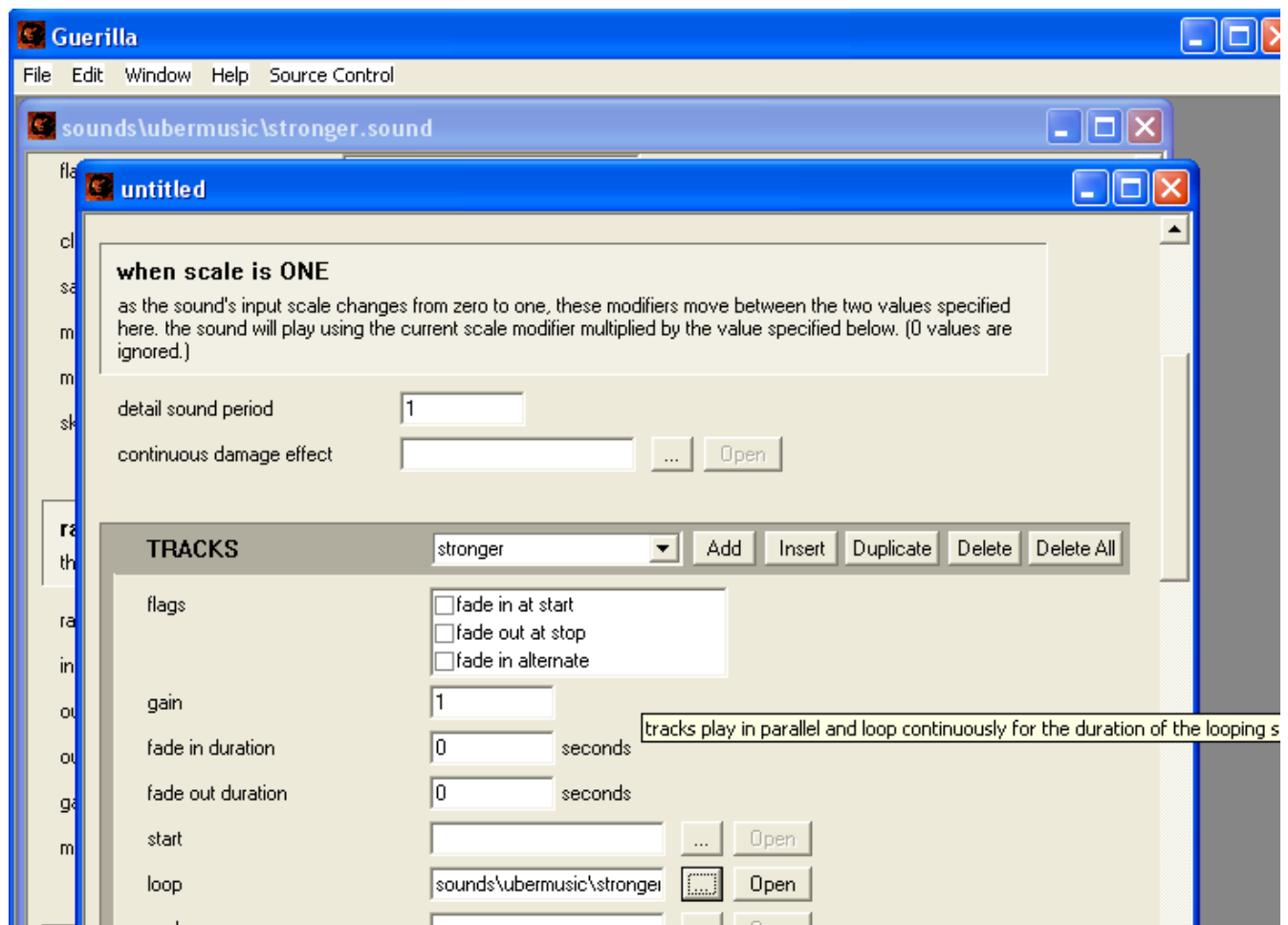
Save it now. Your .sound is done. scroll down to preview the sound

Go to FILE/NEW

then select new.. .sound_looping

put a 1 in detail sound period for when sound is 1
and click add for tracks.

Place a 1 in gain and browse for your .sound in
loop and ONLY LOOP



Now save the .sound_looping. It is done.

Now to add background music to your map.

Open Sapien, load your .scenerio

Go to Cluster properties in the heirarchy

Now paletes and go to background music, add a new instance and make it go directly to your .sound_looping and give it a name.

In Palettes go to sound environment and do the same but without your .looping sound. browse in tags/sound/sound environments and choose anything, it doesn't really matter, any .environment_sound will work.

Go above that and select your newly made environment and background sounds, now save IMMEDIATELY. If you click on scenery or anything and then save, it will not save what you have just done. This is because palettes exist in the bsp scenerio and scenery in the scenerio.

Now reload the scenerio and you should be hearing your music. You are done. :D

picture showing sapien on next page

