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[HW2 Music Tool]

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Thread Tools

8th Jul 05, 2:25 PM

SENIOR MODERATOR #1

Zatch

Finger-Biting Good



Join Date: Feb 2004
Location: CA, USA

[HW2 Music Tool]

What used to be known as the *HW2 Music Converter* is now back and better than ever! (In other words, it probably works.)

The HW2 Music Tool allows you to convert *.wav and *.mp3 files into *.fda files, the sound format used in the HW2 engine. The Music Tool also generates the necessary *.lua scripts for each song/sound converted.

Note: The tool is attached to this message, scroll to the bottom of this post for a link.

After unzipping the program, run hw2mt.exe, not the other files (enc.exe & madplay.exe,) those are used by the generated batch script.

By the way, I did **not** create enc.exe or madplay.exe, I just made a program to generate batch scripts that use those converters, the converters were referred to by a thread on converting HW2 music a year ago, and I don't remember where to find it ☹.

For those who used the original HW2MC, here's a list of changes:

- Errors in the produced batch file have been reduced/eliminated (especially those where quotation marks were needed/not-needed.)
- The process converts both *.wav and *.mp3 files properly, and then deletes the junk intermediate files.
- The window is larger so you can actually see the files you added.
- The BitRate's recommended value is now selected by default (in case you forget to set it manually.)
- It only converts files in the same directory as the application itself. This practically eliminates any of the debilitating errors brought about by paths with spaces and files all over the place.

Attached Files

[hw2mt.zip](#) (194.2 KB, 111 views)

The HW2 EVE Mod: [Relic Forums Thread](#) / [Official Boards](#)

Last edited by Zatch : 23rd Oct 06 at 8:01 AM.



8th Jul 05, 8:01 PM

SENIOR MEMBER # 2

Mikail

Senior Member



Join Date: Jun 2003
Location: %HW2_ROOT%



What does your program do?

Download my HW mods, maps & tools. [link](#)

8th Jul 05, 8:15 PM

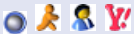
SENIOR MEMBER # 3

Tefeari

Livin La Vida Florida



Join Date: Oct 2003



ZaTcH your zip file is corrupt, you should rezip and reupload it.

Mikail: I would assume it converts music to homeworld 2 aifr format.

8th Jul 05, 11:31 PM

4

Duelron1001

Member



Join Date: Jun 2004
Location: Some where in the outer rim



basicaly it's so you don't need to used command prompt to use the relic .aifr encoder. It should be noted that this program should be able to be used to convert other things other then just music, such as weapon sounds.

I can't test it for my self as the .zip file is corrupt but does the program change the .aifr extention to .fda?

Leader of the Freespace: A New Age TC mod



9th Jul 05, 12:49 AM

SENIOR MODERATOR # 5

Zatch

Finger-Biting Good



Join Date: Feb 2004
Location: CA, USA

It converts WAV and MP3 files to AIFR, then renames them to FDA, and also generates the appropriate LUA scripts for each sound/song. I'm trying to figure out why the zips are corrupted. I remember having a similar problem before with Apache, and I think the solution was switching to an older version =\ . Keep checking back to see if the download is online, I should have the site restarted using an older version of Apache soon.

Edit - Server up and running using an older version of Apache. If you still have problems, try *Right-click-> Save Target As...* because your browser may just be downloading the cached version of the *.zip file (the corrupted one.)



9th Jul 05, 11:40 AM

6

adamstrange

Member



Join Date: Mar 2004



Hey Zatch...BIG THANKS :nod:

The program works perfect,just what the community needed 🤖

9th Jul 05, 12:59 PM

SENIOR MEMBER # 7

Tefeari

Livin La Vida Florida



Join Date: Oct 2003



Thanks from here too, does it work on ship sound effects?

9th Jul 05, 1:29 PM

8

adamstrange

Member



Join Date: Mar 2004



Works on any sound.

I just made a new test sound for the Khopesh CTA in sound forge and although the volume was a bit low [nothing that can't be fixed] it works perrrrrfect 🤖

Now i'm going to make seperate gunfire sounds for most of the weapons and get a few people that i know to do new voice overs like ship communications,radio interrupts and battle chatter.

I may even make the vagyr voices sound like a cross between the klingons and the cyclons,which is really easy for me to do.

30th Sep 05, 8:30 PM

9

Mr.Popo

Member

Join Date: Oct 2004
Location: Land of Jones

Rather old thread, but this does work for SP missions, right? Even cutscenes? I just want to add Adagio for Strings at a few key points, was wondering if this was possible with this tool, or whether it'll take a me a while with extracting cutscene soundtracks and whatnot.

Get to Work

You aren't being paid to believe in the power of your dreams.

1st Oct 05, 5:05 AM

ADMINISTRATOR

10

Moe

soul has a bucket

Join Date: Oct 2003
Location: #homeworldMirrored btwRelicnews.com

1st Oct 05, 3:24 PM

+ ★ SENIOR MODERATOR # 11

Zatch

Finger-Biting Good

Join Date: Feb 2004
Location: CA, USA

@Mr. Popo: I haven't tried it, but if the cutscenes and the associated music are stored separately (which I believe they are) then it is entirely possible 😊.

@Moe: Thanks ^_^

1st Oct 05, 6:49 PM

12

Mr. Popo

Member

Join Date: Oct 2004
Location: Land of Jones

Could someone post a link to a .big extractor? All the ones posted here are dead links, and I'm assuming I'm going to need to extract the music if I'm going to replace some of it :P

2nd Oct 05, 3:33 AM

+ ★ ADMINISTRATOR # 13

Moe

soul has a bucket

Join Date: Oct 2003
Location: #homeworldSpookyRAT

2nd Oct 05, 8:42 AM

14

Mr. Popo

Member

Join Date: Oct 2004
Location: Land of Jones

Arg, damn my modding n00bness. How do I put the .fda files back into the .big file?

2nd Oct 05, 6:20 PM

15

Mr. Popo

Member

Join Date: Oct 2004
Location: Land of Jones

Lemme better word the question - how do I actually get the music to play in game?

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HTML code is **Off**

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All times are GMT -7. The time now is 11:49 AM.

Page generated in 0.26174212 seconds (94.08% PHP - 5.92% MySQL) with 10 queries

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