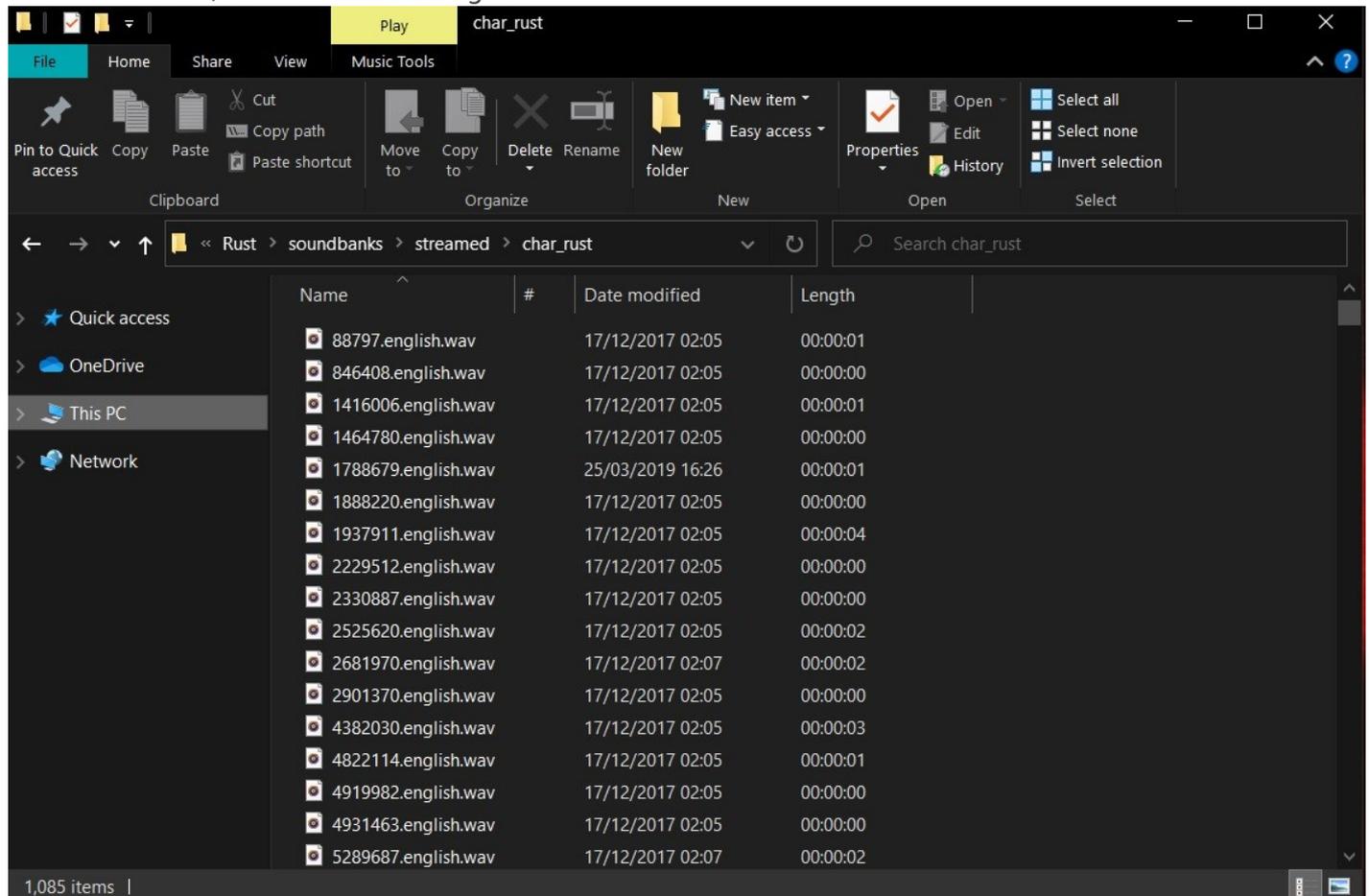


Voice Over Modding

Things you need:

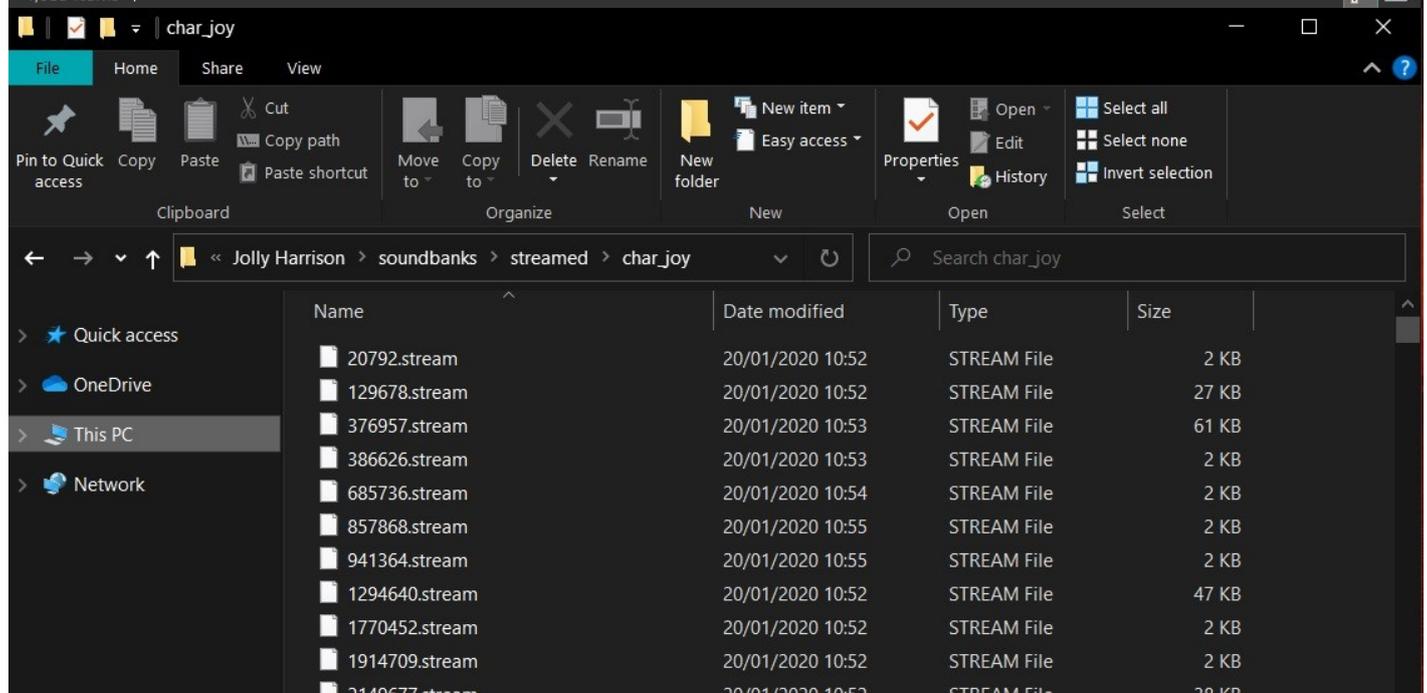
- wwise_ima_adpcm (to encode/decode .stream files)
- Audio editor
- Extracted soundbanks folder (check attachments)

Post extraction/downloaded from gdrive



char_rust

| Name | # | Date modified | Length |
|---------------------|---|------------------|----------|
| 88797.english.wav | | 17/12/2017 02:05 | 00:00:01 |
| 846408.english.wav | | 17/12/2017 02:05 | 00:00:00 |
| 1416006.english.wav | | 17/12/2017 02:05 | 00:00:01 |
| 1464780.english.wav | | 17/12/2017 02:05 | 00:00:00 |
| 1788679.english.wav | | 25/03/2019 16:26 | 00:00:01 |
| 1888220.english.wav | | 17/12/2017 02:05 | 00:00:00 |
| 1937911.english.wav | | 17/12/2017 02:05 | 00:00:04 |
| 2229512.english.wav | | 17/12/2017 02:05 | 00:00:00 |
| 2330887.english.wav | | 17/12/2017 02:05 | 00:00:00 |
| 2525620.english.wav | | 17/12/2017 02:05 | 00:00:02 |
| 2681970.english.wav | | 17/12/2017 02:07 | 00:00:02 |
| 2901370.english.wav | | 17/12/2017 02:05 | 00:00:00 |
| 4382030.english.wav | | 17/12/2017 02:05 | 00:00:03 |
| 4822114.english.wav | | 17/12/2017 02:05 | 00:00:01 |
| 4919982.english.wav | | 17/12/2017 02:05 | 00:00:00 |
| 4931463.english.wav | | 17/12/2017 02:05 | 00:00:00 |
| 5289687.english.wav | | 17/12/2017 02:07 | 00:00:02 |



char_joy

| Name | Date modified | Type | Size |
|----------------|------------------|-------------|-------|
| 20792.stream | 20/01/2020 10:52 | STREAM File | 2 KB |
| 129678.stream | 20/01/2020 10:52 | STREAM File | 27 KB |
| 376957.stream | 20/01/2020 10:53 | STREAM File | 61 KB |
| 386626.stream | 20/01/2020 10:53 | STREAM File | 2 KB |
| 685736.stream | 20/01/2020 10:54 | STREAM File | 2 KB |
| 857868.stream | 20/01/2020 10:55 | STREAM File | 2 KB |
| 941364.stream | 20/01/2020 10:55 | STREAM File | 2 KB |
| 1294640.stream | 20/01/2020 10:52 | STREAM File | 47 KB |
| 1770452.stream | 20/01/2020 10:52 | STREAM File | 2 KB |
| 1914709.stream | 20/01/2020 10:52 | STREAM File | 2 KB |
| 2149577.stream | 20/01/2020 10:52 | STREAM File | 20 KB |

Easy steps

- Get the tools needed in attachment, set up volume preset
- Prepare your replacement files, adjust their volume level beforehand and organize them
- Listen the vanilla lines one by one and save replacements corresponding to their vanilla id, make sure saved audio files are wave formatted
- Once you're done with saving replacements use `wwise_ima_adpcm` to encode sound files to `.stream`

What you should do:

- Mod pathing must be: `modname/soundbanks/streamed/char_name`, `robbers_mission_gen` and `safehouse_vo` (for older characters such as OG gang, houston, clover, wick its `regular_vox` instead of `char_name`)
- Replacement files MUST contain only sound id in their name (not `.1/english`)

Side note: Some of the character lines such as AI war cry, marking specials on control phase (more for characters older than Bodhi) are encoded ogg files and since we don't have a proper tool we can't replace them for the time being. Replacing them with encoded wave files will result in not playing anything. If you have the game files extracted you will see that `wwise_ima_adpcm` can't decode all stream files which are encoded `.ogg` files. My decompiled extract on Gdrive included with extracted `.ogg` based stream files, sort the folder by bit rate. For `char_name` folders they are 768 kbps if mono, 1536 kbps if stereo, mostly same for `robbers_mission_gen` though some are 576, 512 kbps

There are some misinformations going on regarding voice over modding:

1. Some people still think they have to match replacement audio's length with the vanilla's otherwise it won't work which is NOT true, longer audio files may make it spammy
2. Renaming the `.wav/.ogg` extensions to `.stream` does NOT work
3. Trying to compress `.ogg` to `.rar/zip` and renaming the extension to `.stream` does NOT work, stop with this shit, seriously.

Revision #2

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