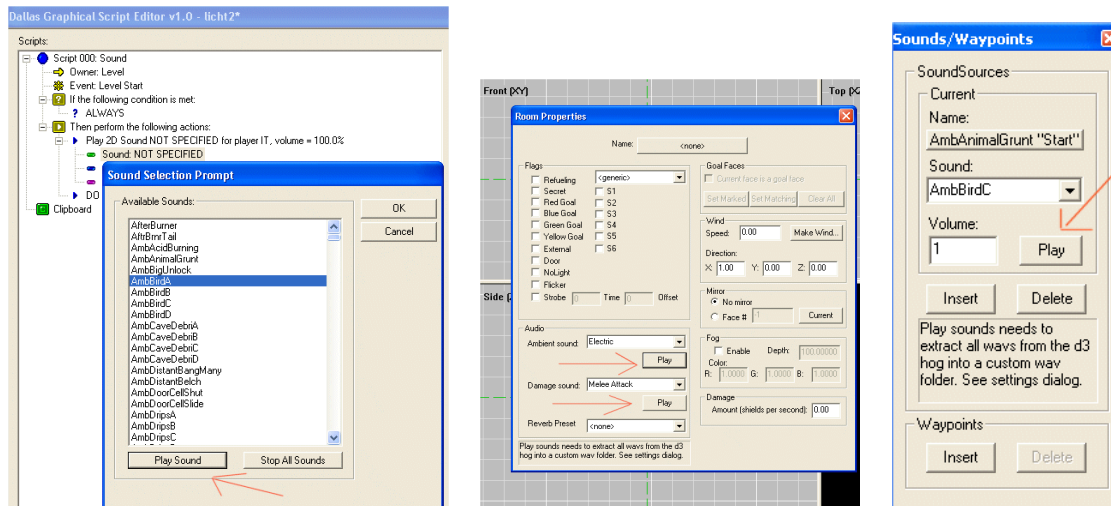


Play Sounds (v1.0) AT AN

Note

Starting with the version D3Edit 2.1 [AV 41] Build: 2.1.41.54 , you don't need to do anything more than tick the "Extract sound files from Descent 3 to use them in the editor" option while installing the D3Edit. The D3Edit installer will automatically create the "Sounds" folder, will extract the sounds wav files from the D3 hog, and may set the link to that folder in the editor settings.

This article explains how to do this manually.

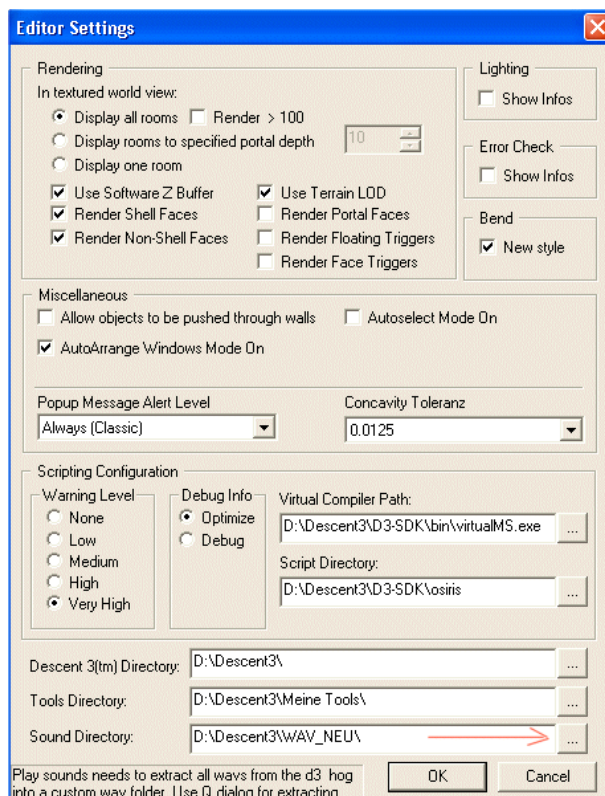


We need a few things to do before we can hear sounds inside D3Edit.

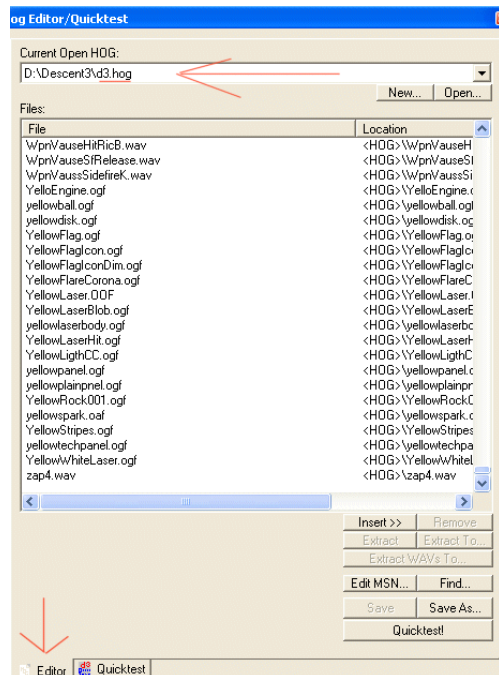
The first part is to create a folder for the WAV files.

Around 70 MB !!! free space is needed on the hard disk.

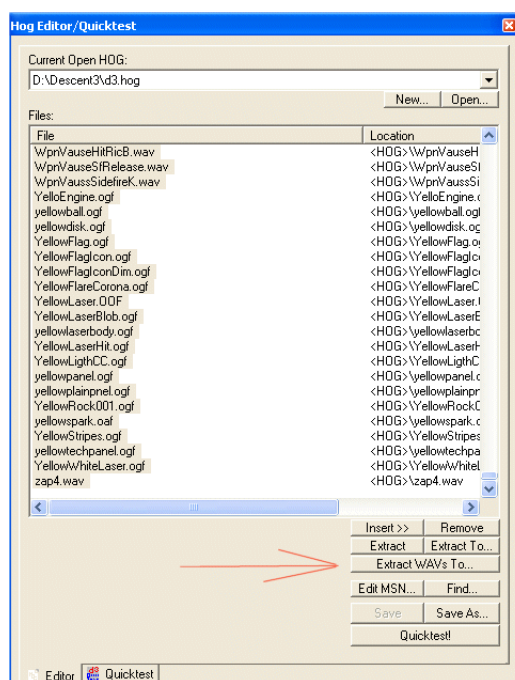
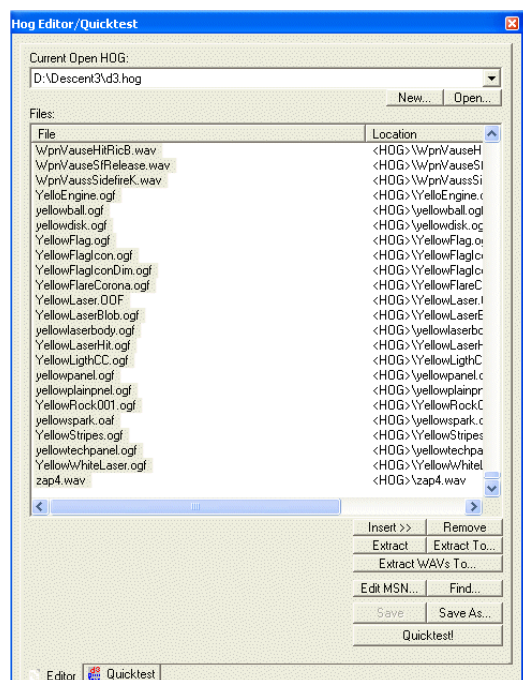
If the folder is created we need to set the path inside the Settings dialog:



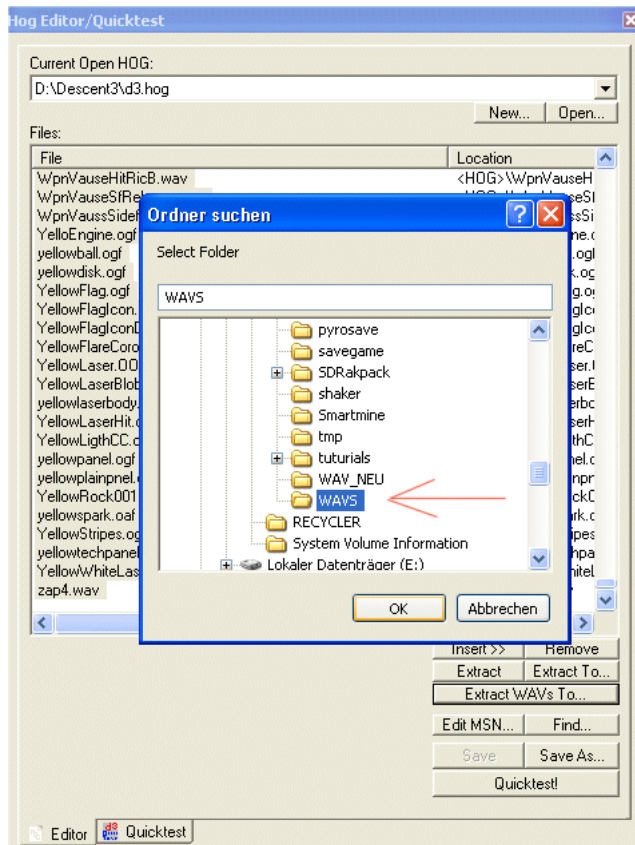
Now extract the WAV's . We use the Quicktest -> Editor and open the D3 hog file:



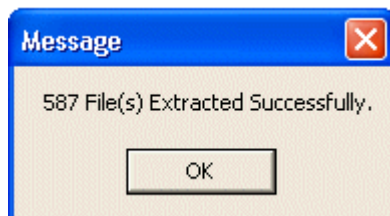
Mark (left mouse button) the last entry, then move the right scroll-slider to the top. While pressing the Shift-key mark the first entry in the list. It will need some time while your computer mark all files now. If that selection is finished press Extract WAV's To.



Click that button ... and navigate to the WAV folder you created for this task:



D3 Edit extracts all WAV's out of the D3 HOG and copies them into the wav folder. That will need some time again but later it should look like this:



We need to do this only once, but after that we can hear all sounds inside DALLAS and Room Properties Dialog.