

There is a trick you can do with Half-Life, that when you press a certain button, it will play a wav file over your microphone for everyone to hear. It is really fun, and most people don't know about this trick, so you look like a pro to others, hehe. But it can only be heard in multiplayer games, and the server you are playing on must have microphone enabled. Here are the steps...

1. You need to put a tweak into your autoexec.cfg file which is located here...

```
\steam\SteamApps\(\your login)\half-life\valve\autoexec.cfg
```

Open it up with something like Notepad, and add the following lines to it...

```
//console speak  
alias "+voicewav" "voice_inputfromfile 1; voice_loopback 1; +voicerecord; echo  
playback on"  
alias "-voicewav" "-voicerecord;voice_inputfromfile 0;voice_loopback 0;echo playback  
off"  
bind "o" "+voicewav"  
echo "now use o key to toggle voice wav"
```

Save and close the file.

2. Next step to do is get a wav file of your choice. Something funny from a song, movie, or whatever, preferably a short one, because you have to hold down the key the whole time to play it. Once you have one picked out, you need to change it to a certain format that Half-Life can work with. Open up your Sound Recorder located in Accessories under your Start menu, and then use it to open up the wav file of your choice. Now you can trim off any excess of the wav file if desired. Once you have it exactly like you want it, you need to save it as a new file. It must be in .wav format, and be in 8.000 kHz, 16 Bit, Mono for Half-Life to play it. This will cut down on the quality of it, but Half-Life won't play any higher. (If anyone knows how to make Half-Life play higher quality wav files, let me know).

3. Once that is saved, you need to put it in your valve folder, and save it as "voice\_input.wav"

```
\steam\SteamApps\(\your login)\half-life\valve\voice_input.wav
```

4. Now when you are in a multiplayer game, just press and hold the "o" key and it will play the sound wav you have made. If you see your speaker icon, but it doesn't play, then that server probably have microphone access disabled. You can change the button to whatever you want by editing it in the autoexec.cfg file. Where it says bind "o" "+voicewav", change the "o" to whatever you want. And after messing around with this, you can only bind one wav file, even if you change the name of it, and assign it to another button, it can and will only play one wav file during gameplay.

Also...the sank sounds plugin is now working on LTK1 and LTK2. When in the game if you type a keyword associated with one of the sound files it will play that file. We will be experimenting with this plugin by adding more sound files.

Right now the following words have sound associated:

doh

crap

ha ha

bud

woohoo

@we're doomed

target

To play a sound just "say" one of the keywords exactly as they are shown and an associated sound file will play.

It has take me FOREVER to figure out how to get this plugin to work. I've learned a lot in fighting it, however. I hope you enjoy it.

If any of these plugins seem like they are causing lag or are cheesy let me know and I will kill them.

Happy fraggin!!

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