

Cdaudio player/manager Version 2.0 R0

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Overview:

Cdaudio player is a powerful editor for the cdaudio.wad file included with the Tomb Raider III Game, it also has some support for Tr4/TRc external wave files.

Cdaudio.wad is a collection of WAV files embedded in one big file and used for soundtracks in the game. Cdaudio Tool let you extract individuals Wav from this file and let you add your own custom WAVs, so you can give new ambient to your custom levels.

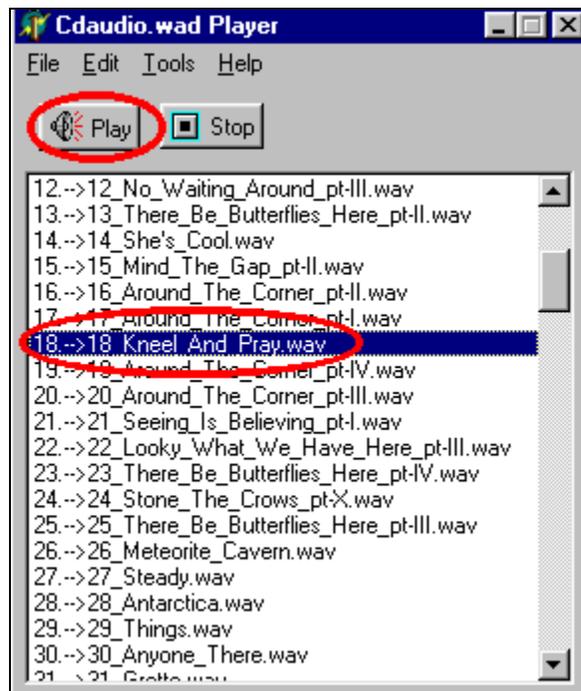
You are allowed to re-build a totally new cdaudio.wad from scratch, clearing all originals wavs and start adding new wav files, you can play the tomb raider iii game with a smallerr cdaudio.wad!!. The main idea is that level builders can include their custom cdaudio.wad file in their published levels.

Playing sound tracks:

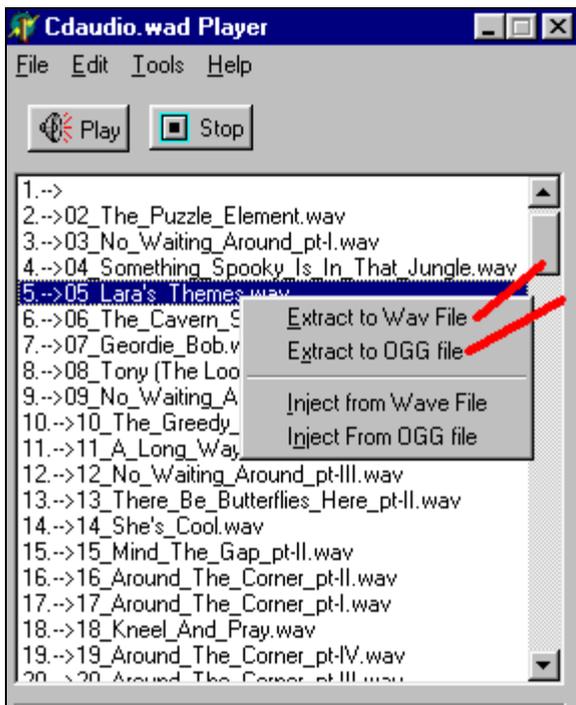
Open your Cdaudio.wad file from hard disk; you will see all current soundtracks available. There is a maximum 130 tracks in the list from slot 0 to slot 129. Note that some slots are unused.

Just select the track you want to play from the list and click the "Play" button, or simple do double click the sound track descript.

Note the sound track #number, that one is the sound track ID you have to use in the level editor when you are using the play_soudtrack() trigger. Also those numbers are used in the Tombpceditor for defining which background sounds is used when playing your custom level.



Extracting/Injecting a soundtrack from/to cdaudio.wad



Select any used slot and do right click on in, a popup menu will appear, you have menu option for extract the current track to WAV file format or to OGG file format.

The extracted WAV file will be in Microsoft ADPCM 44100mhz. 4 bits Stereo properties; this kind file can be used with TR4 and TRC game engine too.

You can inject a custom soundtrack selecting the slot and bringing the popup menu, then select from menu option to inject the new soundtrack from WAV file format or from OGG file format.

You don't have to worry about to correct the compatible WAVE file format in your custom soundtrack; Cdaudio player tool will convert your wave file if necessary to the right format used by tomb raider before injecting the file.

Your newer Wav file is added in the current slot and named as your wave file. Now in game when is triggered that slot then your new track will sound.

Your new wave file internally did not overwrite the original wav assigned in the slot; that remain in the cdaudio file, just it is inaccessible. Your new wave was added to the end of file and the slot just now point to that file position. You can add max 130 new wave files but you have to overwrite older wave slots. Each time you add a new sound track, your cdaudio.wad will increase his size.

OGG file format.

OGG VORVIS file is an encoded sound file format similar to the MP3 format; people say that compression rate is even better than MP3. Indeed the compression rate is very high, I had compressed 16MB PCM wave file in less than 1MB when converted to OGG file format; however note that Tomb Raider Game soundtracks are already compressed in ADPCM encode, so when they are compressed to OGG the resulting file will not reflect the 11 :1 compression Ogg Vorbis encoded algorithm, however the compression still high.

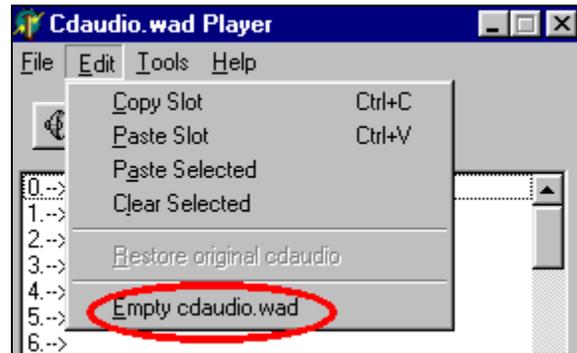
There are some good OGG player floating on internet, but the best I have seen is the freeware DELIPLAYER: <http://www.deliplayer.com/> It plays over 230 music formats!!!!, including MP3 and OGG files.

Building a new cdaudio totally from scratch.

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The original Cdaudio.wad from the tomb raider 3 game is about 320mb size, but you can built a newer file from scratch and add just the necessary sound tracks that your home made levels will need.

Select from menu "Edit", "Empty cdaudio.wad" for erase all soundtracks, also the slot table will be cleared; then you can add your Own soundtracks for your game; you need to inject at least one soundtrack or the game will crash when you try to run it. In game, soundtracks ID pointed to empty slot just will not sound,



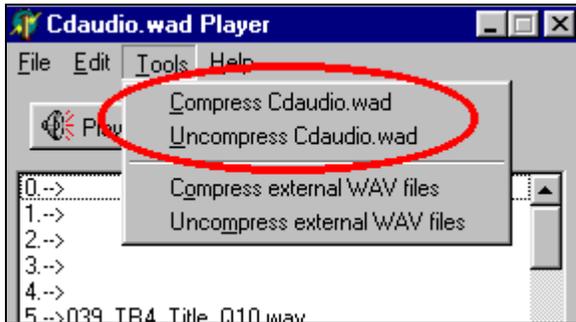
If you ever need the same soundtrack gets in the cdaudio.wad more than once in different slot then you can point the slot to the same physical wave previously injected. You could need to do that if for example you want to post a lite cdaudio.wad version, lower size than your full bigger version used for you game set. You can point several soundtracks ID slot used in your game to the same soundtrack in your lite version.

- Select a slot a do ctrl+c for copy the slot info.
- Select another slot and do ctrl+P for paste the info over the new slot.
- You can also multi-select several slot using shift+click for mark contiguous slot ranges and ctrl+clik for mark non contiguous slot, then select from menu "Edit", "Paste selected" for paste the last copied slot over all current multi-selected slots.

Also you can select from menu "Edit", "Clear Selected" for clear the slot info in all current multi-selected slots. WARNING: once you erase all slot info pointing to a wave file, the wave file is inaccessible and there is not way to make it accessible again!.

Compress / Decompress your Cdaudio.wad.

Ok, now you have your custom cdaudio.wad with just the soundtracks needed for your levels set, now you want to post that file along with your levels, but you found that cdaudio.wad file size is about 60mb!; you can use Cdaudio player tool for



compress your file using OGG file format and then post on internet the compressed version, then the user will need to use cdaudioplayer for decompress the file and play your levels.

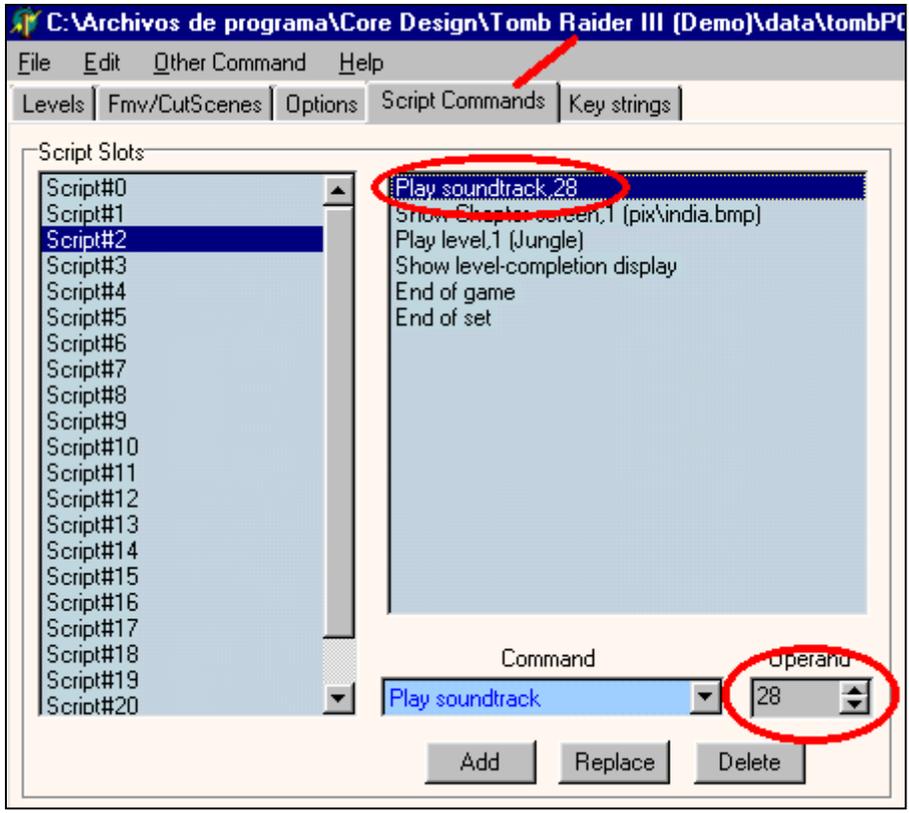
The compression algorithm is high; I had compressed 50MB cdaudio.wad in just 7mb file size.

Take note that this process could take some time depending how big is your cdaudio.wad, you will see a progress bar for each soundtrack being compressed and a label status telling you which slot is currently processing. You can cancel the process pressing the <ESC> key.

The compress process will build a new cdaudio file with extension WAZ, and it will only include currently accessible wave sounds, meaning that compressing / uncompressing your cdaudio.wad is a good way to discard old unused soundtracks and optimize your wad file size.

Looped soundtracks:

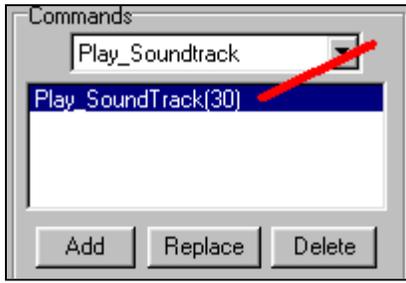
In the Tomb Raider 3 engine, soundtracks slot from 26-36 are normally used as “background sounds”, and they are assigned to your level in the tombpc.dat file, when playing the level, that soundtrack will be used as “ambient” all will be played looped.



The Background sound can be assigned to your level using tombpceditor, and from the "Script" tab, edit the script lines for you level, define in the command "play soundtrack" operator the cdaudio.wad slot number you want to use.

If you trigger any those slots from your level then the new slot soundtrack will

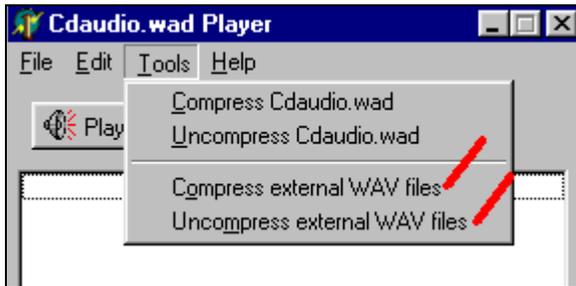
be played looped now, that can be used to switch from different ambients sounds in different zones in your level, however note that if you have changed your ambients sound using triggers then triggering a non-looped slot will make the loop to end.



If you trigger un looped slot from your level, then that new ambient sound is selected and played, however if you now trigger any other non looped slot then the ambient loop will end.

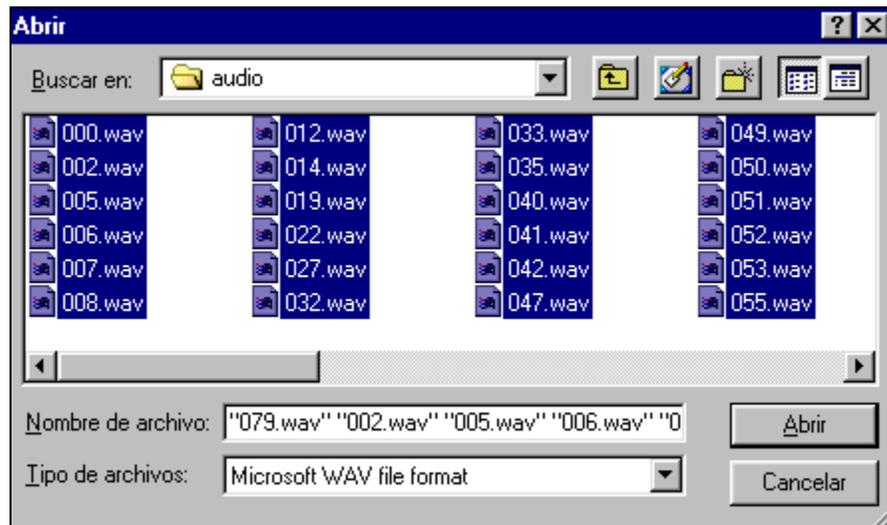
Compress / Uncompress Externals WAVE files.

You can use cdaudio player tool for compress external WAVE files into OGG format, and then distribute those files with your TR4 or TRC files, this will reduce drastically your package size. The user will need to use cdaudio player tool for convert OGG files back to WAVE File format.



From menu “Tools” select “compress external WAV files” and “Uncompress external WAV files”.

All files to be processed can be multi-selected, using shift key to select contiguous block files or CTRL+click to select non-contiguous block files.



Note that cdaudio player will respect the original WAV properties (samples per sec, bitrate, channels). When converting back from OGG file format.

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09-2004.