

### Customized .wav file

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\\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\\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.

Here are the lines from my autoexec.cfg file pertaining to part 1 from above.

```
alias +sound "voice_inputfromfile 1; voice_loopback 1; +voicerecord"  
alias -sound "voice_inputfromfile 0; voice_loopback 0; -voicerecord"
```

The bind is different too, my command in config.cfg is bind "x" "+sound"  
Short of that, it looks ok.

I believe there was a copy of the instructions on the old forums somewhere, if still available.

Courtesy of \*L.T.K\*Gratch

ADDITIONAL COMMENT By tt

the echo line is not required. That would just say that sentence when you load enter the game. The "o" key can be any key you want. Make sure it is not overwritten with a bind in your user.cfg or config.cfg.

tt