Freelancer pilot voice modification

Freelancer tutorial – Editing the entertainment software in order to modify the words that the pilots speak in communication to you when you hail them. (most specifically the .wav sound files that are played to hear the words)

Aim: This tutorial is provided so you will be able to change the words that the pilot will say to you when you hail them. (most specifically change the .wav files that the game will play when they are speaking to you)

Overview

In freelancer, when you hail a pilot, specifically for example when you hail a pilot that is flying a transport, they will tell you where they are going and what cargo they are carrying, depending on what cargo they are carrying.

Such voice combinations when hailing a navy cargo vessel travelling through space speak like this

"This is Navy Alpha 1. We are on a trade mission from planet manhattan. We are moving silver to dortmund station. We have one more waypoint to go"

Something like that. Now we are going to change them so they say something we want or what you want. This tutorial aims to show you how

Requirements

First of all the following tools are needed they are located on Lancersreactor.com:

- Crc tool Beta 2
- Utf editor
- Bini for the decryption of compressed .ini files in order to access with notepad or other kinds of editors capable of modifying the compressed ini files
- Windows Media player in order to preview sound files *(this is for an optional step if you want to make sure the sound file extracted is correct. Using windows media player in the procedure is not as essential as the other three tools)*
- Audacity *(this program will be used to convert audio files into .wav format it is not needed if the sound file you want to use is already in .wav format)*

Audacity is NOT located on *Lancersreactor.com* do not search for it there you will need to find it somewhere else

IMPORTANT!!

DO NOT USE CRC CALC!!! CRC CALC PROVIDES ONLY PART OF THE ASSISTANCE IN THIS PROCEDURE. IT WILL NOT HELP EFFICIENTLY FOR THE JOB, USE CRC TOOL AS IT IS VITAL FOR YOUR EFFECTIVENESS OF CHANGING THE VOICE FILES CORRECTLY

Method

Now let's get started. Our first step is to search for the strings that contain the references to the voice commands. Most of these are in the folder Audio stored in the freelancer data folder. The ini files that store voice references mostly have voice at the beginning. There are files in audio folder that say voices_recognizable.ini or voices_mission01.ini like that and many others.

Take note that some of those ini files work in conjuction with a voice_properties.ini file that is located under DATA/MISSIONS of the freelancer directory.

However this tutorial will only be limited to showing you the basics of changing commodity voices.

The ini voice reference files stored in audio folder are not only there. There are references stored in ini files that are in equipment folder and each system folder that is stored in universe as well. Not all references have been found at this time yet.

We will now focus on changing the voice file that describes cargo 'silver' the expected result will be that instead of a pilot saying 'silver' when he/she says that they are moving silver, they will say something else of whatever sound file you put in.

Locate the goods.ini file in Data\equipment of Freelancer.

Scroll down to this line

[Good]
nickname = commodity_silver

Below this line contains this voice reference

msg_id_prefix = gcs_gen_commodity_silver

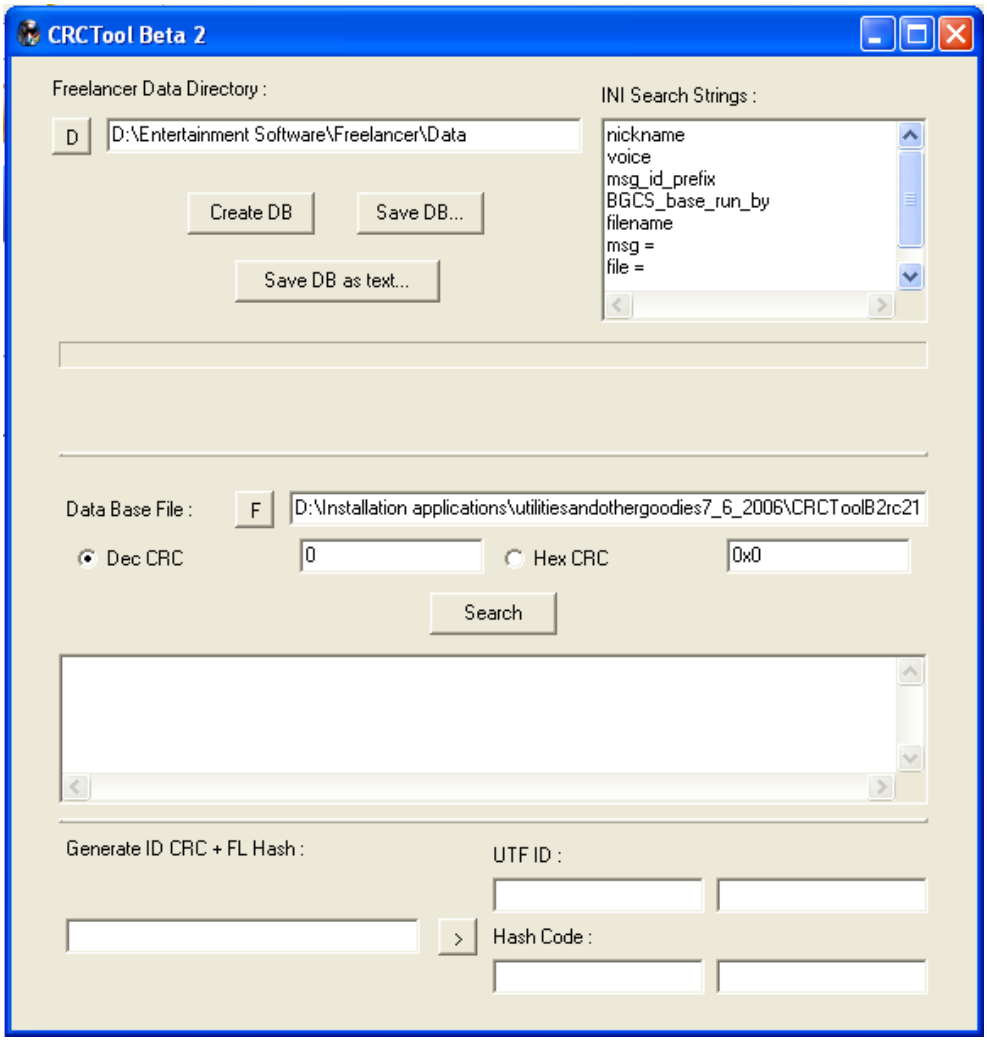
The gcs_gen_commodity_silver is the sound reference for commodity silver that directs the game to make the pilot say this word ‘silver’ when hailed in it’s string of voice talks.

The string, gcs_gen_commodity_silver, is not used to refer an .ini file in another section. It is through a very different process of identifying by freelancer and used to generate a hexadecimal out of it. During the function of the game, it is translated to hex to which Freelancer reads the hex and finds the .wav sound file which is called that hexadecimal name in the utf files stored in audio folder. The .wav files are compressed in .utf

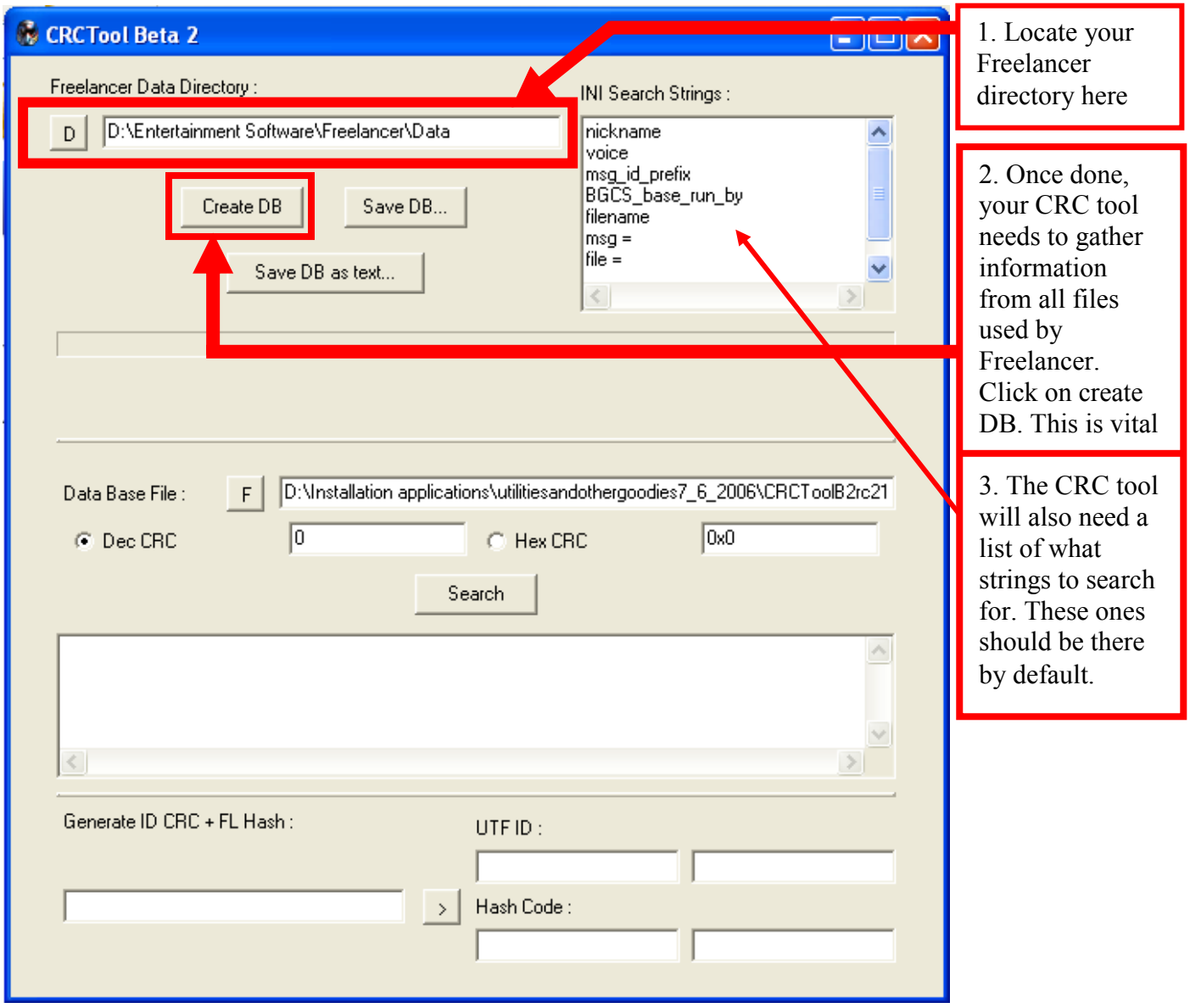
Note:

This section of the tutorial may be difficult to follow and the steps will be detailed very extensively in order to assist in the best possible way

Now open the Crc tool beta 2 application. This is what you will see:



Currently, the screenshot of CRC tool contains my own information that I have already set up, the next picture below will show you the steps to setting up the crc tool



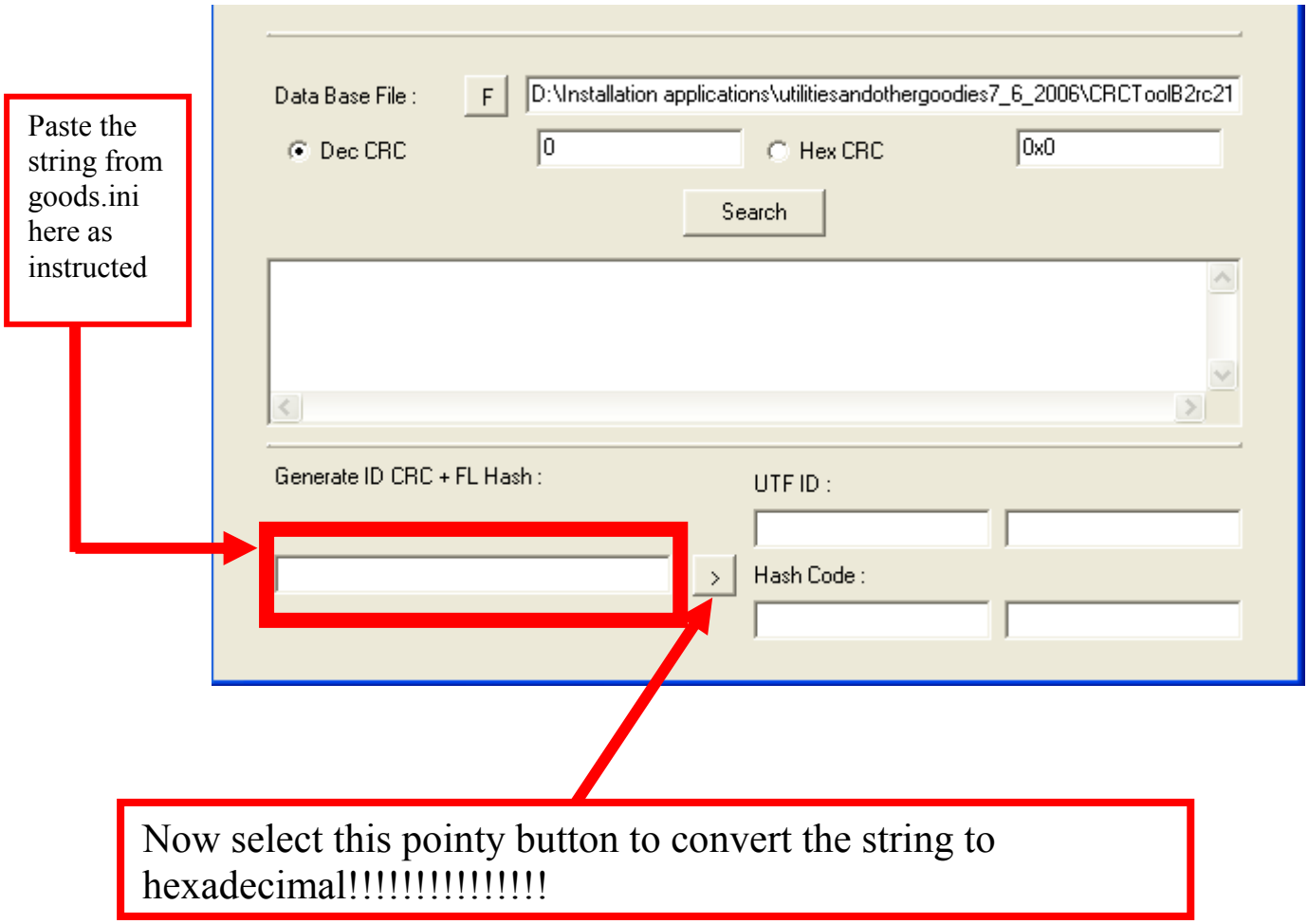
Once you have completed all these steps, you should have a database file created by CRC tool itself for it's own reference by clicking 'Create DB' Now that this step is complete, we can locate the .wav sound file.

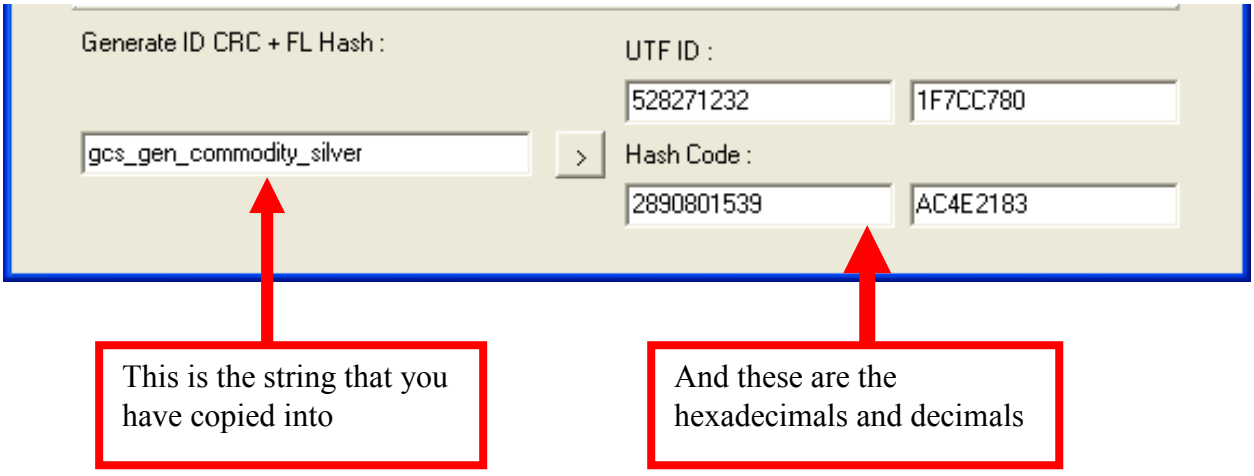
Now go back into the goods.ini file and copy the string labeled gcs_gen_commodity_silver

Which is under:

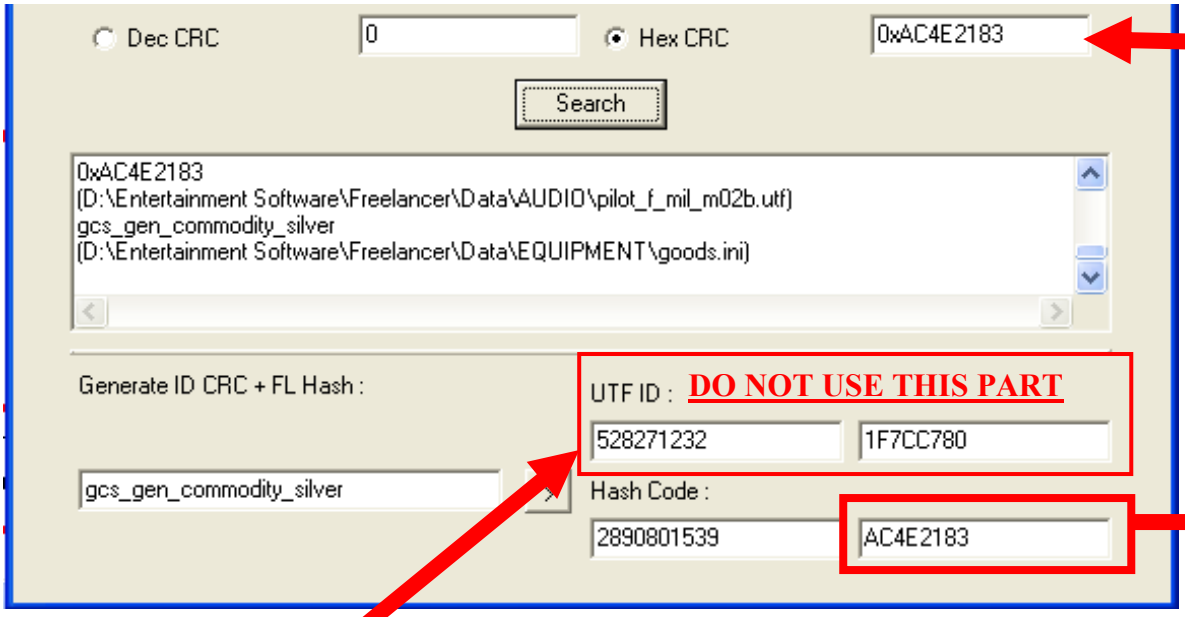
[Good]
nickname = commodity_silver

and paste it in this text box of CRC tool beta 2. the text box is located near the bottom of the window (See picture)





It will be impossibly time consuming to search for the Hex code ourselves in Freelancer directory, so that is why the CRC tool was used to analyze the entire freelancer directory and build a database list. So now the CRC tool will be used to search for the sound file that is named that hexadecimal.
All the .utf files in the audio folder are expected to store all of the pilot sound files that are played in freelancer. There are also neural net voice, (computer voices) stored here as well in a file called nnvoice.utf



DO NOT COPY ANYTHING FROM **THIS SECTION OF UTF ID** DO NOT USE IT AT ALL IT HAS BEEN A PAIN TO ME WHILE I WAS WORKING ALL THIS OUT

IGNORE THIS PLEASE

USE THE HASH CODE

SO WHAT I MEAN IS THIS

1FCC780 → DO NOT USE

AC4E2183 → USE THIS

1. Copy this hexadecimal and paste it in the text box above

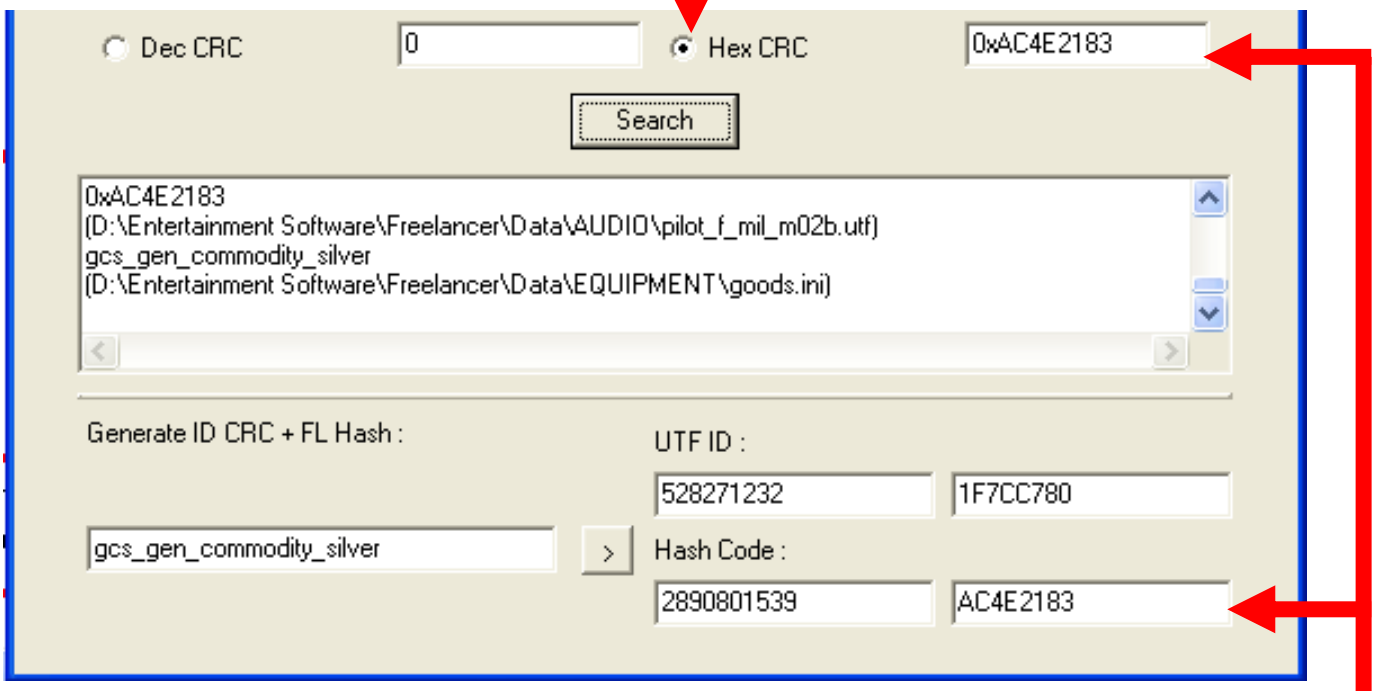
[Please!]
DO NOT COPY THIS HEX: 1F7CC780 I DON'T KNOW THE MEANING OF UTF ID: USE THE HEX THAT IS UNDER Hash code.
Yes indeed it says utf id and it seems like the one for identifying hash in utf files but TRUST ME it doesn't work and has become an unbearable obstacle in the past.

USE THE HASH CODE: YES THE ONE THAT HAS AC4E2183

ATTENTION!!!

Now I have nothing to say to you but drop my jaw and say go see a doctor or get your eyes checked or get an english tutor 24 hours a day if you mumble a reply to me and say
'why does the crc tool say to me 'AC4E2183' is not a valid integer file?
Because all I am going to say is that 'Please read the tutorial steps again' SO PLEASE FOLLOW THE NEXT STEPS PROPERLY!

DO NOT FORGET TO CHECK THIS!!!!
BECAUSE IF YOU DON'T IT WILL
LOOK FOR DEC CRC WITH 0 ON IT!!!



You will notice there is a difference between these text boxes.

You need to copy the hex in the hash code as before as stated above and place it in the text box at the top

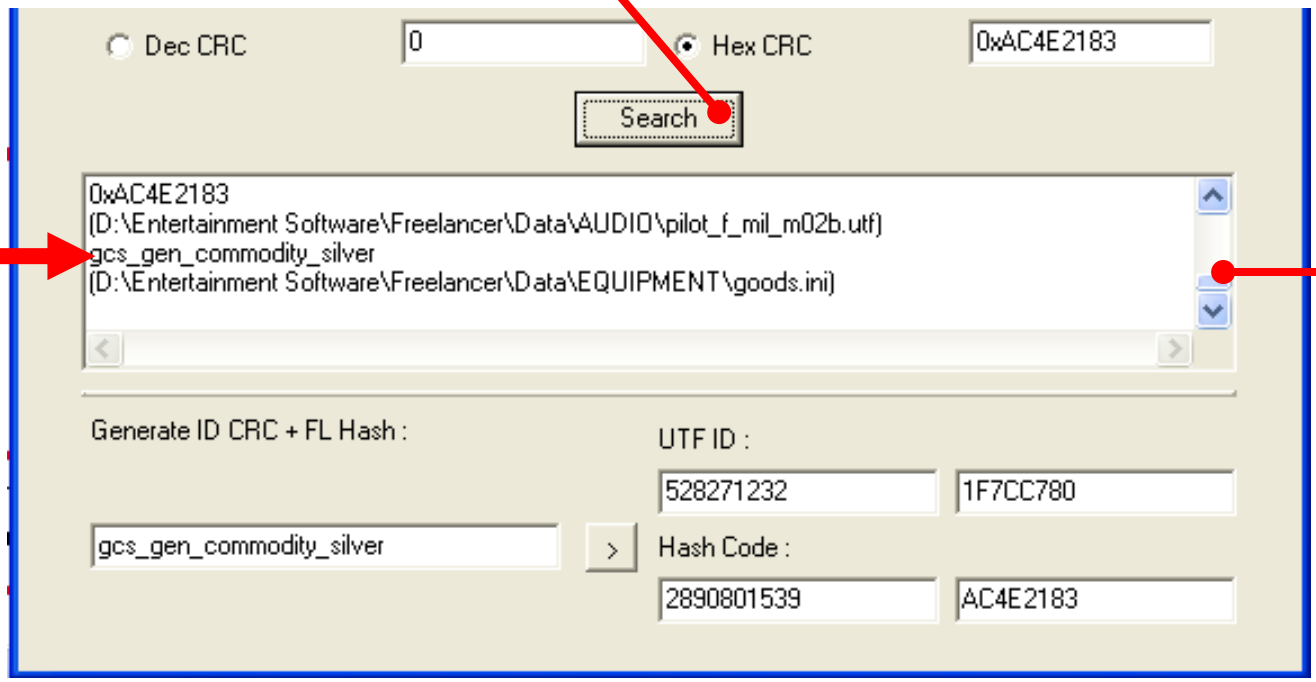
Now read carefully:

YOU MUST TYPE 0x IN FRONT OF THE HEX IN THE ABOVE BOX OR THE SEARCH WILL NOT WORK!!!!

Once you have typed the hex CRC in the above text box. Please select search. The CRC tool will begin referencing the database file it has created to list out matches with the hexadecimal you are searching for.

Select search button and the CRC tool will use it's database file created to search for a matching CRC

Don't forget that you can scroll if the results exceed the space that the CRC tool can display them



Once search complete, CRC tool will display all of the succesful results that match the Hex CRC you are searching for in this window. As you can see the 0xAC4E2183 hex we are searching for provides multiple results. This is because there are more than one utf files that contain the hex we are searching for.

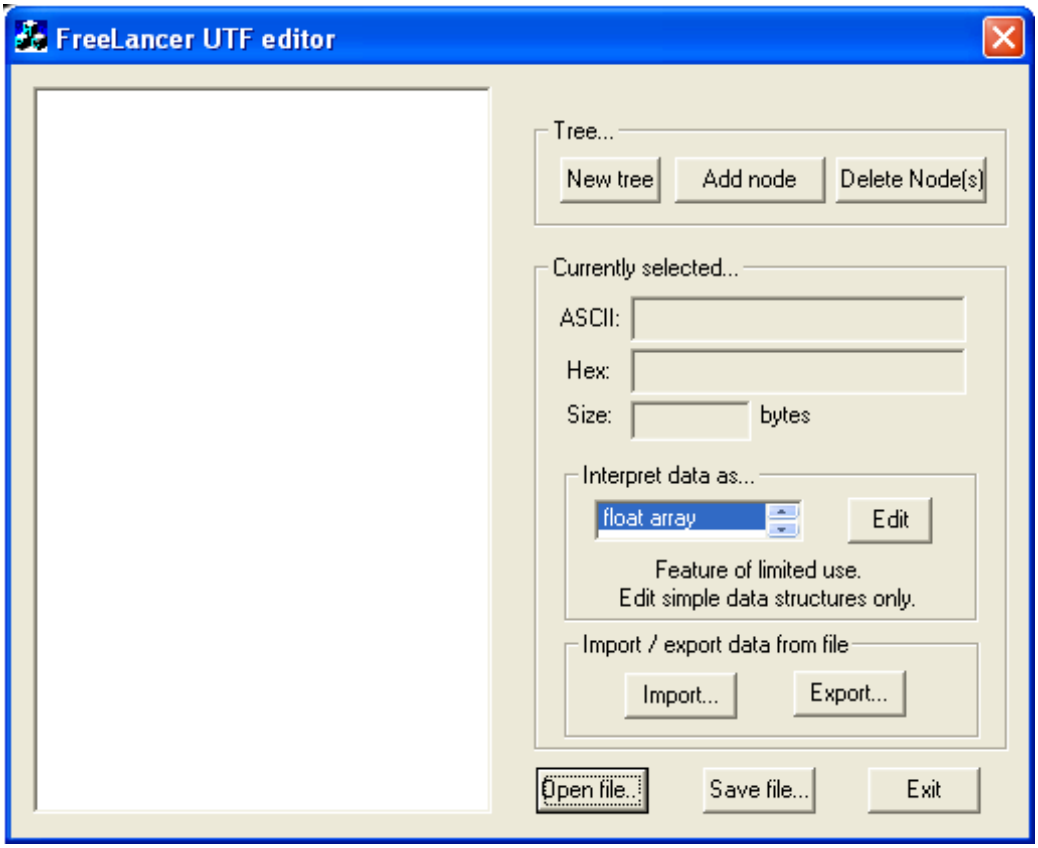
If you wonder why, remember, there are female and male pilots. There are different voices of male pilots and there are different voices of female pilots. Each utf file listed in the search results contain voice files that are there for the game to use when a pilot makes a speech. **The numerous amount of utf files is a result of different accents for males and different accents for females.** Each utf file is structured in the same way with all the voice files contained having the same name, but the .wav files with the same name when played from individual utf files sound different. This is because each utf file stores different accents of different .wav files but have the same name, all for the purpose of saying the same word in a different accent. For example such as a Aussie voice saying 'silver' in one utf file and an asian voice saying 'silver' as well and the same name as the aussie 'silver' voice but they sound different of course because of accents. So the last note is that both the different accents of the voice files are stored in separate utf files

Let's say an asian female pilot and all the voice files that sound like the asian female pilot are stored in one utf file. Along with that will be the asian woman's .wav file that sounds like an asian woman saying 'silver' being placed in that utf file and it will be named 0xAC4E2183 because that is the hex that gcs_gen_commodity_silver is translated into when converted to hex and used to reference silver.

And there would be another utf file for a male pilot. But since there are male pilots that sound different, individual utf files are used to store different accents of males just like females with different accents too. All those utf files will have the voice file 'silver' in the .wav file and the .wav file is named 0xAC4E2183 in every utf file because once again the game limitation translates gcs_gen_commodity_silver to the hex that is named 0xAC4E2183.

Now the UTF editor is required. You will need it to search and edit the contents compressed inside the utf files that the CRC search results have listed.

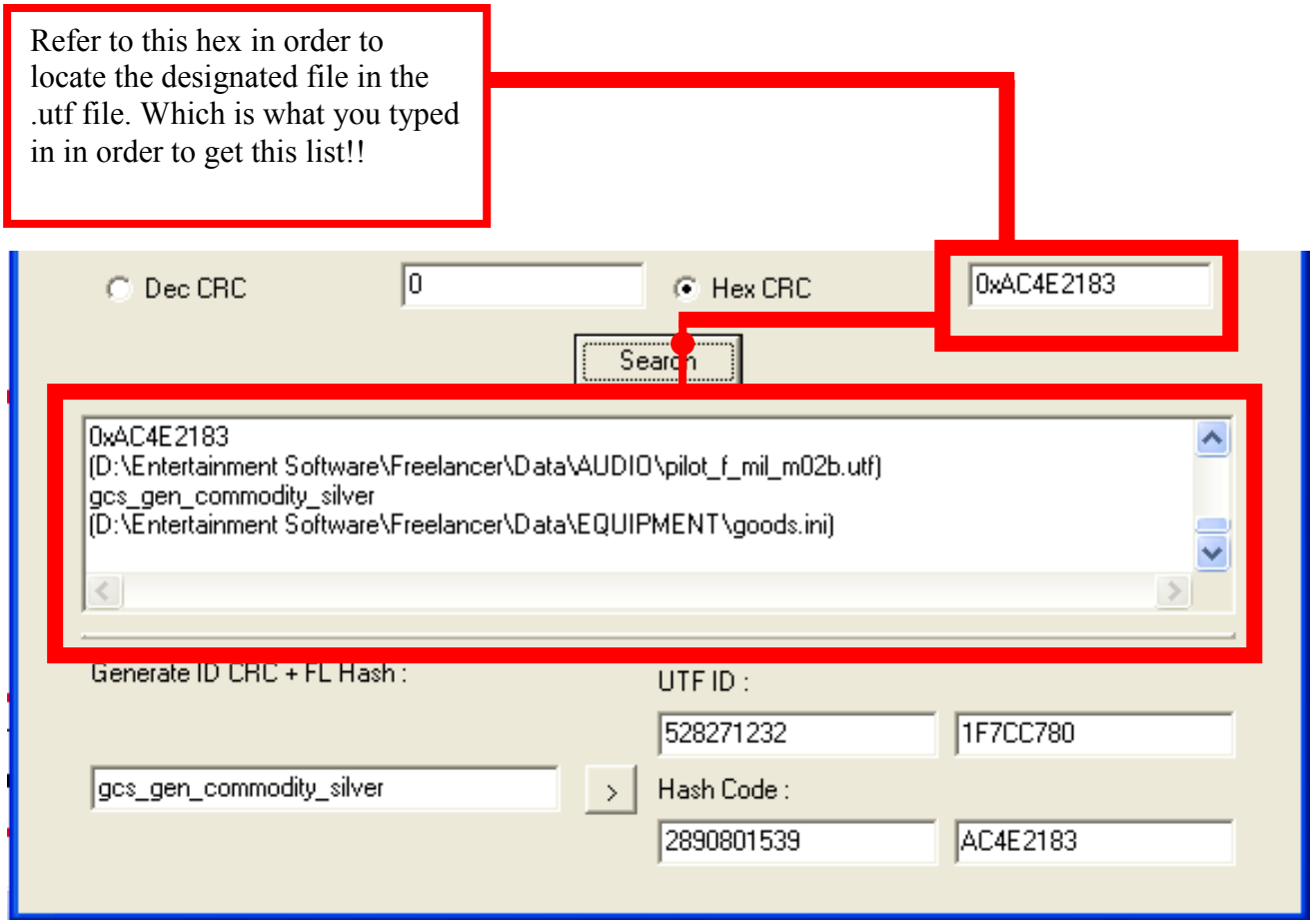
Open the utf editor:



This is what you will need in order to appropriately modify a .utf file.

Now open either one of the utf files that are listed in the search results displayed in CRC tool. The .utf files are located in audio folder. You will end up seeing a [\ ] in the top left corner of the utf editor browser. Click to expand it and you will find a long list of hexadecimals which you will probably be going 'Oh no what am I going to do now???' but don't worry. It is not that hard, in fact it is easy if you follow my instructions. It's very simple!!

Now you need to go back to CRC tool have a look at the hex in the top of the text box. That is, if you haven't closed CRC tool or you will have to do some of the steps over again.



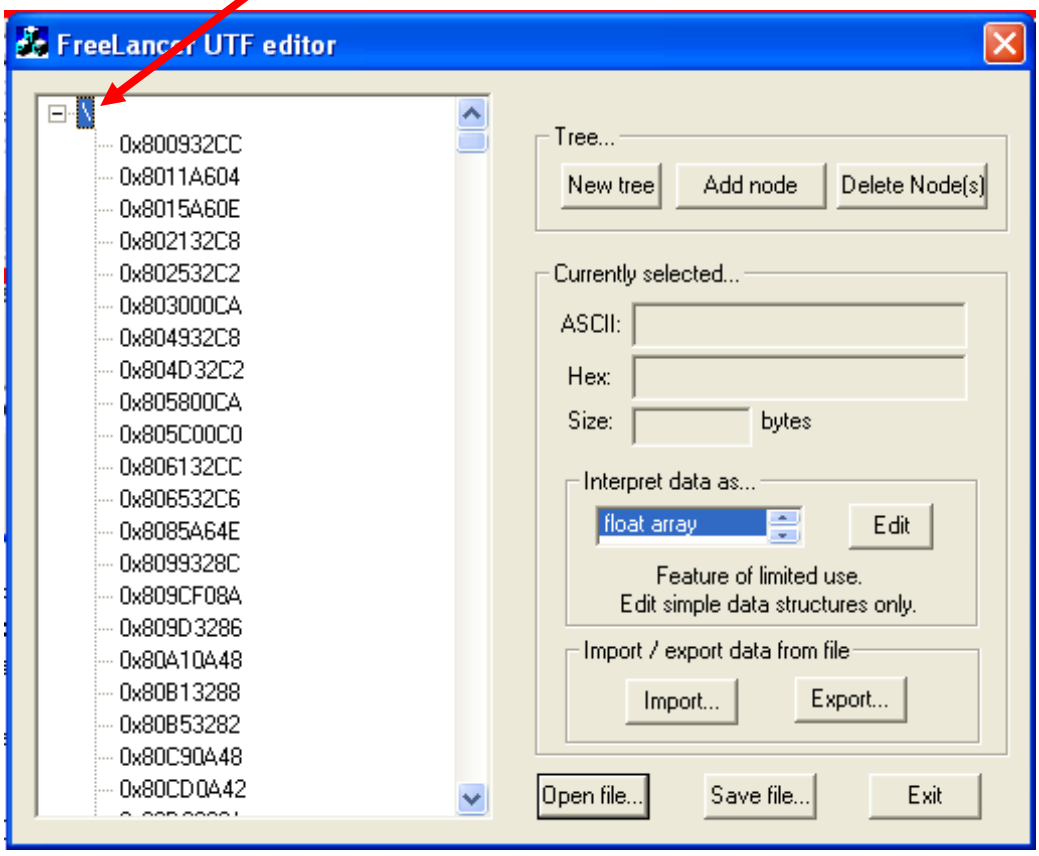
Now by using the .utf editor, scroll down to find the hex that is on the Hex CRC text box in the CRC tool. Now of course, no one is going to appreciate trying to find one hex name in an entire name of hexes, just like looking for a needle in a bag of needles. So I will demonstrate a much better method of quickly locating the hex we are searching and more efficiently. Once again, it is simple.

CLICK ON THE FIRST HEX THEN JUST TYPE 0xAC4E2183 UNTIL THE UTF EDITOR COMES ACROSS IT ON THE LIST!!!

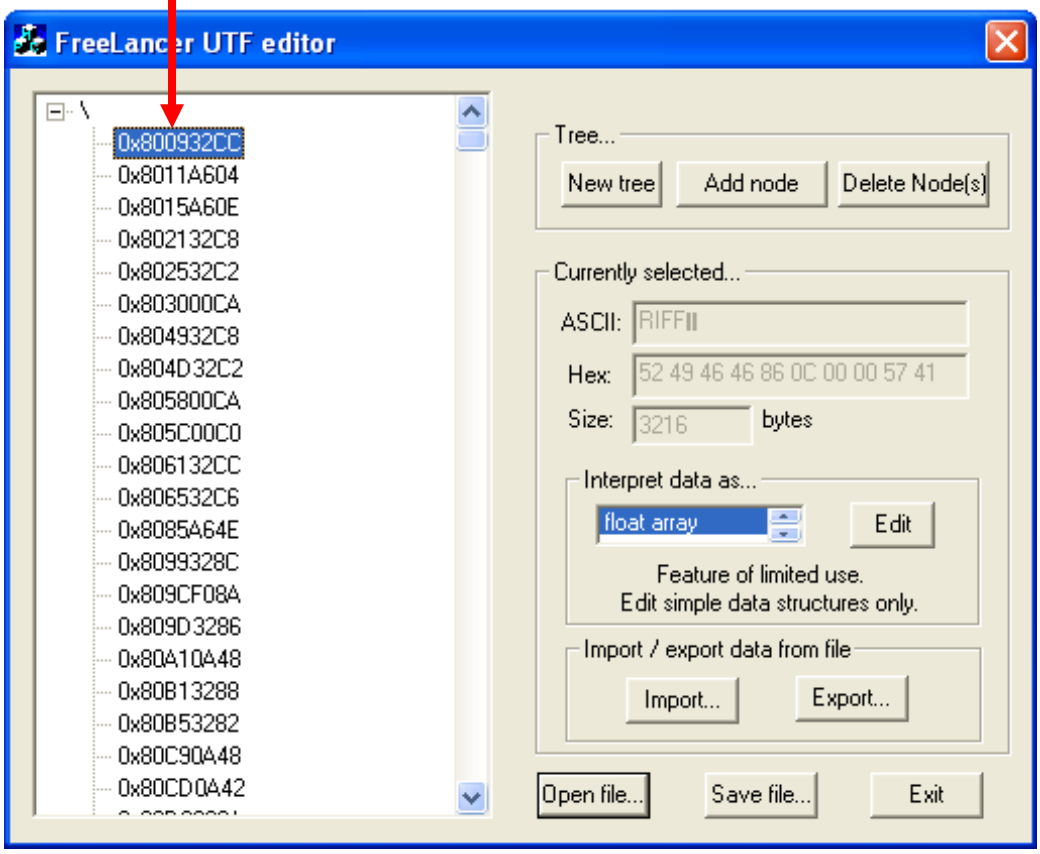
IF YOU CAN'T UNDERSTAND WHAT I AM SAYING IN BOLD ABOVE USE THE PICTORAL DIAGRAMS BELOW! OTHERWISE YOU JUST HAVE TO SCROLL AND SCROLL AND SCROLL AND SCROLL UNTIL YOU FIND IT. I AM SORRY THAT YOU CAN'T TYPE FAST ENOUGH!

Open the utf file using utf editor and this is what you see after you click on the dash! See below!

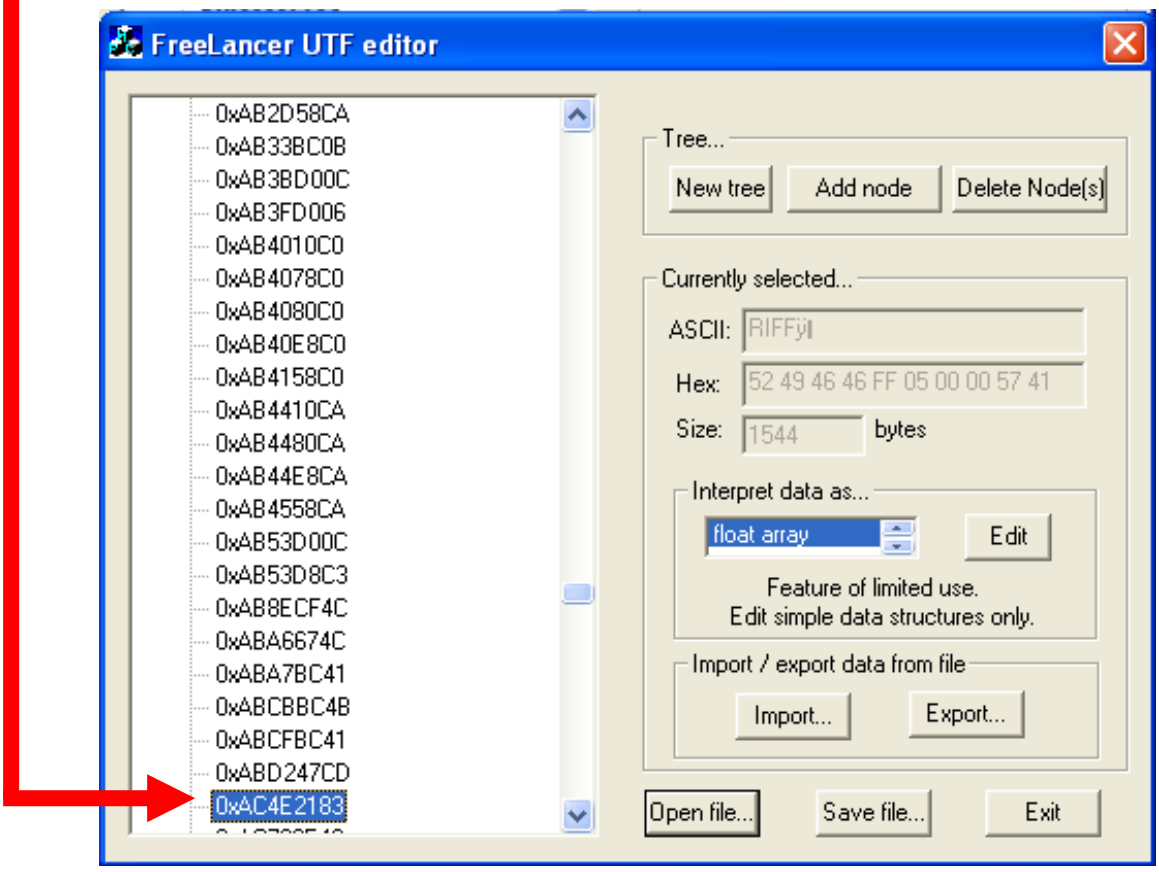
Once you open the utf file, click on the dash or the square on the left.



Now select the first node and type the hex 0xAC4E2183 and don't type slow!



And by typing successfully and appropriately you will be able to locate the hex! Notice how far the scroll bar goes down. Not very plesant scrolling to locate it.

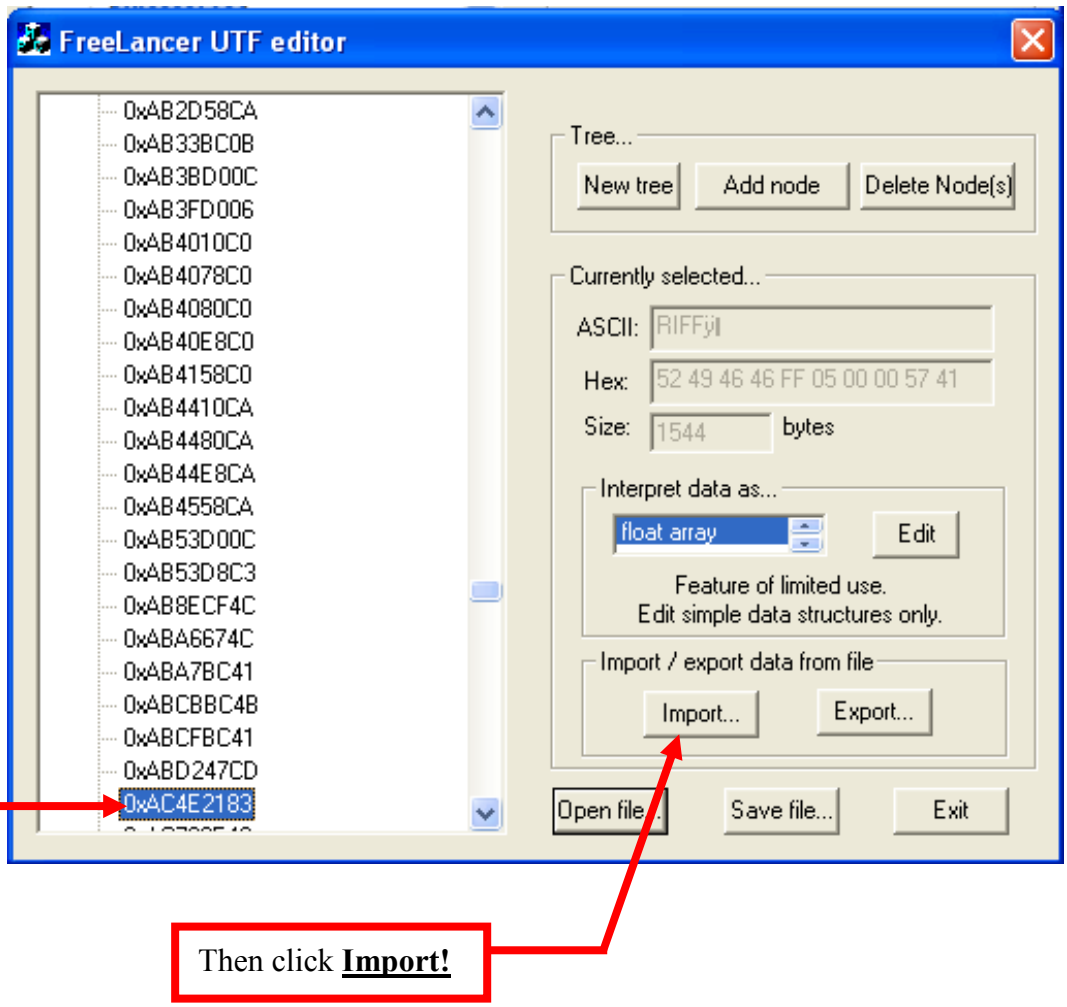


Now that the .wav file in the name of 0xAC4E2183 is located which says the word 'silver' is located, we are now going to begin editing it.

It is not complex to complete, you just need to select the hex and import your desired .wav file in order to overwrite it, however if you want to use a sound file different from a .wav it will take a bit longer.

So once again, the pictoral tutorial will demonstrate to you clearly how.

Please make sure that you have the hex selected!



Then click **Import!**

A new window will appear and hence, you need to search for the .wav file you are looking for and press OK.

Once you have done that **Click Save file** and overwrite the utf file you have modified with the one you have opened. **If you don't and just close without saving, all changes will be lost**

Once you have done that, you have successfully changed the sound file contained in the compressed utf that is named the hexadecimal. This hexadecimal name should not change, if it does however, you need to change it back to the right hexadecimal.

If, however the file you import is not a .wav sound file and is a different sound format, it is strongly recommended that you convert it to .wav format. In all the history of freelancer, I have only seen .wav sound format files used.

Audacity is a good program to convert, but you need to locate it yourself, or unless you have another program that is able to convert sound files to .wav format appropriately as well. Then you simply import it.

More tutorials are coming soon as I try to work more on them!

Happy changing the voice files for the pilots!!

Please take note: I may be continually updating this tutorial, unless I begin a brand new one

So now how great will it be, we might even be able to put our own voices we make in and hear ourselves talk!