Atlan Audio Modding

Getting Started

Make sure you've run **Atlan Resource Extractor** to extract audio files from the categories you wish to edit.

Converting Your Audio Tracks

Dark Ages uses WEM OPUS encoding for all SFX and Music tracks. To convert your custom audio samples into this format, you must install and use WWise.

Follow **this guide** to learn how to do this, with the following adjustments

- When editing the Default Conversion Settings (step 2 of the linked guide): select "WEM Opus" as the format. Do **NOT** select "Vorbis".
- No other changes to the default conversion settings appear to be necessary. However, feel free to experiment and see if anything effects the quality of your audio when in-game.

Naming Rules

The rules for naming your audio files are much different than the rules for naming other types of mod files. You'll notice in the extracted audio files, each sample has a number at the end of it's filename. For example:

```
audio/MUSIC/MUS_Combat_UnchainedPredator_Heavy_2_Main_B_105bpm_MIX_633792027.wav
```

Take note of the number `633792027` at the end of the name. This is the sample ID. Your modded audio files can be named anything, so long as:

1. The path begins with `audio/`
2. The name ends with the ID of an **existing** audio sample. (In theory, you *can* create entirely original samples. But then you'll need to edit the Sound Banks binaries to make the game use them. This is very complicated, and likely not worth the effort)

Anything in-between `audio/` and the sample ID does not matter. The file extension does not matter.

The following are all examples of valid modded audio sample paths. All of them modify the same sample. It is recommended that you give your custom samples an easily identifiable name, that clearly

illustrates what sample is being replaced.

```
audio@633792027 .wem
audio@My_Cool_Sample_633792027.wem
audio/music/unchained_heavy_2_main_b_633792027.wem
```

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