

Creating Audio Mods

See [Extracting Game Audio](#) before proceeding.

Instructions are for Windows users.

Audio Editing

Download an audio-editing tool of your choice, such as Audacity - [Download](#)

1. Edit the audio files in your audio-editing tool.
2. For replacing audio without making any adjustments to a PCK file, make sure that your edits match the start and end length of the audio track.
3. **SFX, VO, & MUSIC:** Convert all of the audio you want to export to WAV (32 bit for high quality).

Wwise Launcher (MUSIC) - Atlan Mod Loader & idStudio

Create an audiokinetic account (use free trial) and install Audiokinetic Launcher - [Download](#)

Install Wwise Version **2022.1.18.8567** for the best experience.

1. Go to **Wwise Launcher** -> **WWISE** -> **Launch Wwise** (64-bit) -> **New** (Project Launcher)
-> Provide it a name -> Select **None** (Import assets to project) -> **OK**
2. **Close** (License Manager) -> **Project** -> **Project Settings** (SHIFT + K) -> **Source Settings** ->

<If you are modding MUSIC>

Default Conversion Settings ... -> Vorbis / **Vorbis Quality High**

<If you are modding SFX or VO>

Default Conversion Settings ... -> PCM / **PCM Auto Detect High**

OK -> **OK**

3. **Audio File Importer** (SHIFT + I) -> Add Files... -> Select your WAV files -> **Open** -> **Import**
(Replace any if needed)
4. **Project** -> Convert All Audio Files... -> Check **Windows** (If it is not already checked) -> **OK**
5. **File Manager** (SHIFT + F1) -> Right Click **Project Folder Directory** -> Open **Containing Folder** -> .cache\Windows\SFX (It is recommended to bookmark this directory)
6. Be sure that the exported **WEM** files end with the appropriate values.

MUSIC -> **_3F75BDB9**

SFX -> **_9D0E2A85**

VO -> **_10C4C929**

Be sure to remove the appending values after the ID when you add the WEM files to your mod.

See also: <https://wiki.eternalmods.com/books/eternal-idstudio/page/how-do-i-create-idstudio-mods>

Adding Audio to your Mod

1. Create a folder in your Atlan mod called **audio**.
2. Copy your converted WEM file(s) in there and make sure they have the same ID as the audio file you want to replace. Any content prior to **id#** is irrelevant.
ex: **samuelsbase_music_main_heavy_0_0_id#15098487.wem**
3. Package your mod, then run the **AtlanModLoader**.

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