

Fixing Custom Audio - idStudio

For creating custom music, follow this guide before proceeding -

<https://wiki.eternalmods.com/books/eternal-idstudio/page/creating-custom-music-idstudio>

Note: Packaging custom music in your mod is currently bugged (as of the patch from May 19, 2026) and will disable vanilla music & SFX. Wait for a **future patch** or **follow this guide** before uploading a mod with custom music.

Note: This is an advanced guide and assumes the viewer has adept knowledge of **Wwise** and **FusionTools**.

Context (What's Broken?)

After creating custom music and/or SFX, you will notice that all vanilla music & TAG2/Horde SFX are silent. Vanilla music is broken due to ID conflicts between the `mus.pck` & `music_mods.pck` files. TAG2/Horde SFX is broken due to a missing `containerMask` in the `mods.pck` file.

Fixing SFX

- Download the fixed `soundmetadata.bin` file modified by FlavorfulGecko5 -
https://drive.google.com/file/d/13UzqXSEA9_NWH8LAXVhIIWnnMYMixApy
- Move the fixed `soundmetadata.bin` file in your mod's `\base\sound\soundbanks\pc` folder and overwrite the existing one
 - Creating a new mod in idStudio will generate a new (broken) `\base\sound\soundbanks\pc\soundmetadata.bin` file in case you need it

All vanilla SFX are now fixed. Some SFX will still be muted in idStudio, but will play without error when packaged and tested in the Sandbox.

Fixing Music

- Download **FusionTools** version 2.0.1 or later -
<https://www.nexusmods.com/site/mods/1812>

- May prompt to install Microsoft .NET
- Download the fixed **MusicSwitchContainer** HIRC object modified by Velser -
<https://drive.google.com/file/d/1Shuo0Eal16S6stjp8HEz5tKv2Ha4Gb6I>
- Create a backup copy of your `\base\sound\soundbanks\pc\music_mods.pck` file in case you encounter issues
- Launch **FusionTools.exe** -> File -> Open -> open the `music_mods.pck` file
- Find the HIRC object with the ID **483143099**
 - You can quickly search for the ID in the **Filter...** text input box
- Right click the **MusicSwitchContainer [1CCC2DBB]** HIRC object -> Import HIRC from XML -> open the `483143099.xml` fix so it will overwrite the object
- Go to File -> Save As -> Save and overwrite the `\base\sound\soundbanks\pc\music_mods.pck` file

All vanilla music are now fixed. Some menu music will be muted in **idStudio**, but will play without error when packaged and tested in the **Sandbox**.

Fixing TAG Menu Music

There are some additional ID conflicts for menu music.
This step may not be necessary, but is helpful for cleanup.

- In **FusionTools**, right click the parent **HIRC** tree -> Export HIRC to XML -> save anywhere
- Open the `HIRC.xml` file with a raw text editor
- Scroll to the bottom of the file and delete the following fields

```
<EventAction ID="178021616" Name="178021616" Type="3">
  <field Name=" ActionType" Type="UInt16">1027</field>
  <field Name=" ObjectID" Type="UInt32">483143099</field>
  <field Name="Unk00" Type="Byte">0</field>
  <List Name="Props" Type="Prop" />
  <List Name="Modifiers" Type="RangedModifier" />
  <Array Name=" ActionData" Type="Byte">
    04 B6 0B 2C 59
  </Array>
</EventAction>
```

```
<Event ID="1699343283" Name="Play_music_menu" Type="4">
  <List Name="Actions" Type="UInt32">
    <field Type="UInt32">178021616</field>
  </List>
</Event>
```

- Save, return to **FusionTools**, right click the parent **HIRC** tree -> Import HIRC to XML -> open the **HIRC.xml** file

These HIRC objects were deleted, they had ID conflicts with the **mus. pck** file and were missing some data.

- EventAction [0A9C64F0]
- Event - Play_music_menu [6549EBB3]

TAG menu music may still be muted in idStudio, but will now work in the Sandbox.

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