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Xcom 2 mods guide voice pack

Making a vocal mod for XCOM 2 and (WOTC) can be a bit intimidating for new people at modding XCOM 2. I took these notes to help me create more in the future, so as not to forget what I learned along the way. I hope this can be useful to you too. You can check out this mod here on the Nexus: Steam Download the XCOM 2 Development Tools Download the XCOM 2 War of Selected Development Tools - Then click right in the steam and go to the Betas tab and select full_content- It's like a 56GB download. While you're here in the general tab disable Enable steam overlay during the game Runs both redistributable here: Program Files (x86)-Steam-steamapps-common-XCOM 2 SDK-Binaries-Redist Google Doc on the process: Unofficial XCOM 2 Voice Tutorial By E3245 - Google Docs XCOM 2 Voice Pack Modding Tutorial V2 Xcom 2: SDK Quick Start PDF Xcom 2: Troubleshooting Guide Generating Unofficial Sound Banks XCOM 2 Voicepack Tutorial By E3245 - Google Docs Google Docs are too long winded and Youtube video missing critical steps, so here's my guide. We can record audio from our desktop using Audacity. These settings may be lagging behind, so you may need to re-register. Always check your recorded clip. Change/Quality Preferences: Set the default sample rate to 44100 Hz Default sample format 16-bitS Make sure the project rate (HZ) at the bottom left is set to 44100 Make sure your source volume is consistent in your records. Select a song for a noise profile, then switch to: Effect/Noise Reduction Press the Get Noise Profile button. Now select the entire clip and reopen the noise reduction. Hit ok Silence Select a song you want zero and go to: Generate/Silence Effect/Fade in and out are pretty intuitive. Radio Effect Create effect first: File / Channels / Editing Channels Add Radio Noise Insert Equalization - Change the settings Select Curve: Phone ok, ok Apply effect: Make sure nothing is selected or that just the part you want the effect on is selected. File / Apply channel/radio noise Apply to the current project F1 F1 default selection tool envelope tool If you have volume spikes and drops or even a strong screen you want to calm down a bit in your clip, you can change it with the envelope tool. Make sure your clip is cut to the right time before you do it or you'll have to do it again. Tap F2 or click on the icon that looks like an hourglass with a curve passing through it. Use splines to correct your volume problems. Save the clip as a . WAV file. Converting an existing file into the correct settings can also be done in Audacity, but it can distort the clip. I just recommend playing the clip through VLC and save it as a new clip in Audacity. --- It is recommended on Steam forums that you focus on these categories of lines. But it super useful since in the editor you can change any line of a soldier and it is too decomposed for which line for which situation. This list of sound clips is a good start but is really lacking. I'll try to update this list here to make it a little more convenient. Recognized (Can bbe used for Moving / Dashing as well) CivResc Dead (Death Scream ... only need a) Evac FriendlyDead Miss Graze Grenade Hacking (All types are broken) Hit (Hit not Kill) Hit Armor Kill Loot Medikit (Healing is broken down for many situations) Moving Dashing Out of Ammo Overwatch Hunker Panic Different to Fire) Psionics Patrol (Descend to each type of movement) Preview reload (preview for each enemy and friendly and package type) UnderFire (Panic can be used here too) Wounded 'n' Reminder: A detailed list is in the editor Voice Bank for each voice action. --- the XCOM War 2 of the Selected Development Tools contains Mod Buddy and the UDK Xcom 2 Editor Go to Tools / Options / XCOM 2 XCOM 2 Install Path - Program Files (x86)Steam-steamapps-common XCOM 2 XComGame XCOM 2 User Path - Program Files (x86)-Steam-steamapps-common-XCOM 2 War of the Chosen SDK-XComGame - Then switch to tools/options/projects and change solutions - to your user file name. C: C Users: 'Users' Documents'Visual Studio 2013 Templates-ItemTemplates --- I will use the naming format of my Lirik Voice Pack Mod as examples. Select ExampleVoice Pack Name: LirikVoicePackMod - Check the location of the file it likes to use OneDrive so be sure to direct it to where you really want it. ok --- The Mod Preview image is located in the mod folder here for me: C:Users-Documents-FiRaddy-XCOM-LirikVoicePackMod-LirikVoicePackMod is 588 x 512. --- the Content folder in ModBuddy, select and click right delete the 4 UPK files out there. Tools / XCOM 2 Editor - Ignore the warnings here - youtube expert In the browser window of content, bottom left, hit NEW. --- Replace MyPackage with: 'Lirik1Voice_Tutorial' Name: 'Lirik1Voice_soundcue ' Factory: SoundCue --- Import all your . WAV files in the content browser by dragging them. Location and naming should be correct so just say Ok to All Now click right / Delete (Force) the SoundCue we originally created. This was done just to create the package. Packages need something in them to exist, so we did it so it wouldn't be empty. Take the project's Content folder and record it in the same way as you do. Package name: ModBuddy-XCOM-LirikVoicePackMod-LirikVoicePackMod-Content - Lirik1Voice_Tutorial.upk - Now it should appear in the External folder in the content browser as well as new packages. Select the one for the external folder to be changed. Back to ModBuddy right click on the Content folder and Add/Existing Element, then browse and select the .upk file and it will show up in Mod Buddy back to Unreal Go to the Actor Classes tab and uncheck everything. Voicebank Search Select XcomCharacterVoiceBank_X2 Right Click it /Create Archetype... Project is the same as we first set it, you can find it in the downs down or just type in Lirik1Voice_Tutorial Name: 'Lirik1VoiceBank0' Go back to the Content Browser tab and open it to check all the things you can customize. We need to add our. Wav files to soundcues to add to the sound bank. Click right into the empty space of the content browser and press New SoundCue It will select the correct package, but set the same thing to the soundtype_cue I'm not sure if leaving all the tiny is needed or not. Select acknowledged_cue all the sound files you want to add to the queue in the content browser, then click right into the soundcue window Random: Acknowledged_1 this will add a randomized node in front of all the sounds you add. Connect the random node to the exit node. Set the volume multiplier at the bottom of the Soundcue window to 1. Close the Soundcue window. In Xcom 2, the preview voice plays the Dashing action so for testing, you'll want to apply it to this action. Open your voice bank if it's not already open. Select your desired Soundcue to add. Then press the green arrow next to the desired action to use it. To change the soundcue volume en masse, simply select them all from the content browser. Right click/ Sound cue node properties from here, you can change the volume multiplier for all sound signals at once. Volume of 7 sounds pretty good for Lirik stuff. Select all your Sound Cues Right CLick/ Sound Classes: Master This makes the audio mix in the game correctly Go to the Actor Classes tab and uncheck everything. Search xcomcharacter Select XcomCharacterVoice Click right it / Create archetype ... Project is the same as we first defined it, you can find it in the downs down or just type in Lirik1Voice_Tutorial Name: The name must be different from the actual .upk file itself. It's case sensitive and you'll need it later. Open the knot that Lirik1Voice_Arch you can just made in the content browser and tap the 'right sign' of Voice Bank. Select your unique voice bank in the content browser, then tap the green arrow to add it to the voice archetype. Close the window. In YOU will get a warning on external packages, just hit Yes. Expert youtube. Tools / XCom Utilities / Generate Sound Banks Voice: Lirik1Voice_Arch Lirik1Voice_Arch Number: 15 Sound Cue Package: Lirik1Voice_Tutorial GO! Close the Generate Sound Banks window. Look at New Packages we need to weave all these packages into our main package. Select each package one by one, click right on the Arc in them and Move it into the main package and save the file. Check your Arch file to make sure everyone points to the main package. Now CONSTRUIRE TO NEW, this time they should update overall. Back in ModBuddy Select Config/XComContent.ini Delete the second-line sinus that is for female voices. Language-english TemplateName-LirikVoice1_TUT The archetypal name is going to be our name UPK followed by our archetypal name ArcheetypeName-Lirik1Voice_Tutorial.Lirik1Voice-Arch My full version: 'BodyPartTemplateConfig' (PartType-Voice, Language-english Gender, eGender_Male, TemplateName-LirikVoice1_TUT, ArchetypeName-Lirik1Voice_Tutorial.Lirik1Voice-Arch - SAVE Select Localization / XComGame.int Delete the last two lines relating to female voice. Replace the first part of the 3rd line with your model name and change the name of the display to what you want to see in the game. My change: '[Lirik1Voice1_TUT X2BodyPartTemplate] DisplayName-Lirik Voice - Click right on the top group LirikVoicePackMod not the solution blah blah and hit properties. This is what will be set up in the steam workshop. Mod Name: Lirik Voice Pack Description: Voice Pack created to add LIRIK to my team to save the world and all the cats in it. You can chatch to www.twitch.tv/lirik o7 cat meering lettuce us good. This will be lost every time you make changes in order to write it somewhere so you can stick it later. ENREGISTRER Hit Build / Build Solution that should do it... If it errors here, you prob don't have all the project files required or you miss spelled or messed up its sensitive contextual nature. You have to stop the content browser, you can't start the debugging process with the content browser up. Debug / Start debugging If it doesn't work and you get the application load error V:000065432 Like me, you can go to this folder instead: Program Files (x86)-Steam's 'steamapps'common'XCOM 2'Binaries'-Win64'Launcher and run the StartDebugging file bat from here The quickest way to do so is is to go into character pool and grab a character. Slap the voice pack on them and smash preview. Is this throwing a mistake?, is it super quiet?, is it silent?. All three are different problems with different solutions. If you want to change the existing UPk Upen to the Xcom 2 editor and press file button in the content browser. Browse the PUK and open it. Redscreen errors There will be a lot of them if you have files sitting in your mod folder that also depend on steam shop stuff. You can ignore them for the most part and Come in in front of them. Throwing Error: Can't Charge content of the game: LirikVoicePackMod.Lirik1Voice_Arch! The entry of this archetype must be fixed in DefaultContent.ini. @csulzbach I resolved this error by fixing my name in the XComContent.ini I had the wrong name for the PUK listed next to the Name Arch. (corrected in doc) - most of the errors come from this line being user error. Silent Voice: Generating sound banks correct - If you don't get errors for your voice pack, but you don't hear anything trying to re-build your sound banks as described above. Super Quiet: Just increase the volume on the sounds I hope your on all levels for your sound clips are the same. Rebuild your solution and Debug again. New.