

# HALO 2 HACKS™

*Tips & Tools for  
Finishing the Flight*



O'REILLY®

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HACK #71

Pimp Out Your Ride with Tunes

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Pimp Out Your Ride with Tunes

Add a radio to the Ghost.

Would you like to enjoy some Halo 2 music while you're driving the Ghost? This mod alters the sounds associated with the vehicle. Although you are not yet able to inject new sounds into a Halo 2 map, you are able to swap one sound for another. In this case, you will swap the Ghost sound file with the main Halo 2 music file.

Open ADI [Hack #50] and browse to the [veh] Vehicle tags and find the Ghost, objects\vehicles\ghost\ghost (see Figure 8-15). Open the dependencies in the Meta Scanner and scroll down the dependency list to find a group of lsnd tags called sound\vehicles\ghost\ghost\_left\ghost\_left and sound\vehicles\ghost\ghost\_left\ghost\_right.

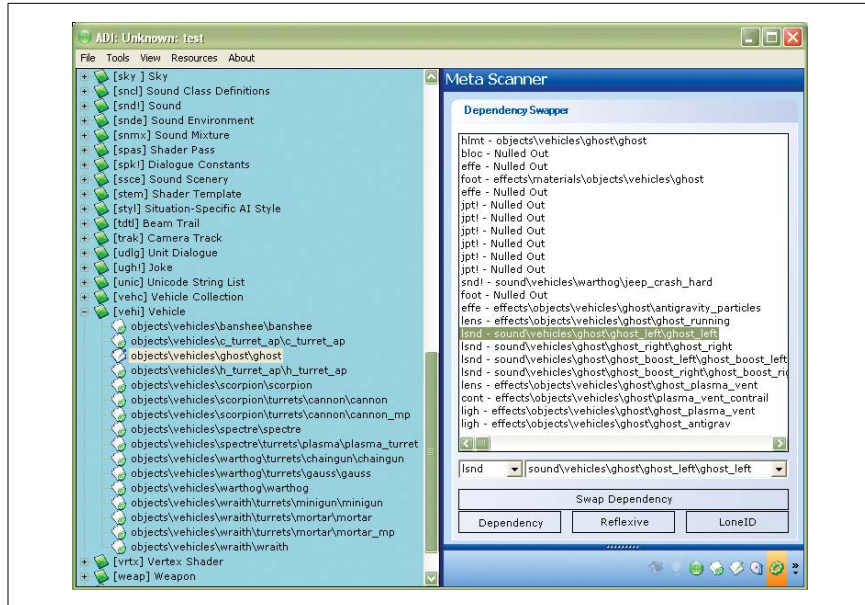


Figure 8-15. Locating the sound dependencies for the Ghost

Open these two dependencies and change them both to sound\ui\main\_menu\_music\main\_menu\_music (see Figures 8-16 and 8-17).

Sign the map [Hack #53] and FTP it to your Xbox [Hack #54]. Once you are finished, start a game with a map that includes a Ghost and enjoy Halo music while you drive.

### Pimp Out Your Ride with Tunes

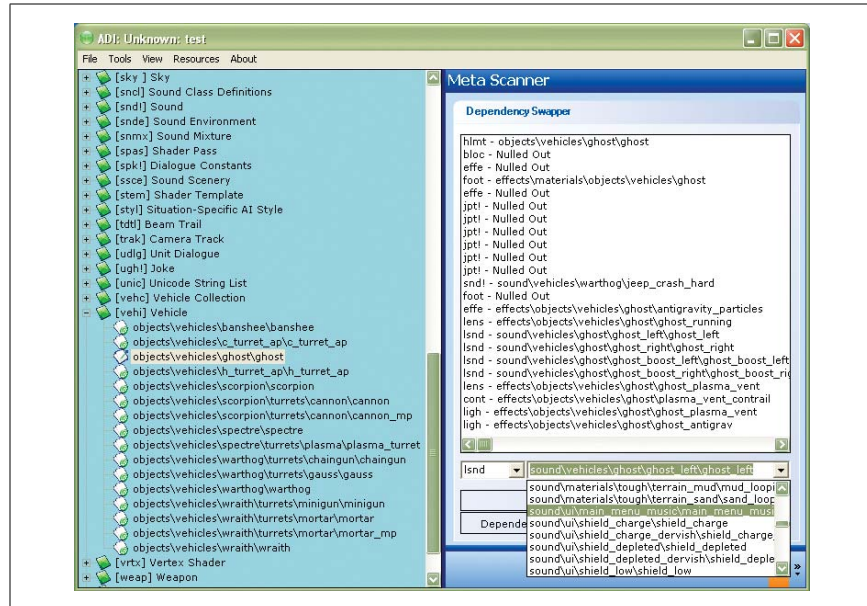


Figure 8-16. Choosing your tunes

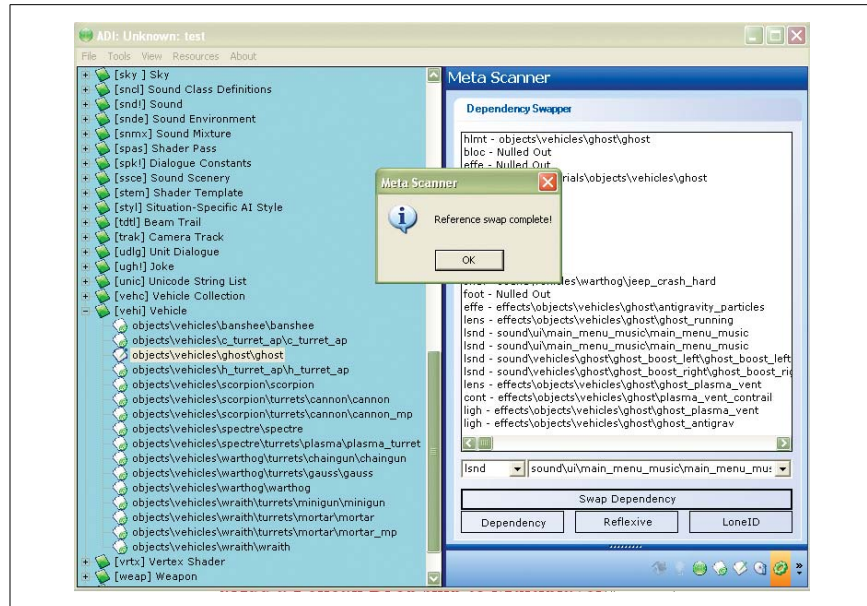


Figure 8-17. After the dependencies were swapped