

# Soil – unit voice acting guidelines

## Format

Currently, *Soil* accepts .wav (PCM 8 or 16 bit) and .ogg (Ogg Vorbis) files, mono or stereo. For unit voices, it is recommended to use mono sounds. This both reduces file sizes (and memory used by *Soil*) and also enables easy left/right volume changing based on unit position.

## Basics

Idea is that every *unit voice* can be assigned to any type of ship (combat, carrier, station, harvester, etc.) so it is recommended to record all lines for each unit voice described below. Every unit in *Soil* have hidden status of veterancy that determines how unit will respond to player. There are 3 styles: formal (military style "yes sir?"), informal ("yeah?", "yo?") and something in between. It is preferred to have all 3 styles recorded.

There is also game option whether player is male or female. This determines if unit will respond "yes, sir" or "yes, ma'am", for example. All gender specific responses like this should have both variants.

## File naming and such

Responses to situations are grouped into folders (folder names below). If response is gender specific, file name must begin with 'm' or 'f'. If it begins with another character, it is treated as suitable for both genders. Examples: "yes" file will be named "01.ogg", "yes sir" will be named "m01.ogg" and "yes ma'am" will be named "f01.ogg" (or "\_yes.ogg", "m\_yes.ogg", "f\_yes.ogg", only first character is important)

Each style goes into separate folder. "formal", "half", "informal". Example path to file would be "voicename/formal/select/f01.wav".

## Response types

Here is list of responses by units, formatted as - **foldername** (recommended number of variations to avoid frequent repeating of lines) – description

- **select** (3-4) – unit selected by player
- **acknowledge** (3-4) – unit acknowledges player's order
- **negative** (1-2) – unit refuses player's order because it cannot be done
- **orderscomplete** (2-3) – unit completed all orders (e.g. arrived at destination)
  
- **underattack** (2) – unit is under attack by enemy ship
- **underbomberattack** (2) – unit is under attack by enemy bombers
- **fighterattacked** (1) – fighters attached to this unit are under attack
- **bomberattacked** (1) – bombers attached to this unit are under attack
- **transportattacked** (1) – transports are under attack (transports are mainly escape

Pods or other fighter sized passenger ship)

- **shieldsdown** (2) – unit's shields have been depleted
- **destroyed** (3) – unit destroyed enemy ship
  
- **situationlosing** (3) – unit makes prediction about result of current battle or current status – probability of losing (e.g. "we're outnumbered", "we have no chance here")
- **situationeven** (3) – same as above – forces are evenly matched
- **situationwinning** (3) – same as above – probability of winning is high
- **idleintact** (2) - when looking on unit, it will sometimes do random report when out of battle about its status – no damage (can report nothing is happening)
- **idlelightdamage** (2) – same as above (e.g. requesting repairs)
- **idleheavydamage** (2) – same as above (e.g. very urgently requesting repairs :) )
  
- **harvestbegin** (1-2) – unit begins to harvest resources
- **harvestendnodrop** (1) – harvesting complete but cannot find ship to which return resources automatically
- **harvestenddrop** (1) – harvesting complete, returning resources to ship
- **dropoffbegin** (1) – unit begins docking with another ship (for resource transfer)
- **dropoffend** (1) – unit completed docking (resource transfer complete)