EAX: Dialog# for character

-Identifies a series of dialog boxes for a character  
ECX: Character#

-Unique val that appears consistent throughout character appearances

ESP: Stores Character Name and Dialog Ptrs temporarily  
EBP: Dialog text  
ESI: Character Name  
  
  
Push ESI (Character Name)  
Push EAX (Dialog#)  
Call NewVoiceFunc(namePtr, dialog#)  
We must trim the Character Name to 5 digits  
Concat the trimmed name to the EAX converted to decimal converted to a string

ESI: Emilio  
EAX: 0x16

ECX: 0x6B

Becomes:  
Example: “Emili\_22”

Get root path and add extension  
C:\\Program Files (x86)\\Steam\\steamapps\\common\\Ys VI\\release\\music\\voice\\Emili\_22.ogg  
Play the audio using the BGM critical audio function