WELCOME TO SOUNDSOULS v1.0

SoundSouls is a full reconstrucion of the FMOD Designer master project of Dark Souls 1

Having the master project pushes the bar forward by giving the modding community something easier to work with than a bunch of weirdly named fdp files.
One project - zero hustles.

WARNING:
Soundsouls requires FMOD DESIGNER v 4.28.6 and/or FMOD DESIGNER 4.44
Sounsdouls only supports Dark Souls Prepare to Die and Remaster, but depending on the version of the game you want to work on you may need different versions of FMOD.

The project contains mass regeneration and sync scripts.
You could attempt to use the regeneration scripts elsewhere, however I cannot guarantee they would work for different FMOD master projects – you'll likely need to adapt them

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SETUP:

To set up SoundSouls **you will first need to acquire the original game's audio files** and recreate the right folders structure.
The best way to acquiring these would be using **this link** for the files in Wav format (3.2 GB)

Alternatively **this link** will lead you to the files in Mp3 format (530 MB)

If you do decide to use the mirror link:
You will need to convert all files from MP3 to WAV MANUALLY!
I recommend using BlueRazorLame for mass decoding, which you can download here

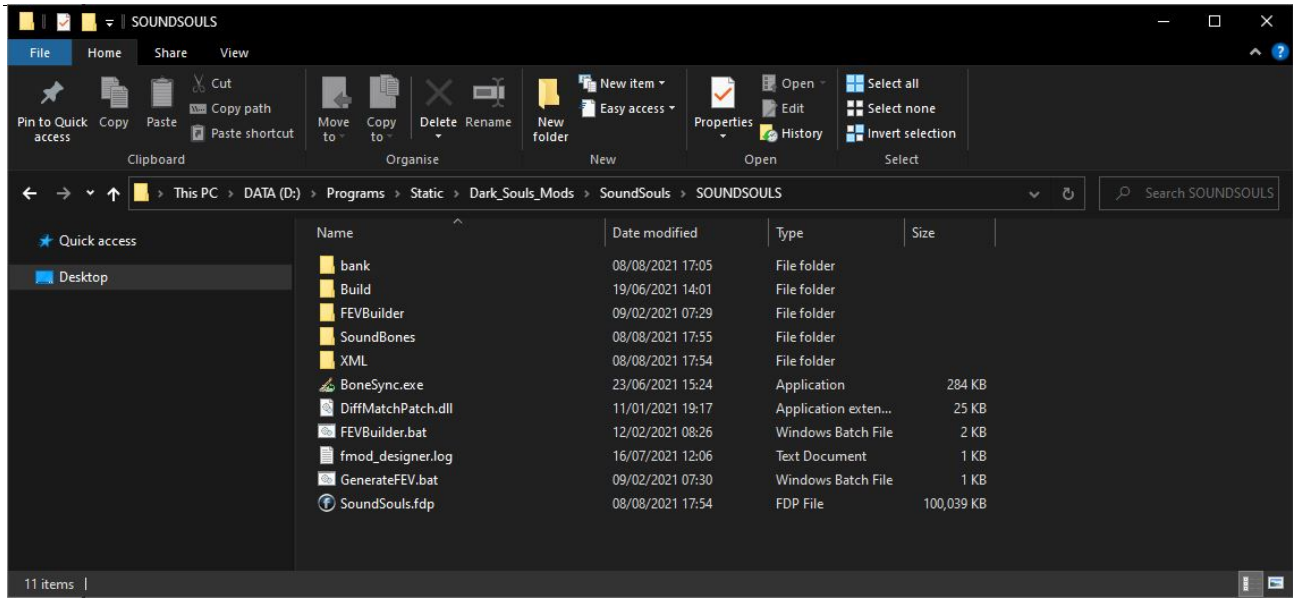
You will also need to remove the fsb. prefix from all folders and the .wav naming errors from the files *(inherited from the original extraction)* **as well as recreating the original Master project folder structure...**
ReNamer Lite is a wonderful tool to do this quickly – you can get it here

In alternative, you could manually extract the audio files from the game's soundbank using HotPocketRemix's fdp extractor (not included in this package).
This will take quite a bunch of time, so I wouldn't recommend it.

Extract the files included in the SoundSouls zip file and copy your soundfile structure within that folder. **It's vital that the foder containing your soundfile structure is named: bank**
Create a copy of the "bank" folder within the "SoundBones" directory – this is to make sure that the batch generation scripts run properly *(I'll likely make a sync script to automate this at some point)*.

Make sure to reconstruct the original project's audio folder structure! You will need to do this manually (It's a ballache, I know). If you don't, SoundSouls will not be able to reconstruct the game's soundbanks.
If you have doubts on where your sounds should be located, check the FMOD project. The file reference include its original path.

The final SoundSouls folder structure should look like this:



Soundsouls will occupy 6-7GB of space (most of it it's audio files. For a Game Audio project, the size is actually quite small)

HOW TO USE SOUNDSOULS AND HOW IT WORKS:

Simply boot the Soundsouls FMOD project from FMOD Designer.
Free to explore and modify sounds at will within the project.
Every Sound Definition has been meticulously renamed and categorized, so that the user won't have to go: "wait, what was frpg_c2930 again?!"

Whenever the project is saved, the Bonesync.exe script will run as a post save command, regenerating all the subprojecs responsible for the creation of the FEV files
Those subprojects are called: SOUNDBONES
Whenever soundbanks are being built, the GenerateFEV.bat script will execute as a post generation command, regenerating either one of the soundbone's FEV or all the FEV.

A full generation of all the banks and FEV using the MP3 encoding takes approximately 20 minutes.
If you were to generate the soundbanks with different settings, baking times might change.
I am still experimenting with audio memory limit, but some banks can be converted in Wav instead of MP3 for higher quality. The cost is higher RAM usage and potential memory over-usage *(I have no clue what the audio memory budget is for DS1 – but the current usage seems to be below the limit. So free to experiment)*

If a large soundbank is set to be streamed from disk, its size should not matter:
Soundanks tagged f*_s* are streamed from the disk, so free to set the encoding protocol to PCM for those to cut down baking times.

To generate the FEV files via prompt commands, GenerateFEV uses the FEVBuilder, conained within a folder with the same name. Moving the folder might require you to modify the .bat files accordingly

Soundsouls will automatically place the soundbanks and FEV files in the "Build" directory

Once that is done, simply replace all soundbanks and FEV within Dark Souls 1 with the newly generated files.
The directory to replace the files in is:

\\Dark Souls Prepare to Die Edition\DATA\sound ---- DS PTDE
\\DARK SOULS REMASTERED\sound ---- DSR

HOW TO MOD SOUNDS:

As a premise: Dark souls 1 audio management is balls!

You can rename sound definitions/folders and add as many categories as you want within SoundSouls (cool)
You cannot add extra variations to a Sound Definition nor rename the audio files to whatever you want (exception made for content streamed from the disk – not so cool).
If you attempt to do so, the game will derp out and not load the modified soundbank in its entirety.
(Thank you FromSoftware!)

I suspect that's because the audio designers or audio programmers at FromSoftware have likely hardcoded and called the playback of the audio asset rather than the audio events (I could likely be wrong on this one). In general this is a terrible practice, as you cannot add extra variations nor rename your files to follow a more comprehensible FNC.

To change a sound, replace the sound within both the “banks” folders. Changing event properties can be done from the FMOD project directly.

That's all for now. This guide will be expanded as SoundSouls is improved upon.