This is a remastered version of the entire Marathon Infinity sounds file. All sounds have been resampled to 44.1 kHz (except a few I mistakenly resampled to 44.01 kHz, which I left that way because who cares), and almost all have been reduced in volume by 6 dB (one of the "Tick Chatter" sounds was already 9 dB quieter than the other one, so I left the quieter one alone). I have filled in missing frequency information by mix pasting in copies of each sound that I'd pitch-shifted up an octave, then run a high pass filter on (for those not familiar with sound engineering jargon, this eliminates the lower frequencies). I also performed noise reduction on most of the 8-bit sounds and employed a declipper to compensate for digital clipping in most cases where it occurred (I downplayed the declipping for the VacBob sounds, since digital distortion was an obviously intentional part of the effects used to create them); additionally, I corrected for occasional crackle in cases where it occurred and seemed accidental. I created there using iZotope RX5 Advanced.

The most noteworthy consequence of this is that the game output suffers from clipping distortion less often. A lot less often. In my observation, the original sounds distort almost any time the player is involved in a battle. A cursory observation of several videos indicates that the main time these sounds distort is when a trooper is firing an assault rifle near the player. The sounds also have a much 'brighter' sound due to the upper frequencies that were missing in the original game audio. In some cases, they may sound like they are higher in pitch overall, but I've left the lower frequencies intact; I suspect this is the aural equivalent of an optical illusion.

The remastering does mean you'll have to raise your sound output to get the levels back to what you're used to, however. A change of -6 dB means that the perceived loudness of the output will be roughly half that of the original. This was an unavoidable side effect of mitigating the clipping.

Should you wish to distribute these with your own scenario, ask me; in all likelihood, I'll grant permission as long as you're planning to credit me and aren't planning to redistribute my work for a profit, but I'd like to be asked all the same. You're likeliest to get the fastest response by finding me on the Marathon Discord server (https://discord.gg/c7rEVgY); you can simply type @Aaron#6608 in a message sent to me and I'll respond when I have time. You can also contact me on the Pfhorums (username The Man as of this writing). Email is not a recommended form of contact, because I rarely check it.

I still hope to release similar remastered sounds files for several major scenarios and Marathon 1… eventually. (I'm working on too many projects.) You should also be able to use these with Marathon 2 in Aleph One, though they almost certainly won't work with the vanilla Windows or Classic Mac OS apps. Should someone really need a version for vanilla M2, ask me and I'll get around to it one of these days.

This 1.1 release has occurred primarily because I had the S'pht Door Open and S'pht Door Closed sounds mixed up. In my defence, ShapeFusion has them labelled wrong. I have also taken this opportunity to replace the Grenade Launcher Firing and Grenade Exploding sounds with remasters of the Marathon 1 Demo versions, which were inexplicably higher quality than any subsequent releases of the same sounds. Thanks to Sharkie Lino for pointing out the discrepancy and to ravenshining/liacrow for providing them to me.

One final note: All these sounds have been moved to the 8-bit slot in this revision, although all of them are actually 16-bit. You will need to quit and restart Aleph One after selecting this sounds file in order to get them to play at the correct speed, but once you've done so, they should play fine. Moving them to the 8-bit slot means you won't get silence if you've accidentally unselected 16-bit sounds; they'll just sound awful.

Enjoy!

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