

Forum:[Hack Forums](#)

Thread: [Warzone footsteps software](#)

CoffeeFreak - May 10, 2025, 1:21 pm

I was wondering....

As you know alot of people have problem with footsteps in this game , and I was thinking how to solve it but I'm not very good in programming , That's why i opened this thread to talk about it.

Now i was thinking is there any software that is made or could be programmed to record the sound of footsteps specifically and boost only that sound everytime it recognized it coming.

How would you part footsteps sound from rest of the game?
Well i dont know excatly.

What is your thought on this?

Rsynced - May 10, 2025, 1:34 pm

(May 10, 2025 01:21 PM)CoffeeFreak Wrote: [\[CITE\]](#) I was wondering....

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They use the footsteps sound for many cheat systems. Some programmers have got it to the point

the footsteps show up on a custom HUD like a UAV.

CoffeeFreak - May 10, 2025, 1:47 pm

But i was maybe thinking about program that is not straight forward seen as cheat for the game rather making it available to everyone for some fee , but on second thought Activision would see it as cheat if im right?

Something like ArtisWar sound tweaks that is not necessarily seen as cheat

Rsynced - May 10, 2025, 2:28 pm

(May 10, 2025 01:47 PM)CoffeeFreak Wrote: [\[CITE\]](#) But i was maybe thinking about program that is not straight forward seen as cheat for the game rather making it available to everyone for some fee , but on second thought Activision would see it as cheat if im right?

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I am not sure how they could detect it. You simply have to use an EQ and pinpoint the unique frequency of the footsteps. Then you could use a filter to take out all of the other frequency's. In theory you could isolate the sound. I would start with using some sort of audiowares, like DAW studio plugins or something... I mean you would have to write your own filter to have it standalone, but you could experiment by simply recording the footstep sounds, analyze them, and test out a filter. I mean a DAW like FL Studio out the box plugins should be able to get you this far.

McClubbin - May 11, 2025, 12:39 am

LOL, just perk up man, Sitrep (1st gen mw3) is what we used in my teen days, a GOOD headset with a built in surround sound will also get you SCREAMED at for "sound whoring" if your buddies see it but your game's got no shame in emphasizing the incoming runners with that way.

CoffeeFreak - May 11, 2025, 1:35 am

(May 11, 2025 12:39 AM)McClubbin Wrote: [\[CITE\]](#) LOL, just perk up man, Sitrep (1st gen mw3) is what we used in my teen days, a GOOD headset with a built in surround sound will also get you SCREAMED at for "sound whoring" if your buddies see it but your game's got no shame in emphasizing the incoming runners with that way.

Well i didnt say i have problem with footsteps, but gives people that do , and its just one idea which could help others

McClubbin - May 11, 2025, 6:52 am

(May 11, 2025 01:35 AM)CoffeeFreak Wrote: [\[CITE\]](#) Well i didnt say i have problem with footsteps, but gives people that do , and its just one idea which could help others

What system? PC is way simpler to go about that shit but hey seeing what people go through I Tagging boxes I don't overlook or underestimate people.