
Subject: .mp3 support
Posted by [Flugente](#) on Thu, 19 Jul 2018 18:40:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

After I spent yesterday evening trying to convert .mp3 files to .wav for a new voiceset via batch script, getting more and more frustrated about non-supported codecs and faulty bitrates, I began doing the same thing today with .ogg format . During one of my conversion runs, I accidentally skipped the conversion but renamed the files anyway.

Imagine my substantial surprise when the sounds actually played. I then took a genuine mp3, renamed it to ogg, and behold: buns now sang mexican industrial songs upon spotting an enemy.

Further research revealed that .ogg seems to be some sort of wrapper/typedef for, among other things, mp3 files (the specific nomenclature might differ, I don't give a shit).

This means that ALL THAT WAS MISSING FROM THIS FUCKING GAME HAVING FULL .MP3 SUPPORT WAS ABOUT 50 COPY_PASTED LINES WITH .OGG REPLACED WITH .MP3. This also means ALL THE TIMS ANYBODY (ME) SPENT CONVERTING .MP3 TO .WAV OR .OGG WERE A FUCKING WASTE OF TIME.

I don't care who was to lazy to add those few lines. Maybe they didn't know, just like I did. I.don't.care.. In my mind they did and were lazy assholes.

One day, I'm going to violently murder someone out of sheer frustration.

Before or after, I might add the missing lines for .mp3 support.

Subject: Re: .mp3 support
Posted by [townltu](#) on Thu, 19 Jul 2018 19:45:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, i must admit my suspect that it works similar in JA2 like in Wiz8, after all its the same kitchen with partially same chefs, why should the handling/preparation of the basic ingredients be much different.

In Wiz8 I can change the file extension of a .wav to .mp3 or vice versa, and the game still plays these audio files with "wrong" extensions, as long as the basic requirements are correct, like 16bit for .wav, while changes from 44.1 and 20.05 kHz and in stereo/mono are supported. In Wiz 8 there are also different file size limits for audio files depending on their purpose.

However I thought that wiz8 can handle files with "wrong" extensions because the files header override their extension, and as long as the extension indicates to the game that it can handle the format and also the files "real" format as indicated by the header, the sound will play.
