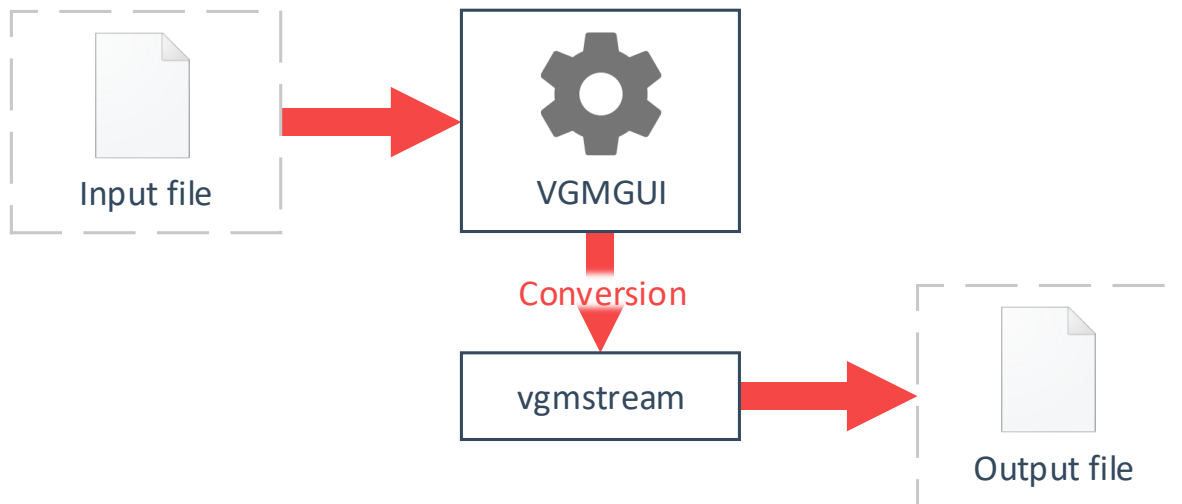

VGMGUI – Documentation



VGMGUI is a graphic interface for [vgmstream](#). It allows you to convert, play or analyze audio files, including video games.

Definitions

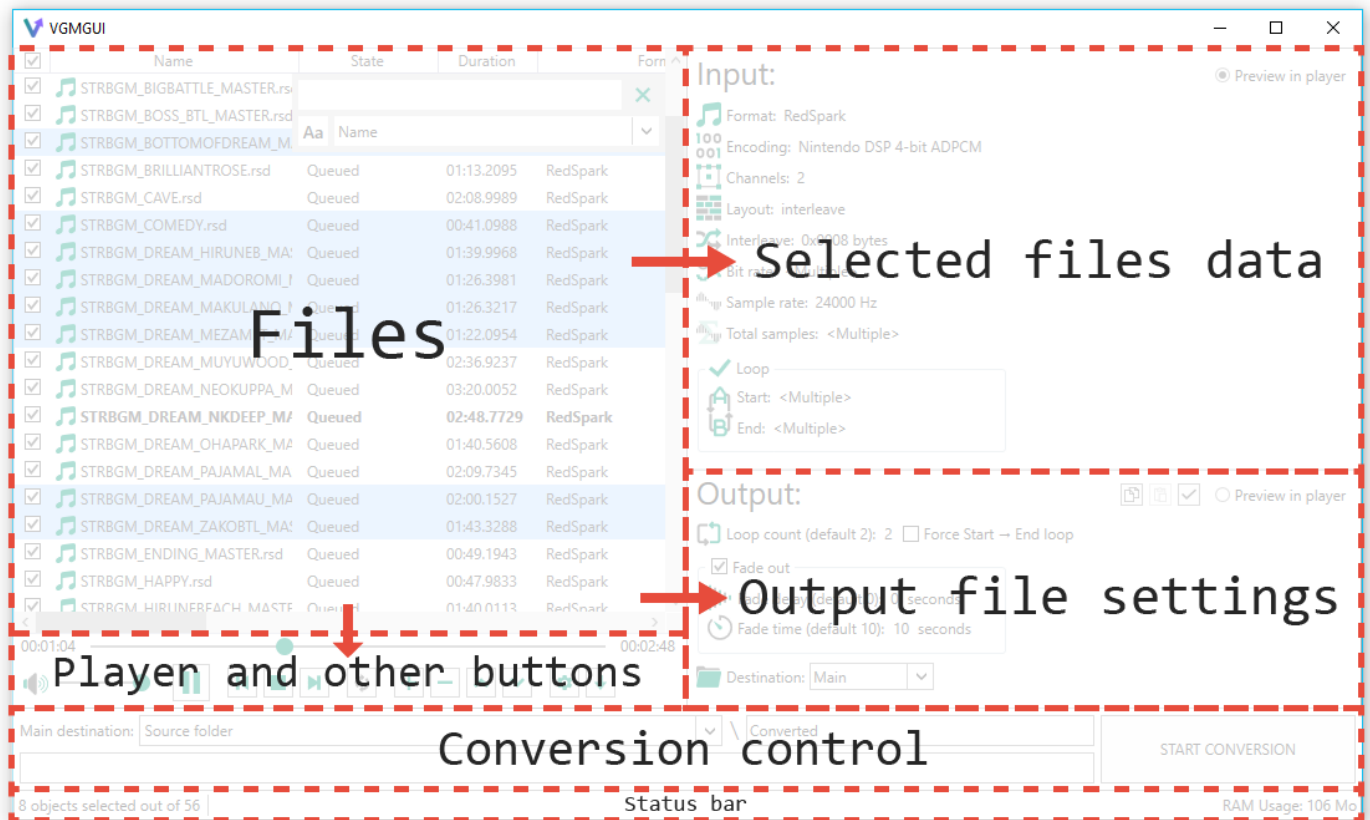
VGMGUI can manage **audio files**. Each file contains an **audio stream** that is the playback track. When a file is opened in the software, it is called an **input file** or **source file**. When you convert or read this file, VGMGUI calls vgmstream to convert it. This results in an **output file**.



How it works

1. Open files: To start, add files to the list. Press  and select your files. You can also drag and drop them into the list (hold Shift to include subfolders).
2. Set output: Select files and adjust their output if necessary. Each file can have different settings.
3. Play a file: Select a file and press  to play it. You can also use the context menu of the file.
4. Convert files: Click "START CONVERSION" to convert the checked files. Otherwise, use the context menu to convert selected files even if they are unchecked.

Interface



Files: This is the list that contains the files opened in the software with a preview of their information. Uncheck them to not convert them. You can select them to display and edit their information or to read them. To search for files, open the search window by typing Ctrl+F. All columns are sortable.

Selected files data: These are audio data. They're from vgmstream. It is possible to copy them.

Output file settings: Allows you to set several changes applied to the output file settings:

- **Loop count:** number of times the loop (fragment of the audio stream whose limits are defined in the file) appears.
- **Force Start → End loop:** Ignore the already defined loop and create one that goes from beginning to end of the audio stream.
- **Fade out:** After repeating the loops, repeat the loop again for a certain period of time (Fade time + Fade delay) and create a fade out after a certain delay. After this time, finish the stream.
- **Destination:** Output file destination:
 - Principal: Copy of the "Main Destination".
 - Source folder: Folder where the input file is located.
 - Browse...: Opens a dialog box to select a folder.

Three buttons are available in the top left corner. They allow you to copy and paste settings. You can also set them to default. So, when you add files to the list, they will take these settings.

Conversion control: This concerns conversion in general:



- **Main destination:** Default file destination. It is possible to create a sub-folder.
- **Start / pause / cancel button:** Button that controls the conversion. Press to start and then press again to pause. Hold Ctrl to cancel.

Player and other buttons: It allows you to control playback, list and application.

Playback control:



Play / Pause: Press to play the selected (highlighted) file or pause the currently playing file (in bold).



Previous / next: Read the previous or next file in the list.



Stop: Stops playback and releases RAM.

- Hold Maj: Delete temporary files and release memory



Loop: Describes how files are read. Here are the 3 states of this button:



Play once: the file is played and playback stops.



Play all: and the next one starts.



Random: the file is played and a random file starts.

List control:



Add: Add files to the list. Hold Ctrl to add folders.



Delete: Delete selected files

- Hold Ctrl: Delete invalid files (in red).
- Hold Maj: Delete all files.



Up / down: Move up or down the selected files of one place in the list.

- Hold Maj: Move to the beginning / end of the list.
- Hold Ctrl: Move n places (enter n).
- Hold Alt: Group the files (make them consecutives).

Application control:



Settings: Opens the VGMGUI settings window.



Download the latest version of VGMStream / FFmpeg: Download vgmstream at [this address](#) and extract it to the "vgmstream" folder of the application.

- Hold Ctrl: Download ffmpeg at [this address](#) or at [this address](#) and extract it to the "ffmpeg" folder of the application.
- Hold Maj: Download VLC at [this address](#) or at [this address](#) and extract it to the "vlc" folder of the application when closing.

Status bar: Additional information. You can choose which items are displayed in the settings. Type Ctrl+Maj+B to hide this bar.

Keyboard shortcuts

Playback	
Space	Play / pause
PageUp	Previous
PageDown	Next
S	Stop
Maj+S	Delete temporary files and release memory (but continue playback)
Left	Go backward of few seconds (5%)
Right	Go forward of few seconds (5%)

Application	
Ctrl+D	Download the latest version of VGMStream
Ctrl+Maj+D	Download the latest version of FFmpeg
Ctrl+Alt+D	Download the latest stable version of VLC
Ctrl+Maj+B	Show / hide status bar
Ctrl+P	Settings
F5	Simulates a click on the conversion control button (play / pause / cancel)

List	
+	Move up the selected files of one place in the list
Ctrl++	Move up the selected files of n places in the list (enter n)
Maj++	Move up the selected files to the beginning of the list
Alt++	Group the selected files to the top
Ctrl+Alt++	Group the selected files to the top and move them up of n places in the list (enter n)
Maj+Alt++	Group the selected files to the top and move them up to the beginning of the list
-	Move down the selected files of one place in the list
Ctrl+-	Move down the selected files of n places in the list (enter n)
Maj+-	Move down the selected files to the end of the list
Alt+-	Group the selected files to the bottom
Ctrl+Alt+-	Group the selected files to the bottom and move them down of n places in the list (enter n)
Maj+Alt+-	Group the selected files to the bottom and move them down to the end of the list
Del	Delete the selected files
Maj+Del	Delete all files
Ctrl+Del	Delete invalid files (in red)
Inser / Ctrl+O	Add files to the list
Ctrl+Inser / Ctrl+Maj+O	Add folders to the list (subfolder support)
Ctrl+F	Search files in the list

● : The mouse pointer must be over the list of files or the list have to be focused.

● : The mouse pointer must be over the player or the player have to be focused.

● : ● or ●

● : No condition.