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aiff2vag v1.7 (July 1, 1995)
     convert AIFF files to VAGs.
     (C) 1995 Sony Computer Entertainment Inc.
usage: aiff2vag [-L | -1] [-R fs [-E]] aiff-files...
     -1 : force non-looping
     -L : force looping
     -R : RAW (16bit straight PCM) source
     fs : sampling rate in Hz (ex: 44100)
     -E : do not convert endian
  ----------------------------------------------------------------
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<AIFF2VAG v1.7>

   This tool converts 16-bit straight PCM monaural data to PlayStation wave
   data format VAG.

   If there are markers in the AIFF data, the first two are used to create a
   loop. Unmarked oneshot data can also be encoded as loop data by using
   the -L option.

   16-bit straight PCM data can be handled by specifying the -R option.
   Always specify the sampling rate when converting straight PCM.

   EXAMPLE: (In this example, 8 kHz straight PCM data is converted.)

   > aiff2vag -r 8000 voice.raw

   EXAMPLE: (In this example, two AIFF data are converted consecutively.)

   > aiff2vag drum.aif piano.aif