

DiRT Showdown Music Manager

Version 0.0.3 – User Manual (UK Edition)

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For updates, feature requests, or feedback, please get in touch via the email above.

Overview

DiRT Showdown Music Manager allows you to safely replace in-game music while preserving the original structure of the game files. The tool follows a backup-first, deterministic design and performs byte-accurate injection without altering container structures.

The interface uses a Rich-powered terminal UI rather than a traditional Windows GUI. This is intentional: it prioritises stability, portability, and maintainability.

First Run – Follow in Order

- Set the correct Game Folder path.
- Reload musicPlayer.xml (recommended on first run).
- Run 'Full Scan & Build Profiles'.
- Use 'Inject (choose one DIC)' to apply custom music.
- Launch the game.

You only need to perform a full scan once unless the game updates or files are restored.

Normal Use After Setup

- Add or change music in your music folder.
- Run 'Inject'.
- Launch the game.

Understanding How It Works

What is a DIC File?

A DIC (Dictionary) file organises and references audio streams used by the game. It does not contain standard WAV music but maps to internal WIM streams.

What is a WIM File?

A WIM file contains raw audio stream data. In DiRT Showdown music DICs, WIM data is raw 8-bit mulaw audio without standard WAV headers.

Why Are WAV Files Created?

Temporary WAV sidecar files (e.g. 'NESSamples.dic#12.wav') are created by the decoding tool during analysis. They are not used by the game and are automatically cleaned up.

Why Exact Byte Matching Matters

The game expects each stream to remain exactly the same size. The tool trims or pads injected audio using mulaw silence (0xFF) to maintain perfect compatibility.

Profiles and Loudness Matching

Profiles analyse original game audio to ensure injected tracks match the original loudness levels.

Advanced Options

- Re-roll Mapping – Randomises track assignments.
- WAV Cleanup – Removes leftover decoding sidecar WAV files.
- Restore ALL Files – Reverts to original game music from backups.
- Settings – Controls behaviour when audio conversion fails.

Backups & Version Safety

Every modified WIM file is backed up before overwrite. It is recommended not to mix tool versions mid-profile. Future versions may include version metadata within backups to ensure compatibility before restoration.

Release Folder Structure

Always run the EXE from inside its release folder.

Example: ShowdownMusicManager_v0.0.3-RELEASE/ ShowdownMusicManager_v0.0.3.exe bin/
README.md LICENCE.txt THIRD_PARTY_NOTICES.md

Troubleshooting

- Music wrong speed – rebuild profiles.
- No music – confirm XML loaded and correct DIC injected.
- WAV files appear – run WAV Cleanup.
- Tool crash – check crash log in release folder.

Quick Start Summary

FIRST TIME: 1) Set Game Folder 2) Reload XML 3) Full Scan 4) Inject 5) Play AFTER THAT: 1) Inject 2) Play