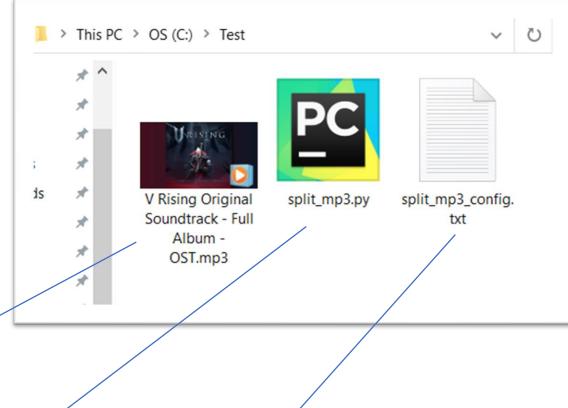


Get the mp3 source file.

For example, the full soundtrack to the game "V Rising" can be found on youtube:

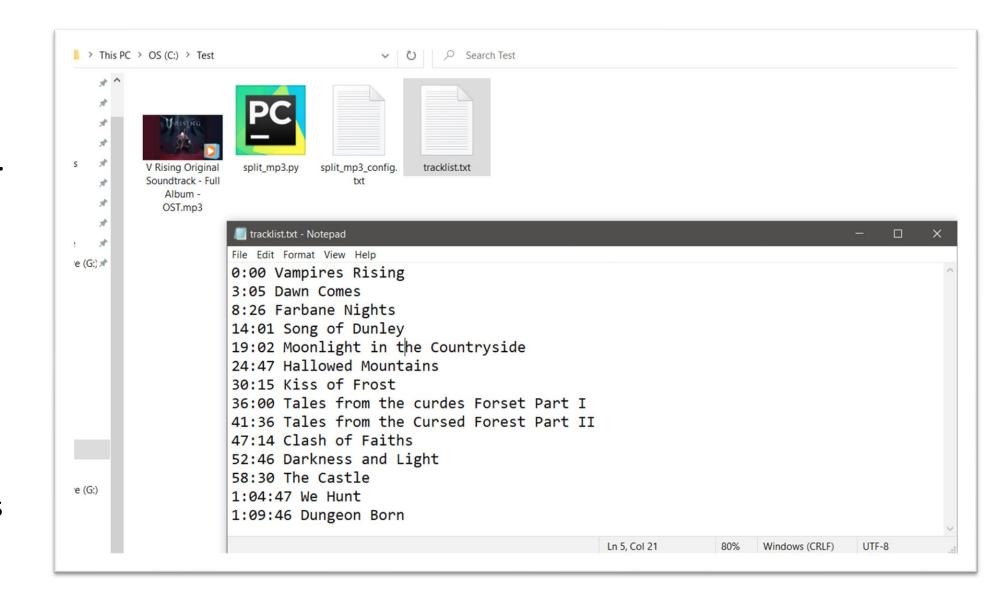
https://www.youtube.com/watch?v=ZhiA1gsByis and downloaded as an mp3.



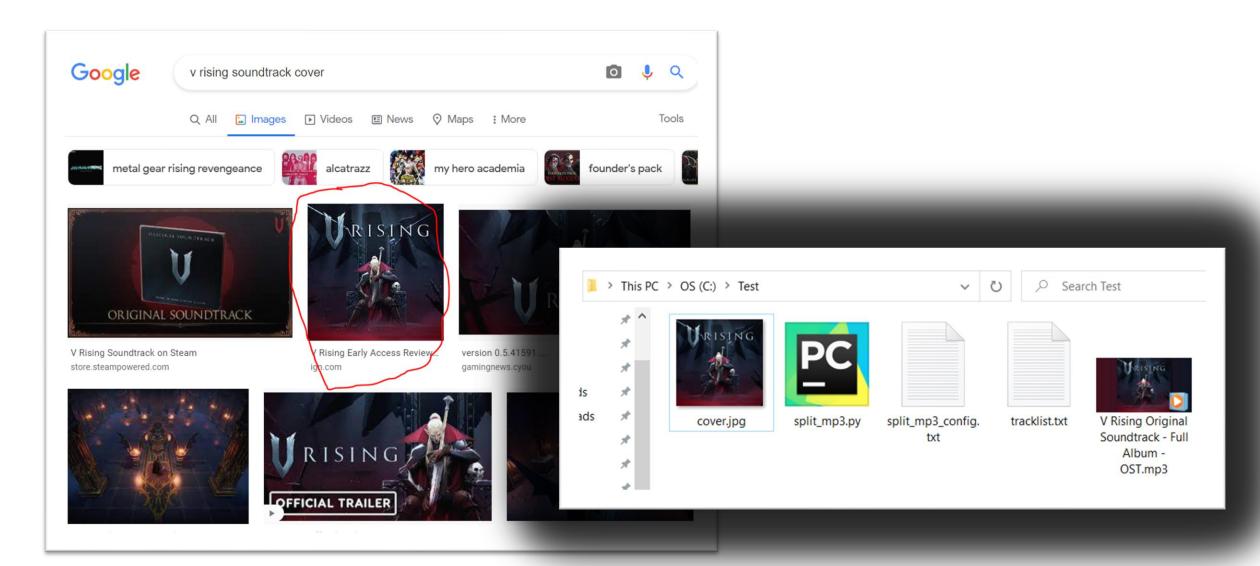
Put the mp3 file somewhere, and open the folder with the .py code file and .txt config file

Save the tracklist as a new txt, anywhere you want. The track list in our cased appeared in the youtube's description.

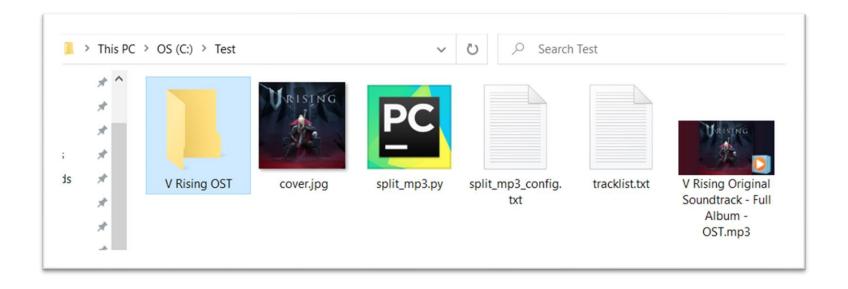
The best format for the tracklist is a time stamp with mm:ss, or hh:mm:ss followed by a space and the track name, for each track.



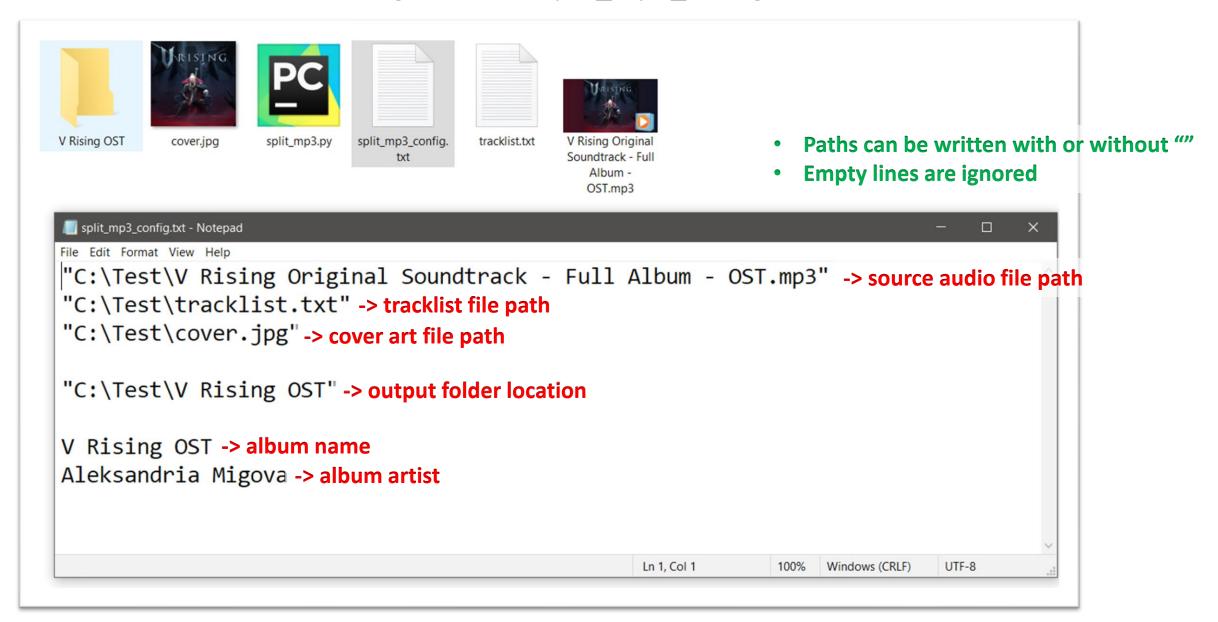
Step 4 Get some cover art...



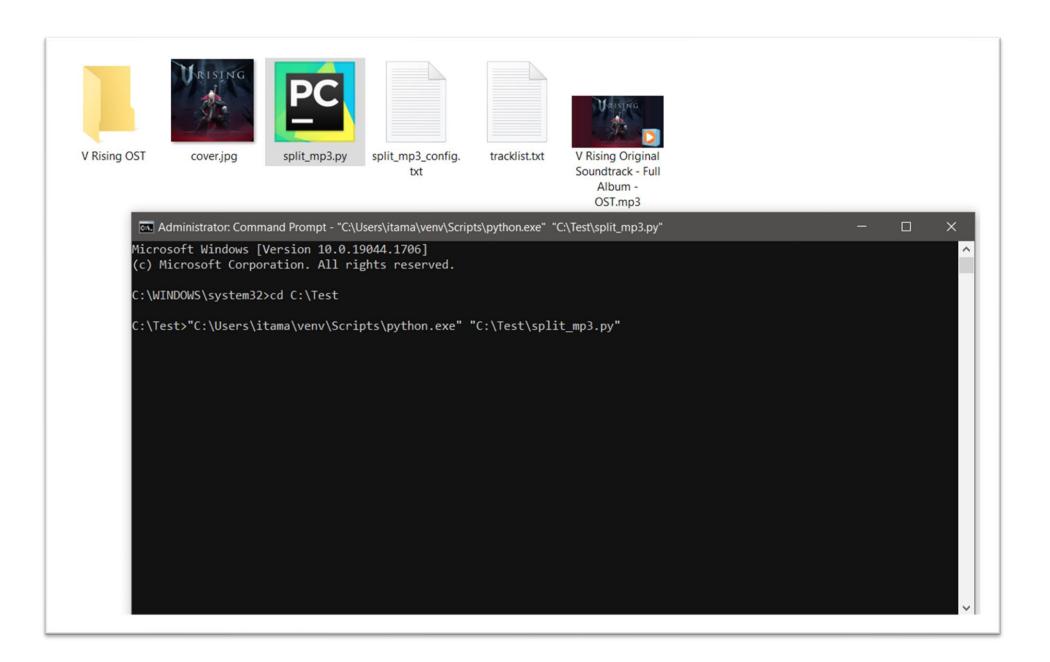
Create an output folder (anywhere you want):



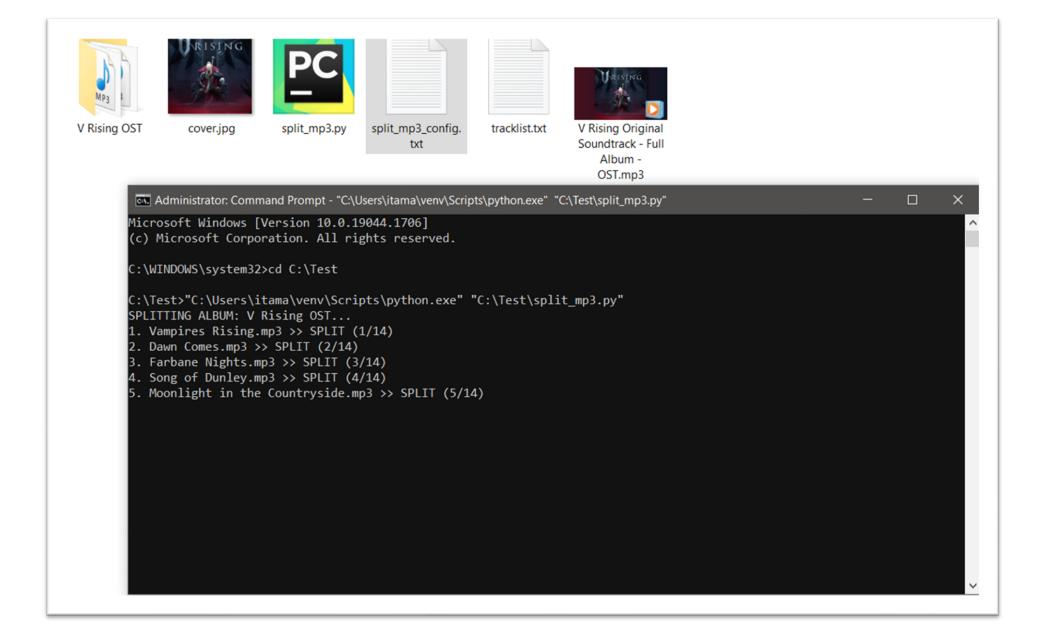
Edit the config text file ("split_mp3_config.txt"):



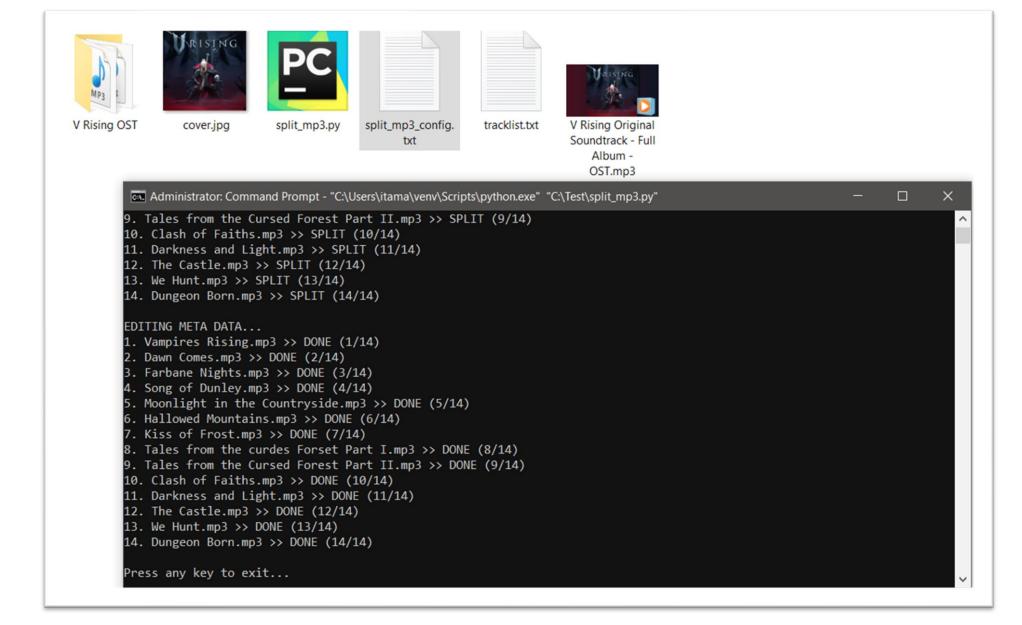
Run the python file:



Run the python file:



Run the python file:



Done ©

