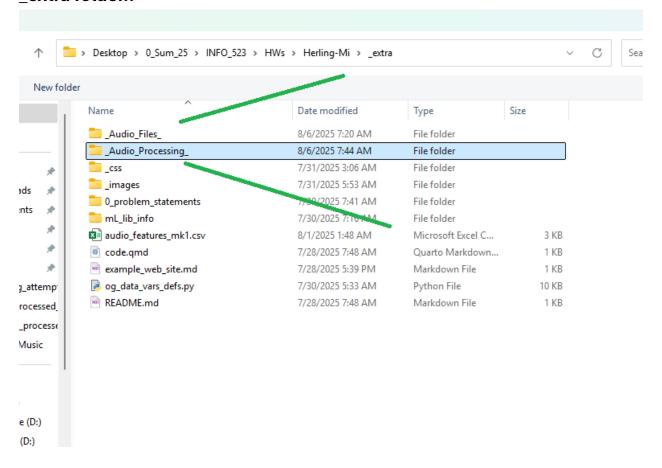
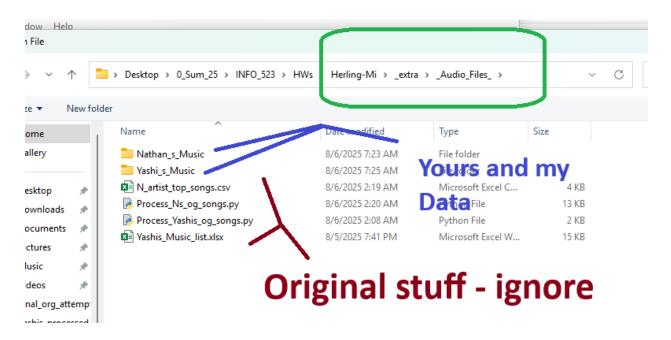
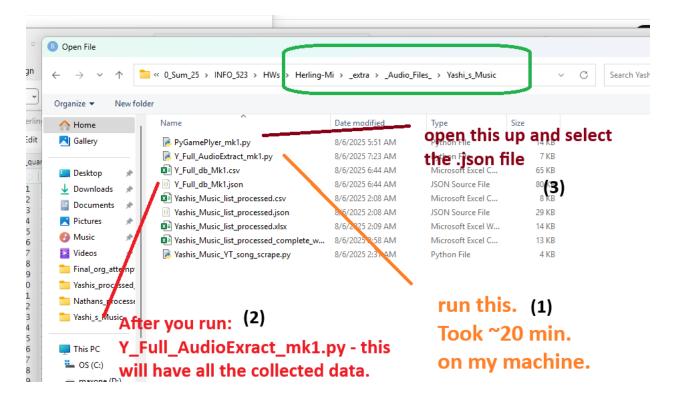
In our project folder [RStudio].. extra folder..







Navigate to:

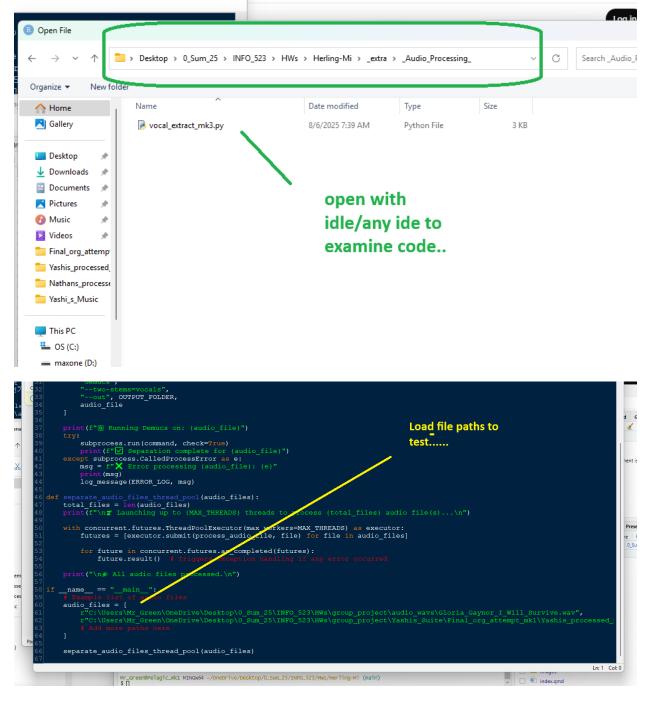
Herling-Mi>_extra>_Audio_Files_Yashi_s_Music

- (1) run [open with idle and run]: Y_Full_AudioExtract_mk1.py
- .. this will download all YT links for songs (already extracted) ...
- (2) The Y_Full_db_Mk1.json will be there when program is done.
- (2) There will be folders for mp3 and wav files where all the music is.
- (3) use the PyGamePlyer_mk1.py to open the .json and listen to check.

..

Note: the AudioPlayer isn't reading Non English characters 'well' atm... but, they should be writing to the file names correctly (in the .json)

Note: There will most likely be a few libraries you'll have to install with 'pip install'



Note:

This is where you'll have to try and install the 'Demucs' library – which may/may not be easy.

If you get it to run, you can process up to 10 songs at once – the Vocals and the Audio will be put into into separate files.

Once you get it to work locally, I can re-design to do 'all' your songs in one run.