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Important Note

It is recommended to use the online guide/information which should be located on the repository wiki. This document should only be used in an emergency when there is no internet connection or the wiki for the official repository is missing for some reason.

This document may not be maintained or may be maintained very rarely!!

Quick Guide (not recommended)

1. Download and install [Audacity](#)

2. Load the required save file, e.g. „*EN_PlayerCharacterSoD.aup3*"

3. You can delete the placeholder recordings, but <mark>do not delete the tracks and/or change their positions</mark>, as the correct order is required for the correct numbering of the tracks.

4. Do your recordings.

5. In „Edit/Preferences…" check the „**Show Metadata Tags editor before export**" ceckbox.

6. Make sure the „*raw*" folder is empty before exporting. Otherwise, old files will remain and the folder will end up containing sound files that may not be needed.

7. Export <mark>all</mark> audiotracks to „*IEEE-Audacity-Savefiles-for-Player-Character-\<game>\raw*".

8. <mark>Important</mark>: „**Numbering before Label/Track Name**" <mark>must</mark> be selected!

9. Optional: Enter the following metadata „**Artist Name, Album Title, Year and Genre**".

10. Check the box next to **„Don't show this when exporting audio**" and click „**Export**" button.

11. Make sure the „*renamed*" folder is empty before files are automatically renamed.

12. In "*<game>_AsfPC_name_changer.bat*" change the line "**Set name=!_DEMO**" to a desired name.

13. Start „*<game>_AsfPC_name_changer.bat*" .

14. The renamed files can be found in the „*renamed*" folder.

15. Delete any sound files you don't need.

16. Done!

Detailed Guide (recommended)

Audacity

Before the audacity save files can be used, it is necessary to install Audacity. Audacity is an audio editing and recording application. There are a many youtube videos about it and there is also an instruction manual. The GitHub repository can be found here, but it can also be downloaded from the official website.

The first step is to install Audacity. The installation steps are not covered as there are many helpful sources for them.

What is IEEE ASfPC?

IEEE AsfPC is a short for „**Infinity Engine Enhanced Edition Audacity Savefiles for Player Character**".

The intent of *IEEE AsfPC* is to provide the ability to record sound files for the main character in the Infinity Engine Enhanced Edition games. Planescape Torment Enhanced Edition is excluded from this, as the main character in this game already has a distinctive voice.

Each game has its own Audacity save files and a batch file. The save files contain labeled titles with lines recorded by default (see Figure 1).

Figure1

The batch file is intended to automate the naming of the recorded file after export. The relevant voice lines have been carefully filtered out of the game without compromising the consistency too much compared to the existing old voice lines in the game.

The following games have save files for different languages:

BGEE(*Baldur's Gate Enhanced Edition*), **SoD**(*Siege of Dragonspear*), **BG2EE**(*Baldur's Gate 2 Enhanced Edition*) and **IWDEE**(*Icewind Dale Enhanced Edition*)

Load Audacity Save File

After installing Audacity, open the save file that suits your needs. Of course there is more than one way to do this.

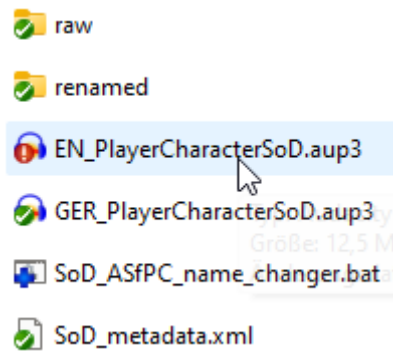The easiest way is to double-click on a savefile with the left mouse button (see Figure 2).

Figure2

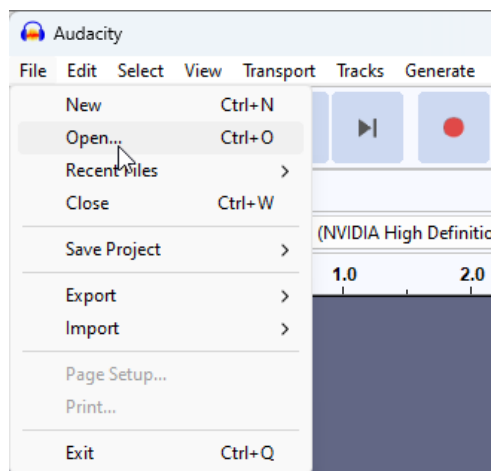Another option is to start Audacity first and then load the file(see Figure3)

Figure3

It doesn't matter which way you prefer.

Content Audacity Savefile

Depending on the games Audacity savefile, there will be different numbers of track, different nameing, different labeling of the tracks and audio clips visible(see Figure4).
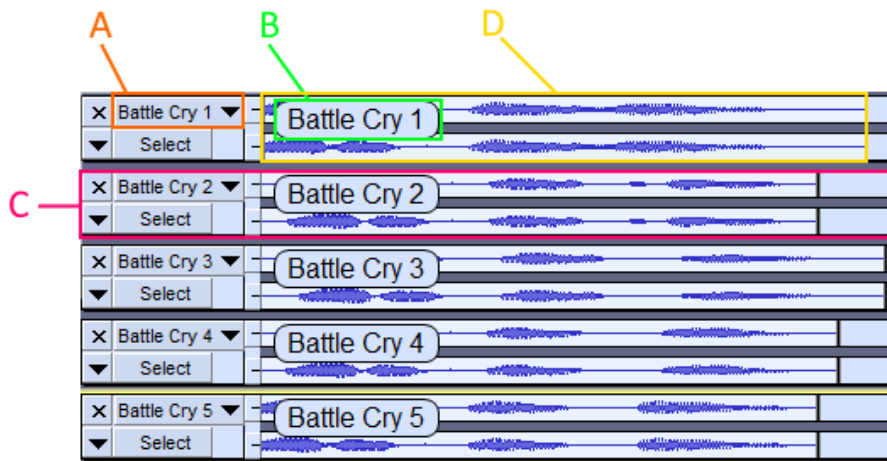
Figure4: A = track name, B = label name, C = track(stereo), D = recorded audio clip

Important: You can delete the placeholder audio clips, **but do not delete the tracks and/or change their positions**, as the correct order is required for the correct numbering of the tracks.Do not delete any track or change its position.

To record on a specific track, you must first select it and then press the "Record" button. Here is a more detailed guide.

To prevent a new track from being created when recording, the „*Recording*" settings should be as follows (see Figure5):
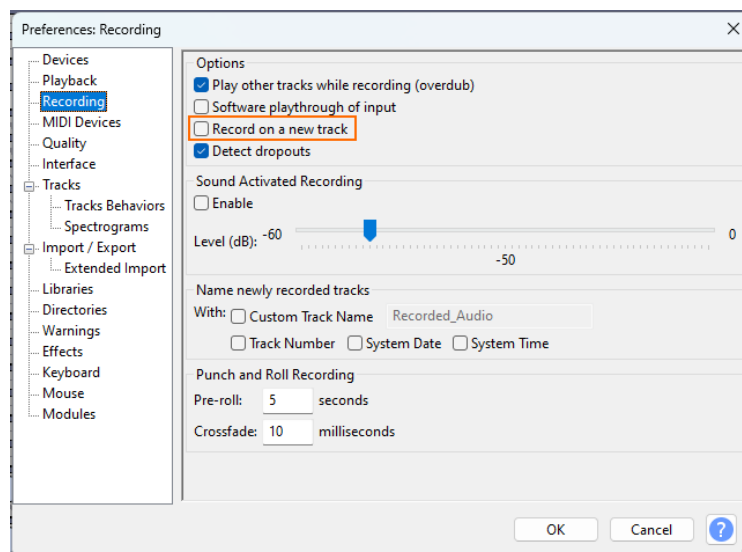

Figure5: „Record on a new track" has to be unchecked.

To open the „*Preference*" window use the „**Ctrl + P**" hotkey or go to „*Edit*".
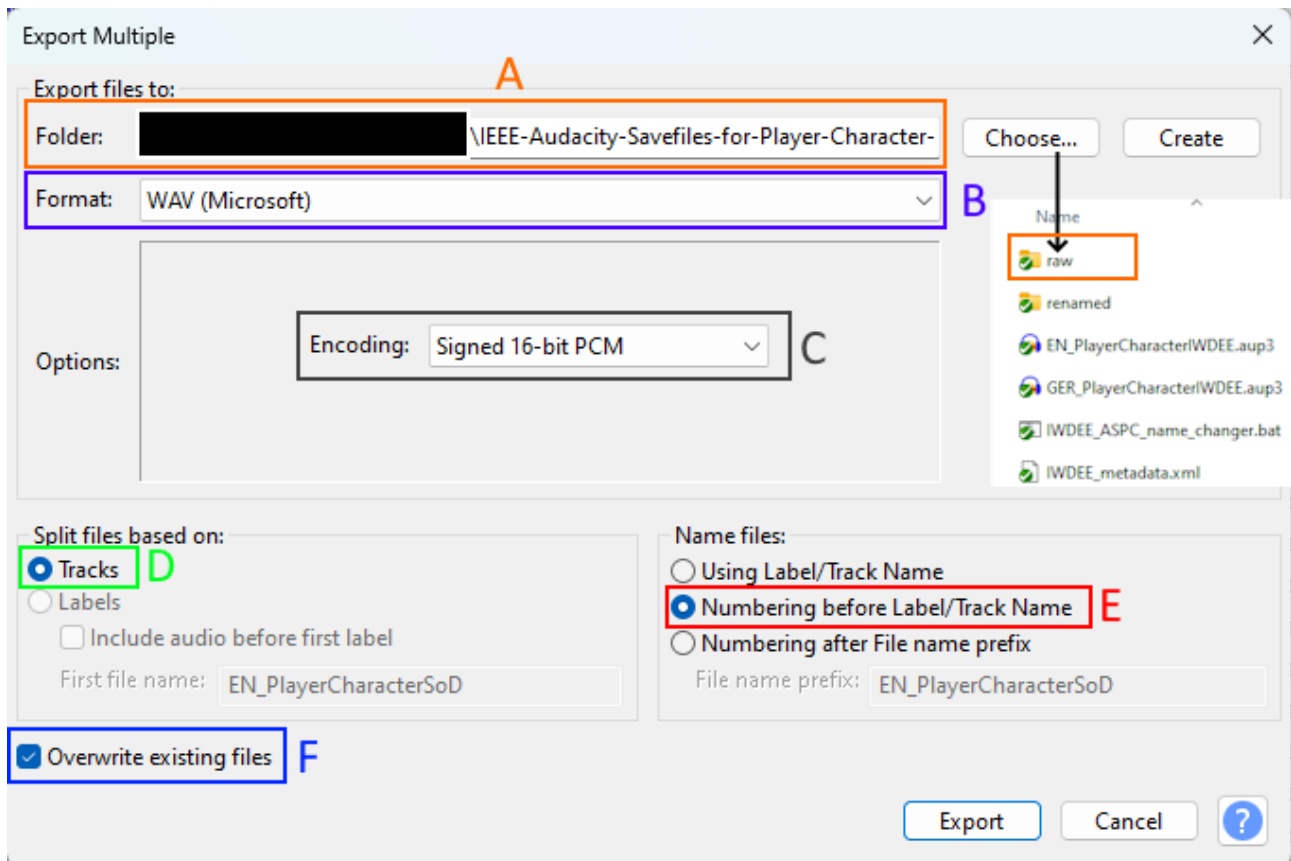

stop

Figure8: *A = Select "raw" folder in template folder, B = WAV format is required for automatic renaming, C = 16-bit works and has been tested, D = This is required for automatic renaming, E = This is required for automatic renaming*

When you click the „*Export*" button, the „*Edit Metadata Tags*" window opens. To load the correct file, click the „*Load*" button and navigate to the location of the specific **XML** file (see Figure9).
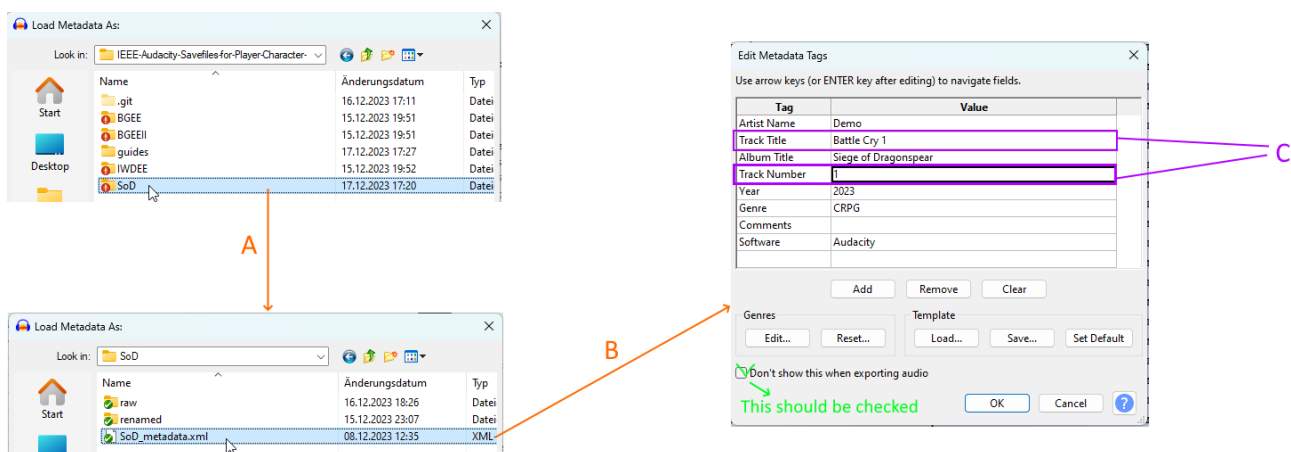

Figure9: *A = navigate to the template folder, B = select specific XML, C = do not change the selected tags*

Change the tags you need except "**Track Title**" and "**Track Number**". Also, check the box next to

"**Do not show when exporting audio**" unless you want to manually enter each tag field for each exported sound clip. If you made a typo in a field and want to access the metadata again when exporting tracks, you must follow the steps already explained in Figure 6.

After the multiple export into the „raw" folder, the result could look like Figure10.
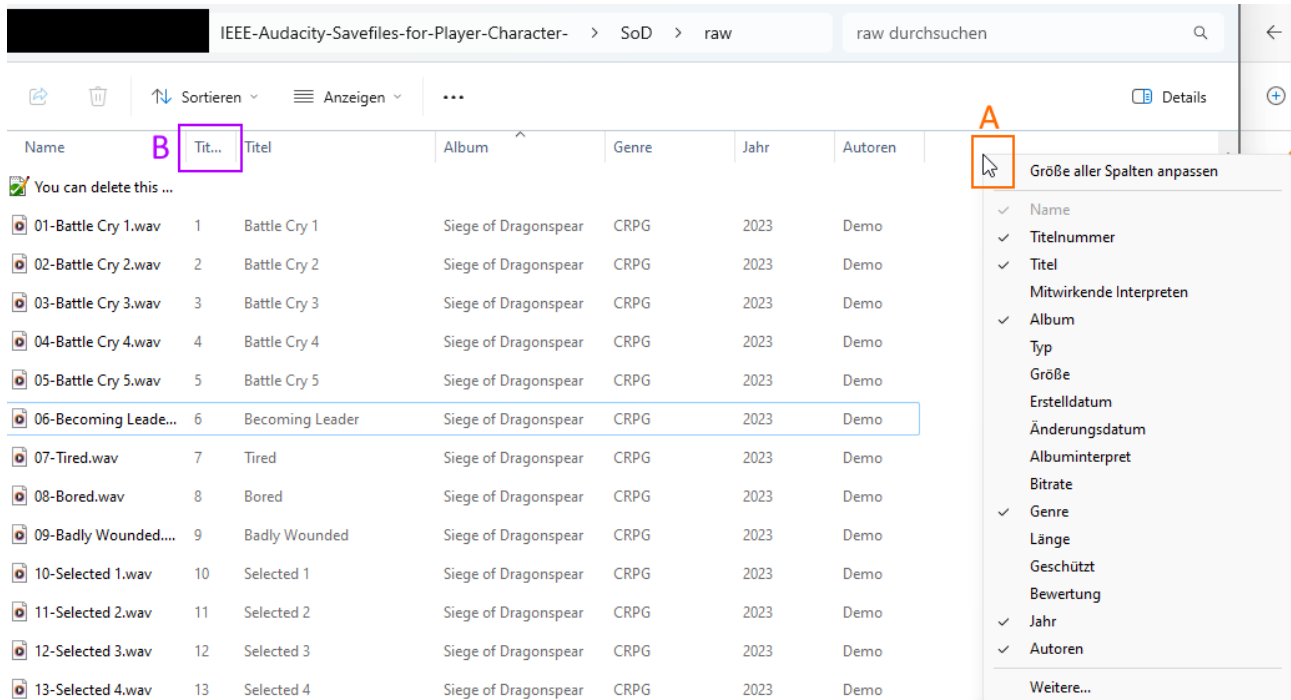

Figure10: *A = Right click and you can select tags like "track number". B = Left click on the track number tag to sort by that*

Rename All Soundfiles

The renaming is internally relevant to the game. In order for the game system to know what to do with the file, it must be renamed accordingly. Before renaming the exported sound files, make sure that the "*renamed*" folder is completely empty.

Now right-click on the batch file "*<game>_AsfPC_name_changer.bat*", open it with a text editor(e.g. Notepad++) and change the line shown in Figure11 to a new name that fits in your opinion fits best. Save the changes with e.g. „**Ctrl + S**" hotkey!

Figure11: *For instance, changed „!_DEMO" to „MyName"*

Important:

A <mark>maximum of 6 characters are allowed</mark> for the name!

Double left click the batch file "*<game>_AsfPC_name_changer.bat*" to start the automatic renaming. Every file in „*raw*" will be renamed and copied to „*renamed*" folder(see Figure12 for example).
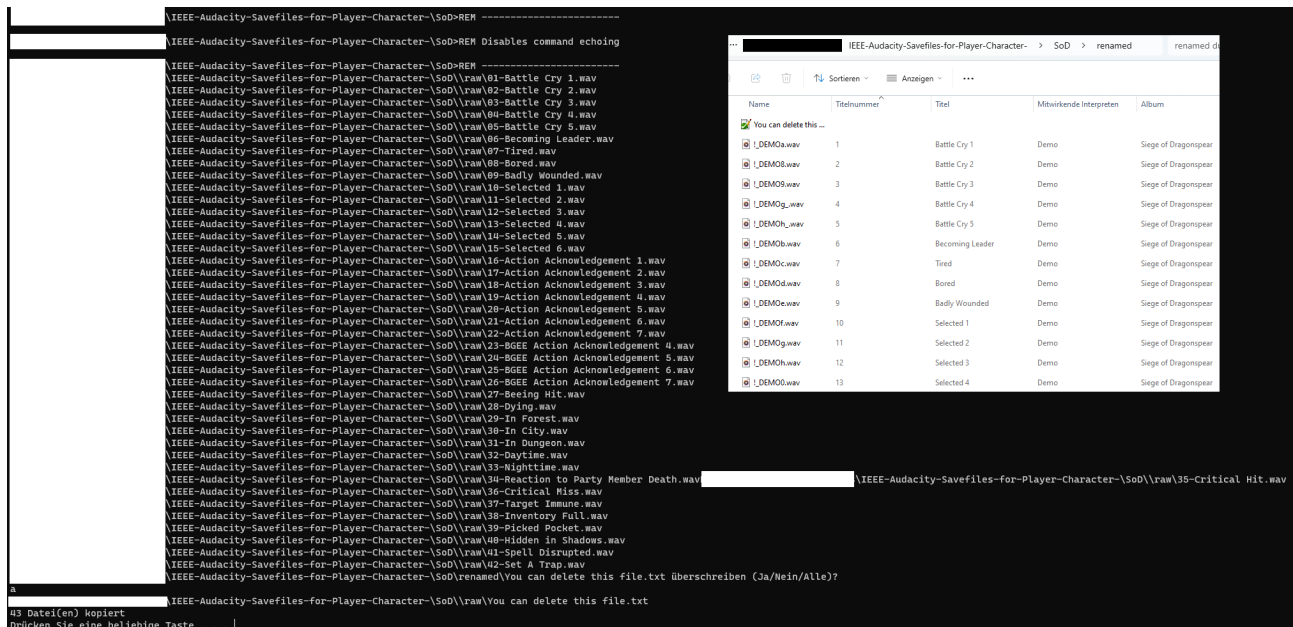

Figure12

You can delete any sound files in the "renamed" folder that were not recorded or is needed.

Congratulations, that's basically it and you've reached the end of this guide.

If you would like to learn more about the names and their postfixes, please check out the following sources:

- https://github.com/Incrementis/Infinity-Engine-Modding-Wiki-Content-/tree/main/IEEE%20ASfPC/Tables

- https://www.gibberlings3.net/forums/topic/34560-adding-soundsets-to-the-ees-using-the-ee-soundset-tool/