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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 batch file is intended to automate the naming of the recorded files 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*)
- **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 1).
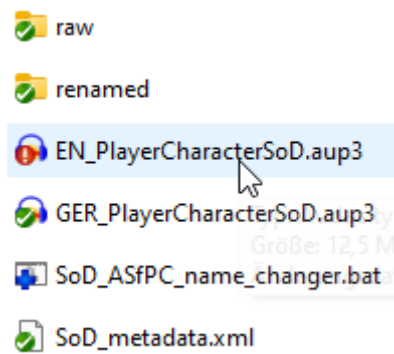
Figure1

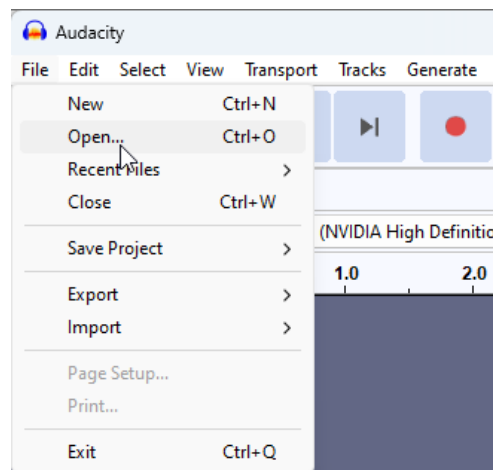Another option is to start Audacity first and then load the file(see Figure2)

Figure2

It doesn't matter which way you prefer.

Content Audacity Savefile

Depending on the games Audacity savefile, there will be different numbers of tracks, different nameing of the tracks and audio clips visible(see *Figure3*).
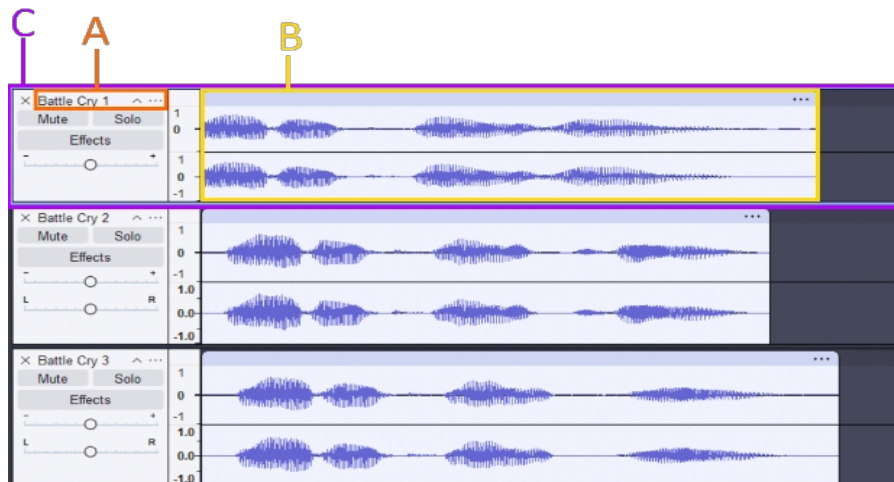

Figure3: A = track name, B = recorded audio clip, C = track(stereo)

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 *Figure4*):
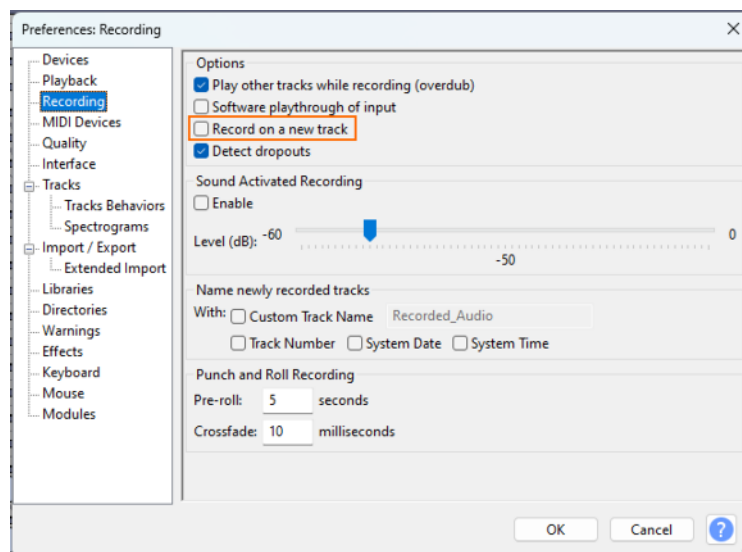

Figure4: „Record on a new track" has to be unchecked.

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

Export All Tracks

Next, make sure that every track ==is not muted or soloed== (see ***Figure5***). ==**First, look for an active "*Solo*" button**==, as an active "*Solo*" automatically mutes the other tracks! Muted tracks are not exported.
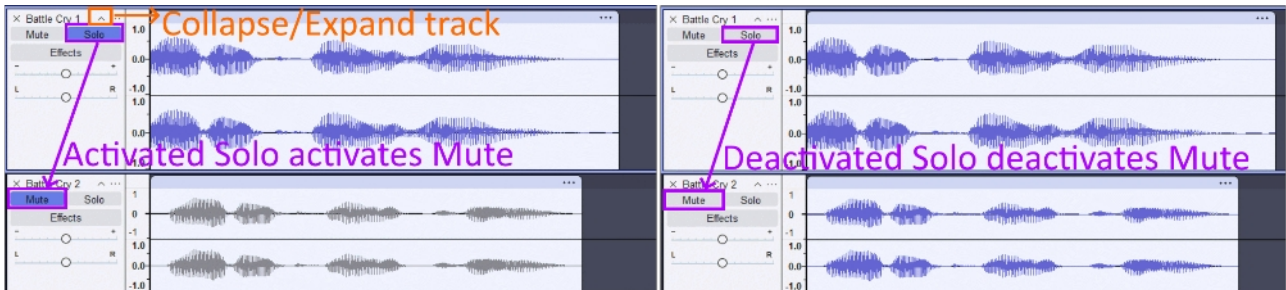

Figure5: Muted tracks have grayed out audio clips.

Then select all tracks with e.g. "**Ctrl + A**" hotkey and go to „*File → Export Audio*" or alternatively use the „**Ctrl + Shift + E**" hotkey. Doing that will open up the „*Export Audio*" window.In ==Audacity v3.7.3== select in area „*Export Range*" the radio button „*mulitple Files*" to see the same options as in ***Figure6.*** *For comfort* ==Audacity v3.7.3== offers here a button for **„*Edit Metadata*".**

Before exporting, make sure the „*raw*" folder is empty. The preferences have to be as in ***Figure6*** shown.
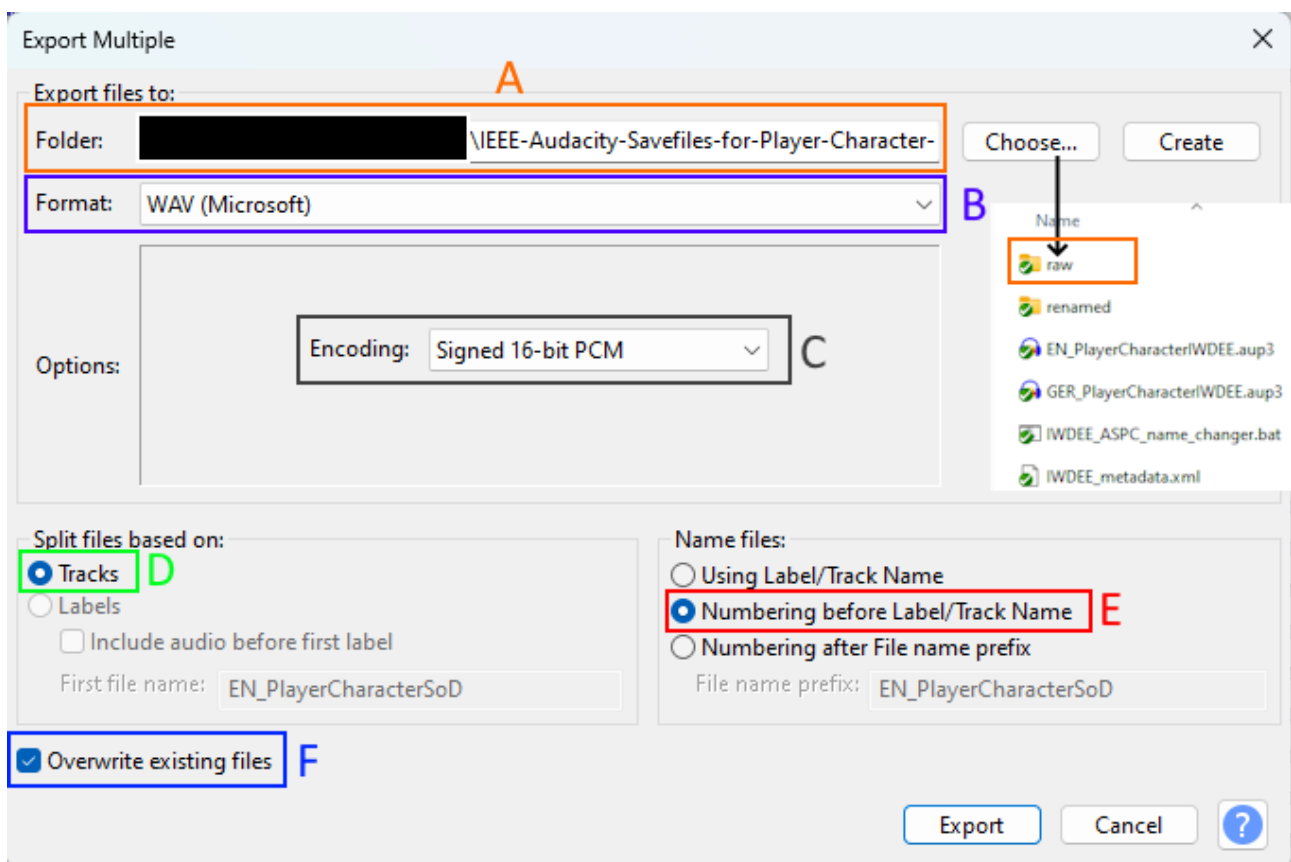

Figure6: A = Select "raw" folder in template folder, B = WAV/OGG format is required for

automatic renaming, C = 16-bit works and has been tested, D = This is required for automatic renaming, E = This is required for automatic renaming

Press the button „*Edit Metadata*"(left corner of the „*Export Audio*" window). To load the correct file, click the „*Load*" button and navigate to the location of the specific **XML** file (see **Figure7**).
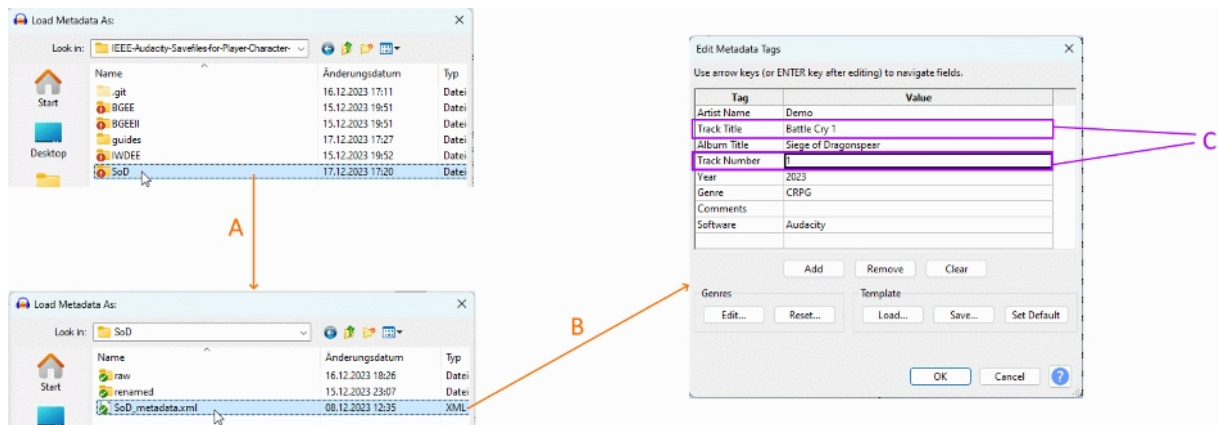

Figure7: *A = navigate to the template folder, B = select specific XML, C = do not change the selected tags*

Change the tags you need except "**Track Title**" and "**Track Number**". If you made a typo in a field and want to access, use **„***Edit Metadata***"** which is explained immediately after **Figure5**.

After the multiple export into the „*raw*" folder, the result could look like ***Figure8***.
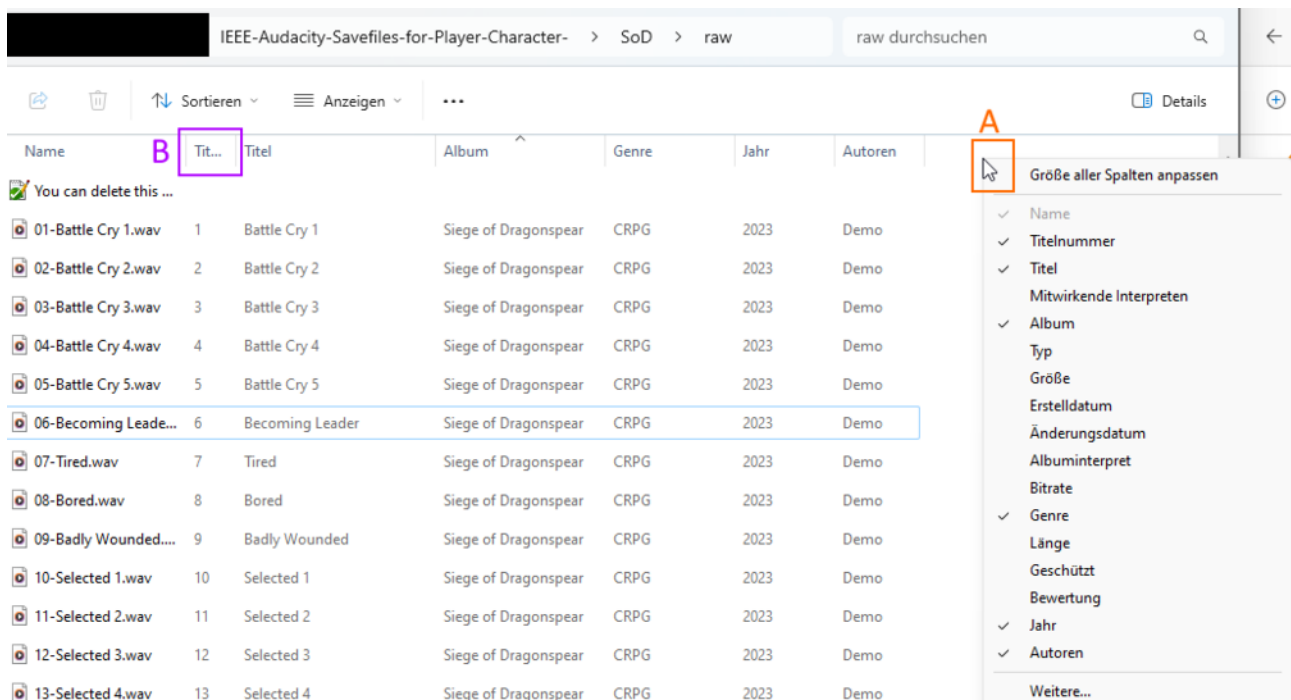

Figure8: *A = Right click and you can select tags like "track number". B = Left click on the track number tag to sort by that*

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 *Figure9* to a new name that in your opinion fits best. Save the changes with e.g. „**Ctrl + S**" hotkey!

Figure9: For instance, changed „!_DEMO" to „MyName"

Important:

A maximum of 6 characters are allowed for the name! A minimum of 4 characters is recommended.

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 *Figure10* for example).
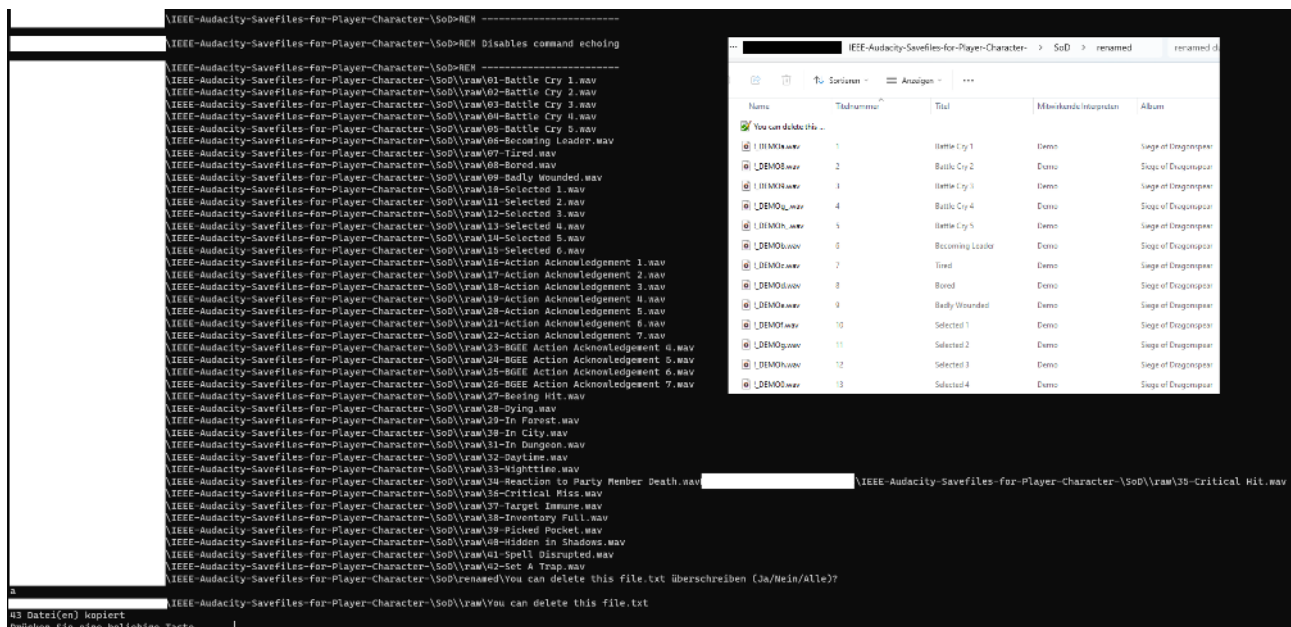

Figure10

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