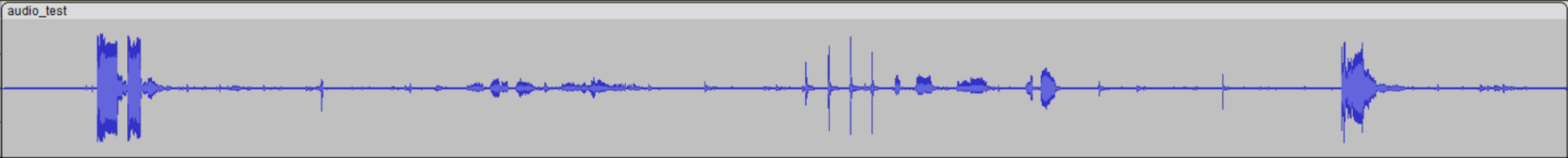
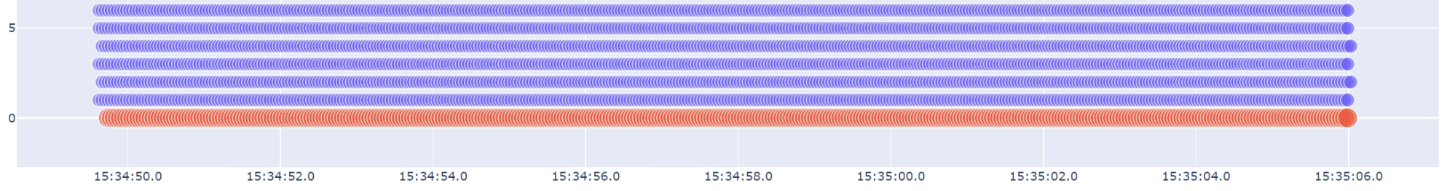
**timestamp.ts**

Timestamp in unix time format when audio.wav starts.

**.xml**

Timestamp in unix time format when first frame in .mvx happens.



.\XmlGraphRunner.exe "C:\Users\Civit\Desktop\process\_demo\Graphs\inject\_audio.xml" --input C:\storage\take\take.mvx --output C:\storage\take\take\_out.mvx --audio C:\storage\take\new\_audio.wav

.\XmlGraphRunner.exe "C:\Users\Civit\Desktop\process\_demo\Graphs\inject\_audio.xml" --input C:\storage\c5fefdb6-4973-11ed-87a5-84144db0cd3f\processed\_mesh\mesh.mvx --output C:\storage\c5fefdb6-4973-11ed-87a5-84144db0cd3f\processed\_mesh\mesh\_with\_mono\_stereo\_audio.mvx --audio C:\storage\c5fefdb6-4973-11ed-87a5-84144db0cd3f\processed\_mesh\CUT\_3\_PAGE\_Tim\_Aerial\_Roots\_CIVIT\_Ver\_22\_10\_2022\_mono\_stereo.wav

1. Run inject\_audio.xml graph

This requires paths to "input\_joined.mvx", "output\_joined.mvx", "new\_audio.wav" and "new\_audio.ts".

- input\_joined.mvx: raw data from VoCap

- output\_joined.mvx: new raw data file with new audio to be meshed

- new\_audio.wav: Audio from different source (Stereo tested)

- new\_audio.ts: Timestamp in UNIX-milliseconds-format. Points to the time when audio starts (not beep). Need same name as wav file

2. Run meshing tsdf/poisson to new joined.mvx

3. Output mesh.mvx should have new audio track