



[www.jshaw.co.uk](http://www.jshaw.co.uk)

Hello and **THANK YOU** for checking out my music library, **RPG Orchestral Essentials!**

Each of the tracks loop seamlessly at least once in the recording, and then end abruptly with natural trailing reverberation, allowing you to either set seamless loop points (using the suggested metadata values below) or match the tracks to conclude dramatically with cutscenes.

If you like what you hear then you are a fine connoisseur, but if you would like to support my work further, do please consider buying the full library or supporting me on [Patreon](https://www.patreon.com/InspectorJ).

Though not required, **I would deeply appreciate if you could drop a mention of my track(s) in the credits list of your project.** A lot of blood, sweat, and English tea went in to creating these, so I'd be extremely grateful for the mention! An example could look something like:

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"[Track Title]"

Composed by Jonathan Shaw

([www.jshaw.co.uk](http://www.jshaw.co.uk))

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### **Can you create new Tracks or Music Effects for my project?**

I most certainly can! Feel free to check out my [commissions page](https://www.jshaw.co.uk/commissions) or contact me below!

### **CONTACT ME**

If you have any other questions or comments, or if you used the tracks in your project, I'd love to check it out! Do feel free to contact me at:

- [inspectorjshaw@gmail.com](mailto:inspectorjshaw@gmail.com)

Or visit my website at:

- [www.jshaw.co.uk](http://www.jshaw.co.uk)

I wish you the best of luck with your game!

-Jonathan Shaw / InspectorJ





## **SUGGESTED LOOPING METADATA**

**NOTE:** These values are a guideline for setting loop points, given in “samples” and “seconds”. While I have tested this data embedded within .OGG files in the RPG Maker VX Ace engine, the values may not be as seamless for other engines and file types and may require some small adjustments.

The “LOOPSTART” sets the start of the loop point, the “LOOPEND” sets the end of the loop point, and the “LOOPLENGTH” is the duration between “LOOPSTART” and “LOOPLENGTH”. You may not need all 3 values to set the loop point (some only require “LOOPSTART” and “LOOPLENGTH”).

The .OGG files have these values already embedded in their metadata **(for RPG Maker VX Ace)**

### **LEGACY – A Bitter Hope**

LOOPSTART: 318,527 (7.222840s)  
LOOPEND: 3,335,708 (75.639633s)  
LOOPLENGTH: 3,017,181 (68.416793s)

### **LEGACY – A Tale of Water**

LOOPSTART: 338,186 (7.668600s)  
LOOPEND: 4,979,787 (112.920341s)  
LOOPLENGTH: 4,641,601 (105.251741s)

### **LEGACY – A Dream of First Flight**

LOOPSTART: 596,001 (13.51460s)  
LOOPEND: 6,128,987 (138.97930s)  
LOOPLENGTH: 5,532,986 (125.4647s)

### **LEGACY – A Tale of Wind**

LOOPSTART: 337,855 (7.661110s)  
LOOPEND: 5,025,917 (113.966350s)  
LOOPLENGTH: 4,688,062 (106.30524s)

### **LEGACY – A Fight in the Fields**

LOOPSTART: 312,954 (7.096460s)  
LOOPEND: 4,863,318 (110.279320s)  
LOOPLENGTH: 4,550,364 (103.18286s)

### **LEGACY – Battle for Mana**

LOOPSTART: 156,440 (3.547400s)  
LOOPEND: 3,785,202 (85.832250s)  
LOOPLENGTH: 3,628,762 (82.28485s)

### **LEGACY – A Slave To No One**

LOOPSTART: 1,128,985 (25.600559s)  
LOOPEND: 8,302,213 (188.258789s)  
LOOPLENGTH: 7,173,228 (162.65823s)

### **LEGACY – Can't Stop Winning**

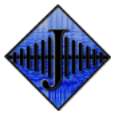
LOOPSTART: 235,456 (5.339130s)  
LOOPEND: 1,445,526 (32.778370s)  
LOOPLENGTH: 1,210,070 (27.43924s)

### **LEGACY – A Tale of Peace**

LOOPSTART: 111,490 (2.528120s)  
LOOPEND: 4,682,992 (106.190292s)  
LOOPLENGTH: 4,571,502 (103.662172s)

### **LEGACY – Cold Sanctuary**

LOOPSTART: 354,846 (8.046400s)  
LOOPEND: 2,975,158 (67.453890s)  
LOOPLENGTH: 2,620,312 (59.40749s)

**LEGACY – Encounter of Misdeeds**

LOOPSTART: 125,703 (2.850405s)  
LOOPEND: 2,741,385 (62.162922s)  
LOOPLENGTH: 2,615,682 (59.312517s)

**LEGACY – Midnight Creeping**

LOOPSTART: 602,647 (13.665460s)  
LOOPEND: 3,985,969 (90.384778s)  
LOOPLENGTH: 3,383,322 (76.719318s)

**LEGACY – Heated Lands**

LOOPSTART: 249,355 (5.654310s)  
LOOPEND: 4,156,722 (94.256730s)  
LOOPLENGTH: 3,907,367 (88.60242s)

**LEGACY – Morning Frost**

LOOPSTART: 186,535 (4.229820s)  
LOOPEND: 3,009,283 (68.237710s)  
LOOPLENGTH: 2,822,748 (64.00789s)

**LEGACY – In Tranquil Spring**

LOOPSTART: 546,250 (12.386625s)  
LOOPEND: 3,879,860 (87.978695s)  
LOOPLENGTH: 3,333,610 (75.59207s)

**LEGACY – Out Of Time**

LOOPSTART: 436,883 (9.906640s)  
LOOPEND: 3,488,574 (79.105988s)  
LOOPLENGTH: 3,051,691 (69.199348s)

**LEGACY – Land of Misdeeds**

LOOPSTART: 360,123 (8.166055s)  
LOOPEND: 3,857,504 (87.471740s)  
LOOPLENGTH: 3,497,381 (79.305685s)

**LEGACY – Showdown of Misdeeds**

LOOPSTART: 508,586 (11.532568s)  
LOOPEND: 5,096,109 (115.558034s)  
LOOPLENGTH: 4,587,523 (104.025466s)

**LEGACY – Market on the Sea**

LOOPSTART: 98,172 (2.226120s)  
LOOPEND: 3,185,018 (72.222630s)  
LOOPLENGTH: 3,086,846 (69.99651s)

**LEGACY – Spinning Tavern**

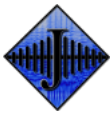
LOOPSTART: 2,478,424 (56.200100s)  
LOOPEND: 7,245,588 (164.299042s)  
LOOPLENGTH: 4,767,164 (108.098942s)

**LEGACY – Memories of a Lost Autumn**

LOOPSTART: 170,838 (3.873870s)  
LOOPEND: 3,869,416 (87.741850s)  
LOOPLENGTH: 3,698,578 (83.86798s)

**LEGACY – The Fallen**

LOOPSTART: 226,550 (5.137180s)  
LOOPEND: 1,032,587 (23.414660s)  
LOOPLENGTH: 806,037 (18.27748s)

**LEGACY – The Precipice of Victory**

LOOPSTART: 307,847 (6.980650s)

LOOPEND: 1,482,408 (33.614690s)

LOOPLENGTH: 1,174,561 (26.63404s)

**LEGACY – Visions of Freedom**

LOOPSTART: 260,193 (5.900070s)

LOOPEND: 5,419,807 (122.898109s)

LOOPLENGTH: 5,159,614 (116.998039s)

**LEGACY – The Tread of War**

LOOPSTART: 480,033 (10.885100s)

LOOPEND: 5,066,502 (114.886660s)

LOOPLENGTH: 4,586,469 (104.00156s)

**LEGACY – Wipe Away Those Tears**

LOOPSTART: 257,960 (5.849440s)

LOOPEND: 4,614,716 (100.642085s)

LOOPLENGTH: 4,356,756 (94.792645s)

**LEGACY – The World At Your Door**

LOOPSTART: 314,024 (7.120720s)

LOOPEND: 3,607,416 (81.800819s)

LOOPLENGTH: 3,293,392 (74.680099s)

**LEGACY – Thoughts**

LOOPSTART: 107,761 (2.443550s)

LOOPEND: 4,047,038 (91.769562s)

LOOPLENGTH: 3,939,277 (89.326012s)

**LEGACY – Training Is Over**

LOOPSTART: 419,073 (9.502790s)

LOOPEND: 805,053 (18.255180s)

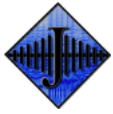
LOOPLENGTH: 385,980 (8.75239s)

**LEGACY – Treading The Unknown**

LOOPSTART: 1,194,063 (27.076220s)

LOOPEND: 5,183,531 (117.540382s)

LOOPLENGTH: 3,989,468 (90.464162s)



Track Name	Suggested Uses (but not limited to):	File Formats*	Sample Rate	BitDepth*	Channels	Duration	Loops?
"A Bitter Hope"	Sad, Tragedy, Betrayal, Loss, Funeral, Lonely, Tears	WAV / OGG / MP3	44100	16 / 24	2	02:21	1x
"A Dream of First Flight"	Title, Main Menu, Credits, Trailer, Important Chat	WAV / OGG / MP3	44100	16 / 24	2	04:14	1x
"A Fight in the Fields"	Battle, Training, Overworld, Race, Fast, Timed Event	WAV / OGG / MP3	44100	16 / 24	2	03:33	1x
"A Slave To No One"	Boss, Battle, Climax, Evil Land, Industrial, Slavery	WAV / OGG / MP3	44100	16 / 24	2	05:51	1x
"A Tale of Peace"	Peace, Meditative, Reflection, Flying, Dreaming, Safe	WAV / OGG / MP3	44100	16 / 24	2	03:34	1x
"A Tale of Water"	Peace, Meditative, Reflection, Flying, Dreaming, Safe	WAV / OGG / MP3	44100	16 / 24	2	03:39	1x
"A Tale of Wind"	Peace, Meditative, Reflection, Flying, Dreaming, Safe	WAV / OGG / MP3	44100	16 / 24	2	03:43	1x
"Battle For Mana"	Battle, Combat, Chase, Race, Fast, Timed Event	WAV / OGG / MP3	44100	16 / 24	2	02:54	1x
"Can't Stop Winning"	Victory, Battle Results, Success, Quest Complete	WAV / OGG / MP3	44100	16 / 24	2	01:57	5x
"Cold Sanctuary"	Dungeon, Town, Cold, Snow, Old, Ancient, Ruins	WAV / OGG / MP3	44100	16 / 24	2	02:04	1x
"Encounter of Misdeeds"	Villain, Dialog, Evil Plot, Sinister, Anxiety, Betrayal	WAV / OGG / MP3	44100	16 / 24	2	02:02	1x
"Heated Lands"	Dungeon, Town, Hot, Desert, Fort, Army, Battle	WAV / OGG / MP3	44100	16 / 24	2	03:09	1x
"In Tranquil Spring"	Town, Countryside, Happy, Grass, Overworld, Flying	WAV / OGG / MP3	44100	16 / 24	2	02:35	1x
"Land of Misdeeds"	Villain, Evil Land, Fortress, Dungeon, Comedic Villain	WAV / OGG / MP3	44100	16 / 24	2	02:43	1x
"Market on the Sea"	Market Town, Sea, Beach, Sailing, Airship, Overworld	WAV / OGG / MP3	44100	16 / 24	2	02:26	1x
"Memories of a Lost Autumn"	Dialog, Nostalgia, Romance, Happy, Town, Children	WAV / OGG / MP3	44100	16 / 24	2	02:50	1x
"Midnight Creeping"	Dungeon, Cave, Stealth, Darkness, Hostile Area	WAV / OGG / MP3	44100	16 / 24	2	02:45	1x
"Morning Frost"	Town, Snow, Christmas, Winter, North, Mountain	WAV / OGG / MP3	44100	16 / 24	2	02:17	1x
"Out Of Time"	Danger, Catastrophe, Intense, Threat, Scary, Fear	WAV / OGG / MP3	44100	16 / 24	2	02:23	1x
"Showdown of Misdeeds"	Boss, Battle, Combat, Villain, Evil Land, Fortress	WAV / OGG / MP3	44100	16 / 24	2	03:41	1x
"Spinning Tavern"	Funny, Inn, Tavern, Comedy, Elderly, Dialog	WAV / OGG / MP3	44100	16 / 24	2	03:45	1x
"The Fallen"	Defeat, Battle Results, Quest Fail, Death, Game Over	WAV / OGG / MP3	44100	16 / 24	2	01:18	1x
"The Precipice of Victory"	Final Victory, Determined, Motivated, Development	WAV / OGG / MP3	44100	16 / 24	2	01:58	5x
"The Tread of War"	Military, March, Combat, War, Soldiers, Overworld	WAV / OGG / MP3	44100	16 / 24	2	03:40	1x
"The World At Your Door"	Overworld, Airship, Sailing, Town, Battle, Training	WAV / OGG / MP3	44100	16 / 24	2	02:42	1x
"Thoughts"	Dialog, Decisions, Doubt, Realization, Development	WAV / OGG / MP3	44100	16 / 24	2	03:03	1x
"Training Is Over"	Victory, Battle Results, Success, Quest Complete	WAV / OGG / MP3	44100	16 / 24	2	00:49	5x
"Treading The Unknown"	Dungeon, Cave, Hostile, Unsettling, Unusual, Foggy	WAV / OGG / MP3	44100	16 / 24	2	03:23	1x
"Visions of Freedom"	Sad, Tragic, Loss, Hope, Main Menu, Credits, Trailer	WAV / OGG / MP3	44100	16 / 24	2	04:00	1x
"Wipe Away Those Tears"	Development, Reunite, Sad, Happy, Dialog, Emotion	WAV / OGG / MP3	44100	16 / 24	2	03:23	1x

\***File Formats** and **Bit-Depth** will vary depending on the version you purchase and the audio format requirements of the marketplace you are browsing. Please read the description of the product page where you found the library to see which file format and bit-depth are used for that version.