EZ Game Audio Conversion

Effortless Unattended Batch Audio Conversion Tool.

Introduction

EZ-Game-Audio-Conversion offers a seamless solution to the common challenge of batch audio conversion, specifically tailored for game developers. With its intuitive interface and powerful capabilities, this tool streamlines the process of converting large numbers of audio files in various formats. Whether you're a seasoned developer or new to game creation, EZ-Game-Audio-Conversion simplifies audio management, ensuring high-quality output without the hassle of complex setup or configuration.

Features

- **User-Friendly Interface:** Designed with simplicity as the main goal, eliminating any learning curve.
- **Unattended Batch Jobs**: With recursive file searching and conflict resolution, just set it and forget it.
- **Multi-threading:** No job too big or small when your CPU is fully utilized.
- **Automatic Bitrate and Codec Selection:** Automatically selects best codec and Variable Bitrate (VBR) at 192kbs or near equivalent. Balanced between great sound quality and small file size.
- **Comprehensive Format Support:** Converts between FLAC, WAV, MP3, OGG, and M4A, formats. More to come.
- **Automatic Bitrate and Codec Selection:** Selects optimal codecs and bitrates for each file, ensuring high-quality output.
- **Privacy and Reliability:** Operates offline, ensuring data privacy and reliability.
- **High-Quality Output:** Employs FFMPEG for superior sound quality and codec support.
- **Intelligent File Handling:** Automatically resolves duplicate file names and selects the best format.

Installation

1. **Download** Zip file "EZ-Game-Audio.zip"
2. **Extract** folder "EZ-Game-Audio-Converter"

3. **Run** file "EZ-Game-Audio.exe"

Prerequisites

- Windows PC
- Windows Terminal for enhanced visual experience.

Usage

1. **Setup:** Follow the setup prompts. It's recommended to copy and paste file path. Right-click to paste.
2. **File Selection:** The application will search for matching files based on the provided criteria and display the list of files to be converted.
3. **Duplicate Handling:** Duplicate file names with different extensions will be automatically resolved, retaining the best or lossless format.
4. **Conflict Resolution:** Resolve conflicts for conflicting output files:
   - `O` : Overwrite file with the same name. File will not overwrite itself.
   - `R` : Rename the file.
   - `S` : Skip the conversion for this file.
   - Adding `a` to your selection will apply it to all subsequent files.
5. **Confirmation:** Review the list of files to be converted and confirm by typing "yes" or "no" when prompted.
6. **Conversion:** Monitor progress and any errors during the conversion process. Upon completion, logs will be available at the specified file path. Any errors will be logged separately.

Source

Prefer a hands-on approach over trusting random files from the internet? No worries. Build EZ-Game-Audio-Conversion from source for peace of mind.

Install NodeJs and the Pkg Node module then execute `npm run build`. Even simpler, use `npm run start`. Just remember to have `ffmpeg.exe` located alongside wherever you run the application from.

https://github.com/SpaceFoon/Ez-Game-Audio-Conversion

License

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Audio File Type Compatibility

RPG Maker

Features	MP3	OGG	WAV	M4A[1]	MIDI
Loop OK	NO	YES	YES	YES	YES
Loop Inside (Tags)	NO	YES	NO	YES	YES
File Size Optimize	YES	YES	NO	YES[2]	OMG YES
Realistic Sound	YES	YES	YES	YES	NO
RMVX/Ace Compatible	YES	YES	YES	NO	YES
RMXP Compatible	YES	YES	YES	NO	YES
RM2003 Compatible	YES	NO	YES	NO	YES
RMMV Compatible	NO	YES	NO	YES	NO
RMMZ Compatible	NO	YES	NO	NO	NO

- Source: RPGMaker.net

Unity

- **Supported Formats:** `MPEG(1/2/3), OGG, .aiff, .mod, .it, .s3m, .xm`

Source: Unity Documentation

Godot

- **Supported Formats:** `WAV, MP3, OGG`

Source: Godot Documentation

Unreal Engine

- **Supported Format:** `WAV`
- Unreal Engine imports uncompressed, little endian, 16-bit Wave (WAV) files at any sample rate which this software exports to.

Source: Unreal Engine Documentation

Ren'Py

- **Supported Formats:**
  `Ogg Opus, Ogg Vorbis, MP3, MP2, FLAC, WAV (uncompressed 16-bit signed PCM only)`

Source: Ren'Py Documentation

Game Maker Studio

- **Supported Formats:** `OGG, MP3 and WAV`
  Source: Gamemaker.io

Additional Notes

- M4A files are compressed using the 'AAC' lossy codec. For lossless quality, use WAV or FLAC formats.
- WAV uses the pcm_s16le codec, while OGG uses the newer Opus codec.
- Lossy formats utilize Variable Bit Rate (VBR) for increased compression.

Additional Comparison

For a detailed comparison of audio formats for games, refer to this article.

Other Attributes

- Icon Source

1. Not needed in 2024. ↩
2. M4A can be lossless but isn't when converted by this software. ↩