

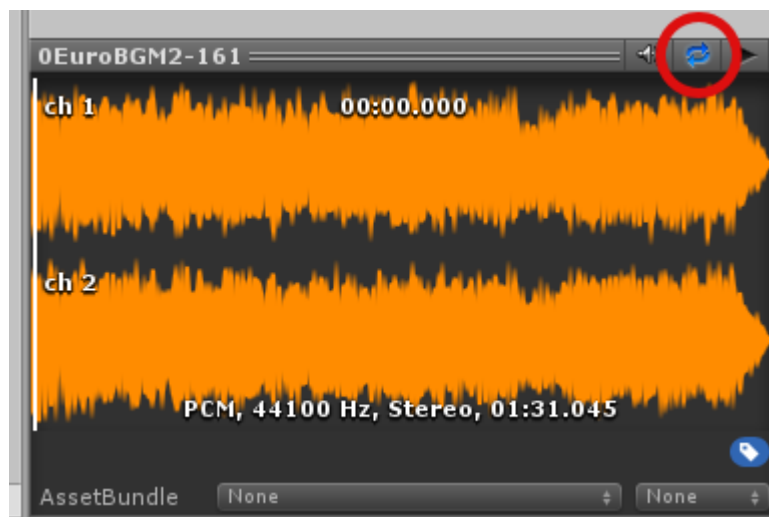
SUPER EUROBEAT

V.1.1

The music available in this package can be used directly in any kind of project, commercial or not; and there is no need to ask the composer or to credit him at all before or after using it.

This package includes music and some musical sound effects that cover some of the most common requirements of racing games.

All of the musical tracks have loop points, which makes it very easy to make the music loop forever in your game. Activate the loop button in the inspector if you want to test the loop points when playing a file. The loop points are positioned very precisely so the loops are 100% seamless and noise free.



As soon as there is a format conversion or compression, the loop points might stop working properly or at all. Please understand that, depending on your target platform and a few other factors, audio files might be converted at some point during development, which might or might not introduce noise at the moment of looping in the final product. I have included detailed time data for each track in this document that might help you with the looping if you need to convert or edit the files in some way. The tracks do fade-out after the end loop point, just in case.

***V.1.1 Update:**

- A new track is included, also presented in 2 tempos: 0EuroBGM0-157 and 0EuroBGM0-162
- 2 new versions of EuroBGM1 (0EuroBGM1SI-164 and 0EuroBGM1SI-172) have been added,

same tempos as before but with a shorter intro, so it's more adequate for a racing setting. Older versions are still intact in the folder.

The following is a list of all the files and the exact time at which the start loop point and the end loop point are located (in seconds); the number in the filename is the tempo in which that particular piece is presented, for example, the first musical track is presented in both 157 and 162 beats per minute:

0EuroBGM0-157	12.329048	~	62.758685
0EuroBGM0-162	11.950567	~	60.840295
0EuroBGM1-164	22.427324	~	142.425442
0EuroBGM1-172	21.456009	~	135.87458
0EuroBGM1SI-164	10.247279	~	130.246009
0EuroBGM1SI-172	10.199705	~	124.618481
0EuroBGM2-161	13.417188	~	84.97034
0EuroBGM2-166	13.013016	~	82.410658
0EuroBGM3-153	8.431338	~	71.175578
0EuroBGM3-158	8.16449	~	68.924331
0EuroBGM4-152	10.065828	~	47.960544
0EuroBGM4-158	9.68254	~	46.139229
0EuroBGM5-159	13.018889	~	73.396168
0EuroBGM5-171	12.105442	~	68.245692
0EuroBGM6-159	16.414626	~	82.829977
0EuroBGM6-167	15.628639	~	78.8622
2LoadingC	0.474263	~	5.03288
3CountdownC		No loop	
3StartC		No loop	
4Finish1C		No loop	
4Finish2C		No loop	
4Finish3C		No loop	
5LoadingFS	0.474671	~	5.035465
6CountdownFS		No loop	
6StartFS		No loop	
7Finish1FS		No loop	
7Finish2FS		No loop	
7Finish3FS		No loop	

You can contact me if you have questions or are interested in having custom music made for your project: vgcomposer@outlook.com
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*Wavosaur is a useful software you might use if you need to do some specific edits (you can edit loop points there).