

OGG Vorbis details:

1. VC_Project - This folder has the source code of the VC++ project files for the OGG Vorbis decoder. While executing this application it gets the input in .OGG format and stores the decoded PCM data in the output file name provided.
2. Utilities:

This folder has the following three utilities:

1. PCM2WAV – This utility allows the user to convert the pcm data into the .wav file format. The output of the VC++ application code can be converted into .wav format by running this utility. To convert a PCM data file(input.dat) into a .wav file (output.wav) refer the following steps:
 - a. Copy the PCM data file to the folder where the PCM2WAV utility is there.
 - b. In the command prompt change the path to the PCM2WAV utility folder.
 - c. Run the following command:
`PCM2WAV.exe input.dat output.wav`
2. AMD Flash Programmer: - This VDSP Project allows the user to program the flash with the .ogg file. Copy the .ogg file which needs to be programmed to the debug folder under this directory before running the application.
3. AedToolsPro – This utility allows the user to convert an audio file in a particular format to another format. To run this utility it need to be installed in the machine. Once installed select the File -> New batch conversion. Select the Input file to be converted and select the encoder as the OGG Vorbis encoder. After selecting all the options click on the start to convert the input file to OGG Vorbis format.

4. Documentation:

OGG_Library – This folder has the documentation related to OGG format.

Vorbis_Library – This folder has the documentation related to Vorbis format. The Vorbis_I_Spec.pdf file has the Vorbis I specification.

5. OGG_Files - This folder has the .OGG files which can be used for testing.