

How to Import Music into RPG Maker XP

Software you will need:

- RPG Maker XP

Other items you will need:

- Music files you would like to import

Overview

In this tutorial, you will learn how to import music files into RPG Maker XP. The application does come with its own default music and sound effects, but in order to make a customized game that fits your vision, you will need to download and import external music files. These files will be known as Background Music (BGM) in RPG Maker XP.

Note: This tutorial assumes that you have already modified the music files you would like to download. If you have not yet done so, check out [this](#) tutorial on how to lower the bit-rate of your music files on Audacity, a free audio-editing software.

Step 1: Open RPG Maker XP

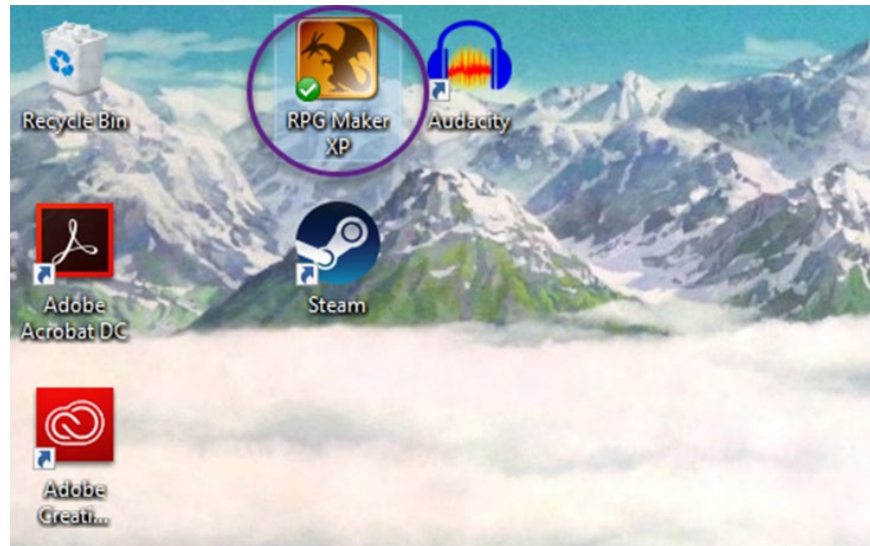


Figure 1

Double-click on the “RPG Maker XP” Icon as shown in Figure 1.

Step 2: Create a new project

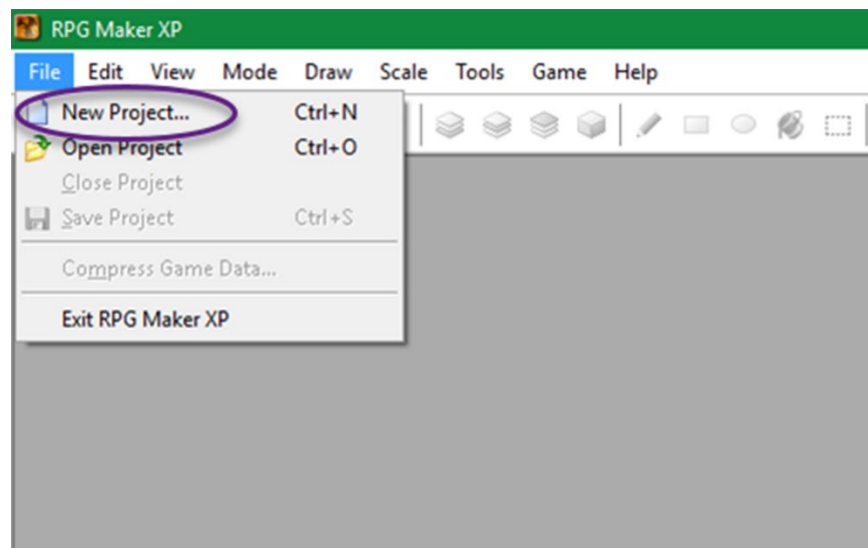


Figure 2

Click on “New Project” as shown in Figure 2.

Step 3: Name the Project

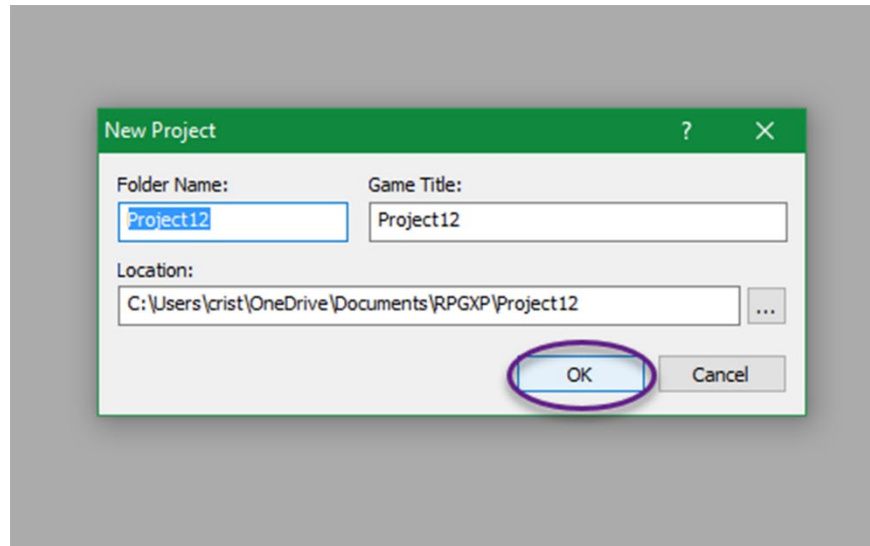


Figure 3

Click “OK” as shown in Figure 3 to give the project a default name.

Step 4: Click on “Materialbase” under the Tools tab.

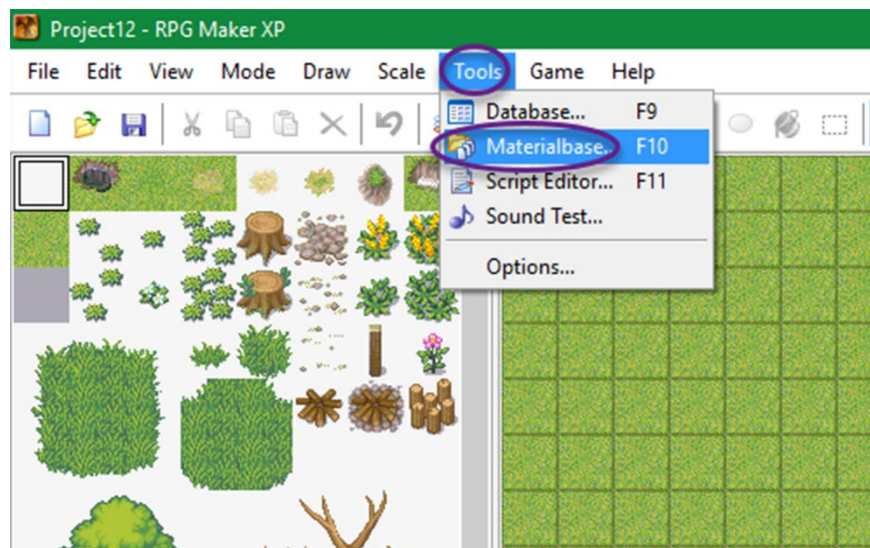


Figure 4

Click on the Materialbase button as shown in Figure 4.

Step 5: Click on Audio/BGM to import an audio file

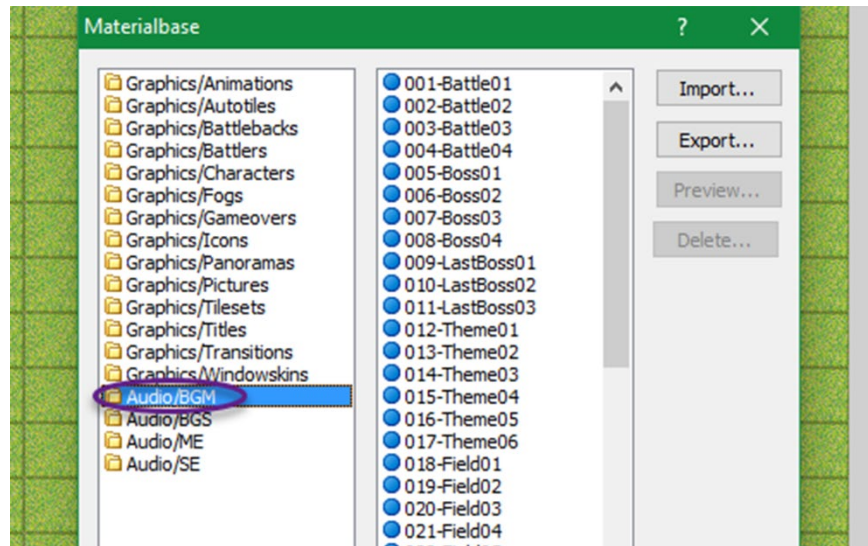


Figure 5

Make sure you click on “Audio/BGM” as shown in Figure 4, or you will not be able to import the audio file.

Step 6: Click “Import”

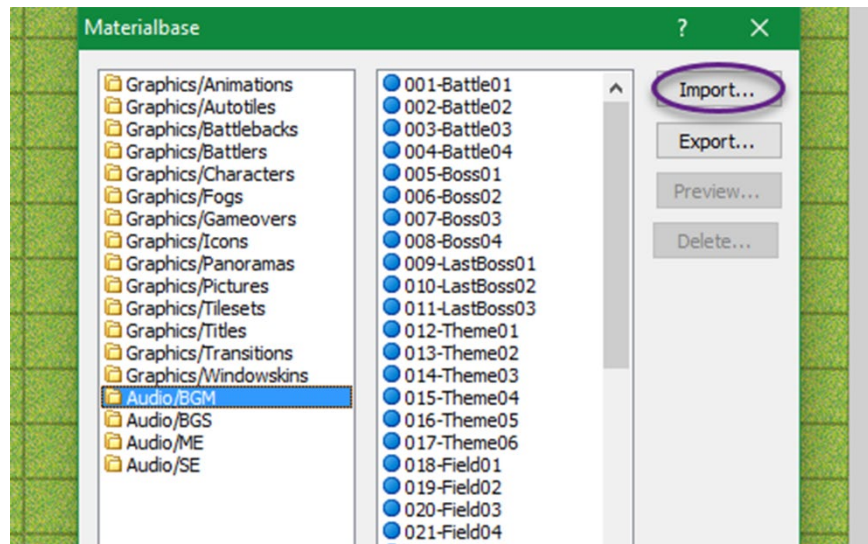


Figure 6

Click on the “Import” button as shown in Figure 6.

Step 7: Choose the file you would like to import

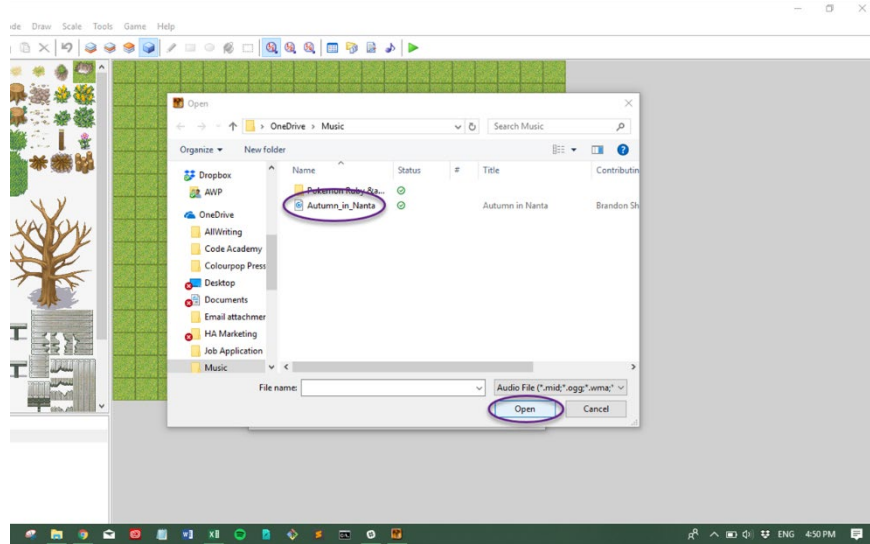


Figure 7

Choose the sample file “Autumn_in_Nanta”. Click “Open”.

Step 8: Exit the “Materialbase” tab

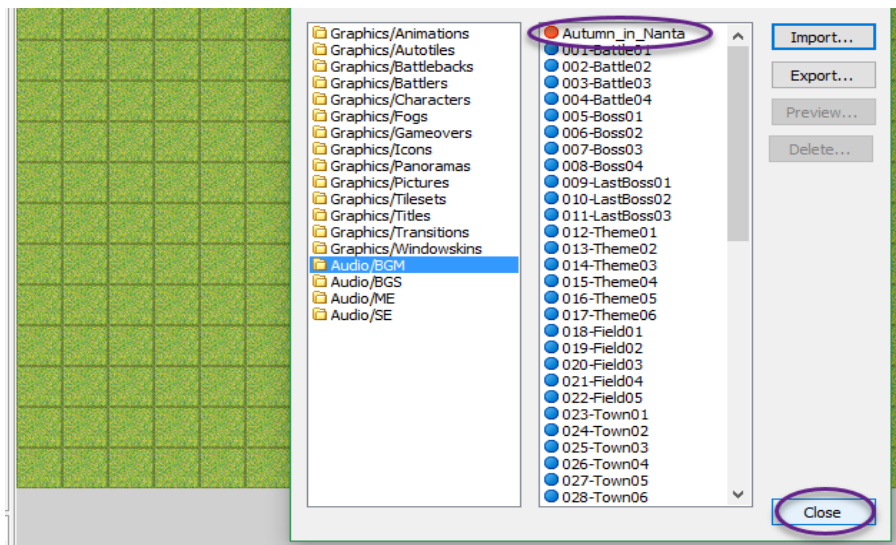


Figure 8

Click “Close” to exit the Materialbase screen.

Step 9: Open the Map Properties

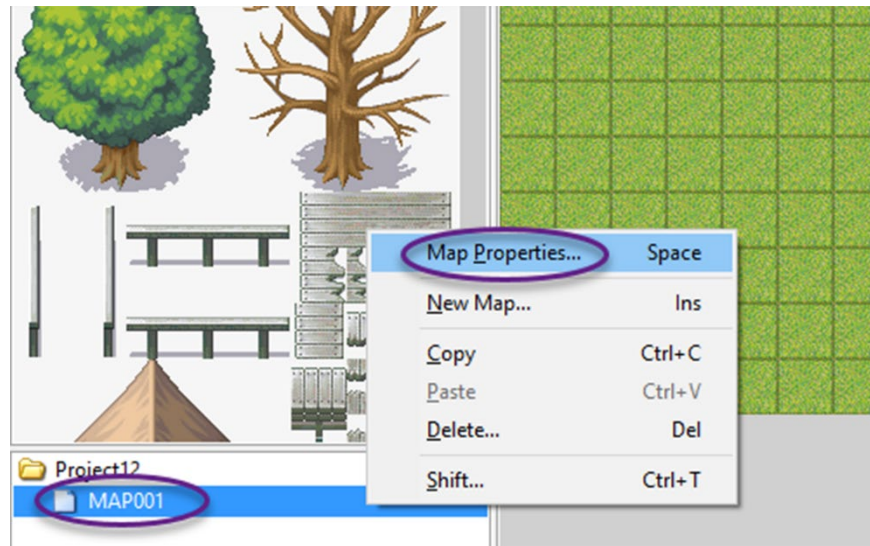


Figure 9

Right-click on “MAP001” then click on “Map Properties” as shown in Figure 9.

Step 10: Check “Auto-Change BGM”

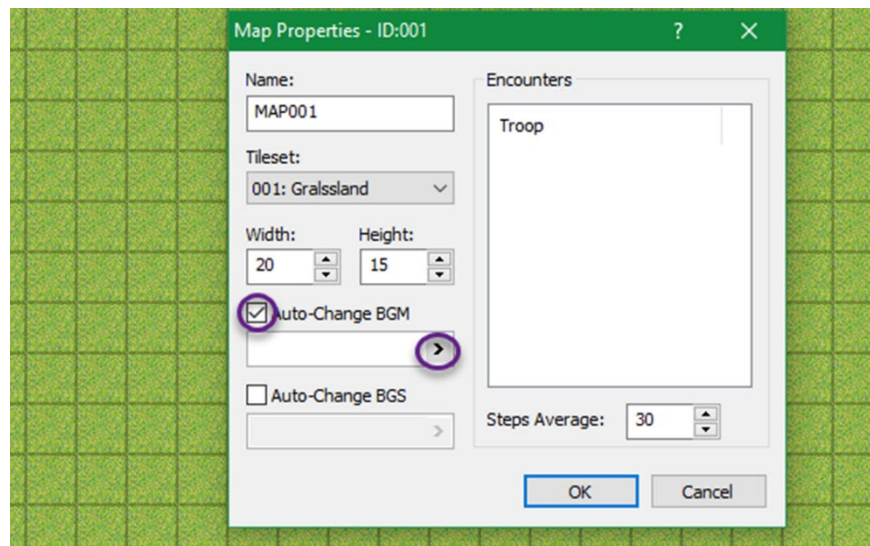


Figure 10

Make sure to click the checkbox next to “Auto-Change BGM” as shown in Figure 10, then click the arrow to open the BGM options.

Step 11: Test the File

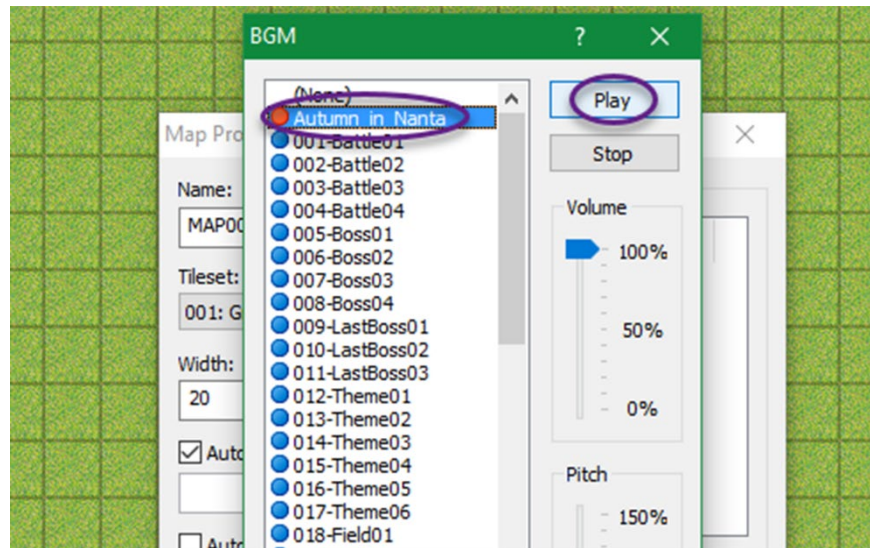


Figure 11

Click on “Autumn_in_Nanta”, then click “Play”, as shown in Figure 11, to make sure the file is at the appropriate bit-rate. If there is no sound, you will need to stop here and refer to the tutorial linked in the Overview section of this document. If the song plays, continue to Step 12.

Step 12: Click “OK” to exit the BGM tab

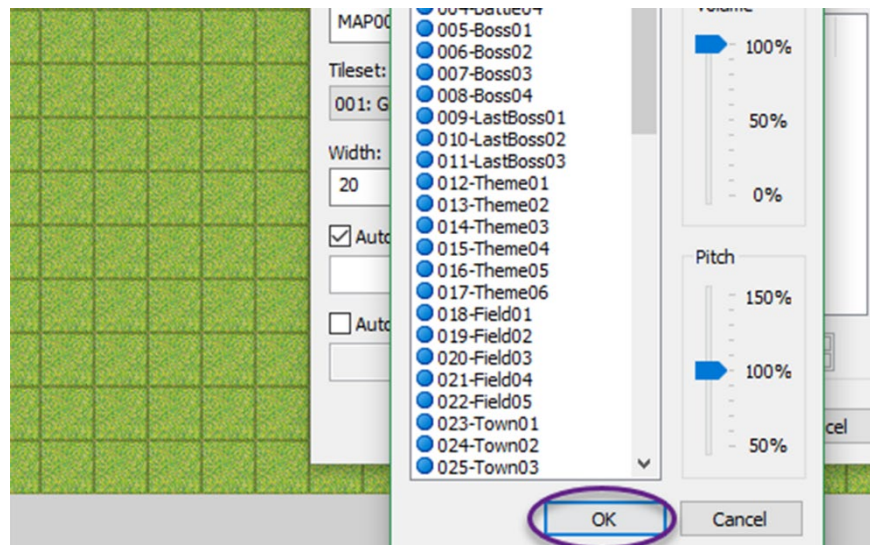


Figure 12

Click on “OK” tab as shown in Figure 12.

Step 13: Click “OK” to exit Map Properties

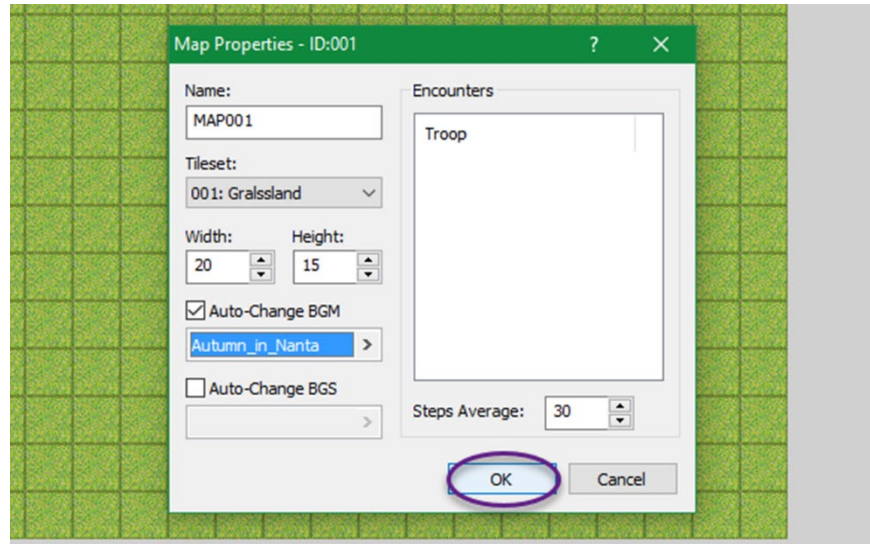


Figure 13

Click “OK” as shown in Figure 13.

Step 14: Click “Playtest”

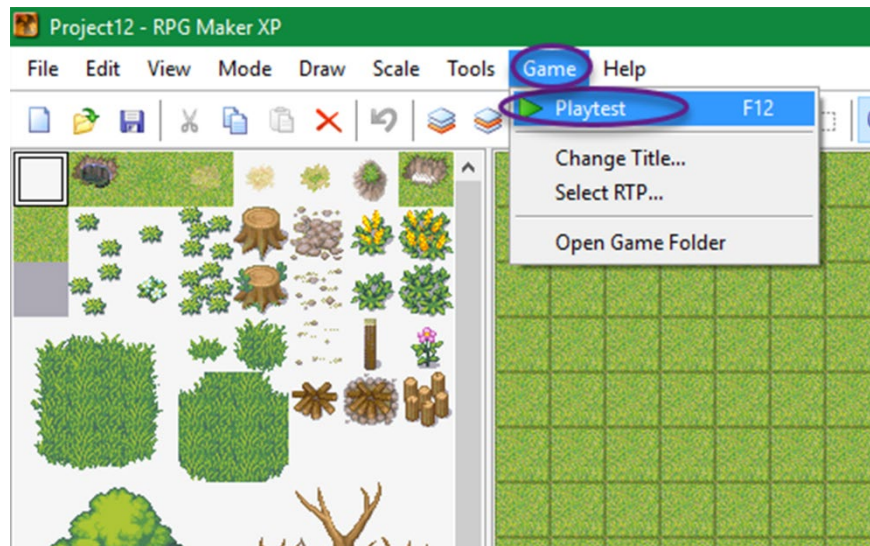


Figure 14

Click “Playtest” under the Games tab.

Step 15: Save your Project

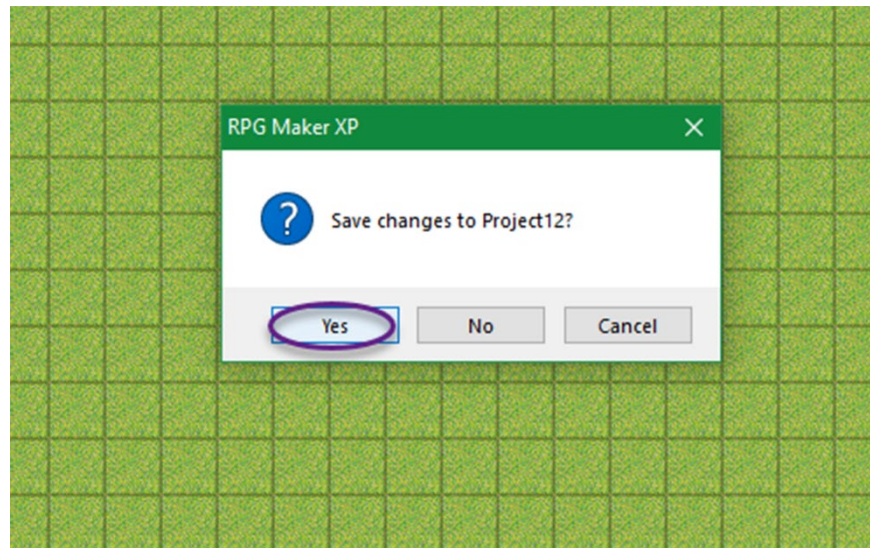


Figure 15

Click "Yes" to save your project.

Step 16: Test your Game

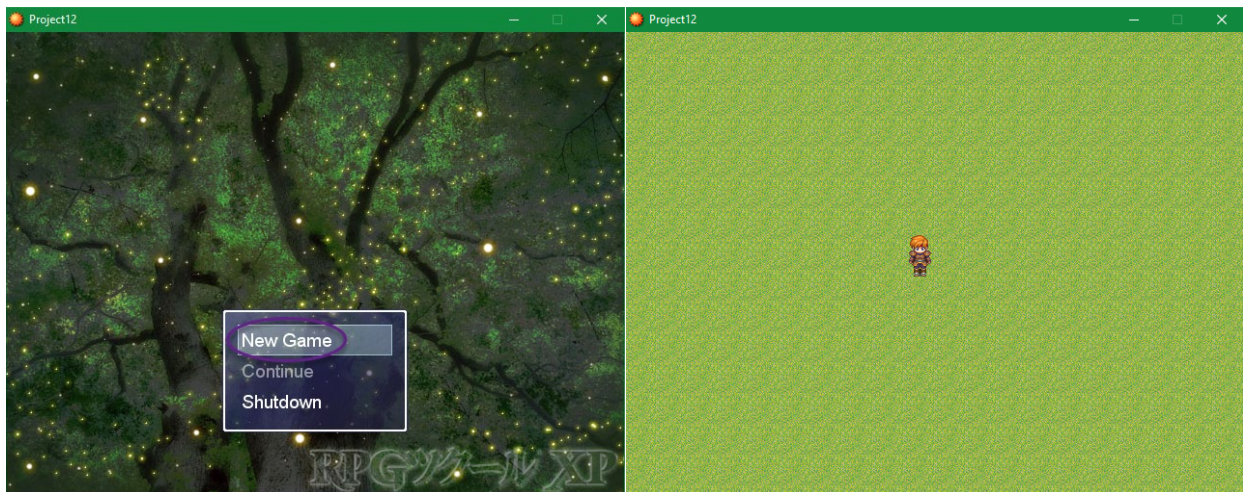


Figure 16

Figure 17

Click the enter button on your keyboard to select the "New Game" option.
"Autumn_in_Nanta" should be playing on your map!