



Hello and **THANK YOU** for downloading some of my tracks!

Each track loops seamlessly at least once, and ends abruptly with natural trailing reverberation, allowing you to either set seamless loop points or match the tracks to a dramatic scene.

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 supporting me on **Patreon**:

[www.patreon.com/JonathanShaw](http://www.patreon.com/JonathanShaw)

Though not required, **I would be eternally grateful 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! An example template 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 compose a new track for my project?**

I most certainly can! Feel free to check out my commissions page:

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

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 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)**

### **A Bitter Hope**

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

### **A Tale of Wind**

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

### **A Dream of First Flight**

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

### **Battle for Mana**

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

### **A Fight in the Fields**

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

### **Can't Stop Winning**

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

### **A Slave To No One**

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

### **Cold Sanctuary**

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

### **A Tale of Water**

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

### **Heated Lands**

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

### **In Tranquil Spring**

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

### **The Precipice of Victory**

LOOPSTART: 307,847 (6.980650s)  
LOOPEND: 1,482,408 (33.614690s)  
LOOPLENGTH: 1,174,561 (26.63404s)

### **Memories of a Lost Autumn**

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

### **The Tread of War**

LOOPSTART: 480,033 (10.885100s)  
LOOPEND: 5,066,502 (114.886660s)  
LOOPLENGTH: 4,586,469 (104.00156s)

### **Morning Frost**

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

### **The World At Your Door**

LOOPSTART: 314,024 (7.120720s)  
LOOPEND: 3,607,416 (81.800819s)  
LOOPLENGTH: 3,293,392 (74.680099s)

### **Out Of Time**

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

### **Training Is Over**

LOOPSTART: 419,073 (9.502790s)  
LOOPEND: 805,053 (18.255180s)  
LOOPLENGTH: 385,980 (8.75239s)

### **Spinning Tavern**

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

### **Treading The Unknown**

LOOPSTART: 1,194,063 (27.076220s)  
LOOPEND: 5,183,531 (117.540382s)  
LOOPLENGTH: 3,989,468 (90.464162s)

### **The Fallen**

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

### **Visions of Freedom**

LOOPSTART: 260,193 (5.900070s)  
LOOPEND: 5,419,807 (122.898109s)  
LOOPLENGTH: 5,159,614 (116.998039s)