# Action RPG music 1

The music available in this package can be used directly on 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 a few musical sound effects that cover the most common requirements of RPG or action adventure games; you can directly use these files in your project, or might use them as placeholder or to give as reference to your composer.

Most of the musical tracks have loop points, which makes it very easy to make the music loop forever in your game. File names ending with "NL" don't have loop points, either because they are musical sound effects designed to be played once, from beggining to end, or because they are musical tracks that were not composed with looping in mind. Activate the loop button in the inspector if you want to check if the loop points work properly when playing a file.
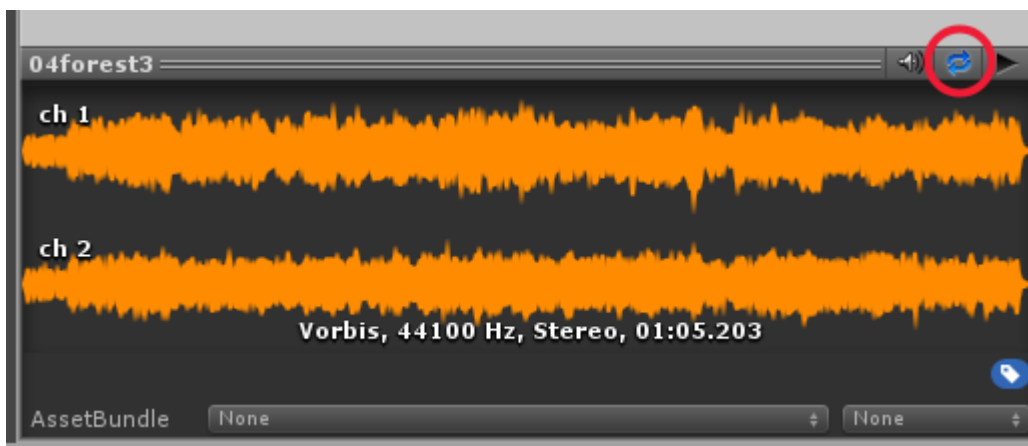
All the music was traditionally notated and then produced using virtual instruments, mostly EWQL products. All the tracks are stereo only, are presented in the .wav format and have a sample rate of 44.100 kHz and 24 Bit resolution. The loops are 100% seamless and noise-free; the wave-forms of both tracks (left and right) in all of the pieces are consistent at the start and the end loop points so there will be no digital noise at the moment of looping, IF YOU KEEP THE FILES INTACT. 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.

All the music has been "normalized" through audio compression to make the files reasonably loud. However, there is still plenty of room to boost the loudness if that is what you want. I wouldn't compress them anymore but it is a matter of taste and your project might need it.

The following is a list of the tracks, a brief group of descriptive words for each one and the exact time at which the start loop point and the end loop point are located (in seconds):

Track	Description	Start loop		End loop
00gameover1NL	piano, oboe	no loop		
00gameover2NL	piano, strings, tragic, sad	no loop		
00gameover3NL	piano, short, fall	no loop		
00levelupNL	harp, moderate happiness	no loop		
00win1NL	fanfare, triumph	no loop		
00win2NL	fanfare, short, small triumph	no loop		
01town1	piano, calm, gentle, peaceful	64.432426	~	90.991587
01town2	guitar, flute, peaceful, nostalgic	4.657574	~	55.249955
01town3	guitar, flute, peaceful, drums	11.615624	~	48.762086
01town4	guitar, asian, animated, exciting	8.864036	~	70.151134
02store1	piano, animated, fun	16.901769	~	62.000181
02store2	piano, dark, sinister, potion shop	3.198481	~	34.039388
03bar1	piano, animated	4.092381	~	54.572993
03bar2	piano, animated, no loop	no loop		
04forest1	progressive, piano, vibraphone	9.467347	~	83.658594
04forest2	progressive, piano, piccolo	8.947211	~	54.018594
04forest3	piano, xylophone	12.386939	~	61.249773
05cave1	mysterious, celesta, piccolo	12.878503	~	58.171565
06castle1	harpsichord, counterpoint	54.322744	~	106.22585
07island1	xylophone, island, beach	32.500612	~	55.633968
08travel1	symphonic, middle eastern	6.6161	~	67.421224
08travel2	symphonic, asian	8.344921	~	69.894307
08travel3	guitar, animated, battle	3.247007	~	70.08161
08travel4	symphonic, animated	22.711519	~	81.110023
09battle1	high energy, animated	6.017211	~	72.415624
09battle2	symphonic, heroic	6.939751	~	81.864558
09battle3	high energy, metal	9.235964	~	88.00449
10credits1	slow, piano, nostalgic	39.16907	~	139.824195
11minigame1	animated, piano, oboe	5.833583	~	43.833696

You are 100% free to use these musical pieces in your projects.

A few of the tracks available in this package were once composed for projects that were later cancelled or abandoned; said projects had different requirements, so there is a lot of variety: you can find simple piano music, heavy metal, complex progressive music and some symphonic pieces. I have chosen these pieces in an attempt to cover the most usual and common requirements in an action adventure game or an RPG, this means that I have included music usable for calm town settings, forest or cave exploration, battles, stores, and some other common situations, in addition to a few musical sound effects.

The music itself is mostly inspired by older Japanese RPGs so it is very melodic.

You can contact me if you have questions or are interested in having custom music made for your project: escalonaparra@yahoo.cl

*Some useful software you might need to use if you need to do some specific edits are: Wavosaur (free), Audacity (free), Cubase elements (cheaper version of Cubase).