

Enabling Audio Conversion in AutoSync

AutoSync requires audio files to be in a specific format in order to function correctly:

- Uncompressed .wav file
- Mono (1 channel)
- 16kHz sample rate
- 16 bits per sample

This format is generally not high enough quality to be used as audio in a game, especially dialogue, so you will usually want to use a higher quality version in your final LipSync clips. This can be done manually, by converting your high quality audio to the above format, running AutoSync on that file and then swapping it out for the high quality one after the process is complete.

Alternatively Auto Sync can make use of the SoX – Sound eXchange application to do this process for you. SoX is available on Windows, Mac OS X and Linux and is free to use, but the license prevents us from distributing it with LipSync.

Setting up SoX with LipSync

1. Download and install/extract the SoX binary somewhere on your computer. The latest SoX binary can be found [here](#).
2. Open the LipSync Clip Editor and click the gear icon in the top-right to go to the Settings page.
3. Next to Sox Path under AutoSync Settings, browse for the path where the SoX application is.
4. Click the Verify button. If the previous steps were completed successfully, Audio Conversion will now be enabled.

Note: The mp3 format is still patented in the United States. Because of this, the SoX download can't include the mp3 decoder. To enable mp3 support, [download the libmad decoder](#) and place it in the same folder as the SoX application.