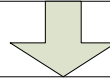


How to generate an include file containing one or more sound(s)

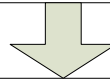
Step 1

Generate all the wave (*.wav) files that are going to be used



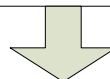
Step 2

Use Goldwave to resample the wave (*.wav) files one by one to 8 KHz



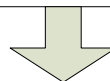
Step 3

Use Goldwave to crop the wave (*.wav) files one by one to the disired size



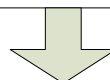
Step 4

Use Goldwave to convert the crop'ed wave (*.wav) files one by one to raw (*.snd) files (format: PCM unsigned, 16 bit, little endian, mono)



Step 5

Use WinSpeech to compress the raw (*.snd) files to dat (*.dat) files one by one



Step 6

Use Adpcm2Hex to convert all the compressed dat (*.dat) files to the include file (*.bas)