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Mpeg2Wav Instructions

Mpeg2Wav.exe is a program designed to convert audio files from *.MP2 or *.MP3 format to *.WAV format. It can also be used with a *.CSV file to add information to *.WAV files (i.e. song title, artist, category).

The following files are needed:

Mpeg2Wav.exe

NCTDLL-Files.zip (containing necessary files for compressing audio; available from WireReady NSI).

Mpeg2wav.exe requires DLL files to be installed in order to process the files and do the conversion/compression. An installation program will be available in the future, but at this time, the files will need to be manually copied and registered.

Unzip and save all files from **NCTDLL-Files.zip** to the system32 folder (c:\windows\system32 or c:\winnt\system32).

To register the needed dll file:

Click **Start**, and then **Run**.

Type "**cmd**" and press Enter. This will open a command prompt.

Type "**cd\winnt\system32**" (or c:\windows\system32, depending on which folder you copied the NCT Dll files to) and press the Enter key.

Type "**regsvr32 NCTAudioFile2.dll**" and press the Enter key. It should show that the registration succeeded.

This is the only file that needs to be registered, but all the files must exist in the System32 folder for the compression to be successful.

Modes of operation

Mpeg2Wav.exe can run be run in one of two modes: GUI or Command Line. Command Line mode is using for processing an individual file. If you are processing a group of files, or want Mpeg2wav to monitor a folder and process any files when they appear in that folder, then use GUI mode

GUI Mode

GUI Mode scans a configured folder and hunts down one level for any Mpeg files to convert to standard wave format. These settings are ignored when using Command Line mode.

Configuration:

The configuration settings are located in Mpeg2Wav.ini, which must exist in the same folder that Mpeg2Wav.exe is run from. Mpeg2Wav.ini is not auto-created when the program is run, so the user must create it to modify the default behavior.

Group: [Mpeg2wav]

Keys:

SourcePath: Path where Mpeg2Wave will search for files to convert.

Subfolders will be scanned one level deep. Default value = the current working folder (where Mpeg2Wav is run from)

DestinationPath: Folder where resulting files will be placed after they are decompressed. Default value = the "export" folder under the current working folder. If the destination path does not exist, mpeg2wav will attempt to create it.

CreateRotationFile: When set to TRUE, a rotation file will be created. A rotation file will be created based on the source folder name where the audio was located. So for example, if a file was located in the c:\import\News1 folder, the rotation name will be News1.rpl. Any files located in that folder will be added to the rotation. Default Value = FALSE.

OverwriteExistingRotationFiles: When set to TRUE, existing files in the destination path will be overwritten if a new file shares the original file's name. Default value = FALSE.

IncludePathInRotationFile: When set to TRUE, the audio listing in the rotation file will contain the file path in addition to the filename. Default value = FALSE.

RenameOutputFiles: When set to True, On or Yes, the resulting decompressed files will be renamed based on the category and item codes from the CSV or database info file. Example: If the file is located in a folder called c:\convert\input and it was the second file to be converted, the file would be renamed to input_b. The incremental names start counting in the current session. Note that when this feature is enabled, input files that do

not have CSV or database entries will not be processed. Default value = FALSE.

DeleteInputFiles: When set to True, On or Yes, input audio files will be deleted after they have been decompressed. Default value = TRUE.

NOTE: If you are going to have Mpeg2Wave monitor a folder, and process any audio files as they are put into that folder, you will want to have Mpeg2Wave delete the files after they are processed. If Mpeg2Wave were not deleting the files after they are processed, then each file would be processed over and over again.

OverwriteExistingFiles: When set to True, On or Yes, existing wav files in the destination folder will be overwritten if new files possess the same filename. When set to FALSE, the new file will have its filename incremented. Default value = TRUE.

Delay: Number of seconds Mpeg2Wav will wait between scans. Default value=60.

Optional Data:

Group: [CSVData]

Keys:

CSVPathAndName: Source path for the CSV data file. If this key has not been configured, mpeg2wav will not attempt to write any WNSI header information using this file as a data source. If this file does not exist, an error will be generated to the status area, but will otherwise run without error. The field order is listed later in this document.

Group: [database]

Keys:

DatabasePathAndName: Path and filename of an Access MDB file which holds WNSI header information. The default value is the current folder Mpeg2Wav is being run from and the filename ImportInfo.MDB. If the database does not exist, Mpeg2Wave will generate an error to the status display, but will otherwise run normally.

AudioDataTableName: The table name within the database that contains the WNSI header information. The default value is AudioInfo. Note that this is case sensitive.

Command Line Mode

Uses command line parameters rather than an INI file. When running in Command Line mode, **all** ini keys will be ignored. Program will not automatically hunt for source files. When in command line mode, the program will exit after processing the file(s) indicated in the source parameter.

Usage: Mpeg2Wav [source path/file] [destination files/path] [optional parameters: /overwrite /deletesource /buildrotation /buildrotationnopath]
(Note: optional parameters aren't case sensitive)

To process multiple files, use wildcards such as *.mp3 or *.wav.

Command Line Options (required parameters)

Source path/file: Source file to be processed. To process multiple files, use wildcards such as '*' and '?'.

Destination file/path: If processing a single file, this parameter must contain a resulting filename. If processing multiple files, use wildcards such as '*' and '?'.

Optional Parameters

/overwrite: When set, the destination file will automatically be overwritten. If this flag is **not** set, the destination file will be incrementally renamed with an underscore '_' and an incremented number (example: _1).

/deletesource: This flag when set, will cause the source file to be deleted.

/buildrotation: When set, this flag will cause Mpeg2Wave to generate a rotation file based on the source filename. If the rotation file already exists, then the file will be added to the existing file.

/buildrotationnopath: This flag will force Mpeg2Wave to ignore the path of the destination file when building/adding to the rotation file.

CSV Fields

When processing a large group of files, where the descriptive information (song title, artist, etc) is included in a database or text file, you can use a CSV file to have Mpeg2Wav add the information to the audio file as each file is processed. It is not necessary to have the information---if no CSV file is used, then the audio files will not show with description, artist, or any of the other information when viewed in Wireready32.

Each file that is to be processed must be on it's own line in a CSV file. Each value on the line is to be separated by a comma.

CSV (Comma Separated Values) files should have their fields in the following order:

- Filename
- Title
- Category
- Status
- Artist
- Intro fade
- Outro fade
- Out cue
- Intro time
- Outro time
- Start date
- End date
- Saved by

Any of these fields except for Filename may be blank, but must exist in the *.csv file as blank. Example, if the title was blank:

Filename,,Category,Status,Artist,Intro fade,Outro fade,Out cue,Intro time,Outro time,Start date,End date,Saved by

Notice how after Filename, there is a blank spot with two commas consecutively.