NintendoWare for CTR

Sound Project Converter

Revision Date: 2010/03/19

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1 **Introduction**

The sound project converter is a command line tool to convert NintendoWare for CTR SoundMaker project files (`*.cspj`) to snd library sound archive files (`*.bcsar`).

This document describes how to use the sound project converter and its features.

This document refers to NintendoWare for CTR as NintendoWare.

Note: This is based on a NintendoWare for Revolution document. Some descriptions differ from the implementation.

2 **Using the Sound Project Converter**

2.1 Executing the Sound Project Converter

To use the sound project converter, execute from the command line using the following format.

```
NW4C_SoundProjectConverter.exe [options]  Project File
```

Examples:

- `NW4C_SoundProjectConverter.exe sample.cspj`
- `NW4C_SoundProjectConverter.exe -c sample/sample.cspj`

When conversion is performed, a sound archive file with project file extension changed to `*.bcsar` is output.

2.2 Sound Project Converter Options

The options for `NW4C_SoundProjectConverter.exe` are specified by characters or strings that start with a hyphen.

Table 2-1   Sound Project Converter Options

Option	Function
-h / --help	Displays and terminates help messages.
-s / --silent	Controls message output.
-v / --verbose	Displays detailed internal operations.
-c	Converts all files regardless of the file timestamp.
-p / --parallel <conversion_count_max>	Sets the maximum number of parallel conversions (1 - 99).
--ignore-pre-convert-command	The pre-conversion user commands are not executed.
--ignore-post-convert-command	The post-conversion user commands are not executed.

3 Sound Project Converter Features

3.1 File Timestamp Check

By default, the sound project converter checks the date and time that files were last updated and if the generated file is newer than the source file, the file is not converted. This reasoning reduces conversion time.

If necessary, all files can be converted without checking timestamps if the `-c` option is specified.

3.2 Sound Project Converter Internal Operations

The sound project converter performs conversion with the following procedure.

* Generation of a sound archive definition file
* Execution of the pre-conversion commands
* Sound archive conversion
* Generation of HTML sound list
* Execution of the post-conversion commands

3.2.1 Sound Archive Definition File Generation

Generates a sound archive definition file (`*.rsar`), which defines the information needed to generate the sound archive file (`*.brsar`). The sound project and sound set data are bundled and output together to the sound archive definition file.

3.2.2 Pre-conversion Commands Execution

Executes the pre-conversion commands set in the sound project.

3.2.3 Sound Archive Conversion

Generates a sound archive file (`*.bcsar`) based on the sound archive definition file (`*.csar`).

To perform this conversion, the various types of converters in the `$NW4C_ROOT/tools/SoundMaker` folder are started. Each converter converts sound data to binary data for the runtime library, and ultimately combines them into one sound archive file.

You can convert non-interdependent sounds in parallel by using the `-p` option to specify the maximum number of parallel conversion processes to launch. Specify a value between `1` and `99`. If this option is omitted, the default value of `1` is used.

3.2.4 HTML Sound List Generation

Outputs an HTML file format sound list file based on the HTML sound list settings configured in the sound project.

3.2.5 Post-conversion Commands Execution

Executes the post-conversion commands set in the sound project.

4 **Revision History**

Version	Revision Date	Description
1.2	2010/03/19	• Added description of $-p$ option for specifying the maximum number of parallel conversion processes.
1.1	2009/11/11	• Added note(s) starting that this document is based on NintendoWare for Revolution. • Revised some text to refer to "CTR" instead of "Revolution".
1.0	2009/10/30	• Initial version.

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