Subject: Re: for manualblock -- Yamaha RP u100
Posted by lon on Fri, 17 Dec 2004 05:59:11 GMT
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The best one to answer all these things locally would beBill Fitzmaurice (I think). Anyone feel free to get me straighton things. The file types and their algorithms that I am handlingon the most simple level are: the origin file type which is WAV   the compressed file type from the WAV which is MP3   and the playback file written to cd which is WMA.   WMA allows the burned cd to playback on a boombox or otherplayback devices not specifically designed for MP3.   I'm going to say that at a certain point you can't gild thelily without making a huge file size with accompanyingplayback that you couldn't tell the difference about anyway.   The more iterations you take a file through, the more 'artifacts' get introduced even though you are stilldealing with 1's and 0's information.   Since the WAV format is the first iteration for recording of line-in and that is the format that is usedby wave editors such as my Goldwave, playback of the WAV file would introduce the fewest artifacts.   The encoder is likely the most important element of the recording stream. The LAME encoder can be engaged as an external option by my Audiograbberprogram. There is actually an older version of thisencoder which has been tweaked for optimal performance.   That's the chain as I understand it.   I'm not knowing enough about Ogg Vorbis, it's compressionor lack of it, to comment on it but there's many out there whowill.