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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 be Bill Fitzmaurice (I think). Anyone feel free to get me straight on things. The file types and their algorithms that I am handling on 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 other playback devices not specifically designed for MP3. I'm going to say that at a certain point you can't guild the lily without making a huge file size with accompanying playback 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 still dealing 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 used by 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 Audiograbber program. There is actually an older version of this encoder 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 compression or lack of it, to comment on it but there's many out there who will.

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