

Converting your music files into OGGs:

The game uses the OGG format to read a music file. This means you'll need to convert your usual music format to OGG.

To do so, please go in your usual internet search engine and type:

- converting [xxx] to OGG
  - o (Replacing the "[xxx]" by the format of your music files – the format should be indicated at the end of your music file such as ".mp3", ".wav", etc.)
  - o Make sure the format of the output file has 2 Channels and 44100Hz Sampling Rate. (Otherwise it won't load)

Your music should be able to load from any folder.

For example, if you want, you can place them inside the game folder (if you have installed the game in the usual default drive: C://)

- C:\Program Files (x86)\Steam\steamapps\common\CA - War Child\assets\music\_arcade

Watching this space for some more techniques which allowed you to tweak in-game Beat detection to suit your song better.

Enjoy the game!