

## Add Assets --- Music--- SMILE GAME BUILDER HELP

This is how to import BGM – music files.

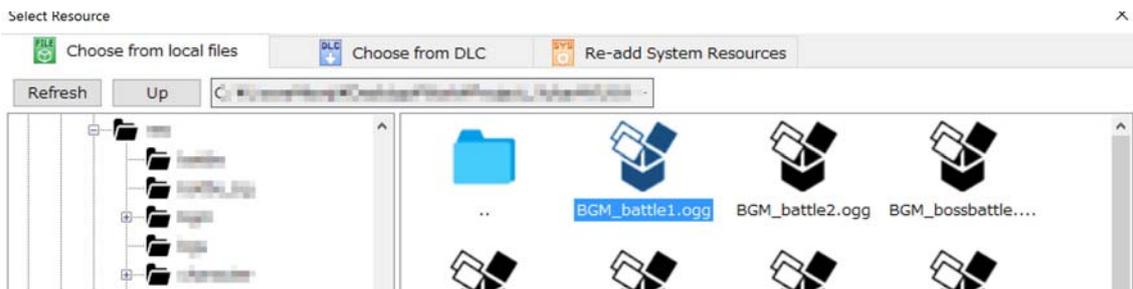
### ----- Importable File Format -----

- File Format: Ogg Vorbis Format

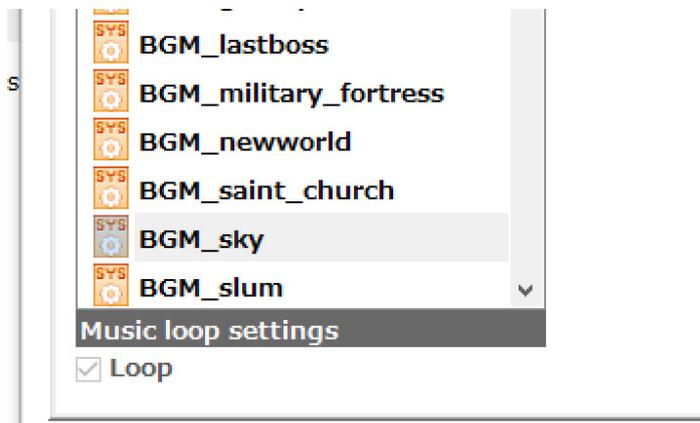
### ----- How to Import (or Add Assets) -----

Select Ogg Vorbis files that you'd like to import.

1. Select, “Add Assets” > “Sound-Related” > “Music”
2. Press the “+Add” button above the “Music Asset List”.
3. Select “Choose from Local File” tab from the “Select Resource” window.



4. Select the files you want to import from the right side of the window and press “Add” button. Your new materials will be added. The default files will be distinguished from those added files from users which will be shown in the green color icons. The user imported materials will be saved in the game file when you save your game data. The original files are not be used as they are.
5. If you put a check mark on “Loop” in the “Music Loop Setting”, the music will be repeated.



**----- About Loops -----**

Normally, the loop starts from the beginning of the file, however if there is loop point meta data in the Ogg Vorbis file, it'll repeat within certain defined limits.

- LOOPSTART: The starting point of the loop (an integral number of sample base)
- LOOPLength: The length from the starting point (an integral number of sample base)