

## FAQ

### ***My ditties are not playing in the game. What could be wrong?***

- There are three possible problems:
  1. Ensure that the ASF files are in the User\Ditties\... directories of your NHL 2001 installation.
  2. Ensure that the files all have the extension .asf.
  3. In the Sound Options of NHL 2001, make sure you do not have the “In Game Music” option set to “Default In Game Music”.

### ***How do I import ditties that I have on a music CD?***

- You will need to convert the CD tracks to either MPG or WAV format. There are many freeware and shareware tools on the Internet for doing this. Search for “CD Ripper”, “CD to WAV converter”, “CD to MPG converter” at any search engine.

### ***My ditty sounds like it is all bass in the game, but not when I play it normally. What’s wrong?***

- If you import a song with a lot of heavy beats the reverb begins to add up and wash out the rest of the signal. For such songs, use a lower reverb setting. A setting of less than 45 is recommended in such situations.

### ***How many ditties can I import?***

- As many as you have hard disk space for.

### ***I imported a ditty and when it played in the game (or, when I previewed it), it didn’t sound right at all. What’s wrong?***

#### ***The ditty importer crashes on some MPGs. How do I get around this?***

- Because of the wide variety in MPG encoders, and because not all MPG encoders follow a consistent standard, the importer may have problems with some MPGs and may even crash. If this happens, use an MPG to WAV converter, and then import the WAV. There are many freeware and shareware MPG to WAV converters on the Internet. Try searching for “MPG decoder”, “MP3 decoder”, “MPG to WAV converter”, or “MP3 to WAV converter”.