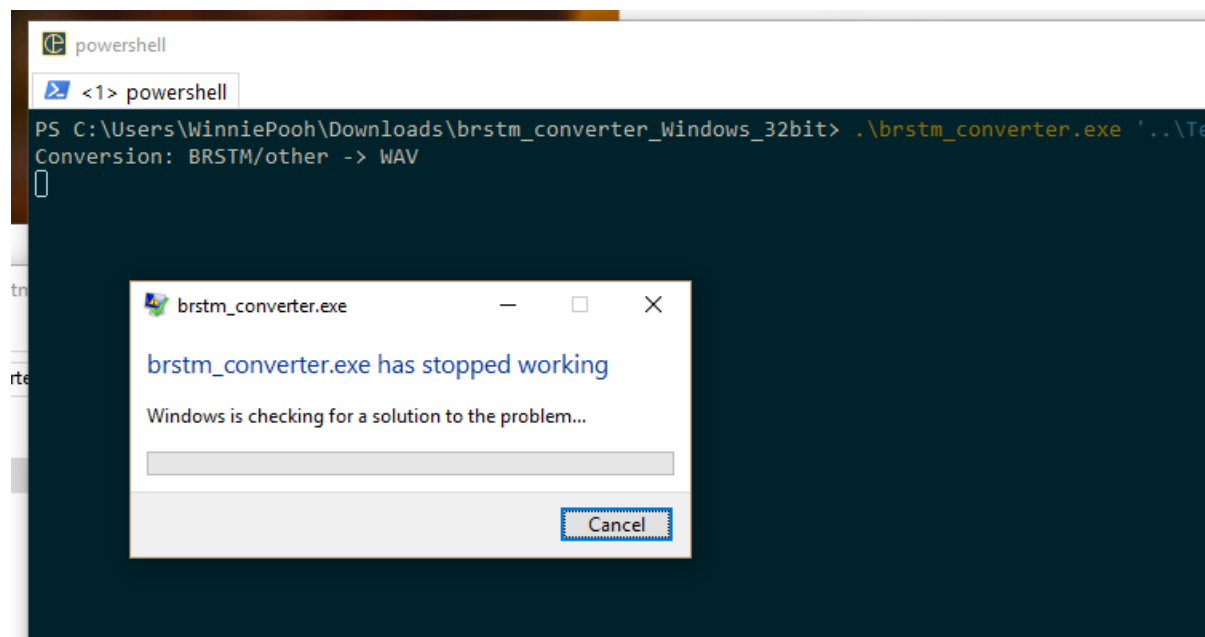


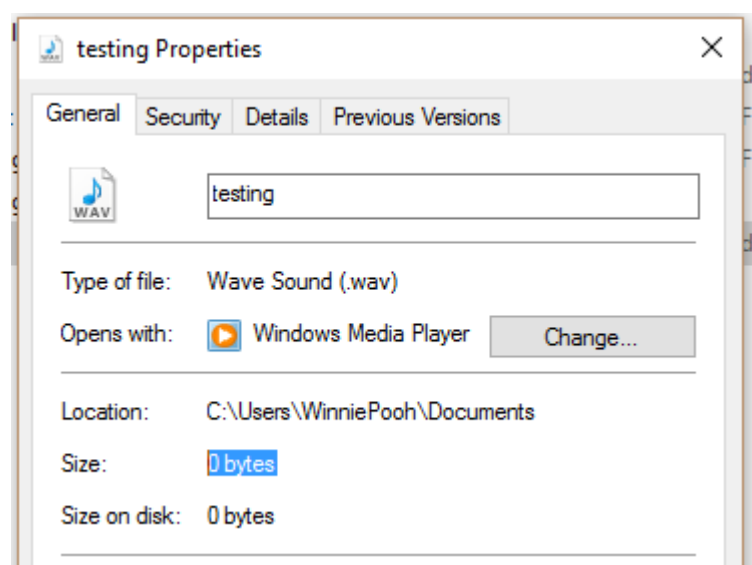
Windows build of *brstm_converter* does not work

Description

When trying to run `brstm_converter.exe` on Windows you may observe the following behavior:



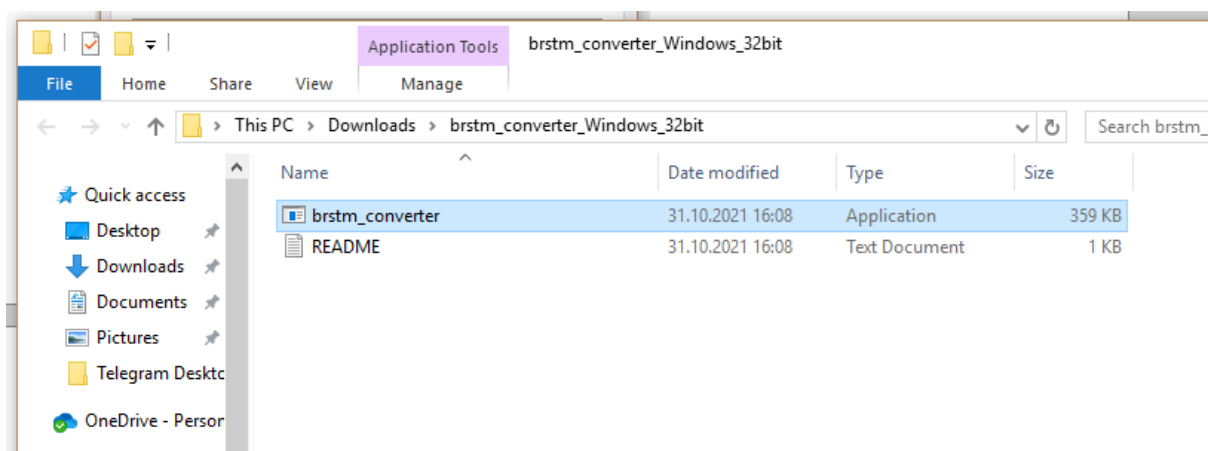
The process prints `Conversion: * -> *` and returns, sometimes triggering the `brstm_converter.exe has stopped working` window.



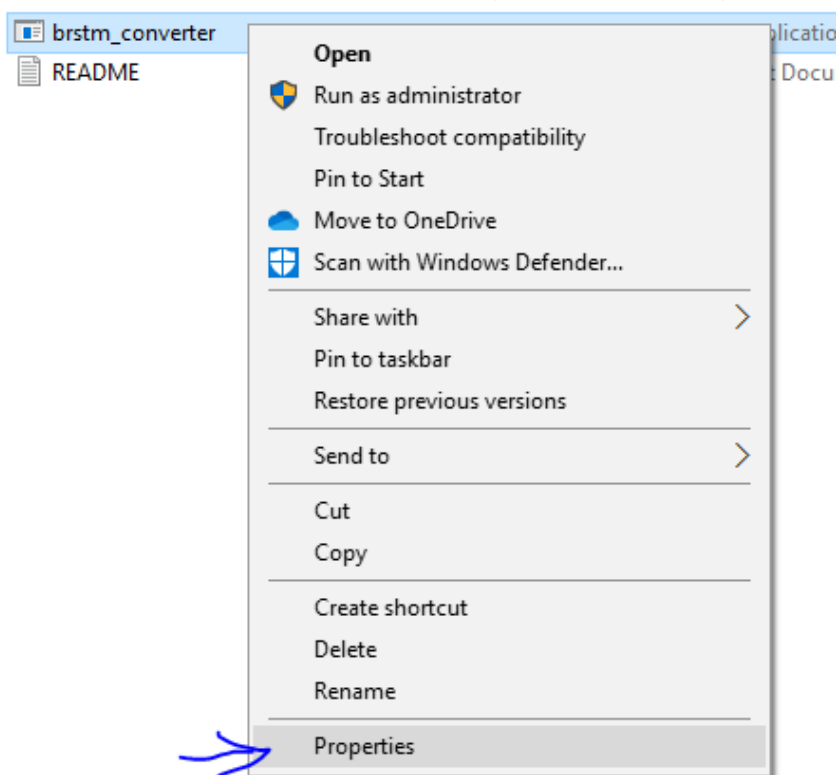
The output file is created, but is empty

Solution

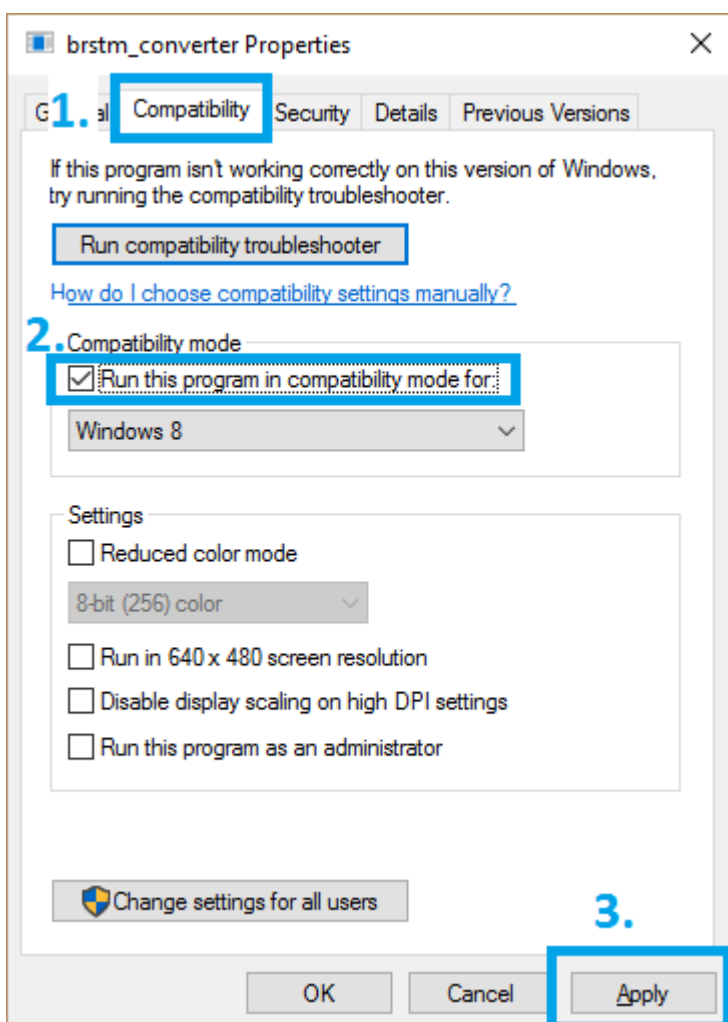
Open the folder with the binary file



Right click -> Properties



In properties, go to "Compatibility" and enable "Run this program in compatibility mode". The selected mode does not matter. Click "Apply"



After this, the program should work fine.

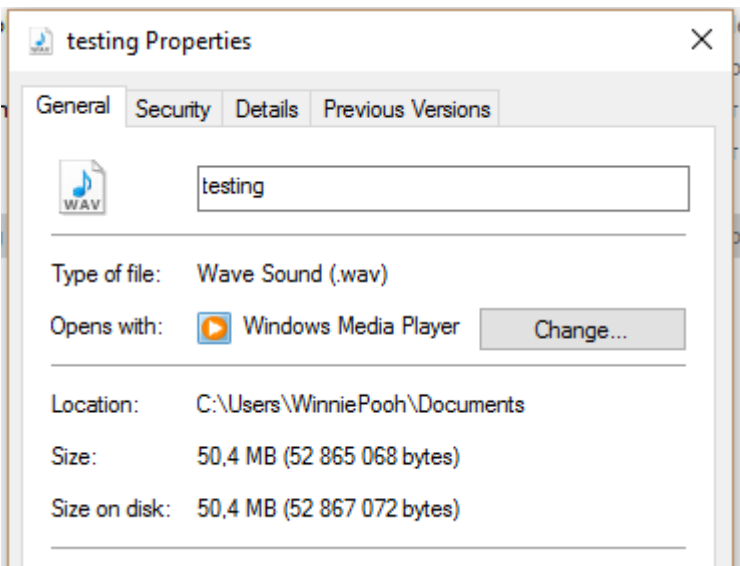
Result

The program starts and does the conversion successfully

```
powershell
<1> powershell
PS C:\Users\WinniePooh\Downloads\brstm_converter_Windows_32bit> .\brstm_converter.exe '..\Tele
Conversion: BRSTM/other -> WAV
PS C:\Users\WinniePooh\Downloads\brstm_converter_Windows_32bit> .\brstm_converter.exe '..\Tele
Conversion: BRSTM/other -> WAV
File format: BRSTM
Byte order: Big endian
Codec: 4-bit DSPADPCM
Loop: 1
Channels: 2
Sample rate: 44100
Loop start: 387072
Total samples: 13216256
Offset to ADPCM data: 7744
Total blocks: 922
Block size: 8192
Samples per block: 14336
Final block size: 7315
Final block samples: 12800
Final block size with padding: 7328
Samples per entry in ADPC: 14336
Bytes per entry in ADPC: 4

Tracks: 1
Track type: 1
Channels: 2
History samples seem to be correct.
Saved file to C:\Users\WinniePooh\Documents\testing.wav
PS C:\Users\WinniePooh\Downloads\brstm_converter_Windows_32bit>
```

The output file is not empty



Windows Media Player is able to play the WAV file correctly

