



# ALTO Studio

## Audio Dialogue Tool

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### **What versions of the Windows OS is Alto Studio compatible with?**

Alto Studio works on any Windows version from Windows 7. It has been tested and works well on Windows 8, 8.1 and 10.

### **Is there a Mac version?**

Alto is currently only available for Windows. However, it has been tested and works perfectly with Boot Camp and Parallels on Mac. In addition, we are also planning to make a Mac version in the future but we cannot provide any estimation for the release date at this point.

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## What audio file formats does Alto Studio support?

Alto Studio can read audio files in the following file formats: Wave, AIFF, MP3, Ogg Vorbis and Flac.

## Can Alto Studio analyze / correct a very large number of files?

Alto Studio is being regularly tested with very large numbers of files (i.e. more than 100 000). We make sure that no resources are getting low while processing such amounts of data and that there are no memory leak. Many of our customers are dealing with very large projects so it is a high priority for us to ensure that there is no problem in that regard.

## Can Alto Studio work with a single language or multiple languages?

Alto Studio can either analyze and correct the audio files in a single language or compare files in multiple languages and match them with reference files.

## How long does Alto Studio take to analyze X files?

It will depend on the number and duration of the files, the type of the analyses you want to perform as well as the specifications of your machine. The following table shows some examples of benchmarks (they were done with Alto 2.1).

Machine	Files Analyzed (total in all languages)	Amount and Duration of Audio Data	Missing / Extra Files + Audio Format	Integrated Loudness (LUFS)	Leading and Trailing Silences + Duration	Average Pitch
DELL OPTIPLEX 7010 i7-3770 CPU 3.4 GHz, 16 GB	180	27 MB (14 minutes 30 seconds)	<0.1 s	0.7 s	0.1 s	1.1 s
DELL OPTIPLEX 7010 i7-3770 CPU 3.4 GHz, 16 GB	1100	128 MB (1 hour 27 minutes)	0.1 s	3.5 s	0.5 s	5.4 s
DELL OPTIPLEX 7010 i7-3770 CPU 3.4 GHz, 16 GB	18 400	5.68 GB (35 hours 59 minutes)	1.3 s	1 min 51 s	8.1 s	2 min 15 s
ASUS K53SD i5-2450M CPU 2.5 GHz, 8 GB	180	27 MB (14 minutes 30 seconds)	<0.1 s	1.5 s	0.2 s	3.7 s
ASUS K53SD i5-2450M CPU 2.5 GHz, 8 GB	1100	128 MB (1 hour 27 minutes)	0.1 s	8.5 s	0.8 s	13.3 s
ASUS K53SD i5-2450M CPU 2.5 GHz, 8 GB	18 400	5.68 GB (35 hours 59 minutes)	4.5 s	7 min 35 s	1 min 45 s	7 min 30 s



Simply checking that the files are present in all languages is very fast. Checking their audio format (bit depth, sample rate and number of channels) or their total duration is still very fast, as only the header of the files has to be checked.

The audio data itself must be analyzed when checking for leading and trailing silences, as well as for the loudness analysis (integrated, range and peaks), which takes a bit more time. The spectral analyses (e.g. average pitch) can also be time-consuming as they require the calculation of Fast Fourier Transforms (FFT) on the signal. However, these analyses are rarely necessary. Of course, it also depends on various factors such as the other tasks running at the same time, the amount of memory available and the machine configuration in general.

Alto Studio leverages multi-core processing to achieve faster analysis times. So the more cores you have, the faster the analysis will be. Because the type of processing that Alto Studio performs is well suited to this kind of optimization, the speed can literally be multiplied by a factor close to 2, 4, 6 or 8 etc... depending on the number of cores of your processor.

### **Does Alto Studio support dialogue in the <X> language?**

Alto Studio does not require a special knowledge about the languages themselves. Therefore it can be used with dialogue in any language. Although it comes with some helpful presets for FIGS, CJK, ZPHR and PTB (only used for the organization of the files), you can define your own languages and even add Klingon if you want!

### **Does Alto Studio support my game audio middleware?**

Alto Studio can import dialogue lines from all the major game audio middleware: ADX2 from CRI Middleware, Wwise from Audiokinetic, Fmod Designer from Firelight Technologies and Fabric from Tazman Audio.

Alto Studio can also export data to Wwise and ADX2. The audio files will be imported into the project, the new languages added if needed, and the work units and containers automatically created, with user-specified parameters applied. Script lines and character names can also be inserted in the comments.

If your audio middleware is not supported, please contact us and we will try to add it.



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If you are using an internal game audio engine or a proprietary dialogue database, we can also develop a custom importer for you or your programming team can do it by writing an Alto Studio plug-in.

### **How can I develop my own importer / exporter / tool plug-in?**

If you want to interface Alto Studio with your own proprietary dialogue tool or database, or if you want to extend its feature set, you can write a C# plug-in. Please refer to the integration notes available here:

<http://www.tsugi-studio.com/Support/Alto%20Integration%20Notes.pdf>

It is very easy and the GUI can be generated automatically for you. If you want to go ahead, please contact us at the following address to get the full SDK: [support@tsugi-studio.com](mailto:support@tsugi-studio.com)

### **In what format does Alto Studio publish reports?**

Alto Studio reports can be consulted within the tool itself. In addition, Alto Studio can publish the analysis reports in PDF, HTML and XML and also as Excel worksheets. When the reports are saved as an Excel worksheet or a set of HTML web pages, links are added that allow you to play the audio files referenced by clicking on them.

### **Where can I find more information about Alto Studio?**

Various documentations, tutorials and videos can be found on Alto Studio's web page:

<http://www.tsugi-studio.com/web/en/products-alto.html>

You can also contact us directly at: [info@tsugi-studio.com](mailto:info@tsugi-studio.com)

### **I have a problem when using Alto Studio, who should I contact?**

Please send us an email at [support@tsugi-studio.com](mailto:support@tsugi-studio.com) and we will reply to you in the next 24 hours. We assure customer support in English, Japanese and French.



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## Alto Studio is missing a feature I need, can you add it?

We are always looking to improve Alto Studio and to make it meet your needs. Therefore, we are thrilled when you take the time to contact us at [support@tsugi-studio.com](mailto:support@tsugi-studio.com) to communicate your ideas and we will definitely reply to you.

In general, when you need a new feature, there are 3 possibilities to get it:

- Contact us and if the feature is of general interest and we are qualified to add it, it will find its way into a future version of Alto Studio.
- Ask a programmer on your team to write a plug-in using the Alto Studio SDK that does exactly what you want.
- Ask us to develop the plug-in for you or to build a customized version of Alto Studio for your company. This usually turns out to be relatively cheap and fast as many of the features you may need are usually already present in some form somewhere in the Alto Studio code base. So don't hesitate to contact us!



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