

Burning MPEG3 files (.mp3) with Nero

MPEG3 audio files (with the extension .mp3) have become one of the favourite file formats of the internet community, if compressed audio data is to be transmitted. That's why Nero now supports burning of MPEG3 files. These files can now be dragged and dropped into Nero audio compilations just like wave files (.wav) or audio tracks (.cda) can.

Nero is able to burn MPEG3 files „on the fly“. That means it's now possible to without having to convert first of all the files into wave format or storing the uncompressed audio data into a cache file first. The maximum burning speed for MPEG3 files depends highly upon the speed of your processor, since uncompressing MPEG3 files requires lots of floating point operations. As a rule of thumb can be said, that a 100 Mhz Pentium processor is capable to uncompress MPEG3 data at about 2x speed. A faster 250 Mhz Pentium II processor should be able to decode MPEG3 data at 4x or even more quickly. MPEG3 files can currently only be played under Windows 95, 98 and NT. Under Windows 3.1 some multitasking capabilities are not available, that are required for asynchronous MPEG3 playback.

MPEG3 files from the internet may be sometimes damaged. These problems might cause crackling noises. If such damaged MPEG3 files are dragged into a Nero audio compilation, then Nero will display a warning. There will be another warning in the Nero's log file telling, that Nero lost synchronisation within the MPEG3 file. There might also be MPEG files with the extension „.mp3“ that cannot be decoded by Nero at all. Such files are probably either severely damaged or contain another audio file format like MPEG 2.0 or any other unsupported sound format. Nero's MPEG3 library currently supports only standard MPEG3 files (that means ISO MPEG 1.0 layer 3, 44.1 kHz, 16 bit, stereo).