

cdda2wav giving more than 700 MB of wav files

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To: debian-user@lists.debian.org

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While making a backup a music CD, I noticed that I am getting around 728MB of wav files from the original. I am using grip to rip the CD using the cdda2wav command. The rip command in grip is:

```
-D %C -x -t %t -L 1 -O wav %w
```

Since I am not familiar with cdda2wav, I was just wondering how does the ripped size from the audio CD exceed 700MB and how do I control the size so that the total of wav files size is less than 700MB? cdda2wav's manpage says "-x" is for maximum quality. If I remove that flag, what would happen to the quality of the wav's I get?

I am using Debian Sid, and

```
> dpkg -l grip cdda2wav | grep ^ii
```

```
ii cdda2wav 2.01+01a01-4 Creates WAV files from audio CDs
```

```
ii grip 3.2.0-5 GNOME-based CD-player/ripper/encoder
```

thanks,

->HS

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