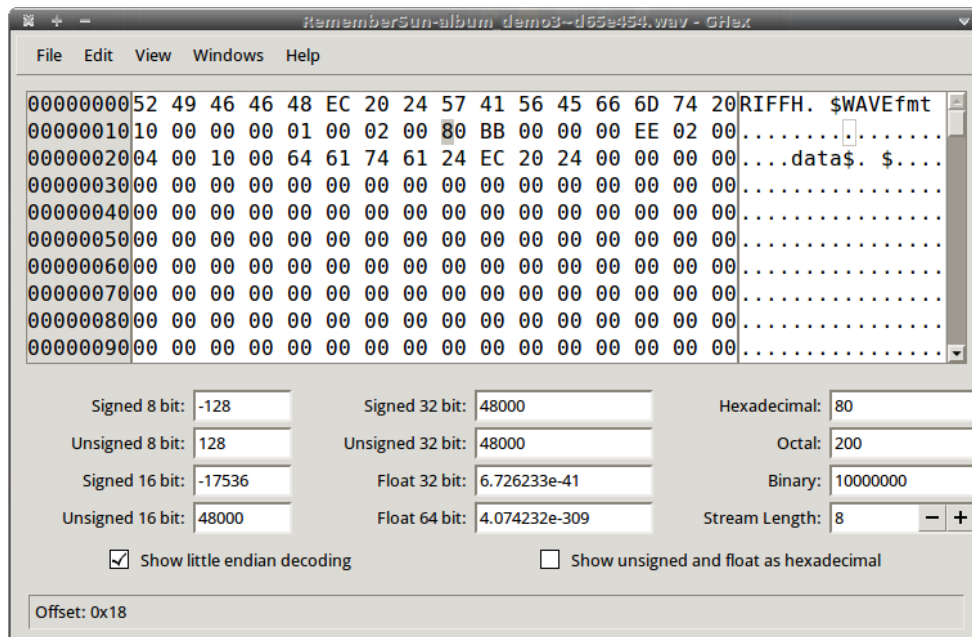
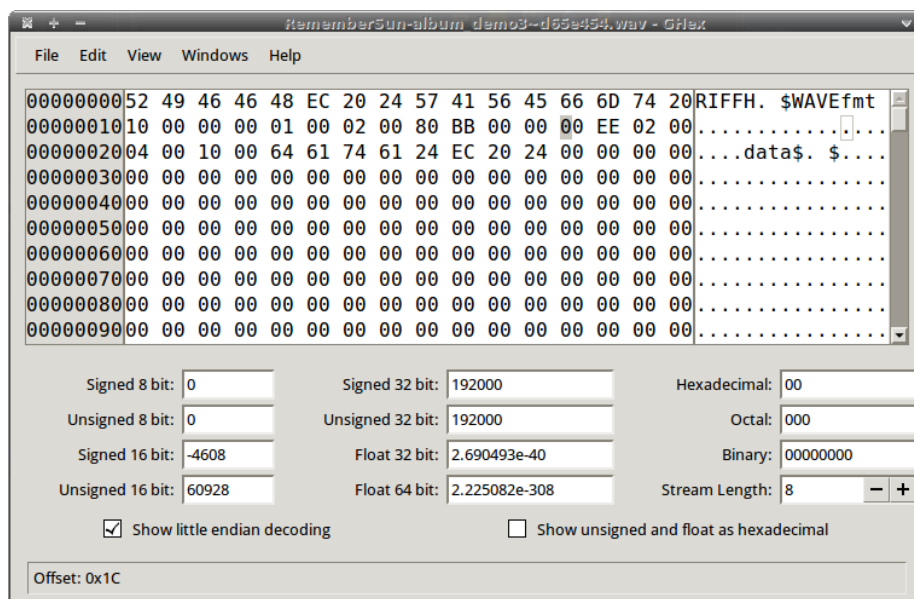


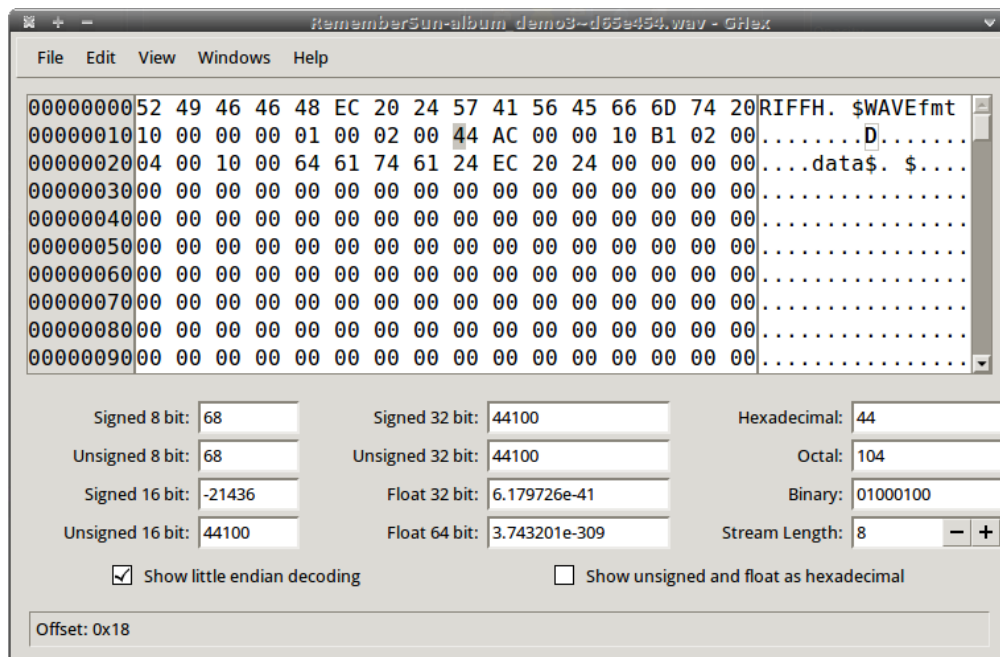
The most direct, if somewhat "hands-dirty", way of doing this is to manipulate the header with a hex editor. There are two entries in the RIFF header that need to be modified: the sample rate itself, which is 80 BB 00 00 in 32-bit little-endian,



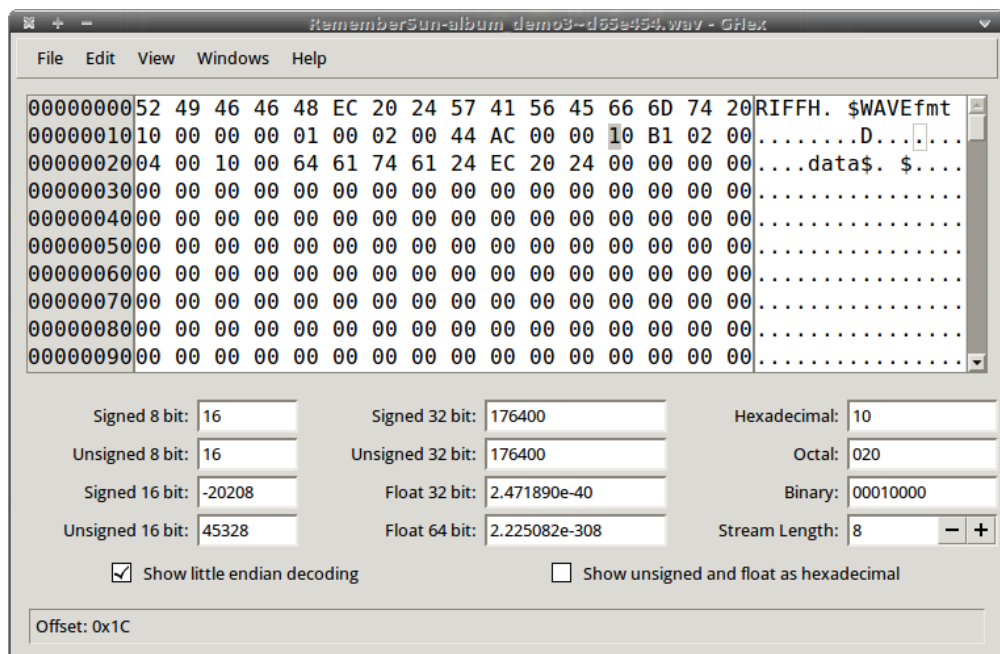
and the adjacent *byte rate*, 192k or 00 EE 02 00 for a 48k 16-bit stereo file. (96k for mono-16bit, 288k for 24bit-stereo, etc.)



These need to be changed to 44.1k / 44 AC 00 00



and 176.4k / 10 B1 02 00



respectively.

In summary: change 80 BB 00 00 00 EE 02 00 to 44 AC 00 00 10 B1 02 00!