Breaking down how WALTR PRO Audio Conversion (to Apple Native formats) works:

This is a detailed breakdown on how WALTR handles the audio formats that you drop into it. And what happens to those files “behind the scenes”.

Native formats:
m4a, m4b, mp3, aac -> just copied, nothing needs to be converted here.

Lossless formats:
FLAC, WV, APE, tta, tak -> ALAC

Lossless uncompressed:
wav, aiff — converts into ALAC to take up less space

DSD (1-bit audio for lunatic audiophiles, created by Sony):
dff, dsf converts into -> PCM and then into -> ALAC

Rare lossy formats:
wma, ogg, oga converts into -> ALAC !!!*

*At first, it may seem strange that small lossy files are converted into bigger ALAC. But there’s more to this, and here’s why…

If you simply take lossy and convert it into lossy AAC, then lower quality files such as WMA will have “crappy” sound after converting them. To avoid this, we convert them into ALAC. And since these are rare type of lossy formats, having the file become become is not much a problem, since you’re getting better sound quality.

IMPORTANT: If you enable “compress lossless into AAC” in WALTR preferences, then all of the default -> to ALAC conversions will become AAC (256k), just like in Apple Music.

This entire scheme showed really great results and loved by audiophiles who use WALTR.