MultiMedia Soft Audio DJ Studio for .NET v10.4.0.0

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Audio DJ Studio for .NET adds audio/video playback, mixing capabilities, and playlist control to multimedia programs. It supports several audio/video formats and utilizes DirectSound, ASIO, and WASAPI, allowing players to get separate control over Volume, Tempo, Playback Rate, Pitch, and Equalizer values. Visual feedback is provided through embedded VU-Meter, Spectrum Analyzer, Oscilloscope, and Waveform display.

Audio DJ Studio for .NET is a .NET Windows Forms custom control developed by MultiMedia Soft that makes it effortless to add sound playback and to mix capabilities to Winform and WPF programs written with Microsoft Visual Studio; thanks to its integration using DirectShow codecs and also all the BASS library, either enabling partitioning abilities for the most frequent audio formats like MP3, WAV, Ogg Vorbis and lots of more, Audio DJ Studio for .NET enables generating powerful multimedia software using magnificent playback capabilities.

Audio DJ Studio for .NET can load unique sounds at precisely the same time on different digital decks, called"gamers"; a participant could be in comparison to a physical deck onto a DJ console, the location where you place the vinyl/CD to be played. You're able to make a console with many digital decks that may concurrently play unique tunes on a couple of audio cards. The access to a particular number of players (decks) can allow the container program to combine several songs on various output channels, which makingnstance the capability to play advertisements spots. In contrast, tunes are being played/mixed on various output channels: this is extremely helpful for multi-channel radio station automation programs.

Each participant may have a different volume, tempo, playback speed, pitch, and equalizer settings; every participant also includes a pair of dispersed and embedded visual feedback elements like VU-meter, spectrum analyzer, oscilloscope, and waveform.

An embedded automatic fader can easily mix audio tracks loaded within a playlist with a precise and configurable fade-in/fade-out.

MultiMedia Soft Audio DJ Studio for .NET Great Features:

- AAC and AAC+
- M4A and MP4
- PCM RAW format
- AC3
- MOD Audio
- PDF
- AIFF
- Monkey's Audio (APE)
- Speex
- ALAC
- MP3, MP2, MP1
- SVX
- AU
- Musepack
- VOC
- CAF (1)
- NIST
- W64
- CD paths
- Ogg Vorbis
- WAV (2)

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去预览

标签

.Net Components Winforms

- FLAC
- OPUS
- WavPack
- IRCAM
- PAF
- WMA and WMV (3)

(1) Support for PCM 8/16/24/ / 32 pieces, PCM 32 bits floating stage, G711 U-LAW, G711 A-LAW
(2) Support for uncompressed PCM and compressed formats whose ACM codec is set up in the machine
(3) Require the availability of Windows Media Player modules onto the target PC

- PCM stream queuing, permitting to play with audio flows coming from an outside source
- Playback of audio documents from memory buffers
- Custom encryption/decryption of seems
- Support for loading and playing audio files, in All the supported sound formats, in the ZIP file right, too when the Exact Same is AES encrypted

- Volume controller
- Volume slipping
- Pre-amplifier
- Automatic Fader and quantity automation with the chance to style volume disappearing curves
- Equalizer
- Auto-equalization of sound monitors through formatted XML documents
- BPM (Beats Per Minute) discovery
- Beats standing detection
- Tempo, Playback Speed, and Pitch support
- Configurable normalization of audio level
- Reverse playback of soundtracks
- DirectX Media Objects (DMO) consequences
- EAX impacts (if supported by the audio card)
- Custom DSP consequences
- VST consequences
- Common blockers (low-pass, high-pass, band-pass, and stop-band)
- Vocal remover filter
- Real-time DC Offset removal

- Actual wave tones
- Composite or monaural wave tones
- Binaural and multi-channel wave tones
- Sliding wave tones
- Noises
- DTMF tones
- Text to address strings

- Composing of fresh mono, stereo, or multi-channel (up to 7.1) audio files by blending sound data obtained in the next audio sources:
  - The Microsoft Speech API allows creating audio information from a text or text file via synthesized voices.
  - Routine sound files saved within the disc or within memory buffers

- Playback of all MIDI files
- SoundFonts direction
- Events direction
- Acquisition of all MIDI events from a MIDI input device
- VST Instruments

- Playback of audio files stored on an Online server (not accessible for MOD audio files)
- Playback of Internet radios Shoutcast (variants 1 and 2) Icecast and WMA flow.
- Playback of Internet radios streaming in HLS format (HTTP Live Streaming)
- Support for acting as a supply for SHOUTcast, IceCast, and Windows Media Services streaming servers
- Support for sending into streaming servers (SHOUTcast, IceCast, and Windows Media Services), the output signal of almost any WASAPI loopback device, enabling to flow any noise being performed via an output also if created by outside and third party software

- Playback of movie clips that their DirectShow compatible codecs are set up in the goal system, together with support for multiple output windows
- Mixing/blending of movie clips Within a video mixer output, together with support for different preview windows
- Customizable On-Screen-Display (OSD) on the movie mixer window
- Customizable On-Screen-Display (OSD) online movie player
- Brightness, contrast, saturation, color, and gamma direction of this wealthy video clip
- Full-screen direction
- Extraction of the sound monitor available within a movie clip, enabling to execute silence detection, BPM detection, and waveform evaluation

- DirectSound protocol
- ASIO protocol, together with the possibility to immediately playback the audio stream coming from ASIO input channels

of the audio card
- WASAPI protocol on Windows Vista and greater variants
- Management of sound endpoints (CoreAudio) on Windows Vista and greater variants
- Audio card output speakers and choice mission
- Support for cloning the sound flow onto multiple output devices and speakers

- Playlists support (M3U, PLS, WPL)
- New proprietary playlist format (PDJ), enabling to predispose blending automation and volume automation on every single tune and also to perform encrypted sounds
- Position triggers direction
- Cue points direction
- Audio waveform analysis
- Delayed playback of tunes

- Playback of CD monitors
- CDDB database questions (via FreeDb servers)
- CD cover images recovery (via Amazon Web Services)

- Real-time embedded visual remarks (VU-Meter, Oscilloscope, Spectrum, Waveform screen)
- Enriched graphical spectrum analyzer
- Graphic pubs for habit showing of Vu-Meters, Spectrum, and Progress pubs
- The screen of fade-in and fade-out curves is applied to the automatic fader.
- Waveform scroller enabling automatic and manual motion of this waveform
- Support for drawing on the waveform representation Within a graphical device context (HDC)
- Virtual piano keyboard for MIDI direction
- Frames catching from movie clips
- Volume Indicator designer

- Read of all ordinary frames of the next tag formats (Unicode strings supported):
  - APE
  - FLAC
  - ID3V1
  - ID3V2.2
  - ID3V2.3
  - ID3V2.4
  - LYRICS3
  - MP4
  - Ogg Vorbis
- Read of the next chunks in WAV files:
  - CART
  - DISP
  - BEXT
  - LIST INFO

- Mixing of tunes at a program level, through habit flow mixers, Enabling You to save mixing outcomes through the integration using an Audio Sound Recorder to get .NET part or to send mixing outcomes into a streaming host
- Exporting of packed audio in WAV format (on either disc or memory buffer)
- Lyrics synchronization via LRC documents
- Downloading facility allowing the download of remote files to the local system and, even in the event of network files of format, together with the Choice to load them automatically Within a participant when downloading is finished.
- Support for ZIP format together with AES encryption/decryption capacities.
- Pairing with Audio Sound Recorder to .NET and Audio Sound Editor to .NET parts

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版本列表

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