MultiMedia Soft Audio DJ Studio for .NET API v10.4.0.0

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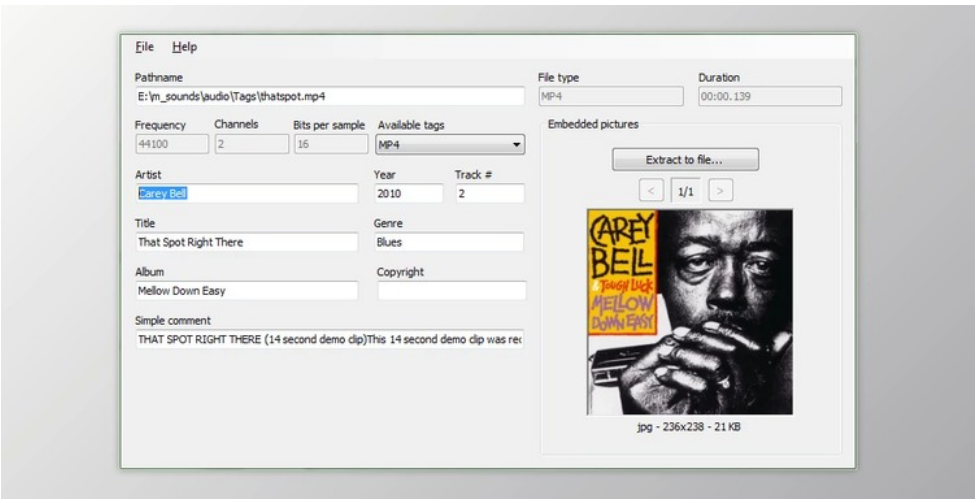

Audio DJ Studio API for .NET is a .NET course created by MultiMedia Soft that makes it effortless to add sound playback and mixing capabilities to your software; thanks to this integration using DirectShow codecs and together with all the BASS library, both incorporating decoding capabilities for its most common audio formats like MP3, WAV, Ogg Vorbis and lots of more, Audio DJ Studio API for .NET enables creating strong multimedia software with magnificent playback capacities.

Audio DJ Studio API for .NET can load unique sounds simultaneously on different digital decks, called"gamers"; You could compare a participant 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 availability of a certain number of players (decks) can Allow the container program to combine several tunes on different output channels, providing, for example, the capability to play advertisements spots while tunes are being played/mixed on different output channels: this is Very Helpful for multi-channel radio stations automation Program.

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

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

Aside from the encounter using the Audio DJ Studio for the .NET Winform part, this API may be utilized not just for creating Winform or WPF programs but also for creating console applications, Windows services, server-side ASP.NET net software, or any other program not requiring an individual interface. As a result of COM interoperability, the API could be invoked from heritage development environments like Visual Basic 6 and Unmanaged Visual C++ and without MFC.

Audio DJ Studio API for .NET is also a. NET Class that provides audio/video playback, mixing capabilities, and playlists management to multimedia programs. It supports several audio/video formats and utilizes DirectSound, ASIO, and WASAPI, which permits players to control Volume, Tempo, Playback Rate, Pitch, and Equalizer values. Visual feedback is provided through embedded VU-Meter, Spectrum Analyzer, Oscilloscope, and Waveform displays.

MultiMedia Soft Audio DJ Studio for .NET API Great Features:

Audio DJ Studio API for .NET can load different sounds simultaneously on different virtual decks, known as "players"; You can compare a player to a physical deck on a DJ console. You can create a console with many virtual decks that can simultaneously play different songs on one or more sound cards. The availability of a certain number of players (decks) will enable the container application to mix several songs on different output channels, giving the ability to play advertising spots while ...

- AAC and AAC+
- M4A and MP4
- PCM RAW format
- AC3
- MOD Music
- PVF
- AIFF
- Monkey's Audio (APE)
- Speex
- ALAC
- MP3, MP2, MP1

去预览

标签

Winforms .Net Components

- SVX
- AU
- Musepack
- VOC
- CAF (1)
- NIST
- W64
- CD tracks
- OGG Vorbis
- WAV (2)
- FLAC
- OPUS
- WavPack
- IRCAM
- PAF
- WMA and WMV (3)

(1) Support for PCM 8/16/24/32 bits, PCM 32 bits floating point, G711 U-LAW, G711 A-LAW
(2) Support for uncompressed PCM and compressed formats whose ACM codec is installed inside the system
(3) Require the availability of Windows Media Player modules on the target PC

- PCM stream queuing, allowing to play sound streams coming from an external source
- Playback of sound files from memory buffers
- Custom encryption/decryption of sounds
- Support for loading and playing sound files, in all of the supported audio formats, from a ZIP file directly, when the same is AES encrypted.

- Volume control
- Volume sliding
- Pre-amplifier
- Automatic Fader and volume automation with the possibility to design volume fading curves
- Equalizer
- Auto-equalization of audio tracks through formatted XML files
- BPM (Beats Per Minute) detection
- Beats position detection
- Tempo, Playback Rate, and Pitch support
- Configurable normalization of sound level
- Reverse playback of audio tracks
- DirectX Media Objects (DMO) effects
- EAX effects (if supported by the sound card)
- Custom DSP effects
- VST effects
- Common filters (low-pass, high-pass, band-pass, and stop-band)
- Vocal remover filter
- Real-time DC Offset removal

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

- Composing of new mono, stereo, or multi-channel (up to 7.1) sound files by mixing audio data taken from the following audio sources:
  - The Microsoft Speech API allows creating audio data from a string of text or a text file through synthesized voices.
  - Regular sound files stored inside disk files or memory buffers

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

- Playback of audio files stored on an Internet server (not available for MOD music files)
- Playback of Internet radios Shoutcast (versions 1 and 2) Icecast and WMA streams
- Playback of Internet radios streaming in HLS format (HTTP Live Streaming)
- Support for acting as a source for Shoutcast, IceCast, and Windows Media Services streaming servers
- Support for sending to streaming servers (Shoutcast, IceCast, and Windows Media Services), the output of any WASAPI loopback device, allowing to stream any sound being played through an output device also if generated by external and third-party applications

- Playback of video clips whose DirectShow compatible codecs are installed inside the target system, with support for multiple output windows

- Mixing/blending of video clips inside a video mixer output window, with support for separate preview windows
- Customizable On-Screen-Display (OSD) on the video mixer window
- Customizable On-Screen-Display (OSD) on the video player
- Brightness, contrast, saturation, hue, and gamma management of the loaded video clip
- Full-screen management
- Extraction of the audio track available inside a video clip, allowing to perform silence detection, BPM detection, and waveform analysis

- DirectSound protocol
- ASIO protocol with the possibility to directly playback the sound stream coming from ASIO input channels of the sound card
- WASAPI protocol on Windows Vista and higher versions
- Management of audio endpoints (CoreAudio) on Windows Vista and higher versions
- Sound card output choice and speakers assignment
- Support for cloning the audio stream on multiple output devices and speakers

- Playlists support (M3U, PLS, WPL)
- New proprietary playlist format (PDJ), allowing to predispose mixing automation and volume automation on every single song and to play encrypted sounds
- Position triggers management
- Cue points management
- Sound waveform analysis
- Delayed playback of songs

- Playback of CD tracks
- CDDB database queries (through FreeDb servers)
- CD cover pictures retrieval (through Amazon Web Services)

- Real-time embedded visual feedbacks (VU-Meter, Oscilloscope, Spectrum, Waveform display)
- Enhanced graphical spectrum analyzer
- Graphic bars for custom displaying of Vu-Meters, Spectrum, and Progress bars
- Display of fade-in and fade-out curves applied to the embedded automatic fader.
- Waveform scroller allowing manual and automatic movement of the waveform
- Support for drawing the waveform representation inside a graphical device context (HDC)
- Virtual piano keyboard for MIDI management
- Frames grabbing from video clips
- Volume curve designer

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

- Mixing of songs at an application level through custom stream mixers, allowing you to save mixing results through the integration with the Audio Sound Recorder for .NET component or to send mixing results to a streaming server
- Exporting of loaded sound in WAV format (on both disk file or memory buffer)
- Lyrics synchronization through LRC files
- Downloading facility allowing the download of remote files into the local system and, in case of media files of supported format, with the option to load them automatically inside a player when download is completed
- Support for ZIP format with AES encryption/decryption capabilities.
- Integration with Audio Sound Recorder for .NET and Audio Sound Editor for .NET components

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版本列表

MultiMedia Soft Audio DJ Studio for .NET API v10.4.0.0 + CRACK

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