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Unreal Engine - Code Plugins Audio Analyzer v5.1

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Unreal Engine - Code Plugins Audio Analyzer v5.1: Introducing Audio Analyzer, a cutting-edge plugin designed for Unreal Engine 5, enabling real-time visualization of waveform and frequency spectrum from audio files. Experience seamless beat detection through frequency spectrum analysis (FFT), empowering your games or applications to synchronize with music effortlessly.

- Amplitude Analysis: Visualize audio waveform in real-time.
- Frequency Spectrum: Analyze the audio frequency spectrum dynamically.
- Basic Beat Tracking: Detect beats in real-time.
- BPM Tracking: Track beats per minute for precise synchronization.
- Pitch Tracking: Monitor pitch changes for enhanced audio interactions.
- Multi-input Support: Works with audio files, microphone input, and loopback input.
- Cooked Builds Support: Ensures compatibility with cooked builds for deployment.
- Android Mobile Friendly: Optimized for Android mobile platforms.
- Full Source C++ Included: Access and customize the source code to meet your requirements.
- Supported Formats: WAV, MP3, OGG, and FLAC for versatile compatibility.
- Loopback Support: Utilize the loopback (what-you-hear) feature for Windows.
- Offline Analysis: Perform amplitude analysis on sections of audio offline.
- Soundwave and AudioComponent Support: Seamlessly integrate with Unreal Engine audio components.
- Audio Runtime Import: Import audio assets at runtime for dynamic audio analysis.

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Unreal Engine

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